

PROJECT

Pitch Perfect

A part of the iOS Developer Nanodegree Program

PROJECT REVIEW

CODE REVIEW 4

NOTES

Meets Specifications

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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()`.

UINavigationController

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

Sound Effects

- ✓ The second scene of the app contains the following buttons for audio effects: Snail (slow), Rabbit (fast), Chipmunk (high pitch), Darth Vader (low pitch), Echo and Reverb. All six buttons work properly to play the associated sounds.

Code Quality

- ✓ Potentially repetitive blocks of code are effectively abstracted into reusable methods.
- ✓ Code adheres to [Swift naming and style conventions](#).
- ✓ Code is readable and easy to follow. Any code that may be hard to understand is commented effectively.

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4 CODE REVIEW COMMENTS



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