

Jayden Godbold

Final Project Discussion

API Features & Challenges:

There are a few API integrations in this app, The IMDB Data Base API, Youtube Player API, 3D touch events API, gesture events API, and SDWebImage API/Package.

The IMDB Data Base API is responsible for the major features of the app, It is used to retrieve movie information for the view cells. Each view cell in the app is populated by IMDB. This portion of the project was kind of difficult to get going because, using a storyboard to get this done only confused me more so I left that and went for straight code, and that worked better for me. The way I worked through this issue was by doing print testing as I coded, so instead of immediately creating a movie tile with all the functions to populate it, I created temporary cells with nothing but color and then implemented its functionality later on.

Youtube player API is implemented in a few parts of the app, but its role is purely to provide the trailer for the movie, in the more information section. Implementing this wasn't too hard the main thing was trying to code it in swift but for the most part, the API documentation tells you how to do it.

3D touch functionality is located on the home screen, it was implemented to work as a favorites button, allowing information on a specific movie to be stored in the core data section of the app and displayed on the favorites screen. I didn't have a hard time with this at all a few google searches helped a lot with this.

Slide Gestures are implemented on the favorites screen it is used to remove a favorite from the list. Again, I didn't have a hard time with this at all a few google searches helped a lot with this.

SDWeb Image package was included in this project to optimize loading times from IMDB, the app parses the URLs given to it so this makes sure that the images for the movies, etc. show up in a timely manner.

Limitations

This app is pretty pointless in its current state, it would be more beneficial to go to an actual streaming service because then you quill have the option to do everything this app can and more. The biggest thing this app lack is the ability to actually play movies. I know that moves have licensing, and to legally stream them to an app you would have to obtain these licenses. It is possible to stream movies from pirated sites which would be cool but that leaves the scope of what I planned to get accomplished from this project. One big thing is that the favorite button under the trailer and description does not work, it is a static image in its current state, meaning that if the move you want to favorite is not on the home screen cells then it technically isn't an option to add to favorites.

My Experience

I have been familiar with Xcode and swift for about 3 Years prior to this class, in the summer I usually take a course offered by One Summer Chicago for extra money and that's where I can code in swift, given I don't own a MacBook. So I really do like IOS

Development, i have worked with a team to develop ios apps every summer, they are very primitive in nature but I have won a couple of contests using what I know.