Piscine Mobile - 5

Manage Data and Display

Summary: *This document outlines the subject for Module 05 of the Mobile Piscine.*

Version: 1.00

Contents

Chapter I

Instructions

- If you have problems installing the tools needed for your project on the 42 computers, you can use a virtual machine. In this case, you will have to :

    ○ install the virtual machine software on your computer.

    ○ install the operating system of your choice.

    ○ install the tools needed for your project.

    ○ Make sure you have the space on your session to install all of this.

    ○ You must have everything installed before the evaluation.

- Only this page will serve as reference. Do not trust rumors.

- Read attentively the whole document before beginning.

- Your exercises will be corrected by your piscine colleagues.

- The document can be relied upon, do not blindly trust the demos or pictures example which can contain not required additions.

- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.

- By Odin, by Thor ! Use your brain !!!

> ⚠ Intra indicates the date and the hour of closing for your repositories. This date and hour also corresponds to the beginning of the peer-evaluation period for the corresponding piscine day. This peer-evaluation period lasts exactly 24h. After 24h passed, your missing peer grades will be completed with a 0.

Chapter II

Specific Instructions

This project is a continuation of Module 04. You will need to implement a new feature in the application you have already developed. For clarity and to avoid confusion, copy your previous project into a new folder and continue working from there.

Your application must now have 3 pages:

- The first page is the login page, which should contain the buttons for login.

- The second page is the profile page.

- The third page is the agenda page.

The app requires an internet connection to work.

Chapter III

Exercise 00: Profile Page

	Exercise :
	Profile Page
Turn-in directory : `mobileModule05`	
Files to turn in : *advanced_diary_app* `and all necessary files`	
Forbidden functions : `None`	

Now that you have a diary application that allows adding and deleting entries, the next step is to add more features to the profile page.

The profile page must display at least the following information:

- The user's name.

- A logout button that logs out the user and redirects them to the login page.

- A list showing the last 2 entries added by the user, including the date, feeling, and title of each entry.

- The ability to select an entry to view its details and delete the entry.

- The total number of entries.

- A list showing the feelings and their percentage of use across all entries.

- A button to add a new entry.

All information must be updated in real time when an entry is added or deleted.

Your profile page should look something like this:

Chapter IV

Exercise 01: Agenda Page

	Exercise :
	Agenda Page
Turn-in directory : `mobileModule05`	
Files to turn in : *advanced_diary_app* `and all necessary files`	
Forbidden functions : `None`	

Now, let's implement the agenda page!
This page must display a calendar.

Requirements:

- When you open this page, the calendar should display the current date.

- You can select a date from the calendar.

- When you select a date, a scrollable list of entries from that date should appear.

- You should be able to select an entry to view its details.

- If you delete an entry, the list must be updated accordingly.

Your agenda page should look something like this:
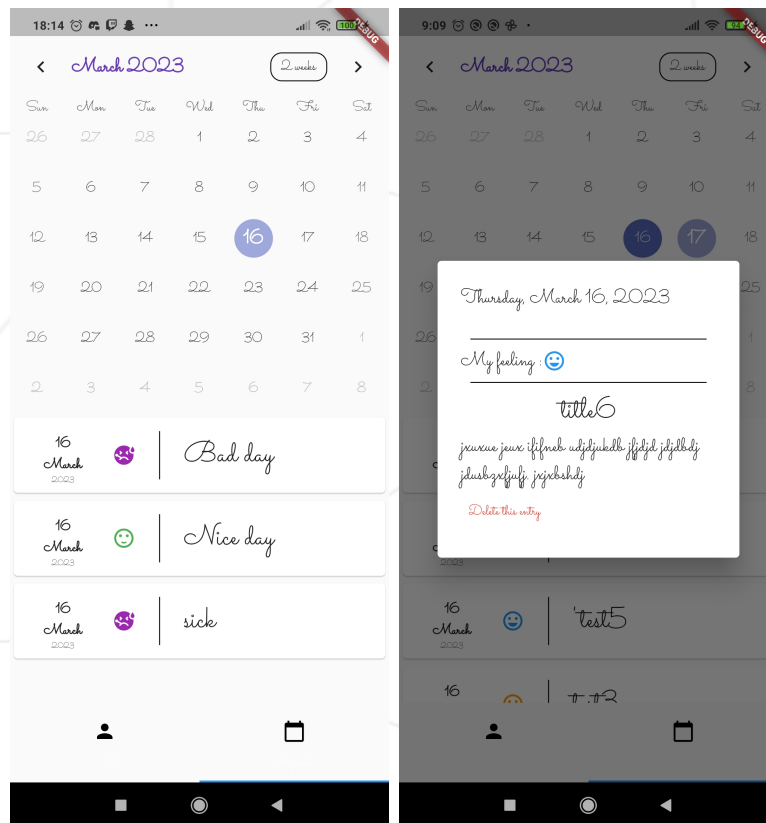
💡 For this project, we used the "table_calendar" Flutter dependency.
pub.dev