Final Project

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Updates

Since the presentation, I have succeeded in increasing the font size in the text box that reports the split goals. Furthermore, I created a set holding valid 500m times, so that the app does not crash if given invalid input; instead it reports to the user that they did not enter a valid time.

I was able to add functionality to the `save` button to add rowers to the table view—it saves the information entered into an array and updates the table view so that the new rower is displayed.

I attempted to link the array and the picker wheel on the first page to that updated array, but could not work it out to update every time rowers were added. With the use of print statements, I was able to see that the array appeared to be updated when the table was updated, but when I tried to call the `getRowers()` function from the first page view, the array it printed and returned was simply the one that initially held "None" for rowers.

Additional information

- The data seems to be persistent as an iOS feature, because when you navigate to the home view (away from the app), and then reopen the app, the changes made before are still in the table.
- I was able to build it and run it on my own phone! UI/UX problems were made much more clear, but it was super cool to see it on my own device, and I hope to develop the app further and work out the kinks.