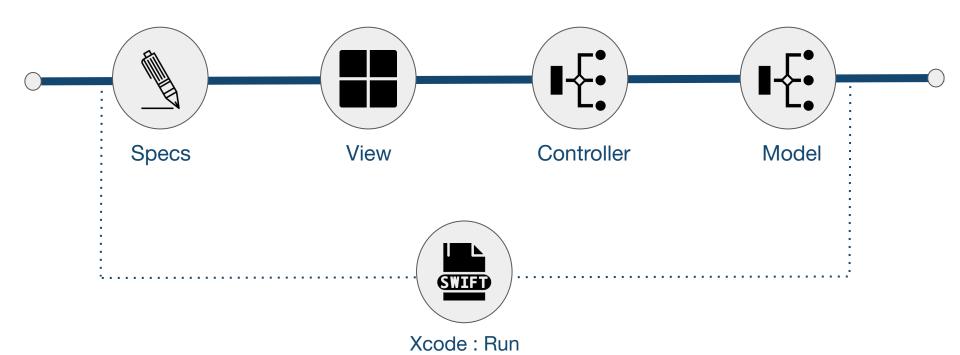
PROJET 5

CountOnMe: Calculatrice



Redouane Amour - Apprenti développeur iOS chez OpenClassrooms

SOMMAIRE



Vue



Application



Spécifications

Design responsive

(iPhone SE -> iPhone 15 Pro)



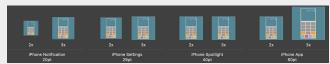
Auto-layout

Mode portrait & paysage



App icons & Launch screen

Settings - Notifications - App Store





Calculs simples

Permettre à l'utilisateur d'effectuer des opérations élémentaires : additionner, soustraire, multiplier et diviser.

Appliquer la règle des priorités

Les opérations s'effectuent de gauche vers la droite en calculant d'abord les multiplications et les divisions.

Architecture MVC

Le code respecte la disposition MVC : Modèle - View - Controller.

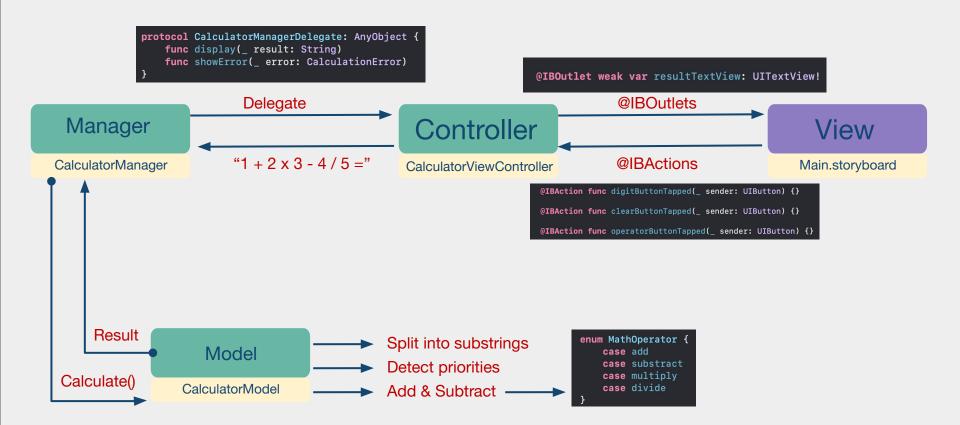
Clear

Permettre à l'utilisateur d'effacer le calcul en cours.

Unit tests

Tester le modèle de calculs.

Architecture: Model - View - Controller



Controller

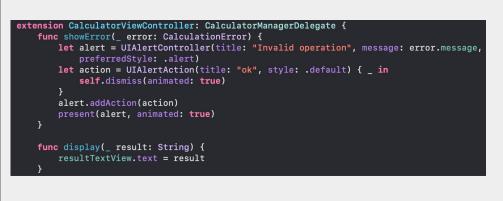
Delegate Design Pattern

Manager

@IBAction func digitButtonTapped(_ sender: UIButton) {}

```
Input string : "1"
```

Division par 0 ?







delegate.display() deletage.showError()





@IBAction func digitButtonTapped(_ sender: UIButton) {

Input string: "+"

Chaîne non vide et pas d'opérateur avant ?

struct CalculatorModel { } ["1", "+", "2", "x", "3", "-", "4", "/", "5"]

[Substring]

XCTests

func testStringSeparator() {}

Input: " $1 + 2 \times 3 - 4 / 5 =$ "

2. Detect priorities

["1", "+", "2", "x", "3", "-", "4", "/", "5"]

Model

Output: "6.2"

3. Calculate & replace

4. Add & substract

5. Convert

["1", "+", "6", "-", "0.8"]

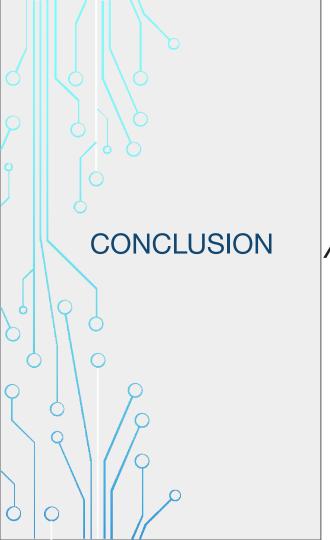
["6.2"]

func testCalculate() {}

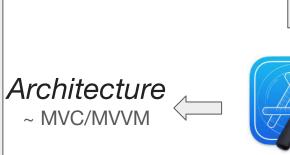
func testAdd() {} func testSubstract() {} func testDivide() {}

func testMultiply() {}

func testRemovePriorities() {}









Auto-layout, Delegate Design Pattern, Unit tests.

