40

#### **IJARCCE**



## International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 4, April 2018

# Task Scheduler

# Mr. Akash Gorle<sup>1</sup>, Mr. Akash Patil<sup>2</sup>, Mr. Ajay Wahane<sup>3</sup>, Mr. Abhishek Bagde<sup>4</sup>, Prof V.P. Yadav<sup>5</sup>

Student, Department of Computer Science and Engineering, Priyadarhini Institute of Engineering and Technology, Nagpur, India<sup>1,2,3,4</sup>

Assistant Professor, Department of Computer Science and Engineering, Priyadarhini Institute of Engineering and Technology, Nagpur, India<sup>5</sup>

**Abstract:** Now a days Students life is very challenging and the college schedules are very active. In busy schedule, it is not possible for students to remained there activities. Sometimes, it is difficult for student to remember important tasks for example: attending lectures, submitting assignment, etc. And this process keep going on repeatedly. The human brain is not designed to remember multiple activities. To make student life easy we try to design this application.

**Keywords:** Timetable, Bills & payment, notes, notifications, scheduler.

#### I. INTRODUCTION

Task Scheduler is an android mobile application that helps you to keep your daily schedule on track. This application instructs students to remember timetable easily & tasks assigned during lectures. This is the user-friendly application to create and manage your daily tasks. This application is also helpful for the users who face problems to remember bills and monthly payment due dates, so the users get a reminder of due dates as set by the users themselves. The main components of this application are User Interface, Database, and Notification for maintaining and organizing the user's tasks. The user has to install the apk file of the application in their Smartphone after this first step will be authentication where the application will prompt for distinct user's information, this information will be stored in the database that further will use for acknowledgment. After the registration process, a username and password will be provided to the users through which they will be able to log in the application as an authentic user to the system created. Now, the user is over to a number of options like timetable, bills and payments, important events, and reminder. The user can also get information about event details or about any precedent task in the past.

## II. FEATURE

Task Scheduler app will provide the following functionalities:

Students can feed their class Timetable, Payments due-date, important tasks using this app get the notification. Notify the student about upcoming tasks like lectures, assignment submission date, etc. Users get reminders for all events and task. Helps user to track their due dates. This application will store all the data feed by the user that will be required to access the application. The application has a simple user interface, thus making it easy to use and navigate one module to another module.

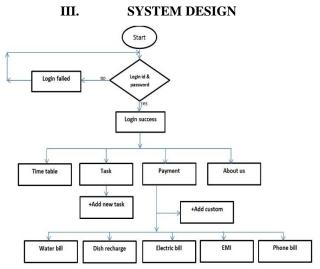


Fig 1: System Design

we install Task Scheduler app & open it. App starts & then this app ask for login ID and Password. If login ID &



# International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 4, April 2018

Password is failed then again open login page for retrying. If the login is successful then they will show some options for adding timetable, Tasks, Payment, about us, to manage our schedule & give notifications.

#### 1. Timetable: -

In that option of "Time Table," we can add our college timetable & give lecturer name and give a description or any task given by teachers. The time is 10 am to 5 pm of lectures is constant we cannot change or delete, we just add or edit because timetable can change.

## 2. Task:-

In the task we can add task or events is like events is available in a calendar, by adding or clicking on "+Add new task" we can add tasks & give title name and some description & set time date for it to notify itself. The time of task for notification or remaindering is 2 hours before date & time.

### 3. Payment:-

In the Payment option we can add a reminder for payment likewise tasks but there is time is before 2 hours of time, and payment is like online or user not has funds in a bank account so we can give notifications 1 day before of time & date we set.

In the option of payment there is some category like

1) Water bill 2) Dish recharge 3) Electric bill 4) EMI 5) Phone bill.

And we add our custom payment option by clicking "+Add custom".

#### IV. IMPLEMENTATION

#### Module 1

In this module first process is login. In the login process user have to give an input as username and password, the authorized user gets the access to the application.



Fig 2: login screen Activity

## Module 2

In this module, the user can access the main activity of the application. All the submodules are shown within the main activity that is Timetable, Task, Payment, about us.



Fig 3: Main Activity

#### **Timetable Activity**

Users have to enter the timetable that helps to set up the timetabling module. We can enter all the details of the timetable in this form. All these details will be recorded in the inbuilt database.



# International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 4, April 2018



Fig 4: Timetable Activity



Fig 5: Edit Timetable Activity

Before every lecture the user get a notification 5 minutes before the lecture. The notification will look as follows.



Fig 6: Timetable Notification

# **Task Activity**

Task module helps us to set up new tasks. We can enter all the details of the tasks in this form. All these details will be recorded in the inbuilt database. We get the notification for each task on scheduled time.



Fig 7: Task Activity



# International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 4, April 2018



Fig 8: Edit Task Activity



Fig 9: Task Notification

# **Payment Activity**

Payment module helps us to set up new payments and gives notification to user before due date. While setting up new payment task and get notification we must first enter payment name and set date and time.



Fig 10: Payment Activity



Fig 11: Edit Payment Activity



## International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 4, April 2018



Fig 12: Payment Notification

## V. CONCLUSION

- This application is usable for Android-phone-users. Task Scheduler is an application which helps the user by notifying about the registered events on specified date and time.
- The user can save their timetable in the app and it will notify the user before 5 min of a lecture by telling subject name and subject teacher name. Reminders for these events can be customized by the user.
- The user can efficiently schedule and manage all their activities. Thus it helps users to tackle any management related problems in his/her academic life.
- Maintaining database, retrieving data, adding data and many such functions are user-friendly.

#### VI. FUTURE SCOPE

In future, this application will be available for different operating systems like iOS, Windows, Symbain etc. The timetable module currently accepts the input from the user. We can create a Dropbox-like web facility which can be used by students to store and share their notes.

## **REFERENCES**

- 1. Mei-Ying Wang, John K. Zao P.H. Thailand J.W.S. Liu, A Mobile Phone Based Medicine In-take Reminder and Monitor 2009 Ninth IEEE International Conference on Bioinformatics and Bioengineering,© 2009 IEEE DOI 10.1109/BIBE.2009.60 pgs. 423-430
- $2.\ http://ijarcsse.com/Before\_August\_2017/docs/papers/Volume\_5/3\_March2015/V5I3-0416.pdf677-682$
- 3.www.developer.com/ws/android/how-to-schedule-background-tasks-in-android-apps-using-the-jobschedulerapi.html
- 4.www.developer.android.comOL. Google Android Developers, Android Develop Guide,

http://developer.android.com/guide/topics/fundamentals.html