

CS31520 Assignment

Native Mobile Vocabulary App

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This assignment required students to create a plan for design and basic functionality of the app and then to write suitable code to make it exists.

Design

Design of applications is very important factor to make the app stand out of the crowd. I focused on making my app accessible especially for novice users. I wanted the users who are using my app feel comfortable and not confused even if they make some mistake or click wrong button. Each page of my app is made in similar style such as colours, font size or constraints. It makes the app familiar in all stage and user can faster get used to use it.

Description of application

At the beginning I got many ideas how my app should look like but when I actually started coding I could see how everything works in practice and what should I get rid of and what can I keep. The application I have created meets all the requirements. When application is opened for the first time user can select language he/she is willing to learn and the native language. After that user is getting straight to the menu page. Then user can go to the list of words and eventually add new word to the list. Also user is able to delete word (swipe from right to left on the row of word which is not necessary anymore). Moreover, if user would like to change foreign or even origin language, he/she can do that just clicking at "Change languages" button on the menu page. The most of my time I spent on making a test. Firstly I had to decide what kind of test can I make and then how to write code for that. User can attempt the test which based on correctly typing the meaning of the foreign word which appears. System randomly picks and shows foreign word and checks if the input is the same. For correct answer user gets 1 point for wrong 0 point. During the game the user can see current score in the right top corner. The test includes 6 questions and at the end user sees the score and depends on achieved score gets the brief comment on her/his result.

Problems

I encountered one problem which I could not fixed. When List of words is empty and the user clicks “Begin Test” program stop working. I think it is because it’s impossible to unwrap optional value which is empty but I couldn’t put question mark instead of exclamation mark. However, when list contains at least 1 word test works as intended.

I didn’t make an iOS Unit Tests as I didn’t know how to make them work.

I was gonna test some things which in my option are the most important and are good basics to this specific software.

The important is to test if added word actually exists in vocabulary list, also if is assigned to either group of word or meanings.

Also I would check if words in list are lower cases and languages start with capital letter.

Check if after input is the same as randomly picked element from list are the same point to score var is added and check if final results actually prints correct value.

Extra Features

I have added some extra features such us: when user click “return” on the keyboard in the foreign word textfield it takes him/her to other textfields but when return is clicked in second textfield keyboard disappears. Both languages have first capital letter independently on whether user did it or not. Word and its meaning always consist of lower case letters.

When you set up languages either for the first time or you decided to do that later on, alert appears to ask you if you confirm your choice.

Conclusion

I think that my assignment went very good. My application meets all requirements and is readable and easy to use. In my opinion I should get about 60%.

During working on that assignment I have learned a lot a new things.

Now, I am much more familiar with Swift language as well as with Xcode environment.

It was a great opportunity to get to know how making app for iOS mobile devices actually looks like. I am glad that I got the chance to get familiar with it and I am motivated to keep increase my knowledge in this computer programming area.