



PROJECT

Pitch Perfect

A part of the [iOS Developer Nanodegree Program](#)

PROJECT REVIEW

CODE REVIEW 6

NOTES

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Exceeds Specifications

Basic Functionality



The app contains two pages of content (one each for recording and playing audio), and uses `UINavigationController` to navigate between these two scenes.



UI elements are appropriately positioned on the screen for iPhone and iPad portrait and landscape layouts.

Actions and Outlets



The app connects each button on the Storyboard to the correct `IBAction` method.



In the first scene, the `Recording` label and `Stop` button are disabled and enabled appropriately: when no recording is taking place, the `Stop` button is disabled; while recording is taking place, the `Stop` button is enabled and the `Record` button disabled.

AVAudioRecorder



The app successfully uses `AVAudioRecorder` to record audio.



A custom Model class is used to keep track of recorded audio.

Delegates and Segues



The app uses the delegate pattern and implements the `audioRecorderDidFinishRecording()` method.



The app does not use a Storyboard segue hardcoded to the `Stop` button. A segue from the first scene to the second is programmatically triggered via `performSegueWithIdentifier()`.

UINavigationController



The app allows the user to re-record by navigating back to the first scene from the second.

Sound Effects



The second scene of the app contains the following buttons for audio effects: Snail (slow), Rabbit (fast), Chipmunk (high pitch), and Darth Vader (low pitch). All four buttons work properly to play the associated sounds.

Code Improvements



The model class uses an initializer and this initializer is correctly called in RecordSoundsViewController, as specified in the [Code Improvement Document](#).



The bug where sound effects overlap during playback is removed, as specified in the [Code Improvement Document](#).



Legacy, commented-out code is deleted from the project, as specified in the [Code Improvement Document](#).



The label "Tap to Record" appears before the microphone icon is pressed and changes to "Recording ..." when recording is in progress, as specified in the [Code Improvement Document](#).

Code Quality



Potentially repetitive blocks of code are effectively abstracted into reusable methods.



Code adheres to [Swift naming and style conventions](#).



Code is readable and easy to follow. Any code that may be hard to understand is commented effectively.

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