Mobile Cloud Computing - Assignment Phase 3

iOS app documentation

Roman Filippov 464455

Tommi Oinonen 292070

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Technologies and installing

We developed an iOS app for the third phase of the assignment. We naturally used Xcode for the development and as a dependency tool we used CocoaPods (`https://cocoapods.org`). Once CocoaPods has been installed the dependencies can be installed by issuing command 'pod install' in the project directory where the Podfile is found.

The app can access the calendars and events on our cloud service. For testing it assumes that the server is listening on localhost:3000. The app should be able to access a server that has been set up as specified in CalendarAppInstructions.pdf when run on the local emulator.

App

Main view

Starting the app should open main view (figure 1) with the list of calendars in the cloud. If the app can not for some reason connect to the server, it informs the user (figure 2). Tapping a calendar will open the calendar view. New calendars are added with the New button in top right opening the calendar creation dialog (figure 3).
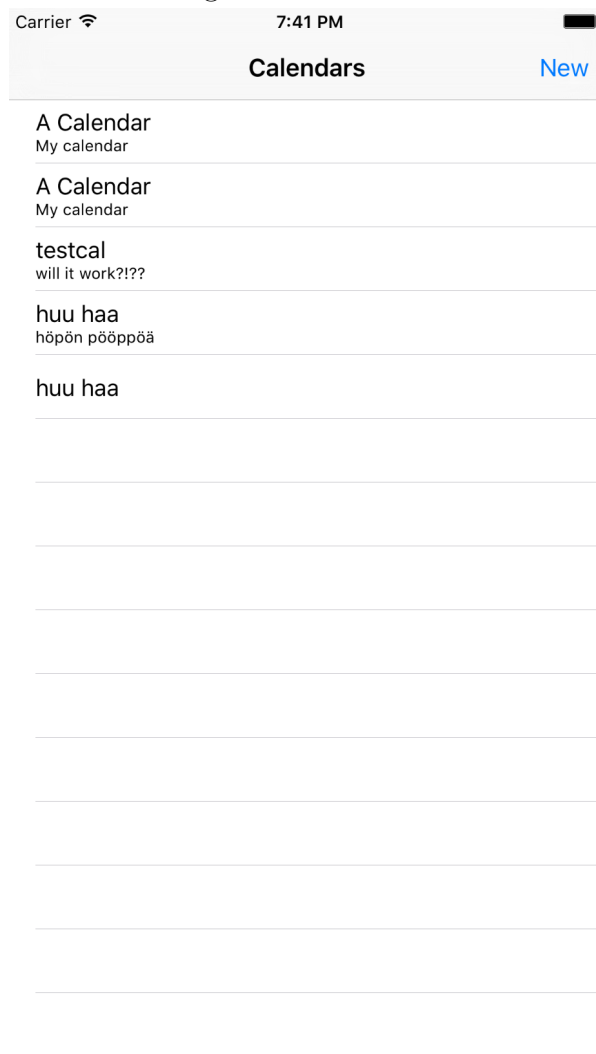
Figure 1: Main view

Carrier 📶   7:41 PM   ▬

Calendars   New

A Calendar
My calendar

A Calendar
My calendar

testcal
will it work?!??

huu haa
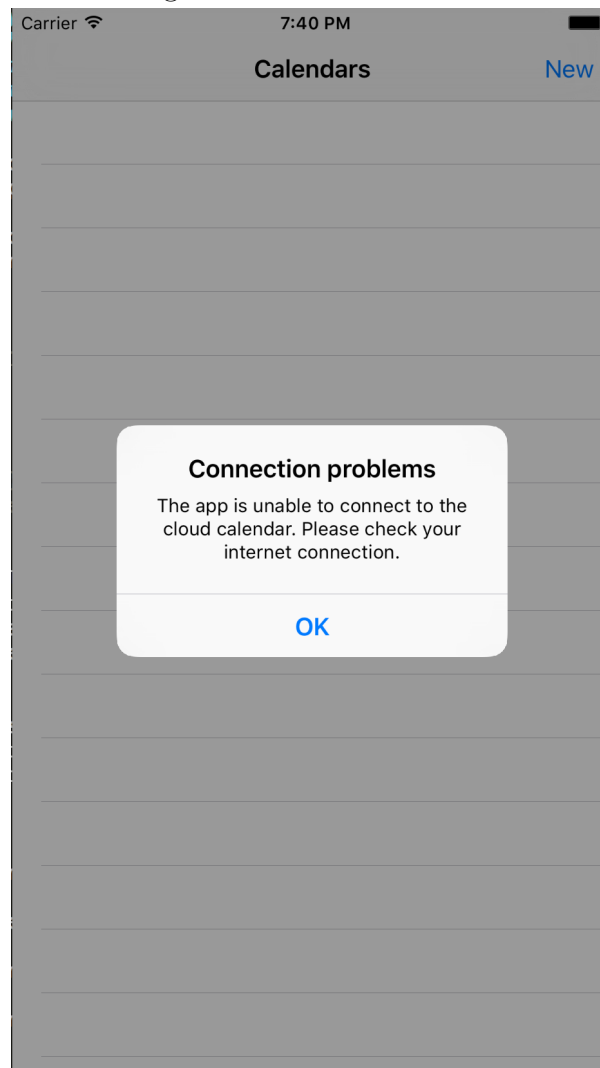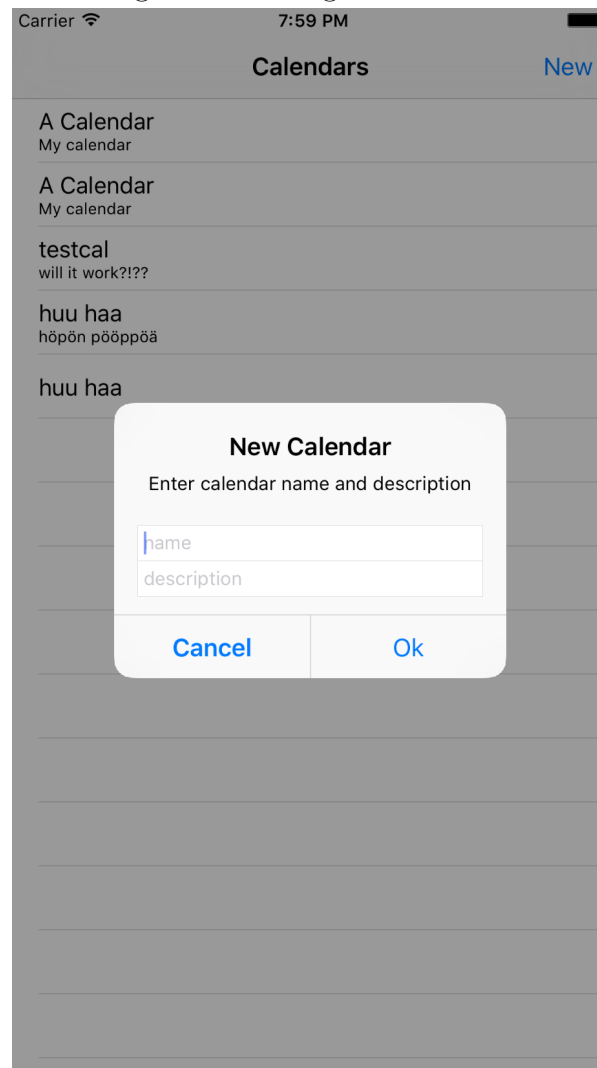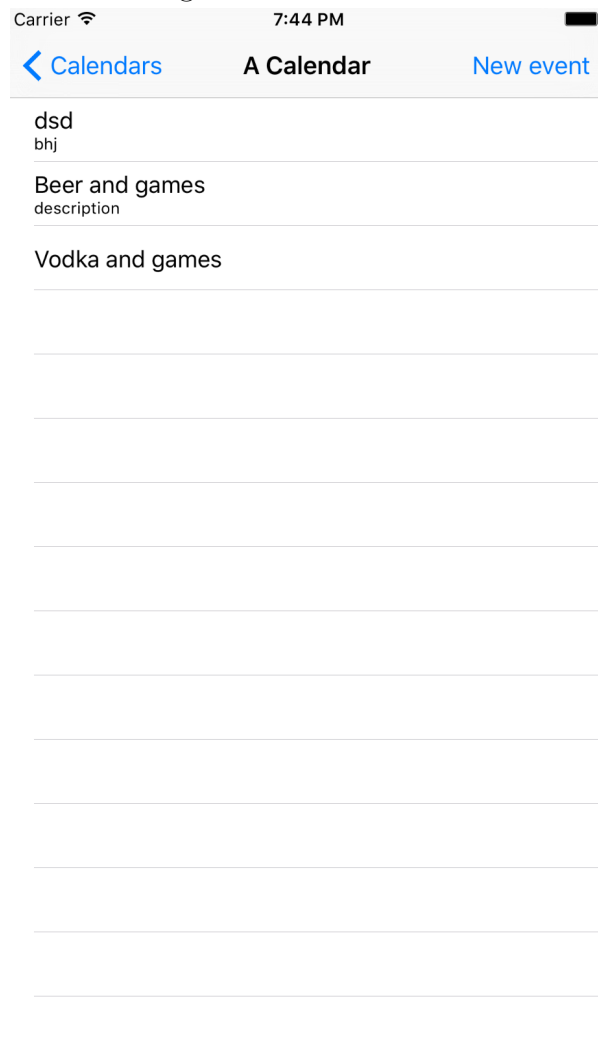höpön pööppöä

huu haa

Figure 2: Connection error

Figure 3: Adding new calendar

Calendar view

Events in the calendar are listed in calendar view (figure 4). Tapping an event will open the event view and New event button will open New event view.
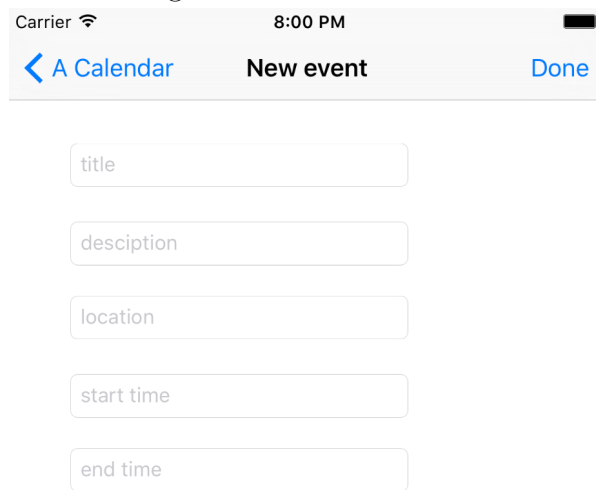
Figure 4: Calendar view

New event view

New event can be described in the New event view (figure 5). The event is added when user taps the Done button in upper right corner. Tapping the start or end time fields will open the iOS default date selector (figure 6).

Figure 5: New event view

Figure 6: Date selector

Carrier 🛜	8:23 PM	▬
‹ A Calendar	**New event**	Done

title

desciption

location

start time

end time

Wed Nov 25	5	20	
Thu Nov 26	6	21	
Fri Nov 27	7	22	AM
Today	8	23	PM
Sun Nov 29	9	24	
Mon Nov 30	10	25	
Tue Dec 1	11	26	

Event view

Event view (figure 7) shows information on the selected event. The event can be deleted by tapping the red button in the bottom. The blue button will add the selected event to the mobiles local default calendar. This at least on the emulator might take a few seconds. The operation freezes the app but the user will be informed when the operation is finished (figure 8). Event editing view is opened by tapping the Edit button in top right corner,

Figure 7: Event view

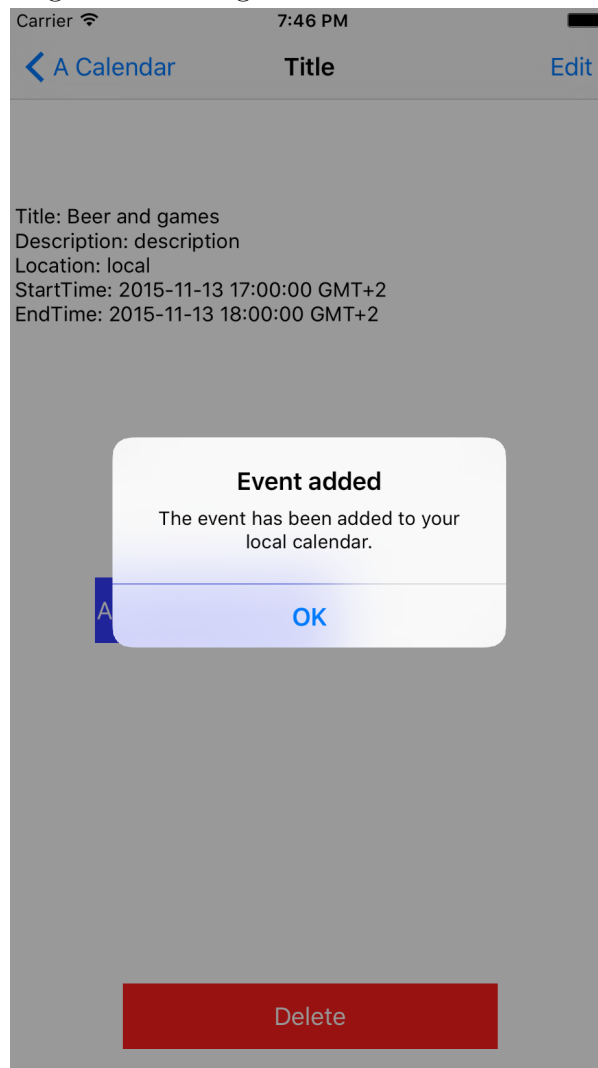**‹ A Calendar**   **Title**   Edit
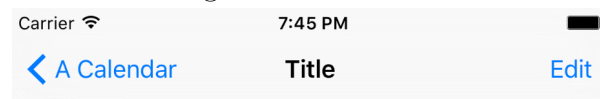
Title: Beer and games
Description: description
Location: local
StartTime: 2015-11-13 17:00:00 GMT+2
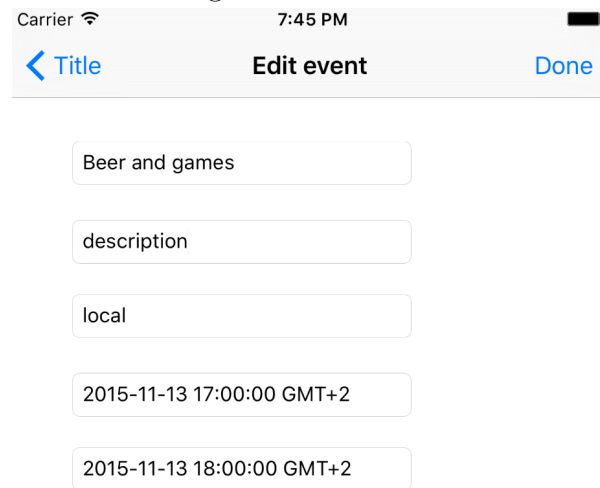EndTime: 2015-11-13 18:00:00 GMT+2

Add to local calendar

Delete

Figure 8: Adding event to mobiles calendar

Event editing view

The user can edit the selected event in Edit event view similar to new event view.

Figure 9: Edit event

‹ Title   **Edit event**   **Done**

Beer and games

description

local

2015-11-13 17:00:00 GMT+2

2015-11-13 18:00:00 GMT+2