

SUMMARY

In this chapter, we have worked on these topics:

- have an introduction to UML
- set up app specification
- create class diagram for the model
- declare enumeration
- declare class attribute
- declare class initializer
- use static attributes

If any of these is unclear to you, please make sure to go back and read the related part or parts before moving on to the next chapter.

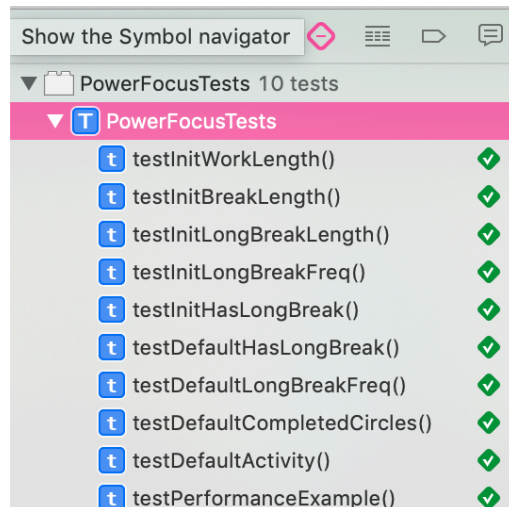
If you can't figure out the exercises on your own, you can check the answers at

https://github.com/CarlistleZ/MyiOSTutorial/blob/master/Chapter_Ten_Exercises.zip

For reference, you can download the complete Xcode project from

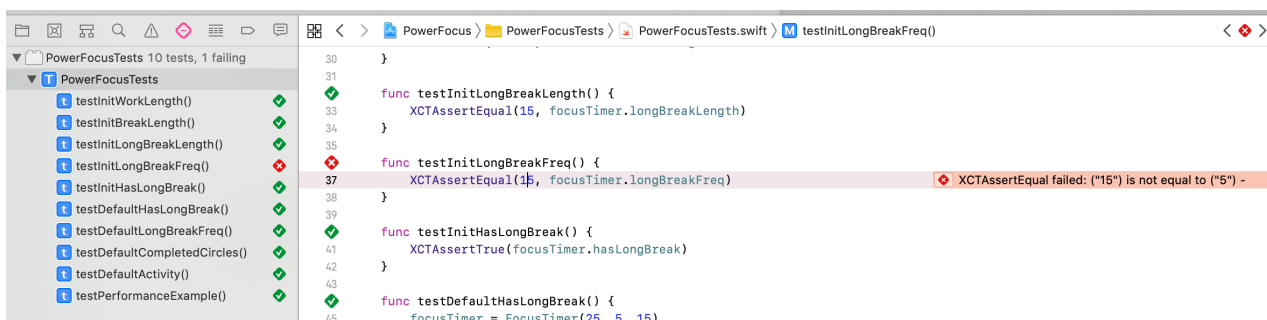
https://github.com/CarlistleZ/MyiOSTutorial/blob/master/Chapter_Ten_PowerFocus.zip

Open the test navigator in the left pane or press **Command(⌘) + 6**. Start the PowerFocusTests class by pressing the start button on the right, you will see all the results of the test methods with assertion.



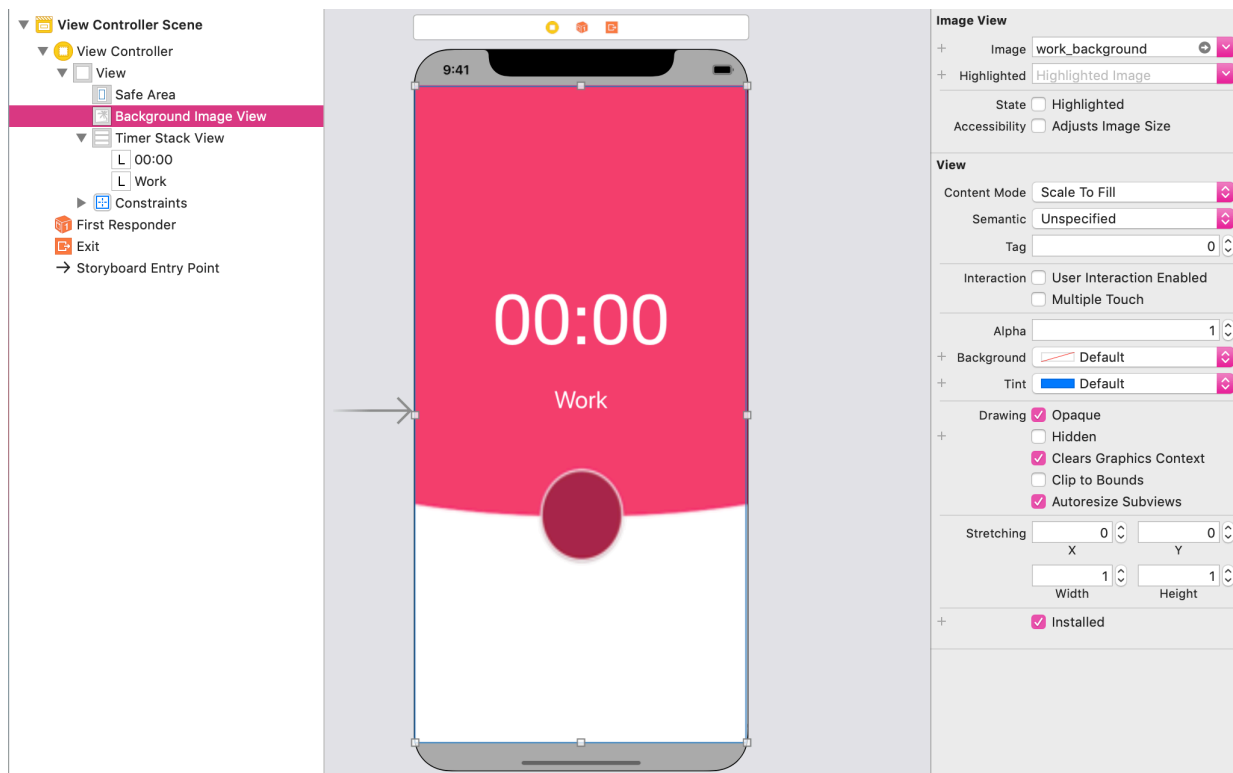
If your model is correctly written, all tests should pass. If not, go to the model and try to fix the issue. You can check fail details in the popup on the right. For example, change the expected value of long break frequency from 5 to 15. Re-run this test and you will see the following error message: `XCTestAssertEqual failed: ("15") is not equal to ("5")`.

You can check the value during runtime and compare it to your expected value. You should bear it in mind that when a unit test fails, it doesn't always mean that your model has a bug. In this case, the expected value in test method is incorrect. Change 15 back to 5, the test should pass again.



The background image is covering everything else, this is obviously not what we want. It is displayed in this way because the order in the view hierarchy is important. It always renders the widgets from top to bottom. If the current widget is not opaque (alpha is 1), it will cover all the previously rendered widget in its rectangle. The “**Timer Stack View**” is rendered before the “**Background Image View**” and since the image view isn’t opaque, we can no longer see the stack view even if it’s still there. Its graphic layout won’t even be calculated by the system to save CPU resource. This is a common reason why a widget appears to be “missing”.

To solve this, simply drag the image view above the stack view. Since the background of the stack view is transparent, you will see both of them at the same time.



Congratulations, now you know how to create storyboards for an iOS app! You can try the following exercises to test your self. If you are stuck

somewhere, go back and read the corresponding section again. If you are really stuck, you can check out the solution at the end of this chapter.