SCALE FOR PROJECT PISCINE SWIFT IOS (/PROJECTS/PISCINE-SWIFT-IOS) / DAY 06 (/PROJECTS/PISCINE-SWIFT-IOS-DAY-06)

Introduction

For the smooth runnning of this evaluation we ask you to respect the following :

- Stay courteous, polite, respectful and constructive in all situations during this exchange. The relationship of trust between community 42 is something you depend on.

- Highlight to the person(or group) find eventual dysfunction of getting the work done, and take time to discuss and debate them.

- Accept that there may be differences in interpreting the subject's requests or the scope of the features. Stay open-minded to the vision of the others (is he right or wrong?), and evaluate the most honestly possible. The pedagogy of 42 make sense only if the peer-evaluation is done seriously.

Guidelines

- You should only evaluate what is on the GiT repository of the student or the group.

- Make sure to check that the GiT repository is the one corresponding to the student or group and the project.

- Meticulously check that no malicious things have been used to mislead you and make you evaluate something other than the official content.

- Any script intended to facilitate the evaluation provided by one of the two
parties must be rigorously verified by the other party to avoid some
unpleasant surprises.

- If the student/ corrector has not yet done this
project, it is mandatory for the student/corrector to read the
subject in full before beginning this defense.

- Use the available flags to sign something
rendered empty, non-functional, a case of cheating,
etc. In this case, the assessment is completed and the final mark is
0 (or -42 in the special case of cheating). However, except in the case of cheating,
you are encouraged to continue to discuss the work that has been done (or not done)
to identify the problems that have led to this situation and avoid them for the next
rendering.

Attachments

☐ Subject (https://cdn.intra.42.fr/pdf/pdf/5519/d06.en.pdf)

Exercice 00

TapGesture

- When you click on the screen does a shape appear where you clicked ?
- Are the shapes circles and squares that appear in random order ?
- Are the colors also random ?

    ⊘ Yes   ✕ No

Exercice 01

Dynamic Behavior

- Are the shaped subject to gravity ?
- Are the shapes colliding and bouncing off ?

    ⊘ Yes   ✕ No

Exercice 02

Gestures

- Can one move the shapes with a "Pan Gesture" ?
- Can one enlarge the shapes with a "Pinch Gesture" ?
- Can one rotate the shapes with a "Rotation Gesture" ?
- When handled, can the shapes still collide ?
- When letting go of them, are the shapes still subject to gravity ?

⊘ Yes   ✕ No

Exercice 03

CoreMotion

- When testing on an apple device, do the shapes fall differently depending on the device orientation ?
- If not, check if there is an object of type "CMMotionManager" and if the "startAccelerometerUpdatesToQueue" method is called correctly with a Handler that modifies the "gravityDirection" property of the object of type "UIGravityBehavior".

⊘ Yes   ✕ No

Ratings

Don't forget to check the flag corresponding to the defense

★ Outstanding project

�| Empty work   ▨ Incomplete work   ▤ Cheat   ☗ Crash   ⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview!!!

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