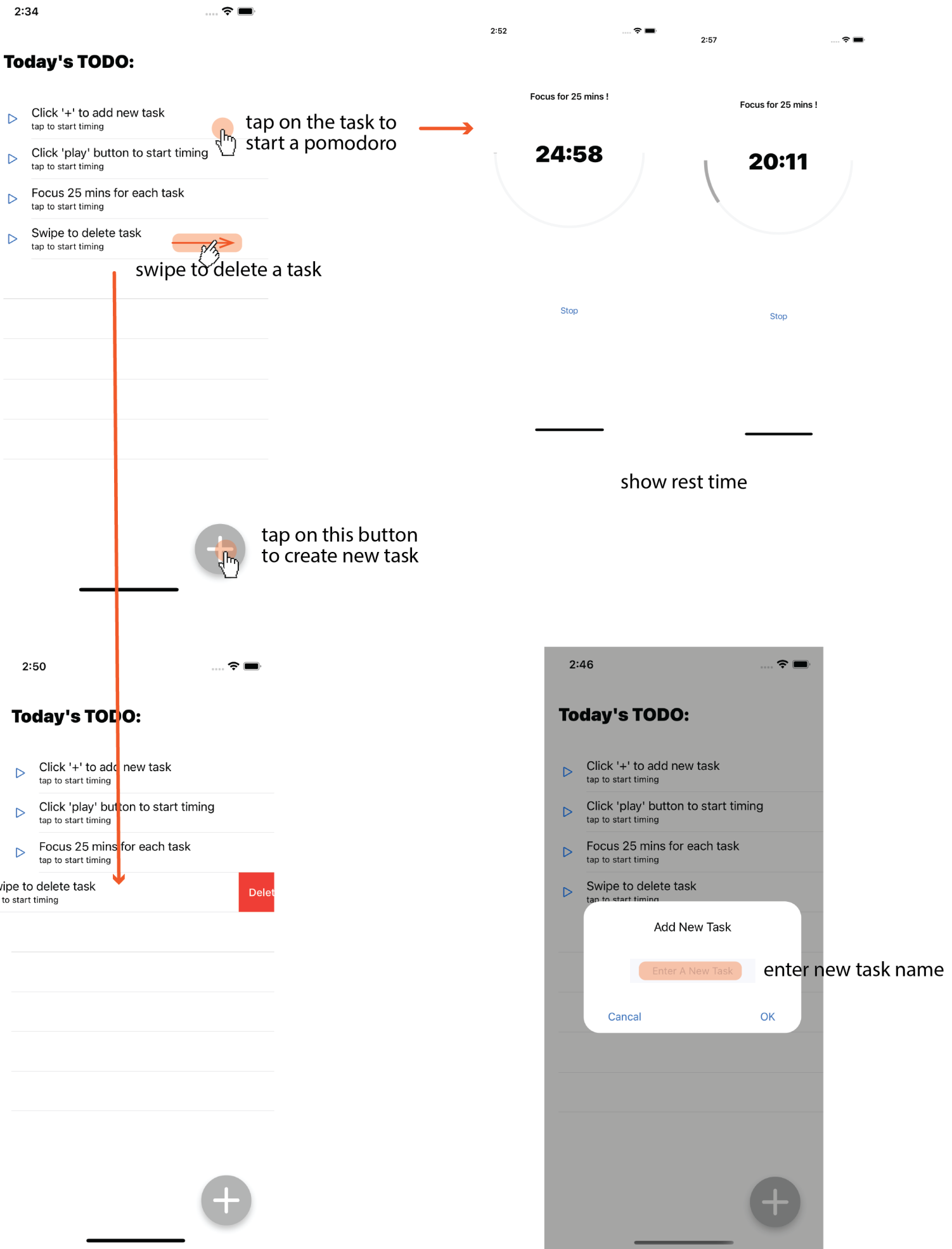# Final Project Documentation

Description of all completed features

- Used TableView to create a checklist
- Create a floating button, user can use it to create new task
- After tap on one task in the checklist, a pomodoro timer will start for 25 minutes.
- Used Quartz 2D drawing to display focused time and rest time.
- Along with the Quartz 2D drawing, a timer will show in the center indicating how many time left

2:34

Today's TODO:

▷ Click '+' to add new task
  tap to start timing

▷ Click 'play' button to start timing
  tap to start timing

▷ Focus 25 mins for each task
  tap to start timing

▷ Swipe to delete task
  tap to start timing

tap on the task to
start a pomodoro

swipe to delete a task

tap on this button
to create new task

2:50

Today's TODO:

▷ Click '+' to add new task
  tap to start timing

▷ Click 'play' button to start timing
  tap to start timing

▷ Focus 25 mins for each task
  tap to start timing

wipe to delete task   Delet
 to start timing

2:52

Focus for 25 mins !

24:58

Stop

2:57

Focus for 25 mins !

20:11

Stop

show rest time

2:46

Today's TODO:

▷ Click '+' to add new task
  tap to start timing

▷ Click 'play' button to start timing
  tap to start timing

▷ Focus 25 mins for each task
  tap to start timing

▷ Swipe to delete task
  tap to start timing

Add New Task

Enter A New Task   enter new task name

Cancal   OK

Final Project Discussion

- API features
  - TableView
    - Used TableView to implement the checklist
  - Swipe Gesture
    - Used Swipe Gesture to delete task in the checklist
  - Quartz 2D Drawing
    - Used Arc to represent the how much time passed and how much left

- Biggest Challenge
  - I was trying to make the timer start after new view loaded. However there is no viewDidLoad() in myCanvas class inherited from UIView.
  - After looked up the code demo in Lecture 10 line by line, I found out that I can build an outlet of the myCanvas in viewController. Inside viewDidLoad() of viewController, I can call startTimer() in myCanvas class

- Limitation of my app
  - If the app can record how many pomodoro timer I spent on each task, it will be much better, since this can help the users to track the total time they spent on each task.

- Limitation of iOS SDK and Xcode
  - I wish Xcode can show me exactly which line of code is causing error when runtime error occur.

- Overal Experience
  - iOS is very clean and neat compare to Android Studio. It has a lot of build in icon and style which help the programmer to save a lot of time to worry about the design.