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Software Design

15 May 2025

## Kayden's Awesome Reflection

The thing I thought took longer than expected was trying to get my addressView to work. I kept making something and then switching it up right after which cut into my time and made it take longer than it needed to take. I also had trouble getting my backend to my app, which is something I need to HEAVILY work on getting better at. I also feel like my designs could be a little more “complex” or better designed but I wanted to be able to work more on my IOS app than work on the design. I think working on the spreadsheet and getting to see what I'm working on and estimating what time and how long I think it will take me to finish my objectives. I wanted to make the whole IOS better. I didn't do as good as I knew I could have. Some of the things I learned was that I am really bad at staying with one plan and kept changing ideas which is probably one of the reasons I spent so much time not working on my IOS. The areas I would like to study more are involving the Backend and getting it connected to my IOS. I would also like to just get better at Swift in general plus VScode which I'm excited to work on next year.