

PLAYER 1



HIGHSCORE 2500



PLAYER 2

REMAINDER APP

24
HOURS

START

MENU

SIGN IN

SRIJITH S.M



MENU

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💎 07

★ 12



INTRODUCTION

THIS PROJECT IS A SIMPLE REMINDER APPLICATION THAT ALLOWS USERS TO SET REMINDERS FOR SPECIFIC TIMES. IT'S DESIGNED TO BE USER-FRIENDLY AND EASY TO USE, PROVIDING A BASIC INTERFACE FOR SETTING REMINDERS IN HOURS, MINUTES, OR SECONDS.

MENU

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WHY THIS USECASE ? :

THE REMINDER APPLICATION SERVES AS A HANDY TOOL FOR INDIVIDUALS WHO NEED TIMELY NOTIFICATIONS FOR VARIOUS TASKS OR EVENTS. WHETHER IT'S A MEETING, A DEADLINE, OR A SIMPLE DAILY REMINDER, HAVING AN APPLICATION TO PROMPT USERS CAN ENHANCE PRODUCTIVITY AND TIME MANAGEMENT.

CHALLENGES:

USER INPUT VALIDATION: ENSURING THAT THE USER INPUTS A VALID TIME VALUE AND HANDLING ERRORS GRACEFULLY.

THREADING: MANAGING THREADS TO HANDLE THE TIMING AND DISPLAY OF REMINDERS WITHOUT FREEZING THE GUI.

USER EXPERIENCE: DESIGNING AN INTUITIVE INTERFACE THAT IS EASY TO UNDERSTAND AND NAVIGATE FOR USERS OF ALL SKILL LEVELS.

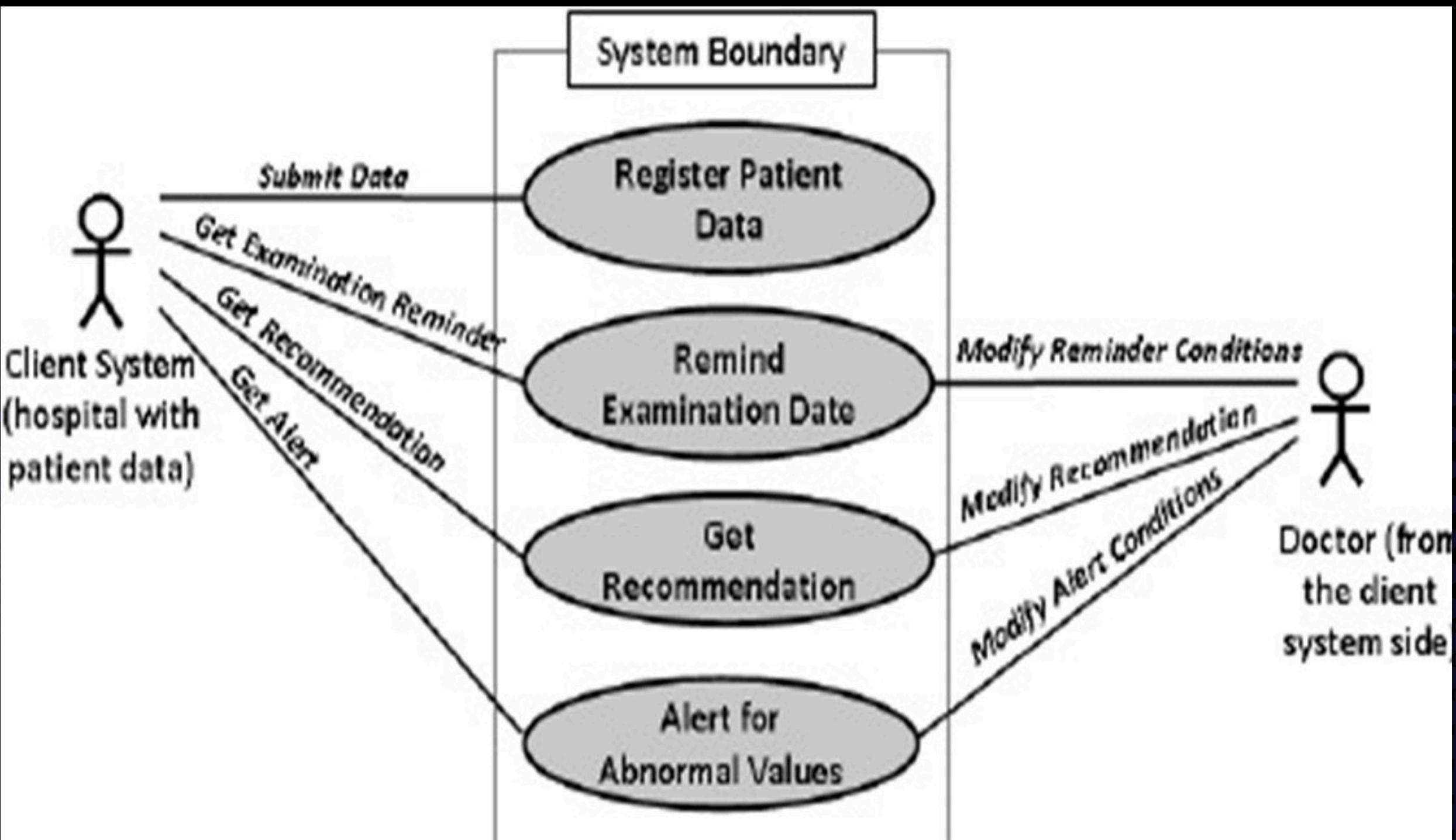
MENU



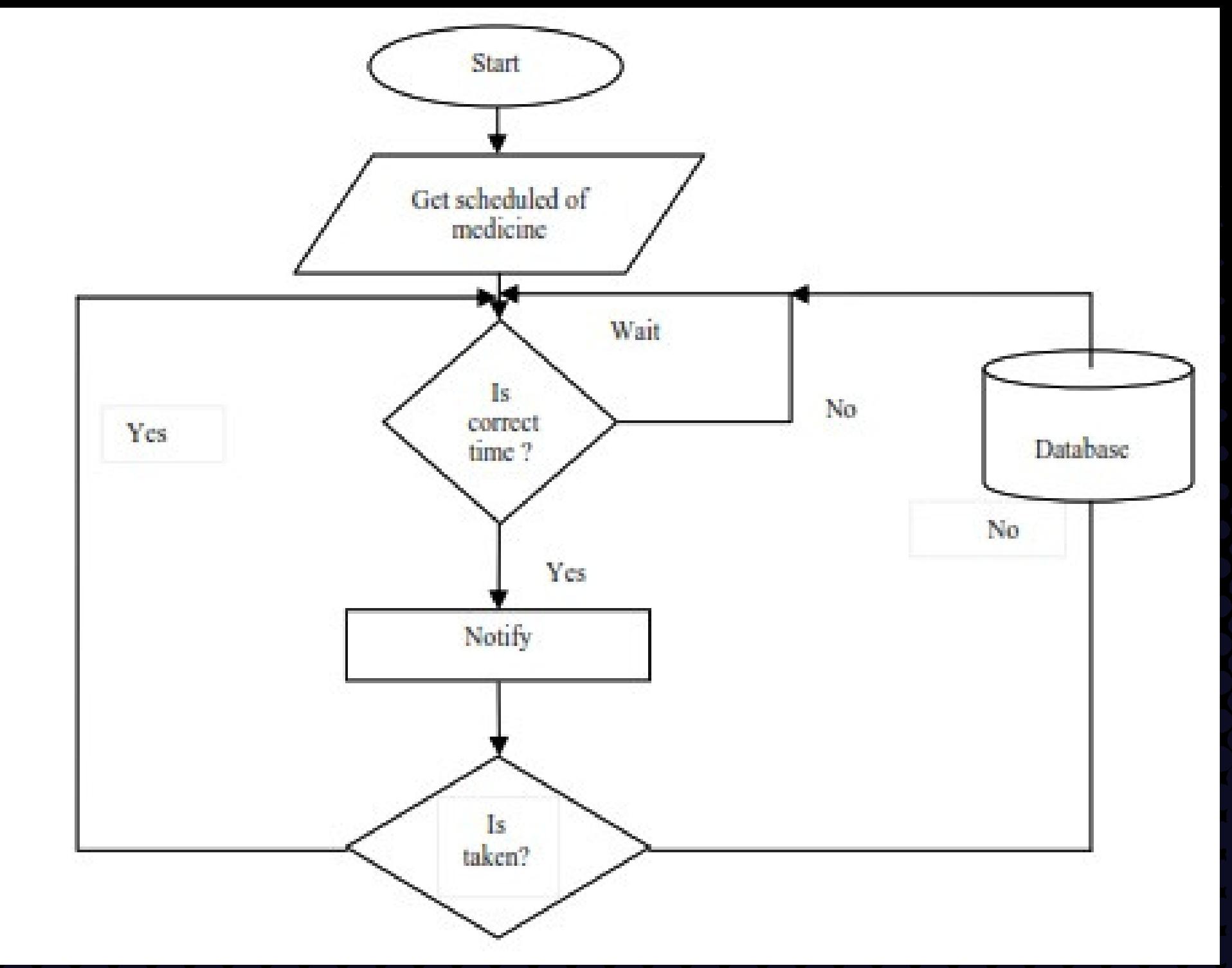
ALGORITHM:

- DISPLAY THE MAIN WINDOW WITH INPUT FIELDS FOR TIME AND UNIT SELECTION.
- RETRIEVE THE TIME VALUE ENTERED BY THE USER AND CONVERT IT TO SECONDS BASED ON THE SELECTED UNIT.
- START A NEW THREAD TO WAIT FOR THE SPECIFIED TIME.
- AFTER THE TIME ELAPSES, SHOW A MESSAGE BOX WITH THE REMINDER.

USE CASE DIAGRAM:



FLOWCHART



PLAYER 1



APPLICATIONS:

THE REMINDER APPLICATION CAN BE USED IN VARIOUS SCENARIOS, INCLUDING:

PERSONAL TIME MANAGEMENT: REMIND USERS OF UPCOMING APPOINTMENTS, TASKS, OR EVENTS.

WORK ENVIRONMENT: SET REMINDERS FOR MEETINGS, DEADLINES, OR IMPORTANT EMAILS.

EDUCATIONAL PURPOSES: STUDENTS CAN USE IT TO MANAGE STUDY SESSIONS OR ASSIGNMENT DEADLINES.

HEALTHCARE: PATIENTS CAN USE IT TO REMIND THEMSELVES OF MEDICATION SCHEDULES OR DOCTOR APPOINTMENTS.

OVERALL, THE APPLICATION SERVES AS A VERSATILE TOOL FOR ANYONE LOOKING TO STAY ORGANIZED AND ON TOP OF THEIR SCHEDULES.



THANK YOU!