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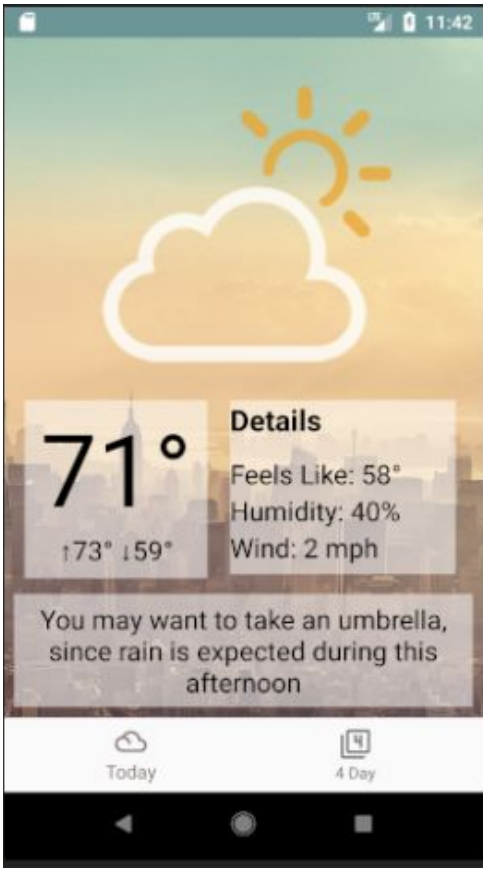
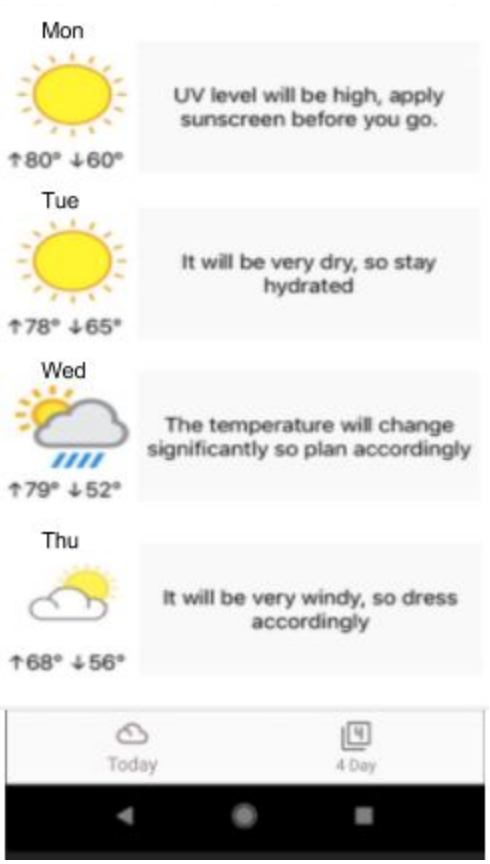
ATLS-4120
Project 2: Milestone 2
Nov 29, 2017

Tenki (Android weather app)

Digital prototype:

Note: Need to change the background, so that it looks the same across the two views.





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 in Java

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