PROJECT

Swift Problem Set

A part of the iOS Developer Nanodegree Program

PROJECT REVIEW | CODE REVIEW 1 | NOTES

Meets Specifications

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Variables

- ✓ An acceptable variable and/or constant is created for each name/type pairing.
- ✓ All compiler errors are fixed related to assignment, variables, and constants.
- ✓ Code is correctly rewritten to use only constants.
- ✓ An acceptable variable and/or constant is created for each description.

Strings

- ✓ Code correctly identifies whether or not the provided string contains the target substring.
- ✓ Three strings are declared: two initial strings and a third string which is the result of concatenating the initial strings with the addition operator.
- ✓ A new string is from the provided string where all the occurrences of the target substring have been removed.
  - Removing occurrences of the target substring should be performed by a String function and not with a String literal.
- ✓ String interpolation is used to correctly generate the desired output (money in dollars and cents).
- ✓ String interpolation is used to correctly generate the desired output (percent of monthly earnings spent on rent).

If Statements

- ✓ `rest()` function is correctly implemented.
  - `sick` is declared.
  - Code is written such that when `sick` is true `rest()` is executed.

- `goToConcert()` function is correctly implemented.
- `finishedWork` and `gotTickets` are declared.
- Code is written such that when `finishedWork` and `gotTickets` are true `goToConcert()` is executed.

- If statement is correctly added to the `checkForRelease(bugs: Int, music: Int, levels: Int)` function such that if a game meets all provided criteria `release()` is executed.
- If a game does not meets all provided criteria the `checkForRelease(bugs: Int, music: Int, levels: Int)` function prints out a message for at least one criteria indicating what needs to be fixed.

- `checkTrainingStatus(name: String, bike: Bool, run: Bool)` function is implemented such that if a trainee can finish all the components (bike, run), then a message is printed indicating the trainee is ready.
- If trainee is not ready, then the `checkTrainingStatus(name: String, bike: Bool, run: Bool)` function prints out the components the trainee should focus on to become ready.
- `checkTrainingStatus(name: String, bike: Bool, run: Bool)` function should use an if, else-if statement.

Functions

- Correctly implement the `emojiLove` function according to the given specification.
- `emojiLove` implementation should generate output which matches the example function calls.

- Correctly implement the `median` function according to the given specification.
- `median` implementation should generate output which matches the example function calls.

- Correctly implement the `beginsWithVowel` function according to the given specification.
- `beginsWithVowel` implementation should generate output which matches the example function calls.

- Correctly implement the `funWithWords` function according to the given specification.
- `funWithWords` implementation should generate output which matches the example function calls.

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1 CODE REVIEW COMMENTS ›

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