Settings
(SettingsViewController.swift)

Displays a screen with buttons to export projects and import sites from the database.

Export Projects
(ExportProjectsTableViewController.swift,
ExportProjectsTableViewCell.swift)

Lists all projects available for export.

Clicking on a project will bring up a *compose email* dialog with project data attached to the email.

AppDelegate
(AppDelegate.swift)

Entry point for the app

Splash Screen
(SplashScreenViewController.swift)

Displays a splash screen

Project List View
(ProjectTableViewController.swift,
ProjectTableViewCell.swift)

Lists all projects.

Clicking on + will bring up the new project view.

Clicking on a project will bring up the sample list view.

Sample List View
(SampleTableViewController.swift,
SampleTableViewCell.swift)

Lists all samples for a given project.

Clicking on + will bring up the sample view.

Clicking on a sample will bring up the sample view.

Sample View
(SampleViewController.swift,
SampleMiscDataViewController.swift)

Displays text fields and pickers to enter sample information.

Allows setting the sample's site location by bringing up the map view.

Project View
(ProjectViewController.swift)

Displays text fields to enter project and contact information.

Map View
(MapViewController.swift)

Asks the DataManager to fetch sites from the database based on the map's current region.

Plots sites on the map using SiteAnnotation.

Handles gestures so that new pins can be placed using long-press-drag.

Clicking on a pin will save that site's location for the current sample.

Site View
(SiteViewController.swift)

Displays text fields to enter information on a new site location.

Site Annotation
(SiteAnnotation.swift)

Parses data received from the database to generate pins that can be plotted on the map.

Data Manager
(DataManager.swift)

Handles the asynchronous fetching of sites from the database.

Handles caching sites for offline usage.

Handles saving and loading of project data on the device.

Handles exporting projects to CSV format.

Project
(Project.swift)

Defines all data required to fully represent a project.

Handles encoding/decoding so a project can be saved/loaded on the device.

Sample
(Sample.swift)

Defines all data required to fully represent a sample.

Handles encoding/decoding so a project can be saved/loaded on the device.

Site
(Site.swift)

Defines all data required to fully represent a site.

Handles encoding/decoding so a project can be saved/loaded on the device.

Reachability
(Reachability.swift)

Detects whether the user has an internet connection.