# Portfolio

Gridy

Picture puzzle game, choosing from photo library, camera or random photo. The player has to sort an image that has been cut into pieces

Assessment feedback

Very good presentation. Carl explained everything in detail. The code has been written very well and is well commented. Carl used the extensions extremely well in this project ensuring that there is no fat classes in the project.
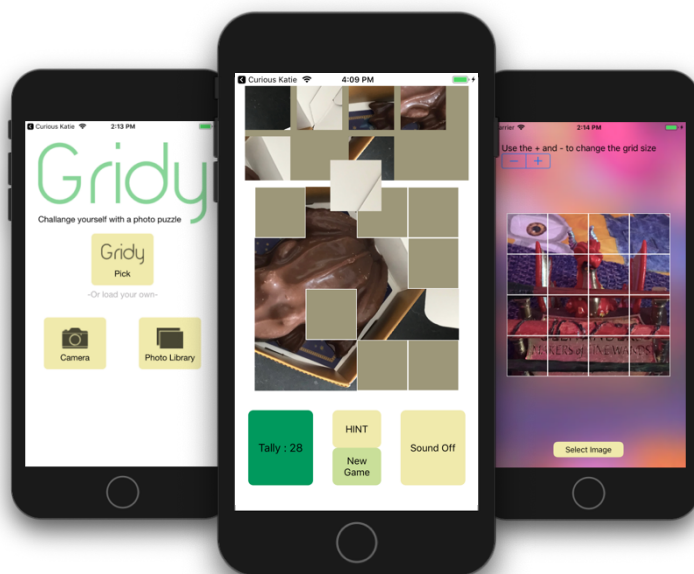
Daily Goals

Daily to-do list with history overview and progress diagrams

Assessment feedback

During the presentation, Carl explained the project in detail including how core data was used to store user inputs. He also explained the Test code. Very good work.

Popcorm Swirl

A movie application showing available movies with details of each movie and links to third party suppliers for linked merchandise. Also allowing the user to set favourite and watched lists with comments for watched movies.

Assessment feedback

Very well written and commented code. Carl implemented the project in MVVM architecture and also used a factory for navigation between screen. The networking code has been written cleanly without using any external library, which is good, as using a networking library like Alamofire would have been overkill. Very well executed project .
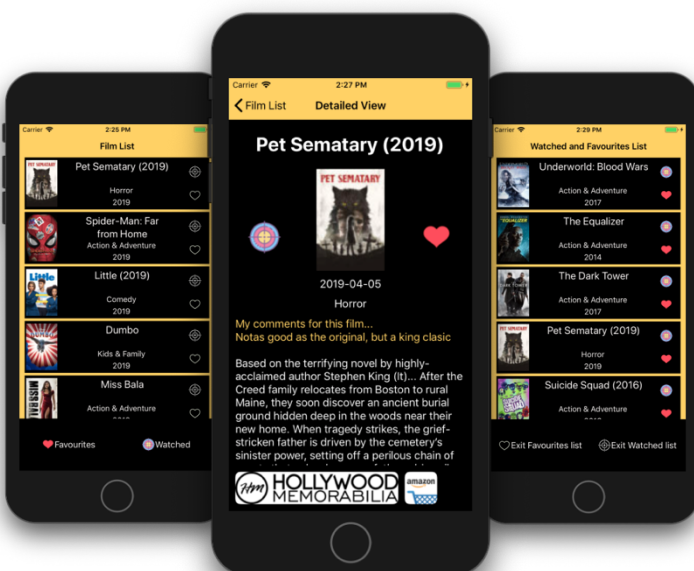
WaykZzz

An alarm app that allows multiple alarms to be set singularly or on repeat. With snooze functionality that requires an act of kindness should the alarm be snoozed more that twice

Assessment feedback

Carl started the presentation with fresh new build and run, so the app compiled flawlessly without any errors or warnings. He showed how the app works and explained snooze and delete features. on/off switch works as expected, layout supports both device orientations. The act of kindness displayed as a local notification and connected to Messages app, so users can contact family members without leaving the app. Alarms presented in ordered list.

After the app, Carl presented the documentation file (containing the list of requirements and client feedback, but also the list of all the bugs recognized and fixes done), the crashes resolved.

All the test pass as expected and the codebase provided is just great.

At the end of the presentation, he answered my questions well:
- MVC design pattern and some other patterns
- TDD
- AppDelegate.swift

Shazam

App to prompt players to share stories from their past or dreams for the future.

Assessment feedback

Carl started the presentation explaining UI objects used as he paid attention to colors and UX as well. Game flow presented clearly.

Afterwards he jumped into the code (0 warnings), so he mentioned UIView+extensions and UIButton+extensions used in the project. Button actions and functions associated are explained. The code is well commented. DispatchQueue used to ensure UI loading correctly.

He provided satisfying answers to my questions, at this stage of his learning path:
- explain the difference between let and var
- viewDidLoad
- outlets
- possible ways to improve the UX of you app

Curious Katie

Algorithm used to pair participants on similar interests. Output to XCode debugger.

Assessment Feedback

Excellent presentation! The project fulfills all the requirement. The way Carl has executed this project demonstrates good understand of OOP concepts. I especially liked the way Carl used extension for Button and also used a separate ViewModel class for the Controller. Carl explained the code very well during the presentation and also answered the questions I asked him after the presentation of the code.

* Above listed apps can be found on https://github.com/carl110 with requirements and supporting documentation