iOS Project Report

Team Members

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Device Name

- iPod called SPARTAN

Project/App Title

- Things to Do

Instructions on App Usage

The app closely follows the description on the iOS mini app project site. When the app starts up, the user will be presented with a list of items on the to-do list. There are three items that will show up as a default. When the user swipes to the right on an item, a checkmark will appear on the row. This indicates that the item has been completed. If the user swipes left on an item, the checkmark will disappear, meaning that the item has not been completed.

When the user taps on an item, another view will appear, displaying the item's information. The information includes the title, description, and whether the item has been completed or not. On this page, the user can edit the three fields as he or she likes. Hitting the "Cancel" button will not save changes, hitting the "Save" button applies the changes.

Back in the main view, there is a plus sign icon on the top right. When the user taps this button, another view appears. This is how the user can add more items to the list. On the new view, two fields for the item's title and description will appear. The user can type whatever he or she would like into this fields and hit "Done" to apply changes. Once "Done" has been pressed, the new item will appear at the bottom of the list.

Special Information

The app was developed in XCode with a deployment target of iOS 9.0. The app was designed so that it will not turn to landscape when the device is rotated, so it will only stay in portrait orientation. When being developed, a simulator of an iPhone 5 was used, because it matched the screen resolution of the iPod given for the project.

Lessons Learned

Learning Swift 3 a few days after its release proved to be quite a challenge. Much of the example code available on websites were rendered obsolete due to this new release, and it was hard to find instructions on how to create things in XCode. One of the main lessons learned during this project was how to handle views on a storyboard. At first, only the main view was given a navigation controller, which made it hard (if not impossible) to create transitions between other views that did not have one. Another thing that stumped the group was a warning that stated something about the view hierarchy. At first, it seemed like the way the app was showing another view was incorrect, but the problem came from creating two segues for the same thing. One segue was created on the storyboard, and the other was created in code, which confused the app. Once one was removed, the warning disappeared.

Another lesson that was learned was the ability to create variables that were accessible in another Swift file. For instance, several string and integer values were declared at the top of the TableViewController.swift file and accessed in the ShowItemInfoController.swift file. This made accessing information that was changed easier to do, but this way of doing it was not clear at first.