

DevicE-M

By

Ikemefuna Chukwunyerenna

Introduction

Technology is always being updated and new devices are being created everyday. Devices are made and/or adapted for a particular purposes, especially when it comes to mechanical or electronic equipment. For DeviceE-M apps (company online like bestbuy or Apple Inc), this allows users to look at what the company has, and then the user can buy one or more of the devices online. I created a mobile app to help DeviceE-M owner's have an easier to use and more effective app that will allow customers to use mobile apps to order devices wherever they are.

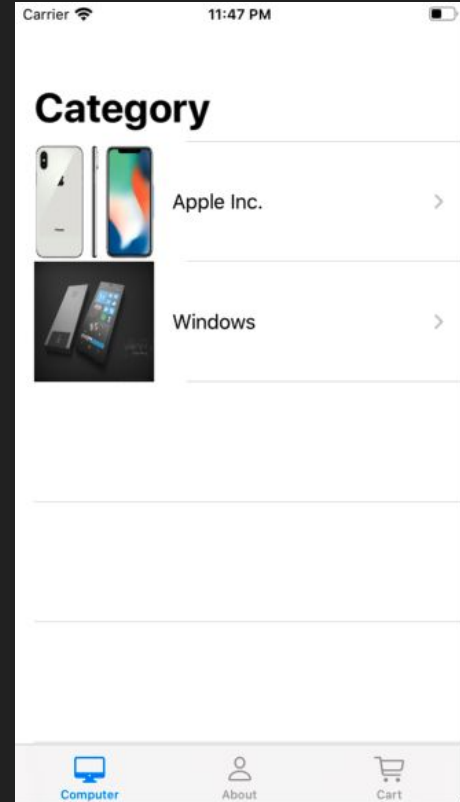
Model and ViewController

Model: The model component stores data and its related logic as “Product.swift and Product_data.swift”. It represents data that is being transferred between controller components or any other related business logic. Model is like api.

ViewController: The view is simply how developer lays the data out, how it is displayed such as AppleTableViewController.swift, CategoryTableViewController.swift and so on. If developer wants a subset of some data such,

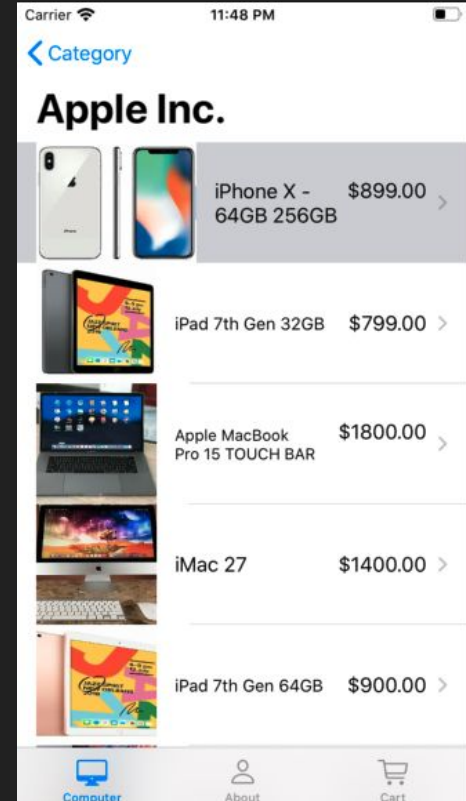
Category Table View Controller Menu

- Names of the menu categories such as Apple Inc and Windows
- Menu array items to be fetched from the database
- Load the menu for all categories through using “`var menuItems = [Product]()`”
- Update the categories table
- Need to pass the name of the chosen category before showing the category menu



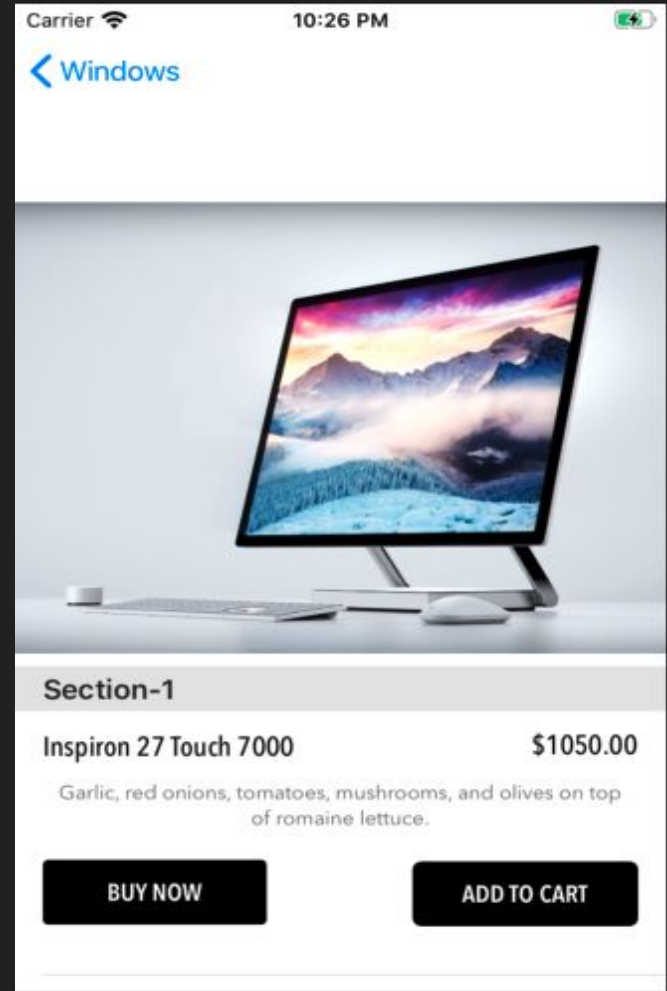
Apple Table View Controller

- The category name that should receive data from “CategoryTableViewController class”
- Menu array items to be show (display) in the table
- Load the menu for a given category
- Fit the detail (name and price) labels for next to
- iPhoneDetailTableViewController1 class
- Set the property and update the interface (**self.updateUI(with: menuItems)**)



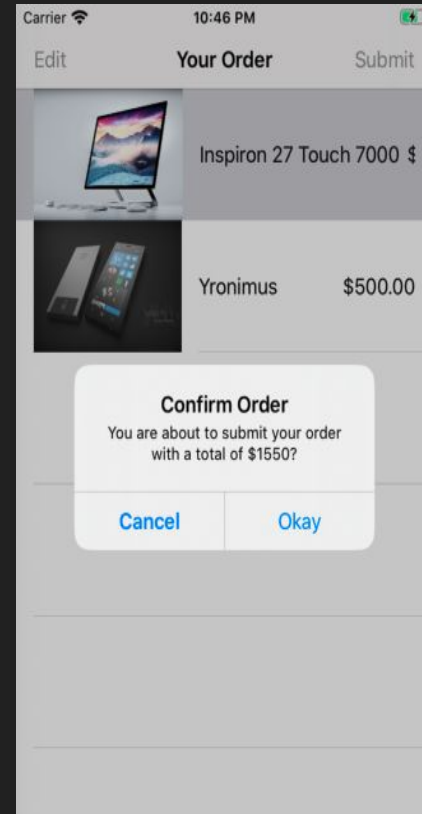
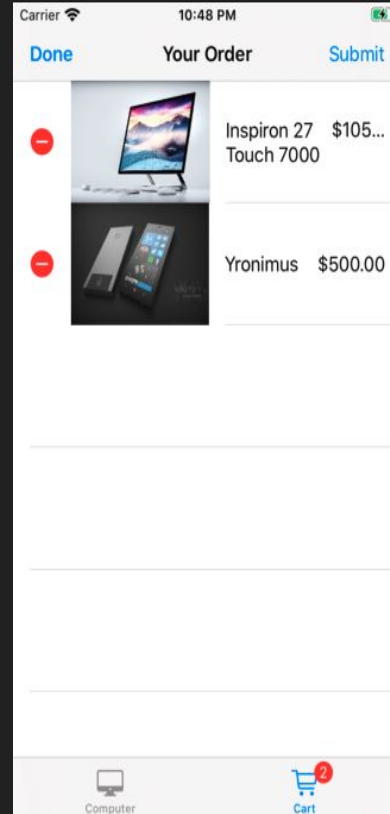
Apple Table View Controller Detail

- Product Detail
 - Image, Name and Description
- Buy Now Button
 - Click “Buy Now” button to buy item
- Add to Cart
 - Click “Add To Cart” button to add item to Cart
- Notification
 - Action called when user taps Add To Cart button



User's decision

- Edit: Delete and Done
Delete: remove item from the list that is unnecessary
- Submit: Okay and Cancel
Okay: Add upload order action on submit
- Cancel: Add cancel on dismiss
- Done
- Alert after click submit modal
Present the alert for the user about order submission



Challenge I faced

- I struggled about not adding item to cart after clicking “Add to Cart” Button because I don’t use array method to save items in cart. Also, good example from Park because it has “add to favorite” in Park Detail View class.
- Not work transferring between controller components because not using “menuItem.Product” to get data for Product class.
- Name, image, description and others can’t display in cell because not getting identify connect in attribute inspector between cell in storyboard and table view controller. Also, make sure to check with sceneDelegate that tabBarController to navigation should be right.
-

Resource

- National Park Finder from my professor in class
- Build Nike Ecommerce Store: https://www.youtube.com/watch?v=RQ6lQbJhJZo&ab_channel=DavidTran
- App Development with Swift: <https://github.com/dbystruev/Restaurant>
- A food delivery app for iOS: <https://github.com/consbulaquena/Foodsie>