

T1A3 - Weather App

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Terminal Weather App

This app provides users with weather forecasts based for a given location which the user is able to input and change.

Features

1. Select/change city

- By entering either city name or postcode

2. View today's weather

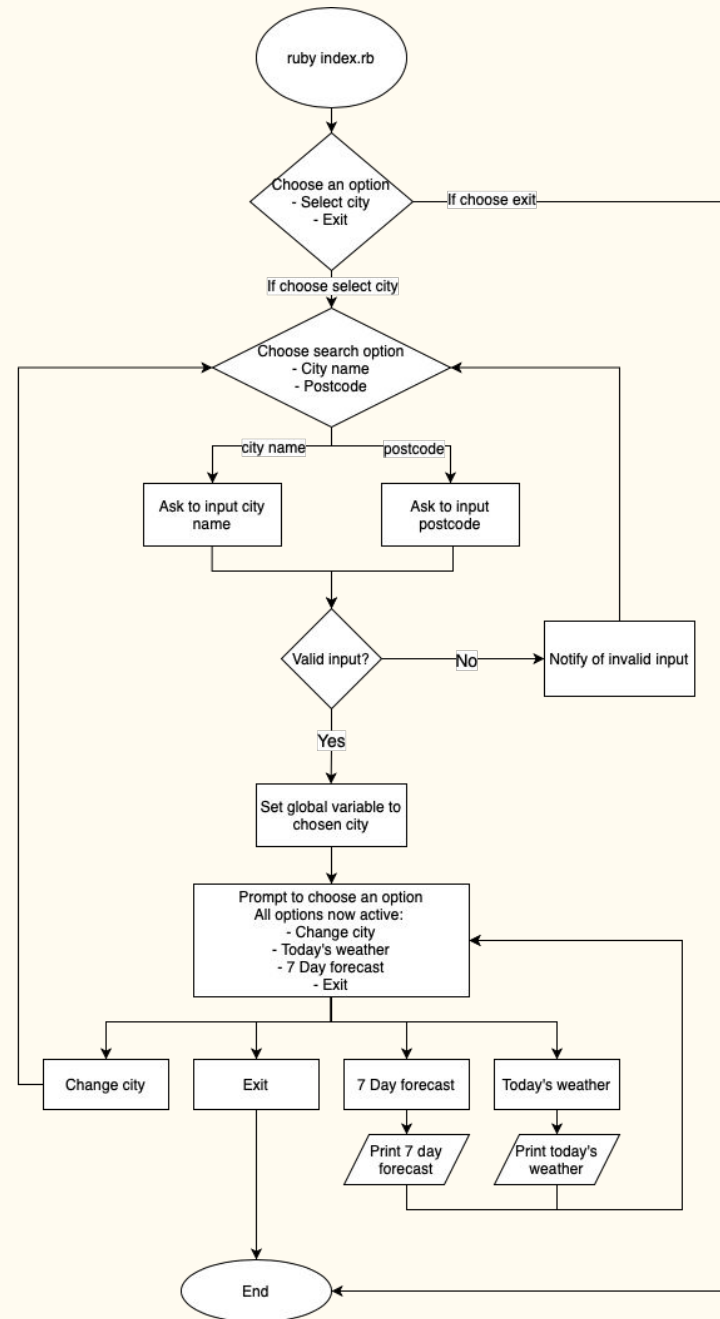
- Includes information on: Max/Min temp, weather condition, % chance of rain, UV index, wind speed, sunrise/sunset time

3. View 7 day forecast

- Includes information on: Max/Min temp, weather condition and % chance of rain

Control Flow

- Main menu
 - Select/change city
 - Today's weather
 - 7 day forecast



Code Structure

I have chosen not to use classes as there were not many complex data structures in this app. I considered using a weather data class to hold structured weather data when it was returned from the API, but I decided not to implement this as this data is only needed for a short time, only long enough to print the forecast table. This being the case, I decided it would be easier to process the weather data in a method, and immediately print it out.

Similarly, the main functions of the app are simply defined as methods within the main class.

I did have to use some global variables so that I could save the user's location once they set this, and to be able to use this location in multiple methods.

Development and build process

Challenges - Couldn't figure out where to start coding

Favourite parts:

- Ruby Gems
- API