# Reflection

1. Challenges I met during development.

* **What UI Component should I choose for card, UIImageView? UIButton**?
* At first, I was using UIImageView to host cards since I know in Android, I can set onClickListener to an imageView and use tag to check which imageView I clicked so that I can trigger the filpCard method properly. However, I found it is a little bit tricky to do it in iOS as I have to declare all of the imageViews in controller. Eventually, after some researches, I decided to use UIButton. I did not know that I can also flip a button in iOS. That makes things easier.
* **How to prevent user tap the card when doing the validation?**
* I tried to disable all the buttons after user has selected two cards and then enable them after validation. It does solve my problem but I seriously affect user experience when user play the game. Eventually, I found a way to add some logic for checking then the problem was solved.
* **What storage should I choose to use? Local storage? Cloud storage?**
* I think could storage are the best solution since you won’t lose your data if your device is not accessible.

1. Things I learned from the task.

* Practiced stack view layout.
* Get more familiar with UIComponent in iOS