

UINavigationController

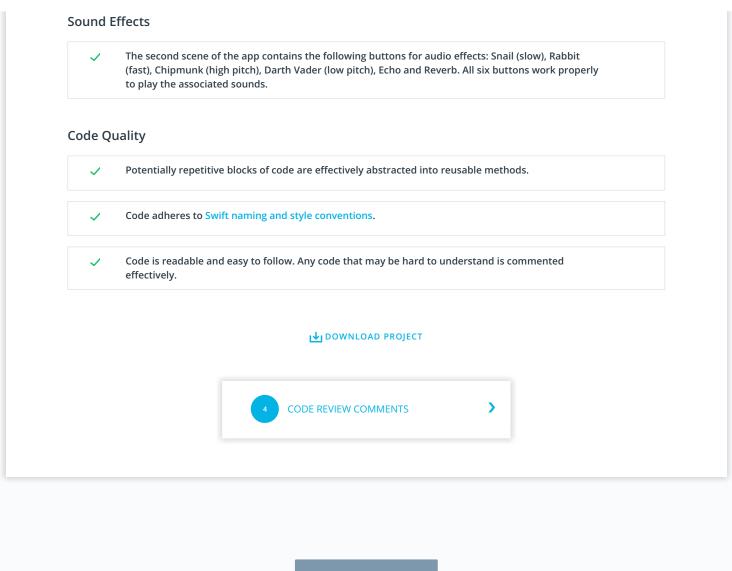
PROJECT

Pitch Perfect

A part of the iOS Developer Nanodegree Program

PROJECT REVIEW CODE REVIEW 4 NOTES Meets Specifications SHARE YOUR ACCOMPLISHMENT **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 Record and Stop buttons are enabled and disabled appropriately. When no recording is taking place, the Record button is enabled and the Stop button is disabled. When recording is taking place, the Record button is disabled and the Stop button is enabled. **AVAudioRecorder** The app successfully uses AVAudioRecorder to record 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().

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



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Student FAQ