

Project Plan 2

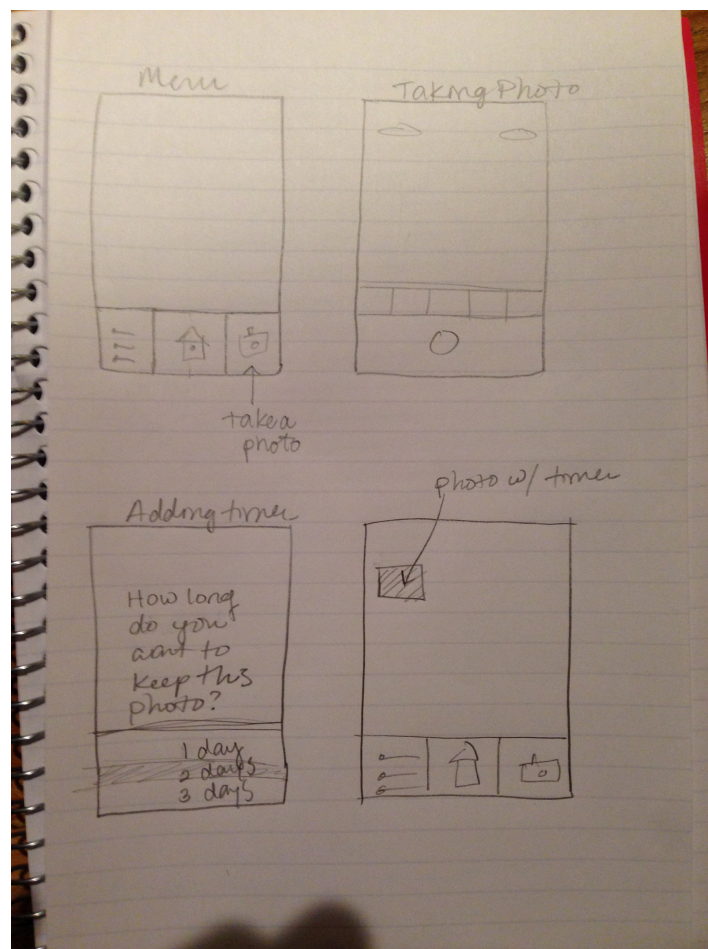
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Project 2: Create an app that uses one of the frameworks available in the iOS SDK (not including the fundamentals in UIKit or Foundation). You can build on project 1 or start with a new idea, just be creative! Your app should adapt to different device sizes and orientations.

Description

Looking at my images library on my iPhone, I noticed I've had a lot of photos of things to remember (flyers of events on camps, bus schedules, photo to text people, etc.) In general, they are photos I only need temporarily. This or that provide information. So every time I want to check the bus schedule, I have to scroll through my images to find it. I app's purpose is to attach a timer to a photo taken through the app so that it will delete itself after the indicated time, and ultimately organize these types of informative images. This app will begin at taking a photo and adding a timer to it.

Sketch



Pseudo code

When you press the take photo button, the app accesses the iPhone's camera.

User takes a photo

After the photo is taken, a screen to set the timer appears:

I would like to keep this photo for: 1 minute / 1 hour / 1 day

Photo is saved in app with timer and is deleted when timer is up

Photo appears within app to access

Frameworks and Resources:

Photos.framework

PhotosUI.framework

[To take a photo with camera](#)

[Timer](#)

[File System Basics](#)

[Accessing Files & Directories](#)

[CoreImage](#)

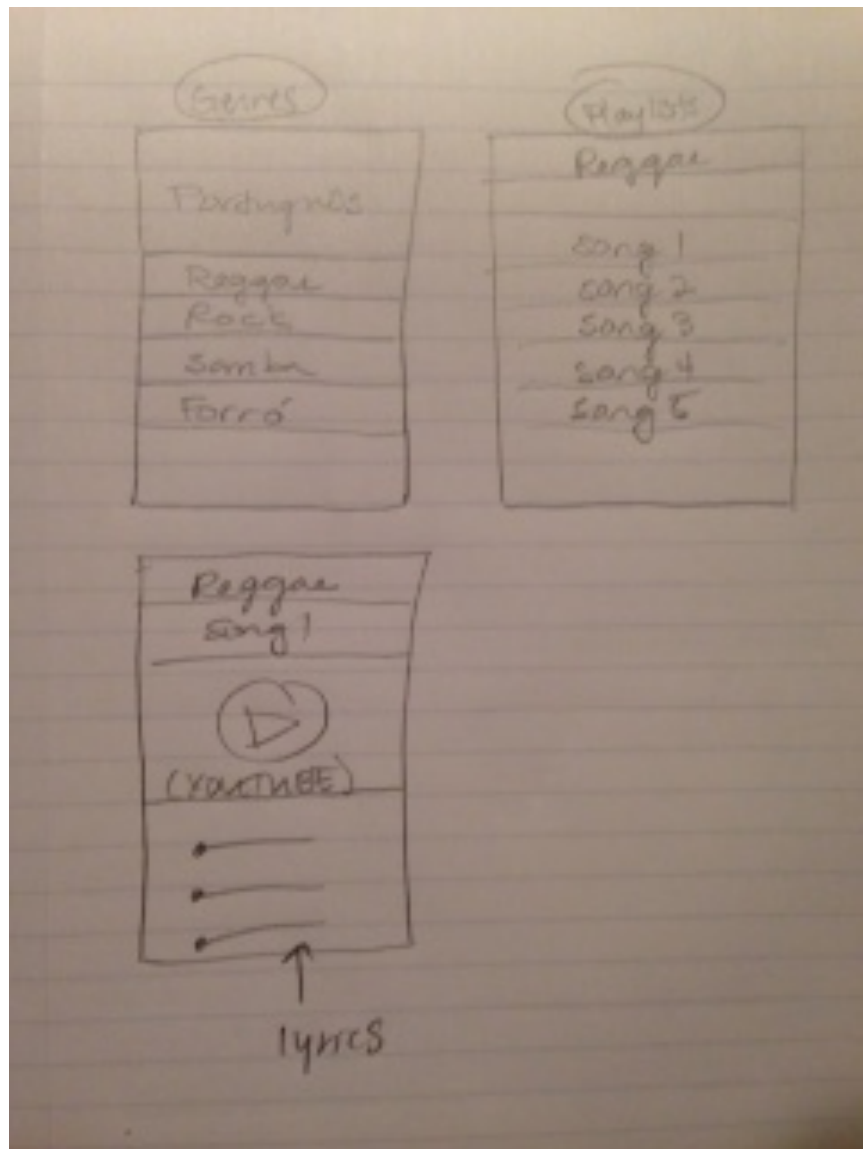
[To take a photo with camera 2](#)

Project Plan 2 (BACKUP PLAN)

Description

To further develop my Project 1, I will a mini library of songs with multiple views.

Sketch



Pseudo code

First screen has a list of different genres of songs in Português

User selects a genre

When genre is selected, a list of songs appear

User selects a song

The view of the song, a streamed youtube video, and its lyrics with blanks appears.

Like in Project 1, user guesses the empty text fields to test comprehension of the language.