

UVA Bucket List iOS App

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Device: Cortland

Instructions:

1. Launch App
2. The app shall be prepopulated with a list of 3 to 4 items.
3. To edit an item, tap on it. This will take you to a new page with a Title text field, a Description text box, a Switch to mark the item as complete or incomplete, and a Save button.
4. To edit the Title, tap on the text field and begin typing.
5. To edit the Description, tap on the box below the title and begin typing.
6. To mark an item as complete or incomplete tap the switch: green indicates a complete item and white indicates and incomplete item.
7. You may also mark an item as complete directly from the List View by swiping right on the item's cell and mark it back to incomplete by swiping left. The Cell color will change to green to indicate a completed item. This will also change the switch to green inside the item info page.
8. To save changes to your edits while in the info page you must tap the **SAVE** button at the bottom of the page.
9. If you decide not to make changes, you may go back to the list view by tapping the back arrow on the top left navigation bar.
10. To add an item to the list tap the “ + ” icon in the List View. This will open a pop up dialogue that will ask you to enter the name/title of the item.
11. The Item will be added to the bottom of the list.

Lessons Learned:

When creating a mobile application for the iPhone, one must choose design elements very carefully in order to maintain a continuum and flow unlike in Android. This is primarily due to the fact that there is “back” button that will take you to the previous screen or view. Thus the designer must implement a sequence of segues that will always have a way back and not have the user feel trapped in so much that they must exit the app using the home button. That was one driving force behind our choice of a push segue instead of a modal segue. With a push Segue, there is always an easy way to go back and recollect yourself as the navigation bar will remain familiar from one view to another. While a modal segue would have allowed more customization, in particular the ability to add a cancel and save bar button item, the sudden change of scenery may make a user feel cheated or at risk. Instead, we decided to implement the Save button (that used the unwind function to update the list view and save the texts) within the info page at the bottom.

While Android and IOS are both mobile development platforms, they vary significantly in their implementation. The Android API seemed much more modular than the IOS API: objects and the application lifecycle were very clearly defined. The IOS API didn't seem as modular, which makes sense considering the two images that we saw in class that represent both platforms. Android had many more "boxes" (aka different parts of the API) while IOS only had 4 categories. Comparing the two modes of development showed me how much work it is to write cross-platform applications.

Another lesson that was brought on by the convenient timing of Fall Break is the importance of planning ahead and communication. While many may believe Fall Break the optimal time to catch up on schoolwork, it is often the contrary for those that have friends, family, or anyone that loves them really. As a result, partners not only were not able to work on the application together, but they could not even find time to work on the app individually. Then upon returning to the University, each person began to work on the code very diligently – but unbeknownst to them they were working on the exact same piece of code, which would make any merging impossible with github. Ultimately one person's hard work needed to be sacrificed for the sake of the project – all that wasted time never to be seen again as the result of poor planning and judgement. This may not have serious consequences now, as the assignment managed to be completed by the due date, but when a software company encounters these sorts of delays it may mean the cost of lost contracts, increased pay for overtime employees, and distrust in the community – all killers of business.