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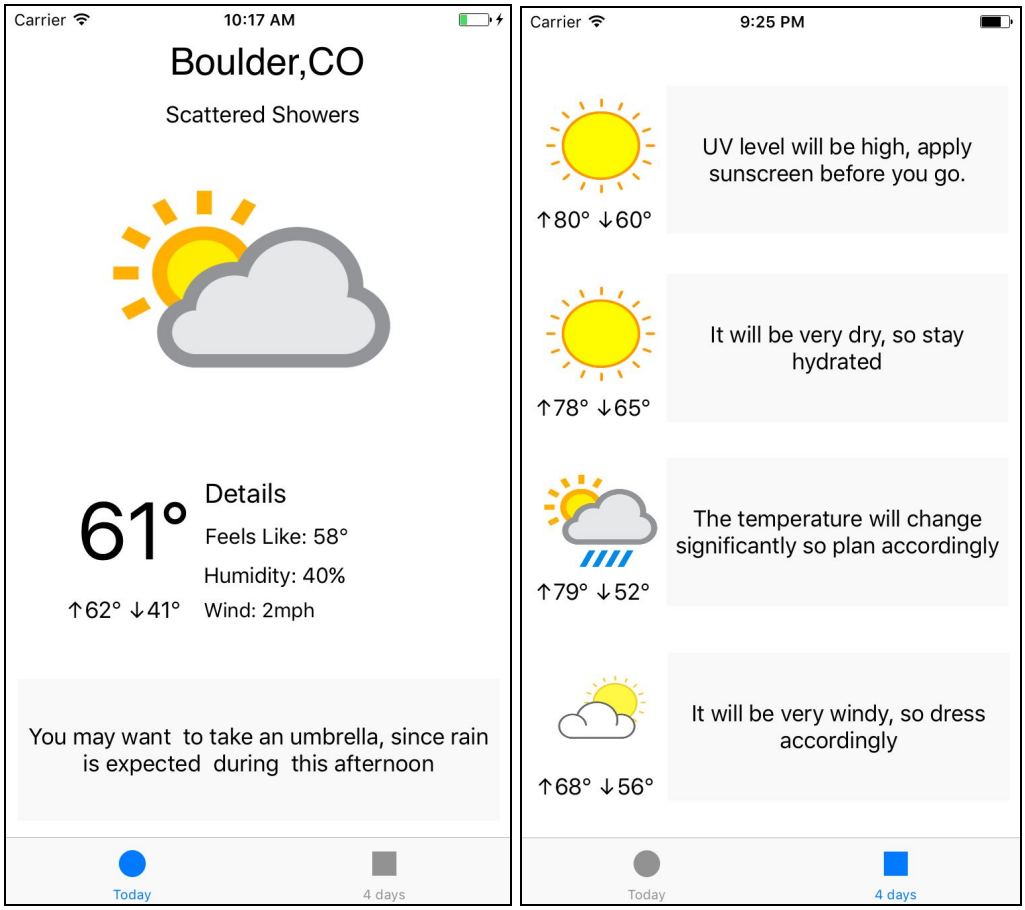
ATLS-4120
Project 1: Milestone 2
Oct 4, 2017

Tenki (iOS weather app)

- Digital prototype:



- Implementation:
    1. Obtain a developer API key from Dark Sky.
    2. Store API keys in a header file
    3. Create a Data model and name it “WeatherGetter.swift”
    4. Send a request to the API

        let basePath = "https://api.darksky.net/forecast/YOUR_APIKEY/"
        let url = basePath + "\(location.latitude),\(location.longitude)"
        let request = URLRequest(url)
    5. Parse the response

        let temp_max =res_json[‘temperatureMax’]

let temp_min =res_json[‘temperatureMin’]
let icon = res_json[‘icon’]
let humidity=res_json[‘humidity’]
let wind=res_json[‘windSpeed’]
let summary=res_json[‘windSpeed’]
let uv_Index = res_json[‘uv_Index’]

Note: See How to parse JSON with Swift 3

6. Determine what the app should advise users in different weather conditions:

```
If  precip_Type==rain & precip_Probability >0.4:
        advice=’’You may want  to take an umbrella, since rain is expected”
else if  precip_Type==snow & precip_Probability >0.2:
        advice=’’You may want  to wear a coat, hat and gloves as well”
else if  temp_max-temp_min>20:
        advice=‘The temperature will change significantly so plan
accordingly’
else if humidity < 30%:
        advice= It will be very dry, so stay hydrated
else If uv_index>=6:
        advice=‘UV level will be high, apply sunscreen before you go’
else:
advice=data.summary
```

7. Feed the weather data to the user interface of the application