

For the most part, majority of the front end was done using the story board function in Swift. For many reasons including constraints, the design in story board appeared different than it did in the simulation. It was mostly trial and error and in a few cases I hard-coded into the view-controller file, but it was a process of repetition and trying new things to get the front end functioning. In some instances where the program would trash (mostly due to naming errors), I would go through and comment out certain features to specify what the problem was.

For the back end part of the login, two major factors that we wanted to be aware of was the issue of errors such as empty text fields, as well as invalid information given by the user. To combat this issue, we would include print statements within the code so when running, we could see in the console which area the error was occurring. Because login authentication backend was done in Firebase, another help with testing functions was to simply check the database to see if the account was added.

For chores, the front end was similar to all the other pages, the testing was replicated each time. What appeared as fine on the story board, did not appear the same on the simulation. There was simply trial and error to get the design right. Another UI aspect of the chores is the date picker. There was use between the story board and the view controller so any issue that raised from that specific button, I was able to comment out to figure out the problem. With checking if the lists were added to the database, we used print statements first to check the console then go into Firebase to see if the information was added to the database.