

System Documentation

RUNNING THE APP:

If you wish to run the app on an actual iPhone rather than a simulator...

- You do not need an Apple Developer account to run the app on an iPhone, just an Apple ID.
- I believe you should be able to run the app on an iPhone using my code signing identity and team provisioning profile, otherwise you may have to make your own.
- Referring to Apple's Developer website, "Launching your App on a Device," It says:
 - o Connect your device to Mac, choose your device from the Scheme toolbar menu.
 - o Click Run
- Otherwise, run the app on a simulator through Xcode.

INSIDE THE APP:

- Due to the NSCoder data scheme, it is necessary to tap the tableView cell outside of the "attendance object" when taking attendance, in order for attendance to save.