

Grader: \_\_\_\_\_

Name: \_\_\_\_\_ Hunter Casillas

**Project 1 Rubric**

Item	Points	Score
Does the project you turned in compile?	1	1
Does the project compile without any warnings?	2	2
Are the required tasks all complete?		
1a. Displays date/count and total information	3	3
1b. User can enter date and pushup count	3	3
1c. App opens hundredpushups.com web page	3	3
2. <code>UITableView</code> is used correctly to display date/count/total information	3	3
3. <code>UIDatePicker</code> is used correctly to let user choose a date	3	3
4. User data is saved and restored to/from <code>UserDefaults</code>	3	3
5. A reasonable custom app icon is provided in all required sizes	3	3
Is the coding style consistent? Did the student use whitespace consistently (indenting consistently, dividing code sections consistently, using spaces between operators consistently, etc.)? Is the code sloppy or otherwise hard to read? Too many comments? Not enough comments?	3	3
Is the UI beautiful? Are elements neatly aligned, sized, and balanced?	3	3
Was the work done on time? (20% penalty per day or fraction of a day late)		
Other excellent extras? (Explain.) Added custom navigation bars, tints, buttons, and tableview cells. Added information button. Added error message for inputting an empty amount of pushups. Added ability to swipe left on an entry to delete it. Added safari kit to handle web links without leaving the application.	0-3	
Other problematic aspects? (Explain.) Possibly constraints, please run on iPhone X or iPhone 11 Pro simulator.		
<b>Total</b>	<b>≤ 30</b>	<b>30</b>

Are there any questions in your mind about your solution? \_\_\_ Yes \_\_\_ x No

If yes, write your specific questions on the back of this rubric. If it's about a programming technique, it may help to attach a marked-up printout of the code in question.

Your score total must be 30 or less. You don't need to do anything extra to get 30 points. If you did something extra that is nice, it might compensate for flaws elsewhere. If you specify extra points, it needs to be for something that really is "excellent", not just interesting.

**Evaluate your Project 1 experience (could be rose/bud/thorn or just a paragraph or two telling me how it went for you):**

I enjoyed project 1. I have experience in iOS development, so I decided to add a few small extra features. If I didn't have so much other work due this week I would have liked to add even more. I will probably go back in the future and add a way to edit the pushup entries directly from their table view cell as well as an option to merge entries on the same day into one. One thing I didn't like was not being able to save an array of my own class in user defaults. I tried making the class Codable, however dates do not support this feature. Instead I had to save 2 arrays, one for the pushups and one for the date and then iterate through both arrays at the same time to create a new pushup object. Other than that the project was a blast to create and finish! I really enjoy designing the UI and color scheme in iOS.