

SKED - A SOCIAL CALENDER

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OBJECTIVES

The main goal for Sked is to provide users with an aesthetically pleasing, easy to use scheduling application. The downside of most scheduling applications is that a user only has access to their own information. Sked aims to change that by adding a social aspect to scheduling. Some functionality includes:

1. A choice to view only your information, or with a simple toggle, view your acquaintances' information as well included with yours.
2. Create an Organization to collaborate with other users for job purposes or for whatever fits the situation
3. Store not only an event or object, but also record time to work on the event without actually having to add another event to the calendar
4. Receive alerts in the time leading up to your events to remind you of upcoming events.
5. Easily find free time for you and your friends to spend time together.

IMPLEMENTATION

Sked's Web-based engine is a restful API. This means that Sked will use less bandwidth than applications that don't use a restful API. Rest APIs use four methodologies to send and receive data via the internet. These are: GET, PUT, POST, and DELETE. GET retrieves data for a user. PUT updates or changes data upon user request. POST creates data, which will be stored in the SQL database according to Sked's design. DELETE does exactly as it sounds and deletes information from the database. Using these four methods in relation with all of the entities of Sked give it its full functionality.

CONTACT INFORMATION

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INTRODUCTION

After using many different scheduling applications, it became apparent that all of them lacked something. Sked came as an "ah-hah" moment when a large group of friends would try to make plans, but the plans would fall apart because at the last minute it always seemed that at least one person would forget that they had other plans or something else to do that would interfere with the group's plans. There had to be a way that a group of friends could plan something without the same result occurring everytime.

Sked was imagined with the thought to prevent this because of the social aspect of Sked. Coming up with plans couldn't be easier while using Sked. When coming up with a plan a user would simply have to check his social calendar to find a time where everyone included had free time. Once a plan is set in motion there would be no more surprises with group plans except if something with a higher priority came along for someone.

SECURITY

User security and ease of access is also a top priority of Sked. This is why Sked was designed to be used with a Google account. In addition to using Google Sked also uses the industry standard authorization protocol OAuth2.0. Put simply, no one will be able to access your information without your own authorization.

REFERENCES

- [1] Aaron Parecki. OAuth 2.0. <https://oauth.net/2/>, 2018.
- [2] Grails Logo. <https://twitter.com/grailsframework>, 2017.
- [3] Ed Hannan and Sarah Wilson. RESTful API. <http://searchmicroservices.techtarget.com/definition/RESTful-API>, 2016.

BACK END



Sked was designed using Grails, a web-framework that uses Groovy. Groovy is a dynamic programming language for the Java platform. This means that a combination of Java and Groovy can be run at the same time using Grails. This makes Grails a great framework for working in a group where everyone might not know Groovy. As of right now Sked is only being implemented as a web application although there are plans to expand to mobile applications in the future. User data is stored in a SQL database using MySQL. Grails handles databases internally using GORM (Grails Object Relational Mapping) which makes dealing with a database incredibly easy.

GORM is so easy that once you initially create the database and give permission for the Grails project to access it, you never have to physically type any SQL again. At this point there is no deployed version of Sked available to the public, however, a mock-up of the landing page for the web-application is shown below. The released version of Sked will include a variation of the mock-up shown below. The rest of the views on the application will also be a variation of this mock-up so that the users will never get lost or be confused at what they are looking at because they will always be seeing a real-time calendar!



Figure 1: A mockup of Sked's UI

FUTURE PLANS

The future holds a lot for Sked. There are plans right now to develop mobile versions for both Android and iOS for even easier access. Customization will be a huge part of Sked, in hopes to please every user, and bring in new users. The current UI will be redesigned to become more aesthetic

once a strict time constraint is no longer an issue with little experience developing visuals. New options to sign in with Facebook, Twitter, Yahoo and others, as well as an option to create an account specifically for Sked will be added, to further increase the ease of use.