Final Project: MyAnKi FlashCard on IOS

Introduction

"AnKi is a a program which makes remembering things easy. Because it's a lot more efficient than traditional study methods, you can either greatly decrease your time spent studying, or greatly increase the amount you learn." (Link to its website)

Currently it has Windows, Mac, Linux, IOS and Android version, although it is a opensource application, but IOS version has not yet released its code and it's now selling on App Store for about $30.

Why choose it as my imitation object?

- I know every detail of it. I have used it for about 6 months to study GRE words, manging 10,000 words with multiple media files including pictures and sounds.
- A little bit challenging but viable. I can now imagine how to design its UI and manipulate CoreData to implement its function, but there is a challenging part that I need to find a way to schedule cards properly, which is the essence of AnKi.
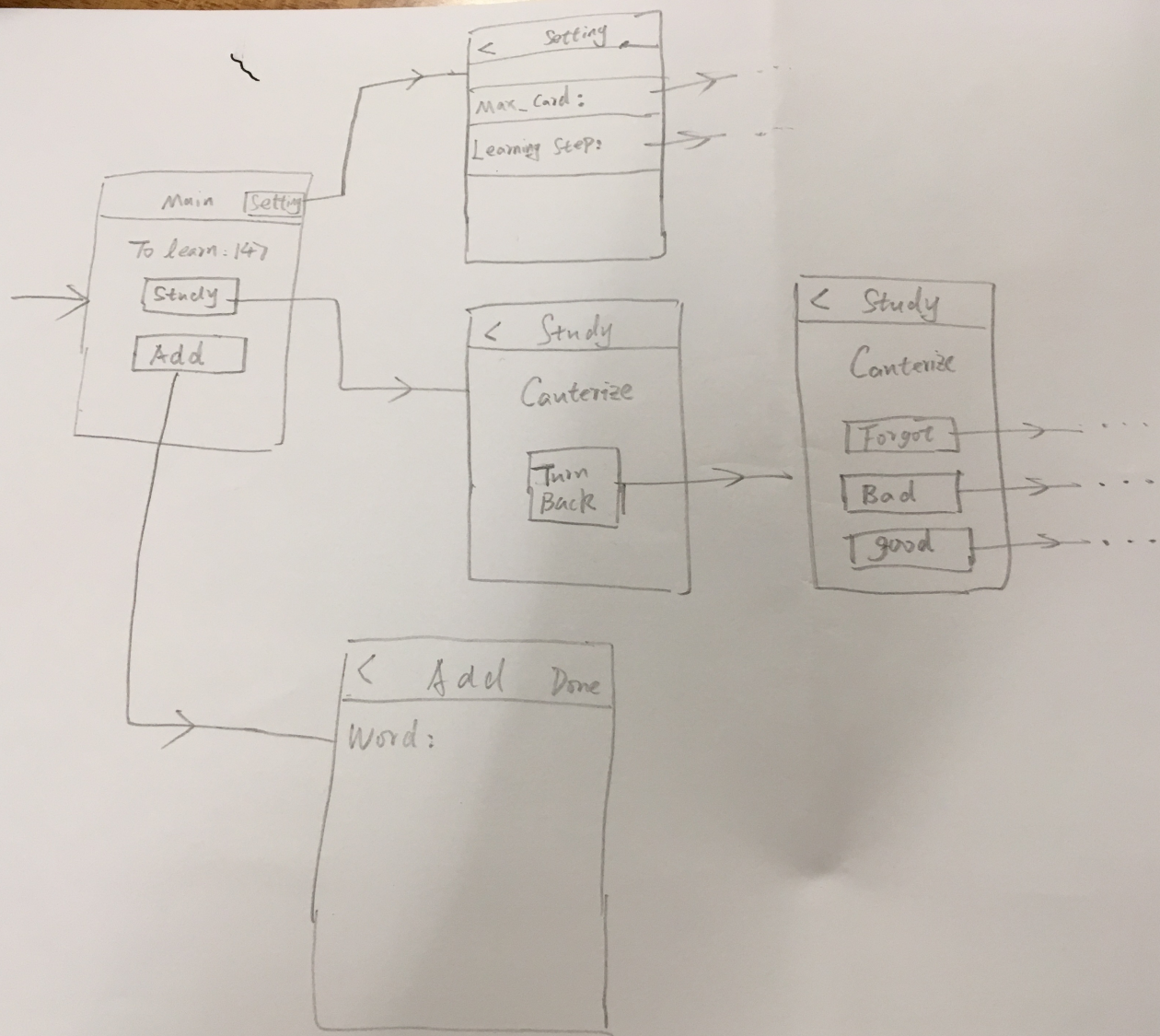
Functionalities

- Using Navigation controller as its container.
- Containing 4 or 5 scenes, which are "main", "setting", "editing", "studying" (and "adding"?)
- Auto layout out of box.
- Comes with a GRE-word database out of box.
- Original Anki can have multiple decks, which is the database, for this project, I will probably use only one fixed deck.
- Considering the time we have, I might not allow users to add multiple media files, and they can only study words only.

Two optional criteria

- Allow the user to interact with the device camera and/or photos so that they can add images to their note.
- Play and/or record sounds and add to their note.

Imagined UI design

Core Data design

ENTITIES

E Card
I byPropertyIndex

FETCH REQUESTS

CONFIGURATIONS

C Default

▼ **Attributes**

Attribute ⌃	Type	
D due	Date	⇅
N ease	Double	⇅
S note	String	⇅
S word	String	⇅

\+ \−

▼ **Relationships**

Relationship ⌃	Destination	Inverse

\+ \−

▼ **Fetched Properties**

Fetched Property ⌃	Predicate

Outline Style   Add Entity   Add Attribute   Editor Style