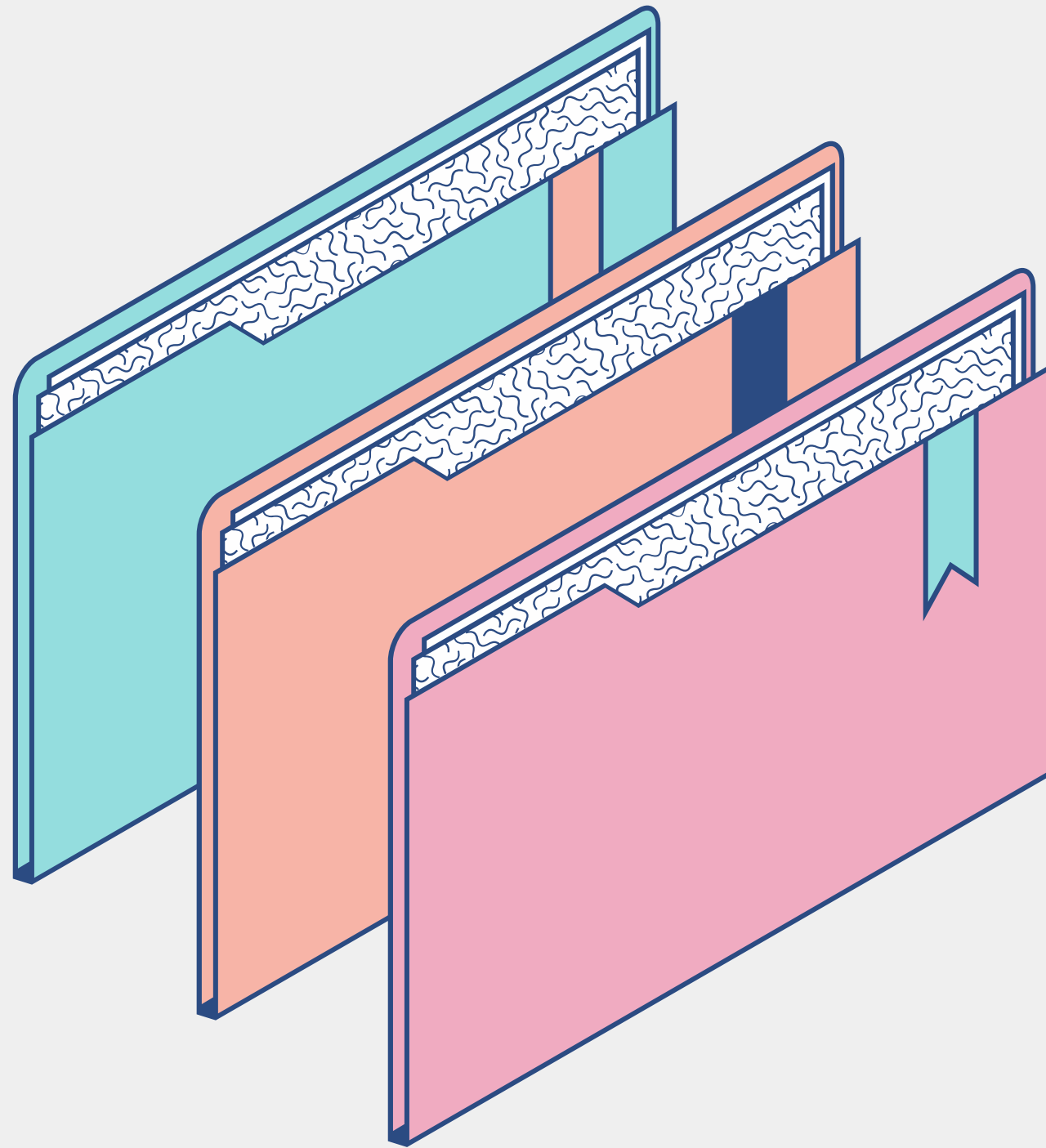[OBJ-C]

iOS Final Project

by: Santana Woollery

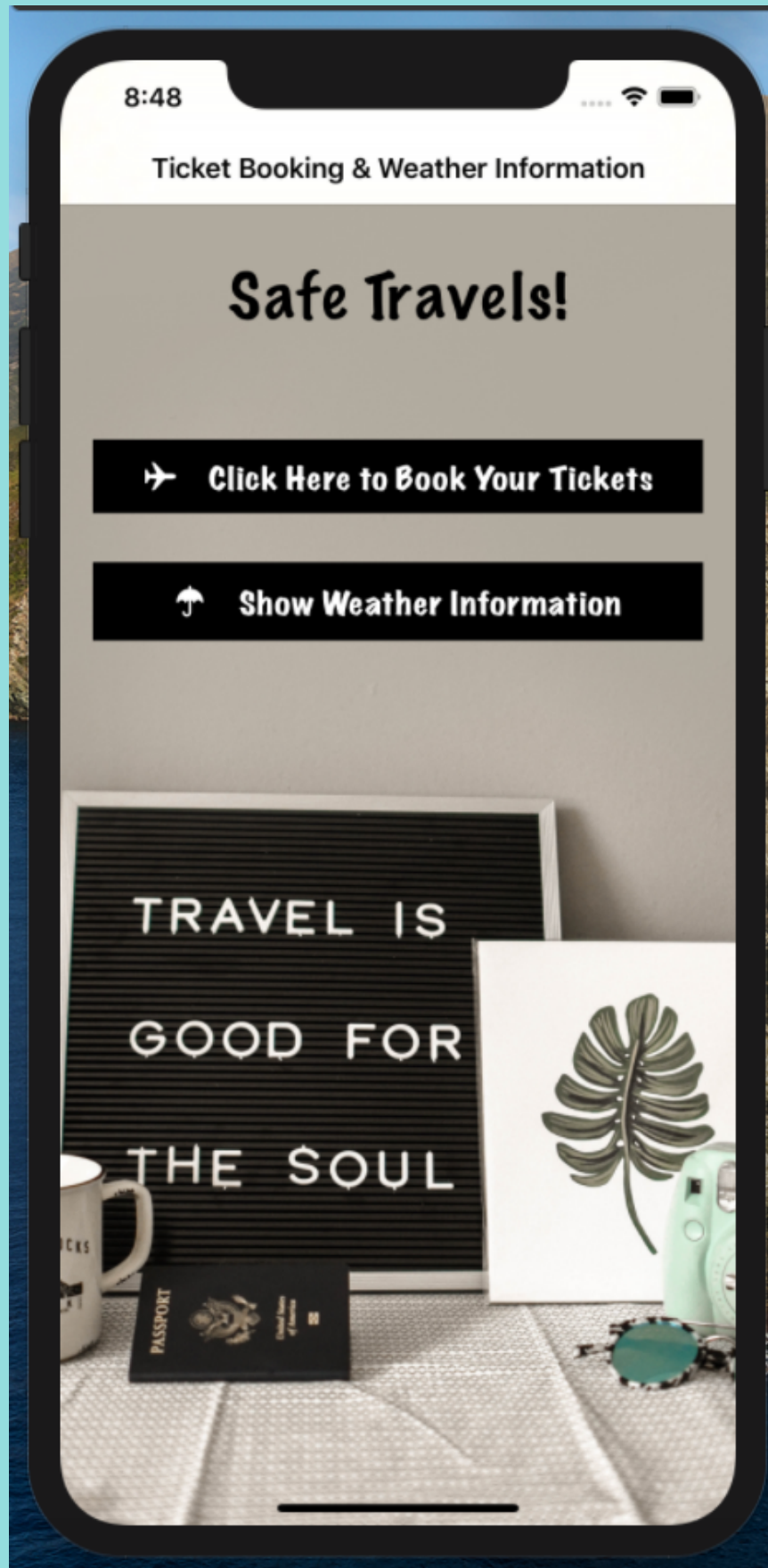October 15, 2021

Topics

In this presentation, I will share the details concerning how I developed my iOS Final Project by explaining the following:

- the types of technologies used
- what those technologies do
- the frameworks that were used
- segues and navigation of the view controllers
- privacy and permissions
- aesthetics

View Controller 1

- The particular scene was the least complex. I only needed the the UI Kit: which included the ViewController class, as well as a few variables and functions for the label, buttons and background image.
- The ViewController makes it possible to set a "scene" that works in tandem with the storyboard to establish the visual representation of the application.
- No additional frameworks were needed for this scene.
- This page has navigation control imbedded, and segues to View Controller 2 when the top button is clicked, or View Controller 4, when the bottom button is clicked.
- This scene required no additional privacy or permissions.
- I chose a neutral and welcoming background that was based on the theme of the app.
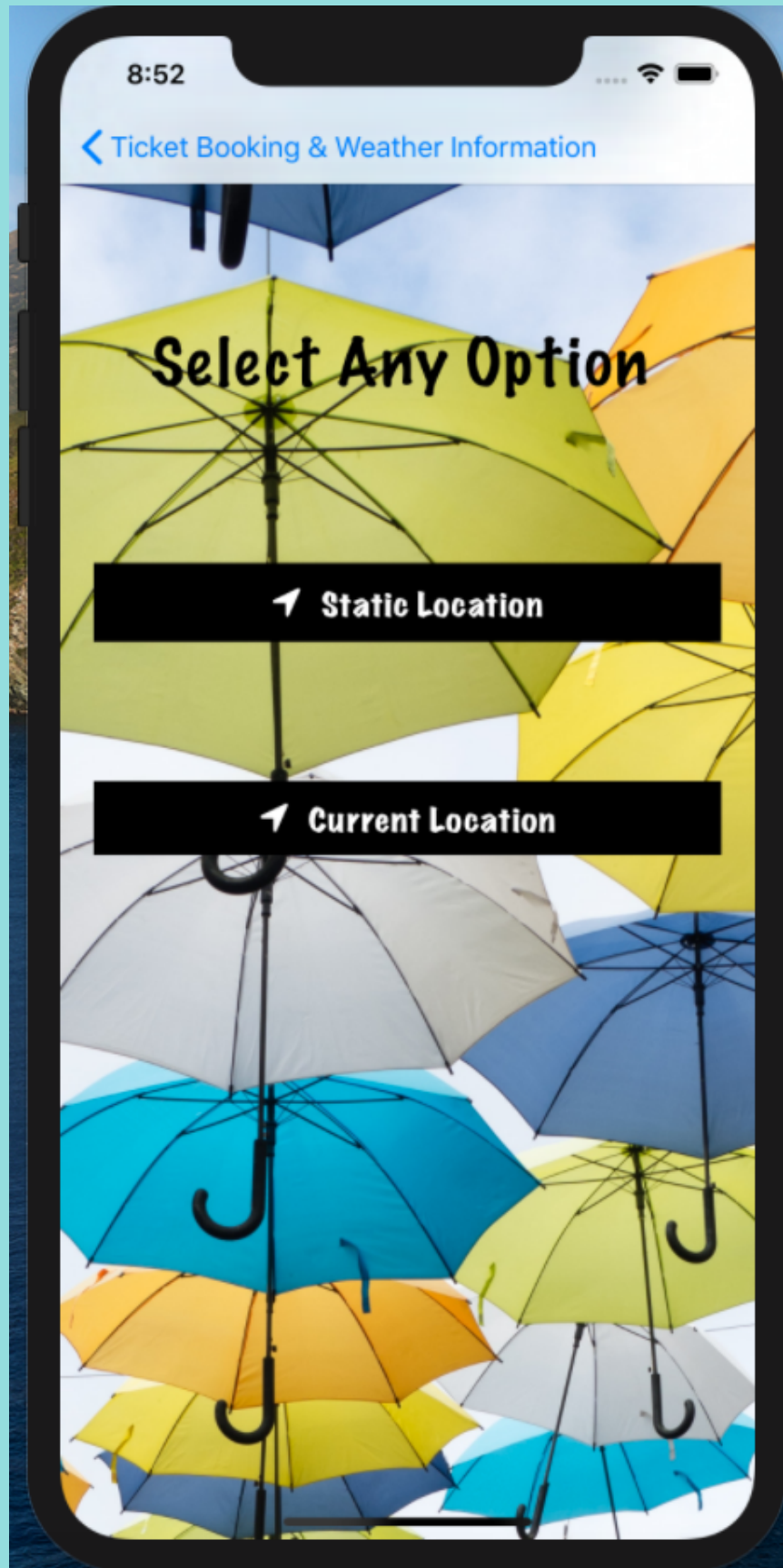
View Controller 2
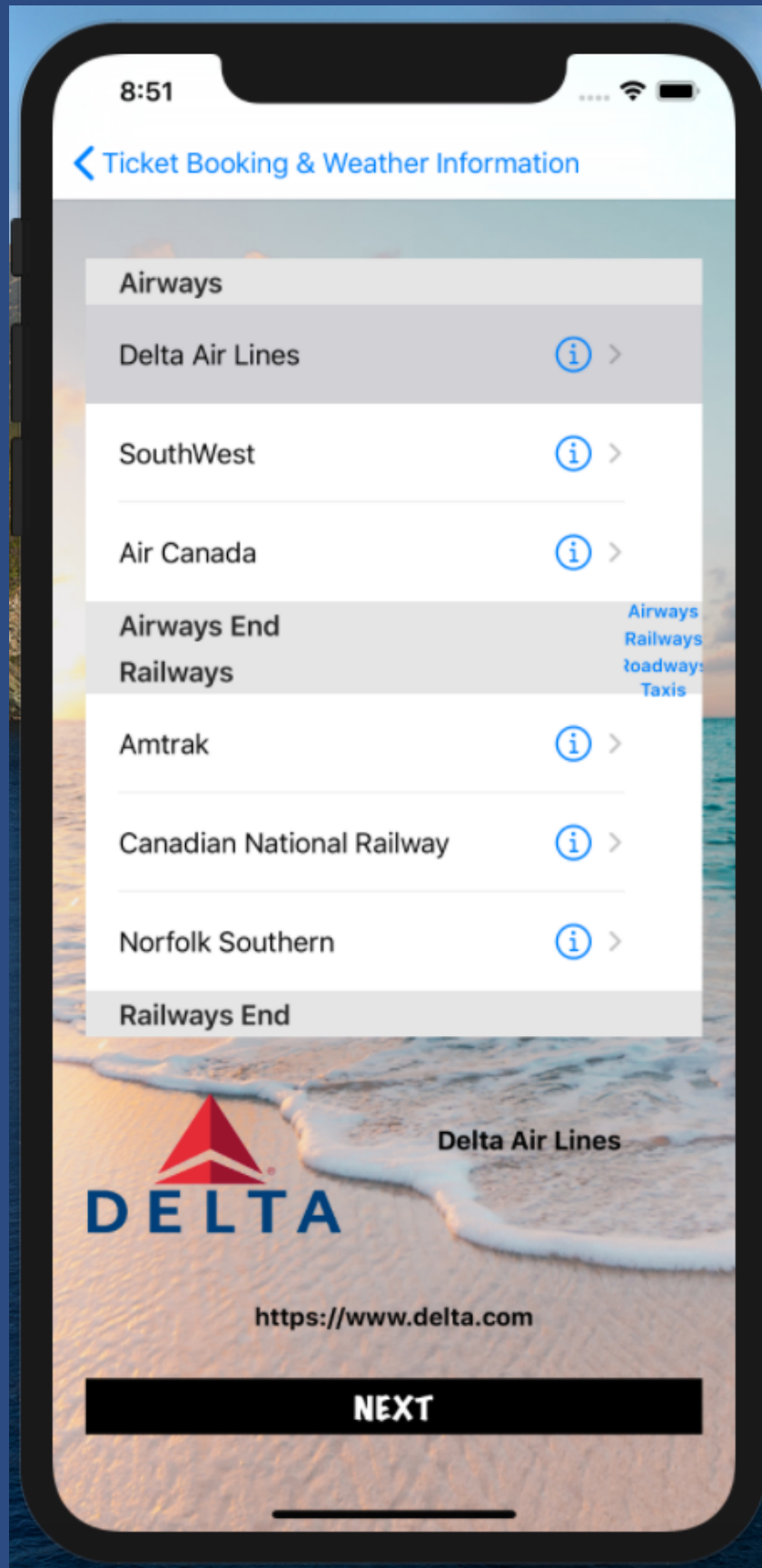
- This scene also utilizes the UIKit which included several other tools such as, UIViewController, UITableViewDelegate and UITableViewDataSource.
- I would like to highlight the UITableView classes, as they make it possible for the various arrays to fit neatly into the UITableView variable.
- No additional frameworks were needed for this scene.
- After selecting a transportation method, the user can click "NEXT" which will take them to View Controller 3 (where they can book on the associated company's website) or click the back button to return to the homepage.
- This scene required no additional privacy or permissions
- I chose a beachy vacation image for the background to encourage the user to travel! I continued with bold print and buttons in black and white to contrast without clashing with the scene.

View Controller 3
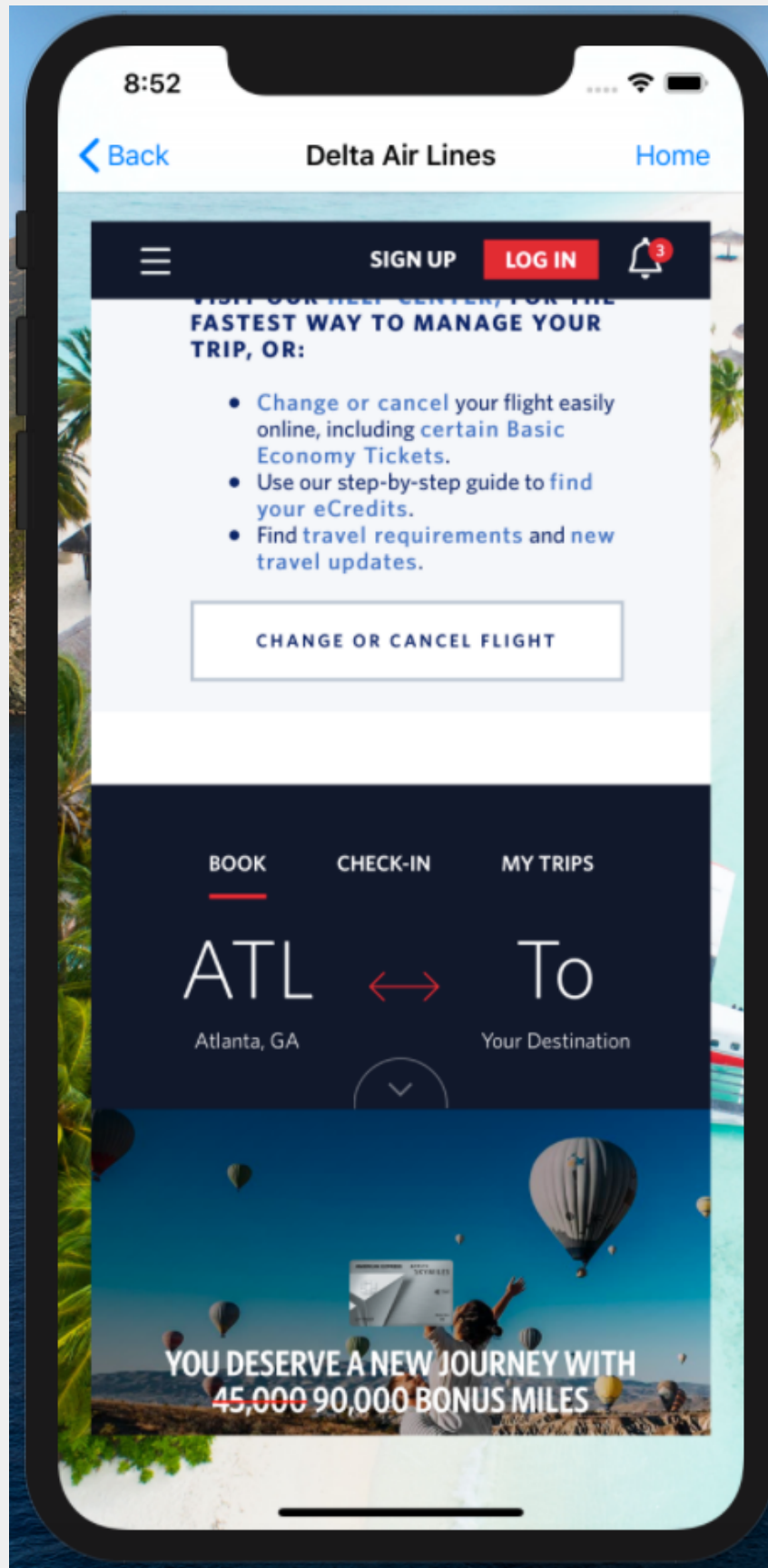
- This View Controller required the standard UIKit as well as the WebKit import. The primary feature here is the WKWebKitView.
- WKWebKitView makes it possible for URLs from the web to be displayed in that particular view on the controller.
- The WebKit framework was used.
- Once a user books their transportation, they can click the "Home" button near the title to return to the home page or the "Back" button to return to the previous view controller.
- I used the Information Property List to add App Transport Security Settings and Allowed Arbitrary Loads.
- I chose another "beachy" background to encourage the user to take that trip!

View Controller 4

- This scene is very similar to View Controller 1 in that I only needed the the UIKit: which included the ViewController class, as well as a few variables and functions for the label, buttons and background image.
- The ViewController makes it possible to set a "scene" that works in tandem with the storyboard to the visual representation of the application.
- No additional frameworks were needed for this scene.
- From here, a user can click the back button tab at the top of the screen to return to the home page or choose to view their static or current location.
- This scene required no additional privacy or permissions.
- I maintained the bold black and white buttons throughout, and chose an image that works well with the overall theme and purpose of the app.

View Controller 5
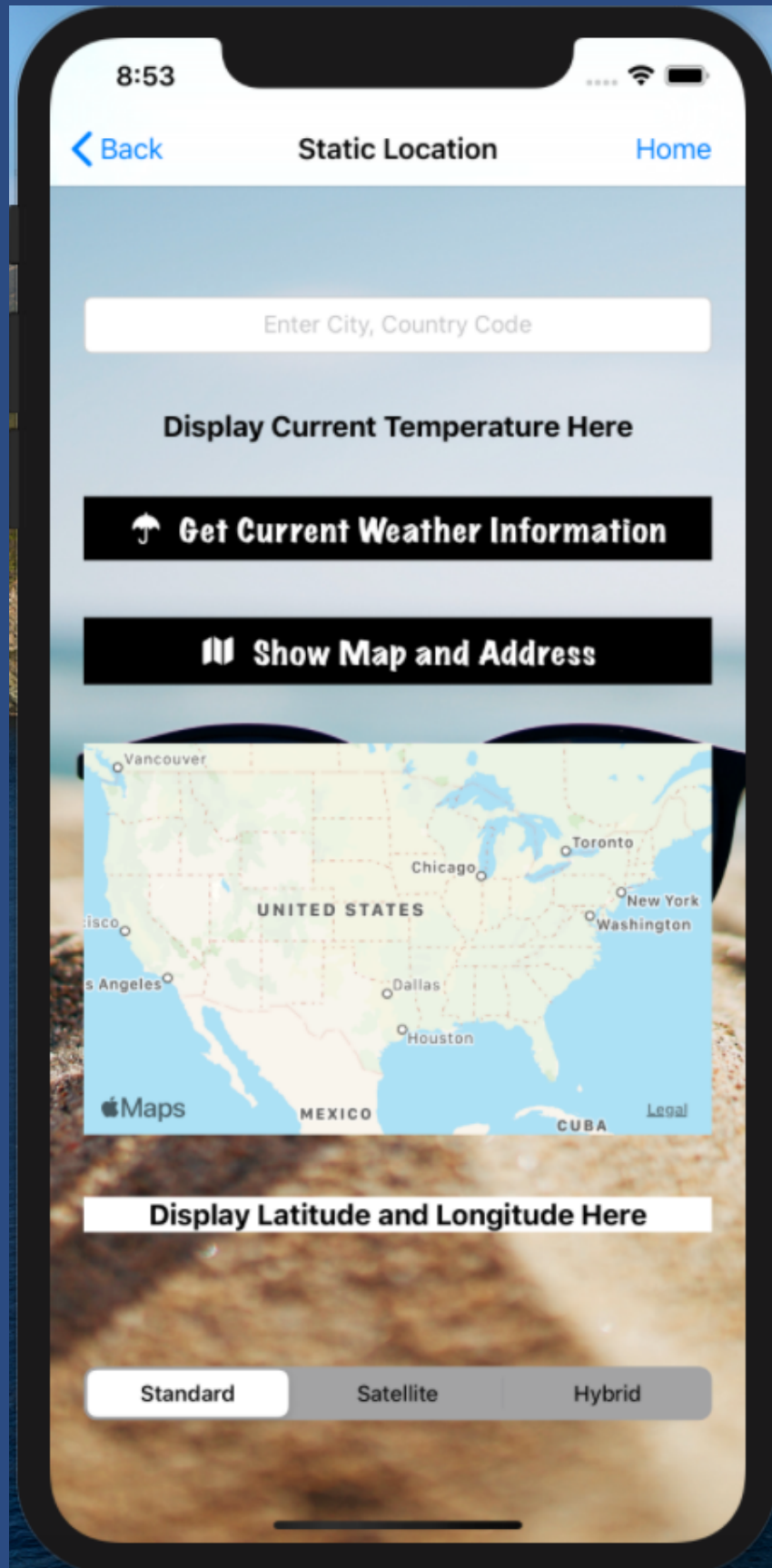
- For this scene, I imported the UIKit, MapKit, and CoreLocation. I also used several other variables such as, UISegmentedControl and UIBarButtonItem.
- CoreLocation is used to access location data to be used within the app. The UIBarButton item can be seen at the top left, titled "home" and the UISegmentedControl is at the bottom of the screen listing the types of map views that are available.
- The frameworks that were used include CoreLocation, and MapKit.
- From this screen, users can segue back to the previous view or all the way back to the home page using the "home button".
- Within the Information Property List, the CoreLocation Framework requires 4 privacy permissions associated with the user's location.
- I continued with the traveling theme by using another beach backdrop, and continued with the black, white and neutral fixtures to maintain continuity.

View Controller 6
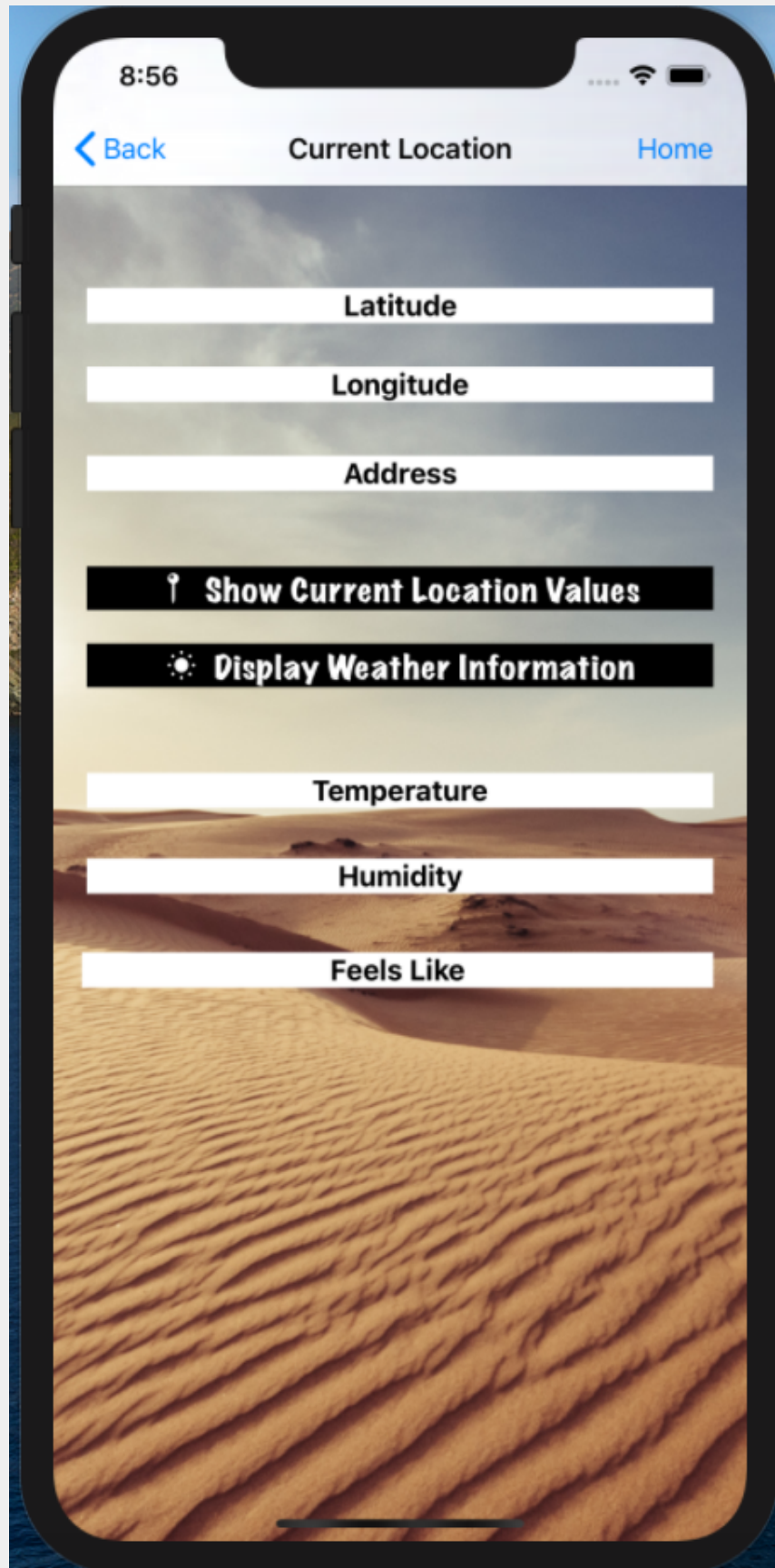
- Some of technologies used here are UIKit, CoreLocation and CLLocationManagerDelegate.
- CLLocationManagerDelegate in particular is used for the purpose of Reverse Geocoding which converts a longitudinal and latitudinal location into a physical address.
- The framework being used is CoreLocation.
- Just like the previous View Controller, from this screen users can segue back to the prior view or all the way back to the home page using the "home" button.
- As the CoreLocation Framework was used, I was required to select 4 privacy permissions associated with the user's location data.
- Similarly to the previous scenes, this backdrop encourages the user to travel (in this case, away from their current location) and use this app to book their next get away!

Reflection

Building this project was a worth-while and rewarding challenge. It is unbelievable that I have learned so much about iOS application development in such a short time; not to mention learning two coding languages in the process! This iOS Final Project was coded using primarily Swift and a few bits of Objective-C.

There were several instances where I had to go back to my notes, look at applications that I built throughout this process, or conduct some research to get past hurdles. I am very grateful for all of the resources that helped me to persevere.

All the same, I am very proud of the work that I have put forth, and am looking forward to sharing future iOS applications with you!

Sincerest regards,

Santana