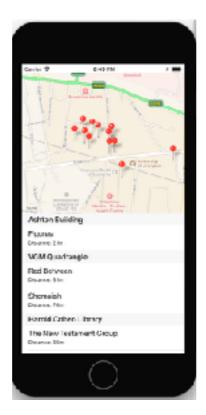
Assignment 2 report

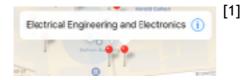
Map View - First screen



The first screen the user sees is the map screen. This has the map and table view. The map starts off zoomed in on the Ashton building. The table view is populated with artworks, these are grouped by building and distance. Annotation pins are placed on the map; the annotations represent either buildings with multiple artwork or artwork itself. If an artwork is within 20 meters of a building then said artwork will only be shown by the building annotation. If the building only has one artwork or if the artwork is not within the 20m radius of the building it will be represented by an artwork annotation.

The annotations and the cells in the table view are both clickable. If a cell is clicked it will take you to the specific artwork you selected. If an annotation is clicked it will bring up a pop up over the annotation that provides additional information. Either a building title [1] or an artwork title [2] will be displayed. If a building information button is clicked the Building View will be displayed. If the artwork information button is click the Artwork View will be displayed.

[2]





Building View



The building view displays all the artworks that are within the building. All the artworks are clickable and will then take the user to artwork view that will display more information on the selected artwork.

Artwork View



This view will show all information regarding the artwork.

Bugs in xcode

There is a known bug with Xcode annotation layers. When running there will be a warning in the command prompt. This is an issue on apple's side not on the code so these warnings can be ignored/silenced.

Example of warning:

"2017-12-12 12:25:18.645354+0000 Assignment 2[5632:264142] MKAnnotationView layer is not of expected type: MKLayer"