Project – College – Amanda Rosa c0719157

Software Documentation – IT Developer

Views: ViewController – Refers to the form to donate an animal

MapViewController – Refers to the page to show animals to adopt

AnnotationView – Custom annotation to create a mark on the map

Classes: Animal – Has all the attributes and methods from animals

Person – Has all the attributes and methods from the owner of the animal

Auxiliary: AKRadioButtonController – Custom button to turn it RadioButton

CustomCallOut – Class with the properties from the CustomCallOut Storyboard

AnimalAnnotation – Custom annotation that helps the creation of the CustomCallOut

Coordinates – Class with one function to get the coordinates from the address inserted. Needed to be created because geoCoder.geocodeAddressString() returns placemarks asynchronously.

Challenges: Save coordinates from address inserted from the user

Getting the user touch on each annotation

Getting title from custom Radio Button

Showing custom callout on Mapview

Save data from form, send to Map Segue and creating new annotation on MapView

Software Documentation – Final User

Open the app and choose if you want to adopt or donate an animal

If you want to adopt, you will see a page with a map with some dots that references to animals to adopt. You can click on each of them to see their pictures, information and contacts from the owner (by phone or email)

In addition, it is possible to go back to the main page and click at Donate button. You will see a form to complete with some information about the animal you want to donate and some of your information. After complete everything, just click on save button. It will show the map page with a new dot on your address. If you click on it, it shows all the information you just filled.