|  |  |
| --- | --- |
| Error List | Error Fixes |
| Now that I have incorporated more views into the project, I get this bug that when I am at the ProjectView(i.e, the initial View of the application) There is a bar button item that offers to return the user to the previous view. That view being the doView that once the user tapped back on instantiated the view. | This is definetly because I am not using segues and am instead pushing a viewController on to the ‘View stack’ I think its called. There should be a function I should use for my backTapped action named something like popViewController. I will try that now. That worked to get the viewControllers that I pushed to pop to reveal the previous view and I was able to send the data I needed throught the same way |
| After creating my DoEditView and my DoEditViewController class I began receiving an error after instatiating the DoEditView.  The error was:  Unrecognized class DoEditView in storyboard.  This caused the application to crash | I was able to fix this by clearing and re-entering the class, module, storyboard idea and then when I ran the app it worked.  This updates some values in the storyboard source code.  I also deleted all files in the derived-data folder  This allowed the app to run and it is because in xcode |
| So the way I have my editViewController classes was good because it allowed me to separate the times that I would need to create projects vs dos.  But the issue is how I get back to the previous view: popViewController blahblahblah  But I had used my popself() function with a line to send the currentProject back to the DoView to edit the title but now when going back to my ProjectView instead I need that line but I need to change the line that picks which viewController to go back to. I | I can either create two new viewControllers to handle adding projects and dos. Also find out if when I pop back to the previous view the ViewDidLoad will run again. if so you should be good if not we might have to add the created object to the array that contains it. We will also need to create the actual object so we new viewControllers are definetly the way to go. |
| The bioVIew is not editable, the date label and the bottom save changes and undo changes buttons are not visible once the DoCreationView is entered | I am going to delete the objects and readd them |
| I think I definitely have to create a user class to make it so that multiple users can use the app. Set up an account so that the user can sign in with a username and a password | How can I keep the user signed in? Sign them out? Only load projects from a specific user.  Will need another core Data entity for this. |
| Set up the ToDo class that will manage the whole application. |  |
| Once a newDo is created I need the table in my DoView to repopulate | Should be able to do this from within my DoCreations popself function by loadingDos on the DoViewController.I was able to accomplish this by doing this along with the technique two cells beow |
| In DoEdit view if there is no current bio have the field say “Please describe what you have to do.”And when it is clicked on have it clear the current text | Have to figure out how to make it select when you click on it. |
| After DoCreation creates a do we need to have it refresh the contents of the DoView to show that Do in the tableView | Should be able to do this will the ViewController[1] I was able to do this so that works. |
| So for as far as getting the placeholder text of my textField and the hint text for my textView to clear when the user begins to type. I have connect the field and view with the viewController that controls that view. Then I have to inherit the **UITextFieldDelegate**, **UITextViewDelegate**  Classes and override the necessary functions. The one that is important to me is the textField(View)DidBeginEditing(\_ text\_: UI\_) | It worked for the ProjectCreationVIew. Now I just have to set it up for the ProjectEdit, DoCreation and DoEdit Views.  DONE |
| It seems like I will not be able to use the completionSlider in the editView as I had assumed. There is no way for me to programmatically assign the value of the current entity to the slider .ie. To show if it has been completed or not. My current thinking is to do away with the slider all together or to create a custom class that inherits from UISlider so that I will be able to assign the correct value to show in the EditView. | I will do away with the sliders completely and implement the completion status with just a button instead. I will change the name of the button based off of the completion status of the entity the user is viewing and once the button is tapped the value with switch. Go From Complete -> Incomplete or vice a versa.  That has been complete and is working fine. The cell color changes to red when the entity is complete and I should probably switch that to another color |
| I will be adding the date as an entity in the morning. The date will be added to the entity upon creation and will store the date the object was created. |  |
| I need to be able to fetch my objects and sort them. I should look into figuring out the correct way to use fetchDos. Then I need to be able to separate the ones that are complete and incomplete so that I can separate them in the tableView |  |
| I also need to create the home page.  Im thinking of setting it up as a simple column that you can select from:  Search-> A textfield that will pop up with all entites that have the characters shown at start  Today-> A place where you can add things to Do that have to get done today  Something to Do-> A place where dos go when they don’t have a home project  Projects -> Will bring you to the current ProjectView  Help -> Will walk you through the app |  |

Create a user class. The first view in the project will be a sign in view with a create account button where a user can create a ToDo account after providing an email address and a password. Will have to create the user as a coreData entity and it will have a relationship with the ToDo class.

The ToDo class will be connected to the user and will contain the Today Projects, Whenever Projects, Project List, and Help.

After signing in this will be the view that the user is brought to.

From here the app will function the way it is currently set up to.

Now I will implement the completion status slider that will give a user the option to decide if a Do or Project is complete. When an object is complete it’s the color of its cell will be shaded differently and they will be found on the bottom of the tableView List. Upon doing this I will have to keep another array of the tasks that are completed so that I can the display clean. Show only the dos that are incomplete unless the user taps the bottom cell which should state: “Show completed tasks”. I will also have to implement a sort function so that my Dos array is sorted in alphabetical order to have some sort of order to how they are placed in the tableView.

Have the sliders added to the views and implemented where it will initialize them as false when the entity is created. Now I have to work in the editView so that the current true/false value will show and what happens when it is changed. This will require me to sort the dos correctly and also be able to separate completed dos from incomplete dos.(Of a particular project)