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10 - 23 - 17
Milestone 4

My app project ‘Haystack’ was a learning lesson overall with learning how to work with Xcode programmatically. I’ve had experience with Xcode freshman year when I taught myself Swift 2 and Xcode 7. Being familiar with the IDE helps a lot, especially in efficiency, but there are still a lot of concepts you have to learn in creating an iPhone app, especially with the SDK.

The things that went well were mostly to do with implementation. Thinking beforehand I knew I would need to use the UICollectionViewController class and was a bit scared if it would have a higher learning curve. I saw online that there were plenty of examples of using it though, which helped me out a ton. I had experience with the UITableViewController, and so there were very simple delegate methods that taught me in depth about both classes really.

What didn’t go well towards the end were the way I mixed programmatic views with storyboard views. They didn’t play well with the navigation controller, and so I ended up messing with parameters that are a bit hacky, such as turning off the back button and the z index. Had I just stuck to programmatic views, the whole thing could’ve been much simpler (I love the control you have over every little thing in this way). That’s something I definitely would have done differently.

The idea behind the app was simple and I think I succeeded in implementing it. I feel like it’s something difficult to showcase because of its simplicity. It’s just a list app. But from the start I knew I wanted to build something extendible so that later on I can add extended functionality. For example, with the list app, I can add a feature that could check off items in your to-do lists not simply by checking the box, but by integrating with other apps, like the health app, and seeing if, for example, you jogged the 8 miles you said you would do this morning.