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ATLS 4320
iPhone App
Project 1: Milestone 4

Project reflection: Reflect on your process both from the creative side as well as from the tactical side for this app. What went well? What didn't go so well? What would you do differently next time?

I think the thing that I didn't realize going into this project was the actual size of it. In my mind, it seemed much smaller than it was in actuality. I felt like that it I got one of the tabs with a tableview working, that the other two were just a duplicate of the same.

That did not end up being the case because of my issues with Realm. My first Realm class was simple to implement and worked easily. Then I fought with Realm to be able to be able to edit a field outside of the tableview. After hours of struggle, I discovered that if I made one of the fields a primary key that I could access and edit the field that way.

Then when it came to adding my second tab with a second tableview and another Realm class, that was where the true frustration began. After more hours of trying to figure out why my app wouldn't run, it turns out that if the Realm file format is edited, then the app must be deleted from the simulator and reloaded so that it can rebuild the file. Realm will not just add a field or class to an existing file.

Because of the size of this app and the issues that I had dealing with data persistence, I was not able to implement all the features that I had planned in my prototype. I wanted to user to be able to that pictures to add to entries as well as to schedule a reminder in the calendar for oil changes. Unfortunately I did not get to those features due to time issues, but I have plans on adding those features in the near future.

While I had a lot of frustration doing this project, it was an amazing learning experience. Because I had so many tableviews and view controllers, I gained a lot of experience creating and managing them all, including segues and how to pass data between views. I also learned a lot about using Realm and feel this will be a huge benefit for future projects. Overall, I am very happy with how my app looks and functions. I have some more work that I would like to do on it, but I am planning on attempting to get it into the App Store.