# Report MobServ

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# iOS Lab 3
## FlickrMap

**Remark:**
I did the entire project in swift and added the extra files via a bridging header to toe project.

**The pointer to the image is null. Could you identify the problem?**
It is because the imageView reference is overwritten. The problem is fixed by simply putting image.image = UIImage(src)

**Look in the code you wrote where we can find the size of the image and resize the**
**UIImageView, used to display it, in a way that the aspect of the image does not get changed.**
***Tip: look at the "self.detail.image.contentMode"***
The image is dynamically placed in his parent using LayoutConstraints. The resizing of the image is therefore only a matter of the contentMode. It is set to AspectFit in order to see the entire image in the right aspect ratio.

**Find on the help how to add an icon to the application and use the file icon.png for that**
**purpose.**
The dimensions of the icons are a little outdated. However in the asset folder there is a container where I could drop the items in order to set the AppIcon image.

**Add also a UIActivityIndicatorView to inform the user that something is being processed.**
UIIndicatorView - startAnimating(), stopAnimating() in the DetailViewController before the DispatchQueue starts and when the DispatchQueue jumps back to the main thread does the job.

**Using a UIScrollView add multi-finger zoom to the image.**
The ViewController will be set to UIScrollViewDelegate and the delegate function onZoom (similar name) return the image that we want to zoom.
Before doing that we add a scrollview as parent of the image and increase its contentSize.

**Using a UISwipeGestureRecognizer make the swipe gesture go from one picture to the**
**next**
I used two UISwipeGestureRecognizers (.left & .right) in order to go back and fourth. Every time a swipe is detected the index is changed and the loadImage function is called again.