Volt Lines
iOS Developer Case Study

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Project Github Repo: github.com/alibeyaz1/VoltLinesApp
Project Demo Video: www.youtube.com/shorts/F8VIcM8tfy4

I developed a project using the Model-View-Controller (MVC) design pattern in Swift, a programming language specifically designed for Apple platforms as iOS.

I used a few key technologies in this project:

1. MapKit: MapKit is a framework provided by Apple for integrating maps into iOS applications. MapKit, can display maps, add annotations, and customize the appearance of map elements. In my project, I utilized MapKit to create a map interface where users can visualize locations and interact with them.

2. SnapKit: SnapKit is a popular Auto Layout DSL (Domain-Specific Language) library for iOS development, which simplifies the process of positioning and laying out user interface elements. By using SnapKit, I was able to define constraints and manage the UI layout in a more concise and readable manner. It helped me achieve responsive and adaptive UI designs.

3. Alamofire: Alamofire is a widely-used networking library for iOS and macOS development. It simplifies the process of making network requests and handling responses in Swift. In my project, I utilized Alamofire to fetch data from an API. This allowed me to efficiently retrieve the necessary location information for displaying on the map and listing available trips.

Overall, the main functionality of my project revolves around fetching location data from an API, displaying it on a map using MapKit, and enabling users to interact with the map by listing trips available at specific locations. Users can make reservations based on the information presented in the trip list. By employing Swift, MapKit, SnapKit, and Alamofire, I was able to build a robust and user-friendly application that seamlessly integrates mapping, UI positioning, and API data retrieval.

User Diagram: