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<p style="text-align:center">iReminder</p>

Team Members: N/A

Device Name: N/A (Used own device)

Instructions:

The app displays a table view of reminders sorted in ascending order by time of reminder. Reminders have a title, description, and time of reminder. Reminders can be added using the + button at the top right of the screen, edited by clicking on a list item, and deleted by swiping left on a list item. When the system time matches the time or a reminder, an alert will appear allowing the user to dismiss and delete the reminder, or postpone it by one hour.

Lessons Learned:

During the development of this app, I learned a great deal about how to develop iOS apps natively. I rarely use macs, so this was my first time using Xcode and swift, but I was still able to develop a reasonable work flow in the mac environment relatively quickly. And learning swift was surprisingly easy, as I have had some experience with functional languages before. I found that designing the UI for this app was easier than designing the android UI, as the Xcode storyboard editor is more intuitive and elegant than Android Studio's, and overall I think I liked making this app more than the last one. I learned how to use table views to create a good-looking and functional list, and how to use iOS's built in functionality to my advantage (e.g. swipe left to delete). I also learned how to connect outlets, actions, and segues from the storyboard to the code, in order to easily link the business logic and UI. Finally, I learned how to deploy and test an app on and iOS device, at least through Xcode (which is a little bit more of a pain than testing on android).