# Critique

When developing the application certain decisions were made to ensure the application could meet the requirements outlined in the design specification.  
When first designing the structure of the application it was to be developed with two views, two view controllers and 3 classes. The three classes would be the game which held the game logic such as points and who is serving, the sets which would store the sets that had been played to later be loaded into a scoreboard and the match which would check for match winner. This way of breaking down all the elements of the tennis game's logic and passing it back up would have meant that there would be a more control over how the game, set and match were scored.

With this structure in mind development begun creating the application as designed with the broken down classes and the layout of the view. However after creating the methods and testing the application if it would run correctly it became clear that even though the application ran the game logic was not being passed through correctly.

With the application now effectively not working a decision needed to be made in order to meet the requirements outlined in the design specification. It was deciding that it was more important to have working application that ran from the view controller than an application that was not working using multiple classes.

The new structure of the application was to hold all the methods needed inside of the view controller and to have scoring directly in the button. The decision of having the scoring within the button meant that the buttons had a lot of duplicated code that was then modified to suit the buttons purpose. This did however mean that the scoring correctly worked.

Now that the application was able to score the next step was to add in addition features the design. The first additional feature was to add in text fields that would allow the user to input any name and the input name would be carried across to the scoring. When testing this feature there was an issue with the keyboard not disappearing from the view. With no prior knowledge of how to fix this a website called stack overflow was used to search for similar questions. The search found a question asking about how to dismiss the keyboard when the screen is tapped outside the text field (Jonepatr 2011) which was then modified slightly and put into the application.

Another feature that was implemented was a way for the user to see which player is serving. This was done by simply showing a red ‘S’ next to the player who was serving. An attempt was made to add a sound effect whenever the server changed after learning from an example (Ballingall n.d) however the addition of this feature cause the application to crash and due to time constraints the section of code was commented out .

The third feature that was attempted at implementing was a way for the user to update their twitter account with the results of the game. As this was another area that was not learnt prior to the development of the application a search on stack overflow was done again which found a question that was a suitable solution (Jacob 2012). The code from the answers of this question was then placed into the application however it was on another view. In order to load that view the section of code that controls the match win method would need to be changed and again due to time constraints this code was commented out.

Finally as the application has neared completion the structure and contents of the classes has greatly changed. Were in the first design the application adhered to OOP with classes running instances of other classes and had inheritance between the game, set and match classes the new structure of the application there is only a single file that holds all the logic. This means that this class is not adhering to OOP which limits the possibilities of being able to create new data types or having reusable methods and classes (Rouse 2008).

# References

Jonepatr (2011) <http://stackoverflow.com/questions/5306240/iphone-dismiss-keyboard-when-touching-outside-of-textfield>

Ballingall, D (n.d) <http://raws.adc.rmit.edu.au/~e46191/Xcode/sound.html>

Jacob, C (2012) <http://stackoverflow.com/questions/10563583/open-native-twitter-app-from-my-application-using-ibaction>

Rouse, M (2008) <http://searchsoa.techtarget.com/definition/object-oriented-programming>