



MADHUBEN & BHANUBHAI PATEL
INSTITUTE OF TECHNOLOGY



swiftPocket – An iOS App

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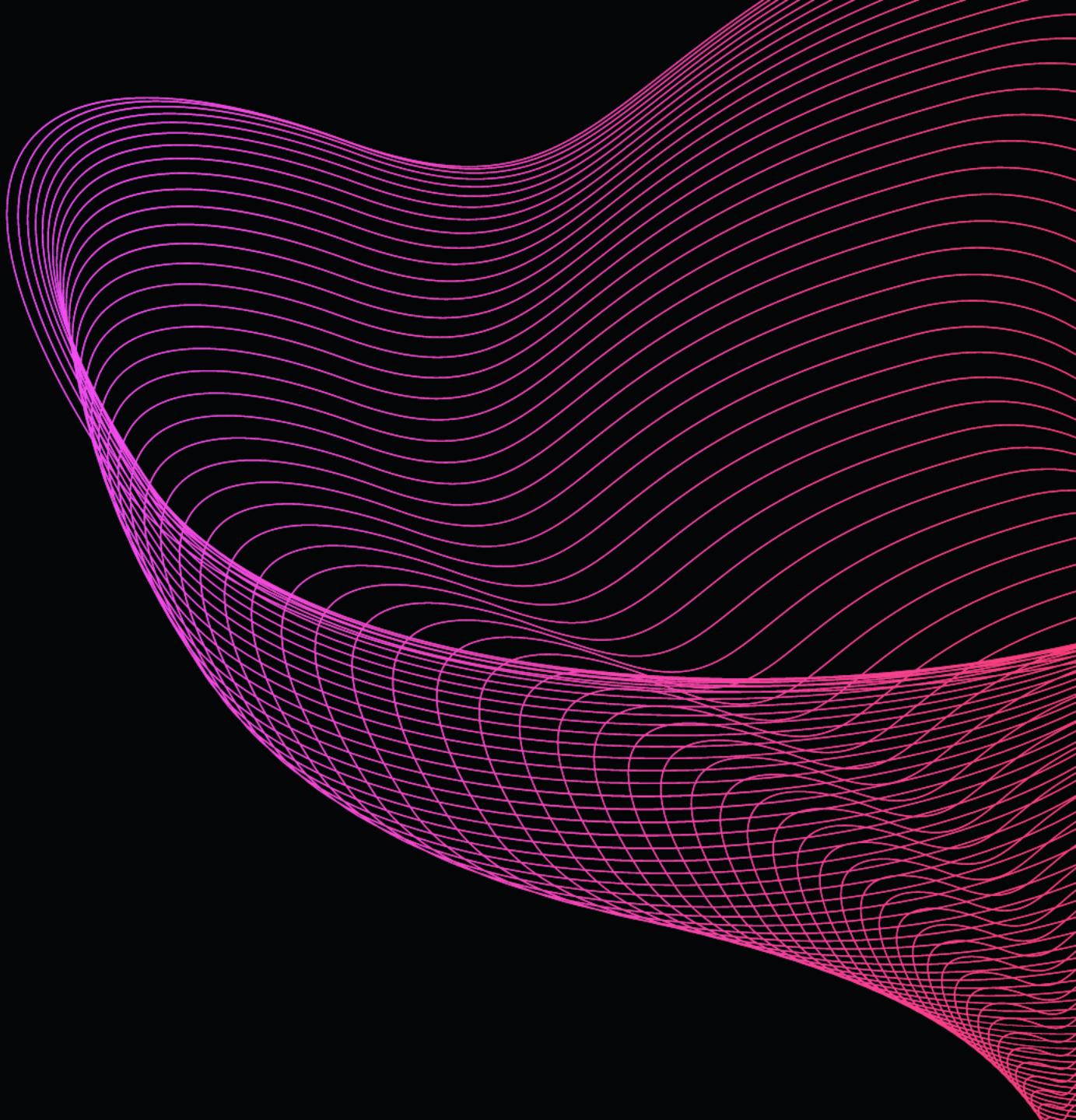
Internal Guide: Dr. Ashwini Kumar Jha

Industry Mentor: Mr. Rohit Tank



OUTLINE

- 1. About Swayam Infotech**
- 2. My role**
- 3. Tools and Technology**
- 4. Problem statement**
- 5. UI/UX**
- 6. MVC Files**
- 7. Journey Map**
- 8. App Flow**
- 9. Screenshots & Videos**
- 10. Things I learned**
- 11. References**





ABOUT SWAYAM INFOTECH

LOCATION

DOMAINS

SELECTION

MY ROLE

iOS App
Development

Learn Swift

Learn XCode

MY RESPONSIBILITIES

Design UI/UX

Create a flow

Create apps

TOOLS & TECHNOLOGY



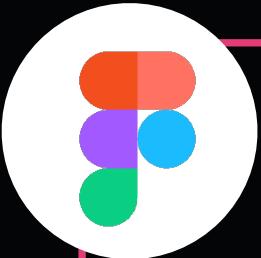
XCODE

- Coding
- Simulating
- Running app



SWIFT

- Basics
- Arrays
- Methods



FIGMA

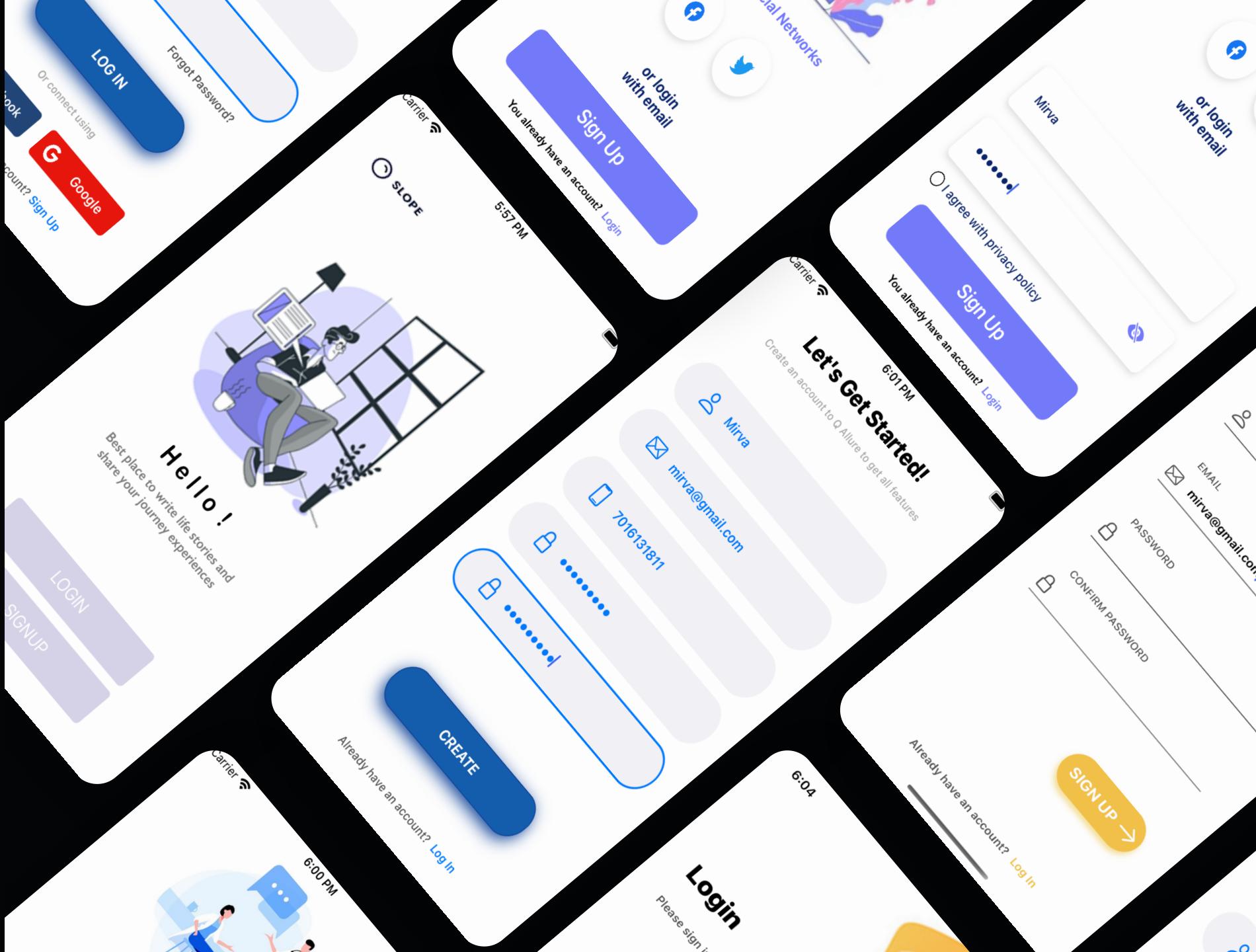
- UI/UX
- Wireframes
- Flow



COCOA TOUCH

- Declare classes
- Framework

Practice Pages



PROBLEM STATEMENT

UPI payment app is a revolutionary digital payment system that has made transactions easy and convenient. It was launched by the National Payments Corporation of India (NPCI) in 2016 and has since become one of the most popular payment apps in India.

swiftPocket

The UPI payment app comes loaded with many features that make it a preferred choice for users. One of its most significant features is the ability to link multiple bank accounts to a single app, making it easy to manage finances.

The app also allows users to send money directly to other UPI IDs or bank accounts, pay bills, recharge mobiles, and even shop online.

UI/UX

The image shows a Figma design interface for a mobile application's onboarding process. The title bar indicates the project is titled "Drafts / swiftPocket Onboarding". The left sidebar lists three layers: "# Onboarding Slide 3", "# Onboarding Slide 2", and "# Onboarding Slide 1". The main canvas displays three slides in a horizontal sequence:

- Onboarding Slide 1:** Features an illustration of a smartphone displaying a payment interface with a credit card and coins. Below the illustration, the text "Fast Payments" is displayed in large white font, with the subtitle "Pay, Request and Scan" in smaller white font underneath. A yellow "Skip" button is located in the top right corner.
- Onboarding Slide 2:** Features an illustration of two people interacting with a large smartphone screen. Below the illustration, the text "24x7 Easy Bank Transfer" is displayed in large white font, with the subtitle "Transfer money on the go" in smaller white font underneath. A yellow "Skip" button is located in the top right corner.
- Onboarding Slide 3:** Features an illustration of a person standing next to a large smartphone screen displaying a bar chart. Below the illustration, the text "Instant Subscriptions" is displayed in large white font, with the subtitle "All subscriptions only a tap away" in smaller white font underneath. A yellow "Skip" button is located in the top right corner.

The right sidebar contains various design tools and settings, including "Design", "Prototype", and "Inspect" tabs, and sections for "Background" (color 1E1E1E, 100%), "Local styles", and "Export". A bottom right corner icon with a question mark provides help or support.

UI/UX

Drafts / Login/Sign up

M Share 83% ▶

Design Prototype Inspect

Background 1E1E1E 100% ⚡

Local styles +

Export +

?

Sign Up

Mobile Number

Log In

Mobile Number

Sign Up

Log In

Getting Started with swiftPocket

Hi there,

we're excited to have you onboard! Just help us with some details

Name

Email

Having trouble, need help?

NEXT

I agree to swiftPocket Terms and Conditions

NEXT

NEXT

MVC FILES

```
▼ Models
  Constant.swift
  PresentationController.swift
  OnboardingSlide.swift
  Demo.swift
  yourCard.swift
  Bills.swift
  Contacts.swift
  Apps.swift
  CardSettings.swift
  EnumTransactions.swift
  MobileOperators.swift
  CableOperator.swift
  ElectricityProviders.swift
  GasCylinder.swift
  Fastag.swift
  Broadband.swift
  SearchContacts.swift
  Filter.swift
  MembershipDetails.swift
  CardDetailsForTable.swift

▼ Views
  OverlayView.swift
  BlurView.swift
  ACTabScrollView.swift
  ACTabScrollView+Protocol.swift
  Rate.swift
  ContentView.swift
  CardForm.swift

▼ View Controllers
  OnboardingViewController.swift
  LoginViewController.swift
  SignupViewController.swift
  SetPasswordViewController.swift
  SetupAccountViewController.swift
  AddMobileViewController.swift
  SetUPIViewController.swift
  ConfirmUPIViewController.swift
  AddCardViewController.swift
  HomePageViewController.swift
  ProfileViewController.swift
  EditProfileViewController.swift
  CardSettingsViewController.swift
  AllTransactionsViewController.swift
  RecepitViewController.swift
```

MODELS

The screenshot shows the Xcode interface with three code editors open, each displaying a Swift file for validating phone numbers, names, and emails respectively.

IsValidPhone.swift:

```
1 //  
2 //  IsValidPhone.swift  
3 //  SwiftPocket  
4 //  
5 //  Created by MAC on 14/03/23.  
6 //  
7  
8 import Foundation  
9  
10 func IsValidPhone(_ PhoneNumber : String) -> Bool{  
11    let regex = "[0-9]{10}$"  
12    let phoneTest = NSPredicate(format:"SELF  
13        MATCHES %@", regex)  
14    return phoneTest.evaluate(with: PhoneNumber)  
15}
```

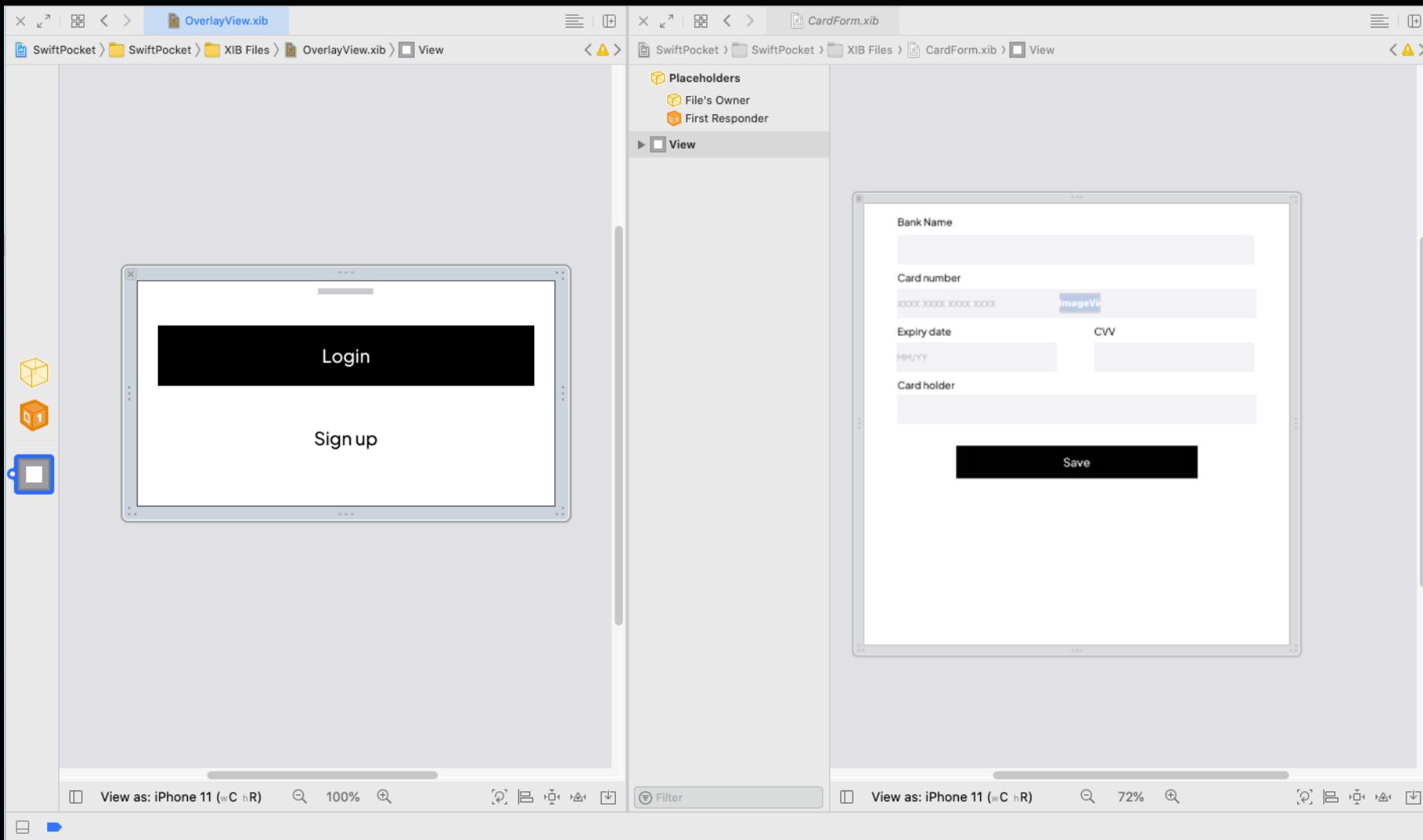
IsValidName.swift:

```
1 //  
2 //  IsValidName.swift  
3 //  SwiftPocket  
4 //  
5 //  Created by MAC on 14/03/23.  
6 //  
7  
8 import Foundation  
9  
10 func IsValidName(_ Name: String) -> Bool {  
11    let RegEx = "[a-zA-Z]{4,25}$"  
12    let Test = NSPredicate(format:"SELF MATCHES %@",  
13        RegEx)  
14    return Test.evaluate(with: Name)  
15}
```

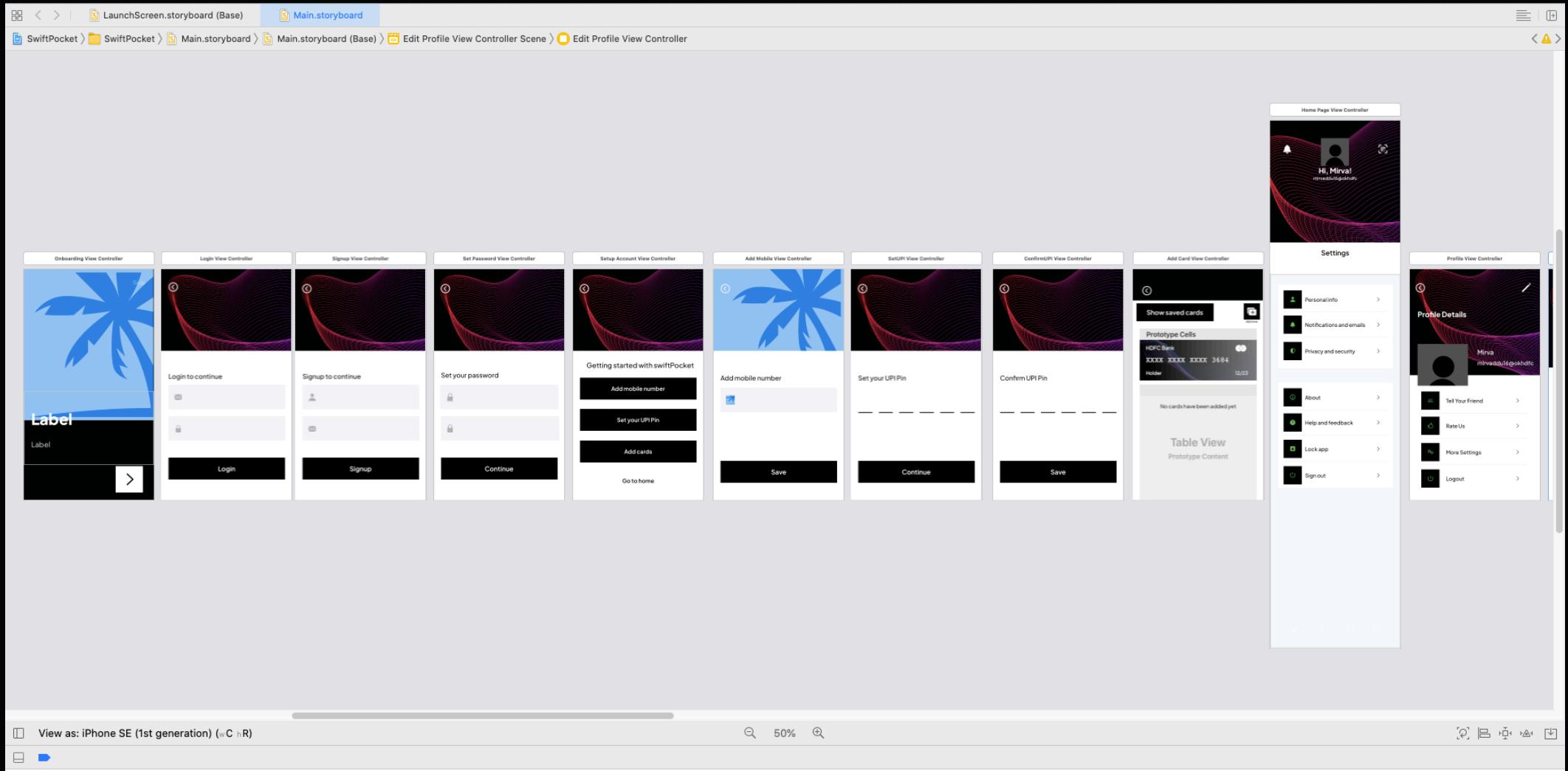
IsValidMail.swift:

```
1 //  
2 //  IsValidMail.swift  
3 //  SwiftPocket  
4 //  
5 //  Created by MAC on 14/03/23.  
6 //  
7  
8 import Foundation  
9  
10 func IsValidEmail(emailID:String) -> Bool {  
11    let emailRegEx =  
12        "[A-Z0-9a-z._%+-]+@[A-Za-z0-9.-]+\\".  
13        [A-Za-z]{2,3}"  
14    let emailTest = NSPredicate(format:"SELF  
15        MATCHES %@", emailRegEx)  
16    return emailTest.evaluate(with: emailID)  
17}
```

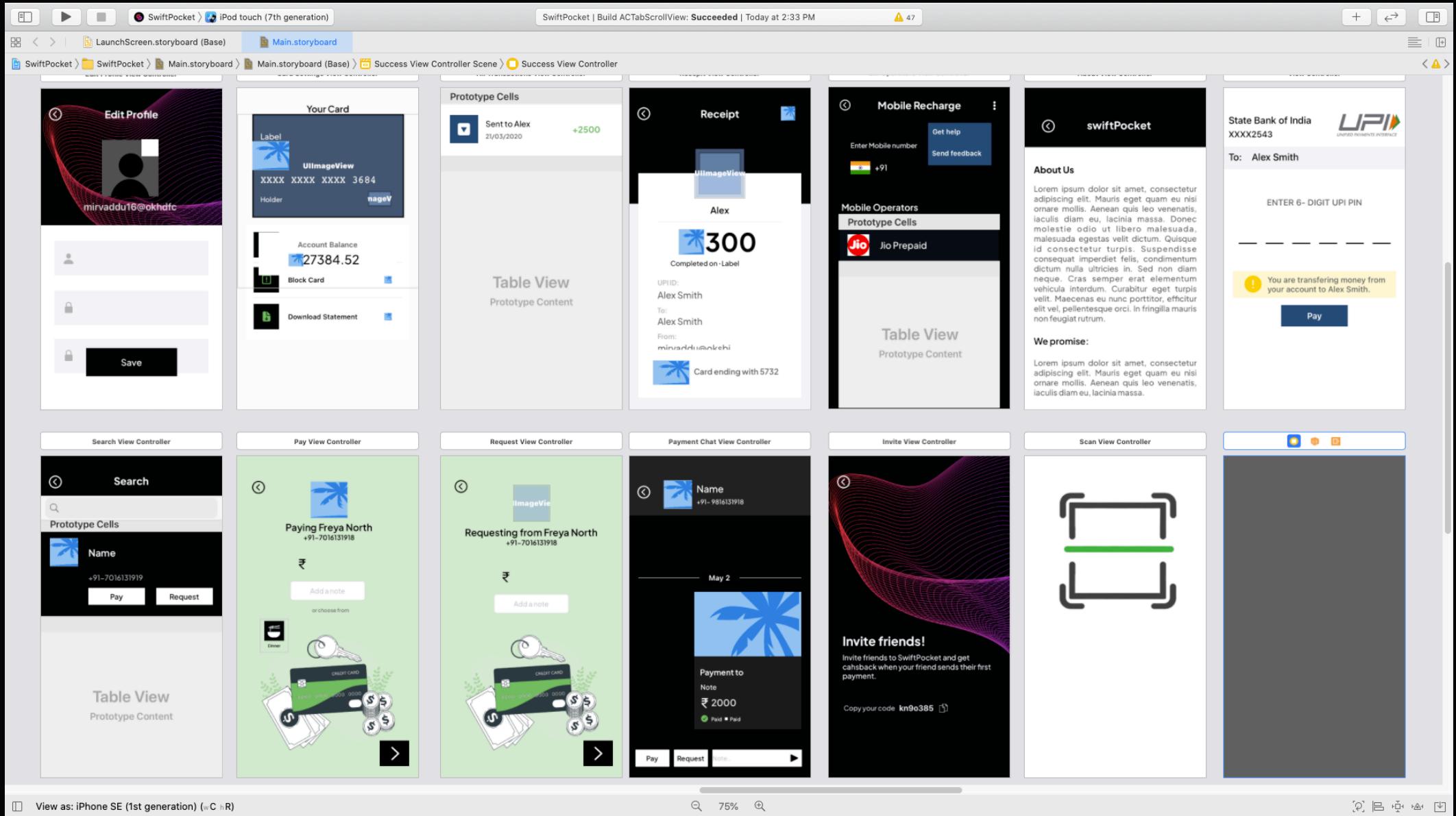
VIEWS



VIEW CONTROLLER



VIEW CONTROLLER



ASSETS

SwiftPocket > SwiftPocket > Assets.xcassets > ColorSet

AccentColor
AppIcon
Avatar
Broadband
Cable Operators
ColorSet
Contacts
Demo
Electricity
Fastag
Flat Illustrations
Gas
Icons
Lines
Logos
Mobile Operators
PayChat
Random

Candy

Universal

Dark

Universal

Fury

Universal

Hot

Universal

Navy

Universal

Color

Color

Color

Color

Show Slicing

+ - Filter

□ ▶

SCAN QR CODE

The image shows a screenshot of the Xcode IDE with two open files:

- QRScanViewController.swift** (Left): This file contains the implementation of the `QRScanViewController`. It initializes an `AVCaptureSession` for the back camera, adds inputs and outputs, and sets up a `videoPreviewLayer`. It also creates a `qrCodeFrame` and adds it to the view.
- QRScanViewController.swift** (Right): This file is identical to the one on the left, showing the same code for initializing the QR scanner and handling metadata output.

```
SwiftPocket > SwiftPocket > View Controllers > QRScanViewController.swift M initializeQRScanner()
1 /**
2 //  QRScanViewController.swift
3 //  SwiftPocket
4 //
5 //  Created by MAC on 07/04/23.
6 //
7 import UIKit
8 import AVFoundation
9
10 class QRScanViewController: UIViewController {
11
12     var captureSession = AVCaptureSession()
13     var videoPreviewLayer: AVCaptureVideoPreviewLayer?
14     var qrCodeFrame: UIView!
15
16     override func viewDidLoad() {
17         super.viewDidLoad()
18
19         initializeQRScanner()
20     }
21
22     private func initializeQRScanner(){
23
24         let discoverySession = AVCaptureDevice.DiscoverySession(deviceTypes: [.builtInDualCamera], mediaType: .video,
25             position: .back)
26
27         guard let captureDevice = discoverySession.devices.first else{
28             print("No device found.")
29             return
30         }
31         do{
32             let input = try AVCaptureDeviceInput(device: captureDevice)
33             captureSession.addInput(input)
34
35             let videoMetaOutput = AVCaptureMetadataOutput()
36             captureSession.addOutput(videoMetaOutput)
37
38             videoMetaOutput.setMetadataObjectsDelegate(self, queue: DispatchQueue.main)
39             videoMetaOutput.metadataObjectTypes = [.qr]
40             videoPreviewLayer = AVCaptureVideoPreviewLayer(session: captureSession)
41             videoPreviewLayer?.videoGravity = .resizeAspectFill
42             videoPreviewLayer?.frame = view.layer.bounds
43             view.layer.addSublayer(videoPreviewLayer!)
44
45             qrCodeFrame = UIView()
46             if qrCodeFrame == qrCodeFrame{
47                 qrCodeFrame.layer.borderColor = UIColor(named: "Parrot")?.cgColor
48                 qrCodeFrame.layer.borderWidth = 2.0
49
50                 view.addSubview(qrCodeFrame)
51                 view.bringSubviewToFront(qrCodeFrame)
52             }
53             captureSession.startRunning()
54         } catch{
55             print(error)
56             return
57         }
58     }
59
60     extension QRScanViewController: AVCaptureMetadataOutputObjectsDelegate{
61         func metadataOutput(_ output: AVCaptureMetadataOutput, didOutput metadataObjects: [AVMetadataObject], from connection: AVCaptureConnection) {
62
63
64             if metadataObjects.count == 0{
65
66                 qrCodeFrame.frame = .zero
67                 print("No code found")
68                 return
69             }
69
70             let metadataObject = metadataObjects[0] as! AVMetadataMachineReadableCodeObject
71
72             if metadataObject.type == .qr
73             {
74
75                 let barCodeObject = videoPreviewLayer?.transformedMetadataObject(for: metadataObject)
76
77                 qrCodeFrame.frame = barCodeObject!.bounds
78                 if metadataObject.stringValue != nil{
79                     print("Code value is == \(String(describing: metadataObject.stringValue))")
80                 }
81             }
82         }
83
84     }
85
86 }
87
```

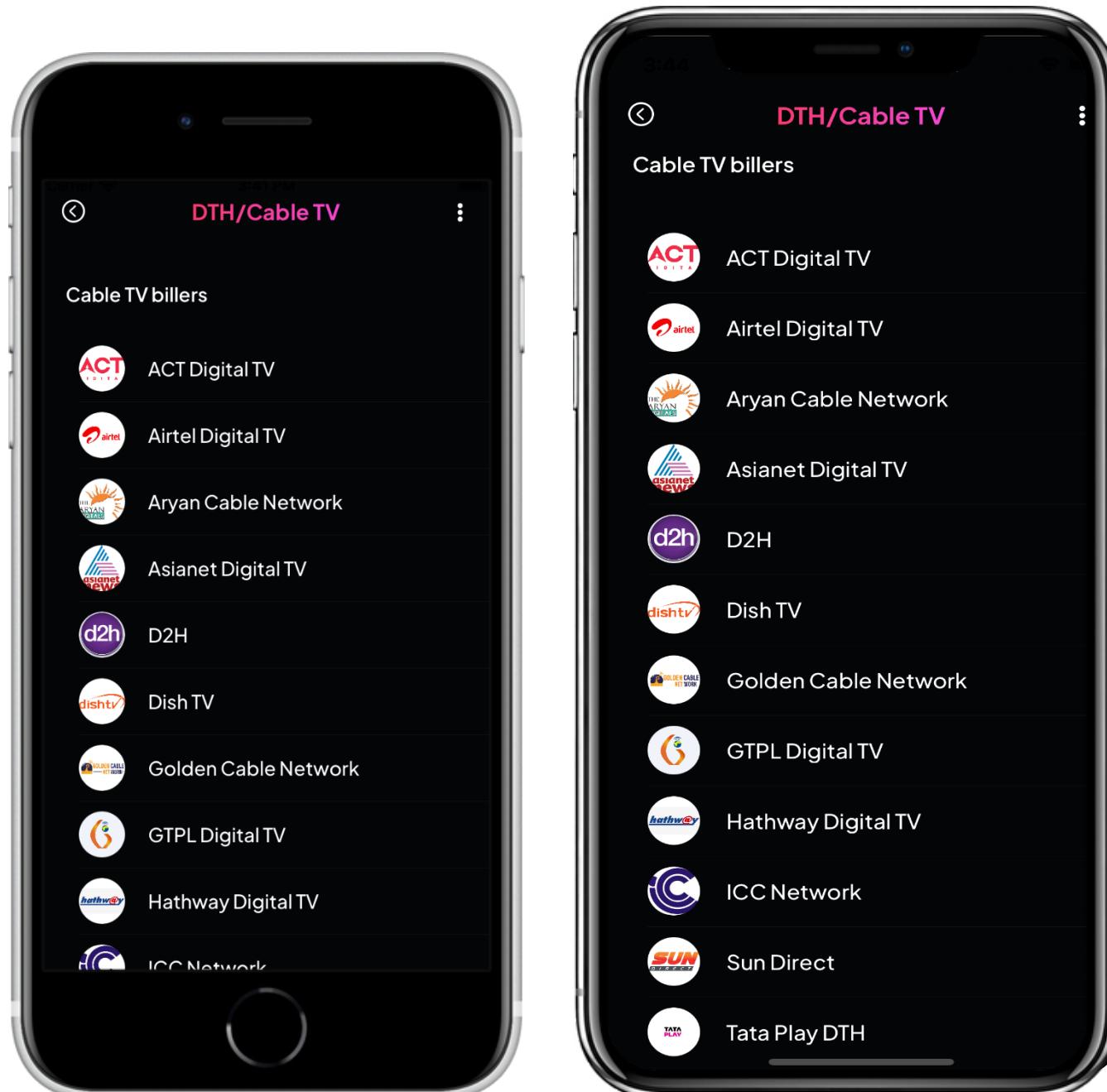
CONSTANTS

The screenshot shows a Xcode editor window with the file `Constant.swift` open. The code defines several constants for screen dimensions and device detection:

```
1 //  Constant.swift
2
3 import Foundation
4 import UIKit
5
6 let screenHeight = UIScreen.main.bounds.size.height
7 let screenWidth = UIScreen.main.bounds.size.width
8
9
10 let IS_IPAD = UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiom.pad
11 let IS_PHONE = UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiom.phone
12 let IS_PHONE_5 = IS_PHONE && UIScreen.main.bounds.size.height == 568.0
13 let IS_PHONE_6 = IS_PHONE && UIScreen.main.bounds.size.height == 667.0
14 let IS_PHONE_6_PLUS = IS_PHONE && UIScreen.main.bounds.size.height == 736.0
15 let IS_PHONE_4 = IS_PHONE && (UIScreen.main.bounds.size.height == 460.0 || UIScreen.main.bounds.size.height == 480.0)
16 let IS_PHONE_X = IS_PHONE && (UIScreen.main.bounds.size.height == 812.0 || UIScreen.main.bounds.size.height == 896.0 || UIScreen.main.bounds.size.height == 926 ||
17     UIScreen.main.bounds.size.height == 844 || UIScreen.main.bounds.size.height == 780) //viewport size of actual device
18
19 var imageee = UIImage()
20
21 //iPhone XR | iPhone XS Max - 896
22 //iPhone XS | iPhone X - 812
23 //iPhone 12 | iPhone 12 Pro - 844
24 //iPhone 12 Pro Max - 926
25 //iPhone 12 Mini - 780
```

Annotations highlight deprecated code: `UI_USER_INTERFACE_IDIOM()` is marked as deprecated in iOS 13.0, suggesting direct use of `-[UIDevice userInterfaceIdiom]`.

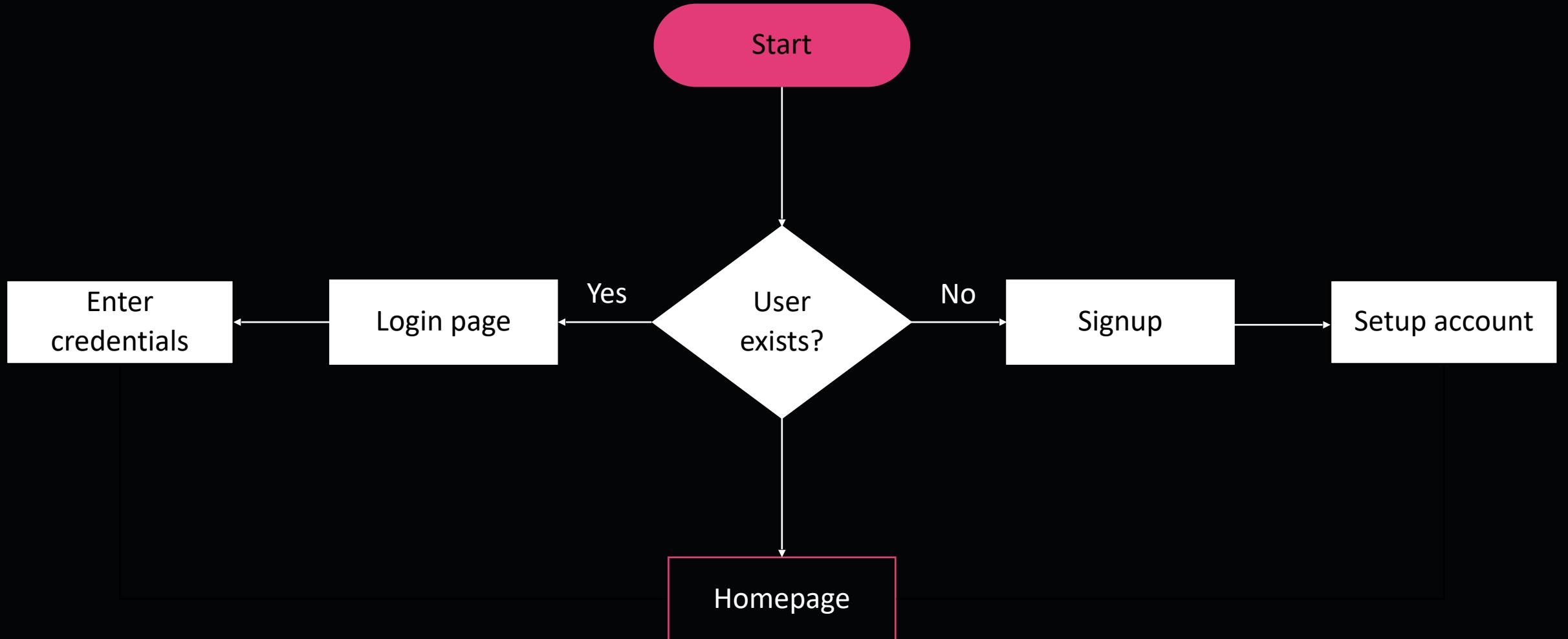
CONSTANTS



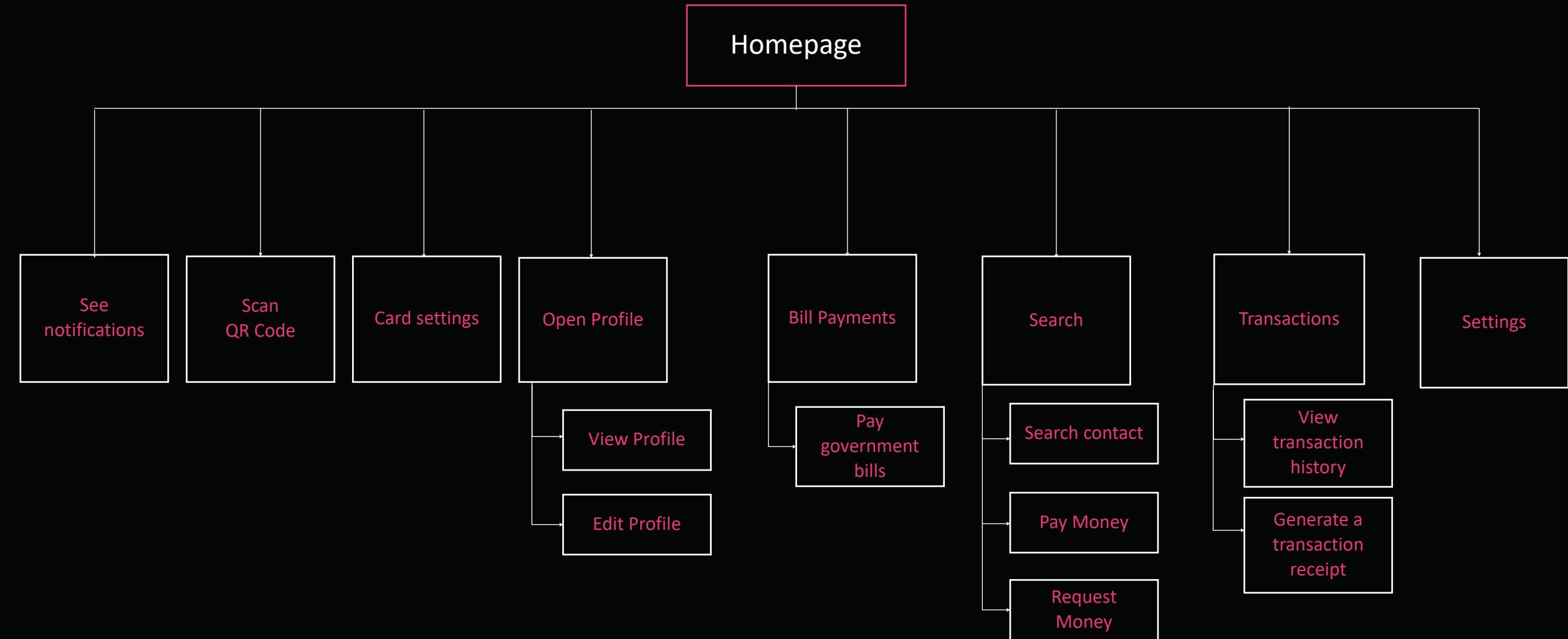
JOURNEY MAP

ACTION	Open the app	Look for contacts, services and more	Pay or Request money	Get all transaction history
TASK LIST	<ol style="list-style-type: none">1. Get onboard2. Login/Sign up3. Go to homepage	<ol style="list-style-type: none">1. Scroll homepage2. Card settings, pay contacts3. Bills and more	<ol style="list-style-type: none">1. Pay a contact2. Pay for a subscription and more3. Request a friend	<ol style="list-style-type: none">1. See transaction history2. Generate Receipt

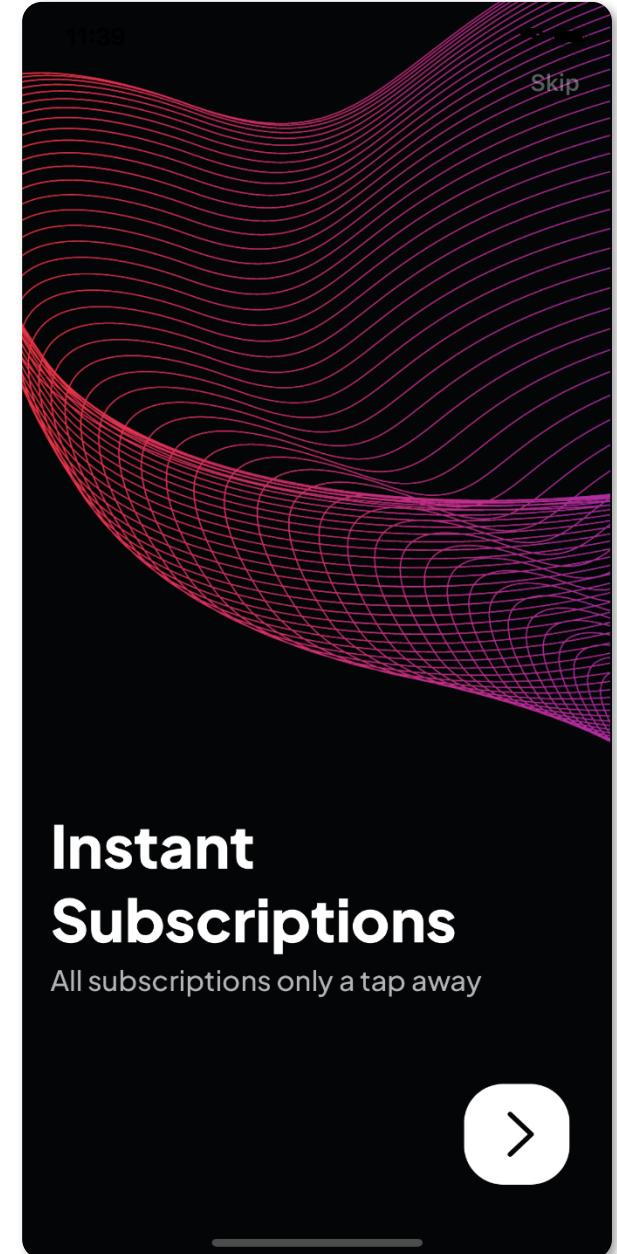
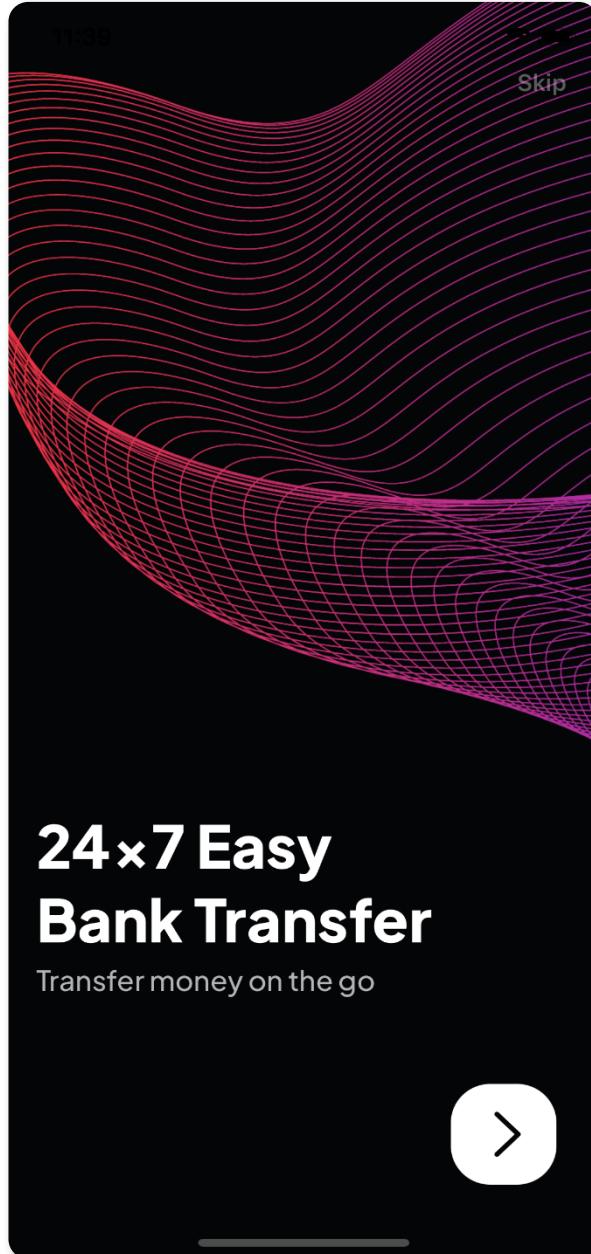
APP FLOW

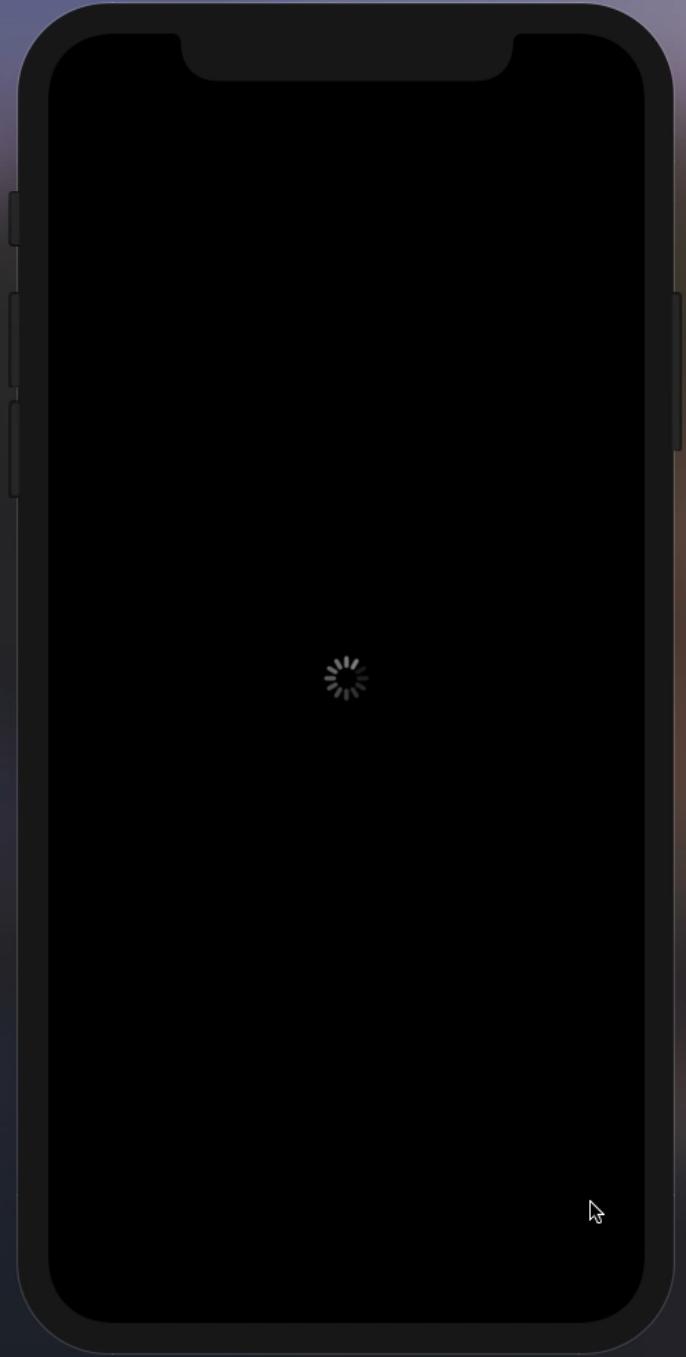


APP FLOW

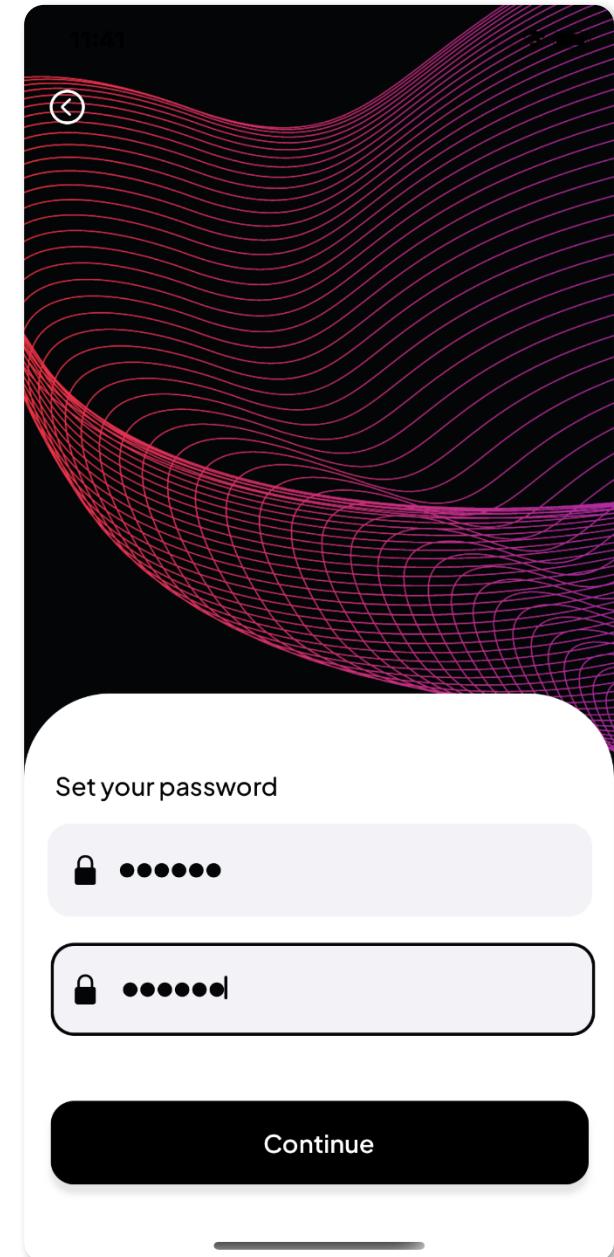
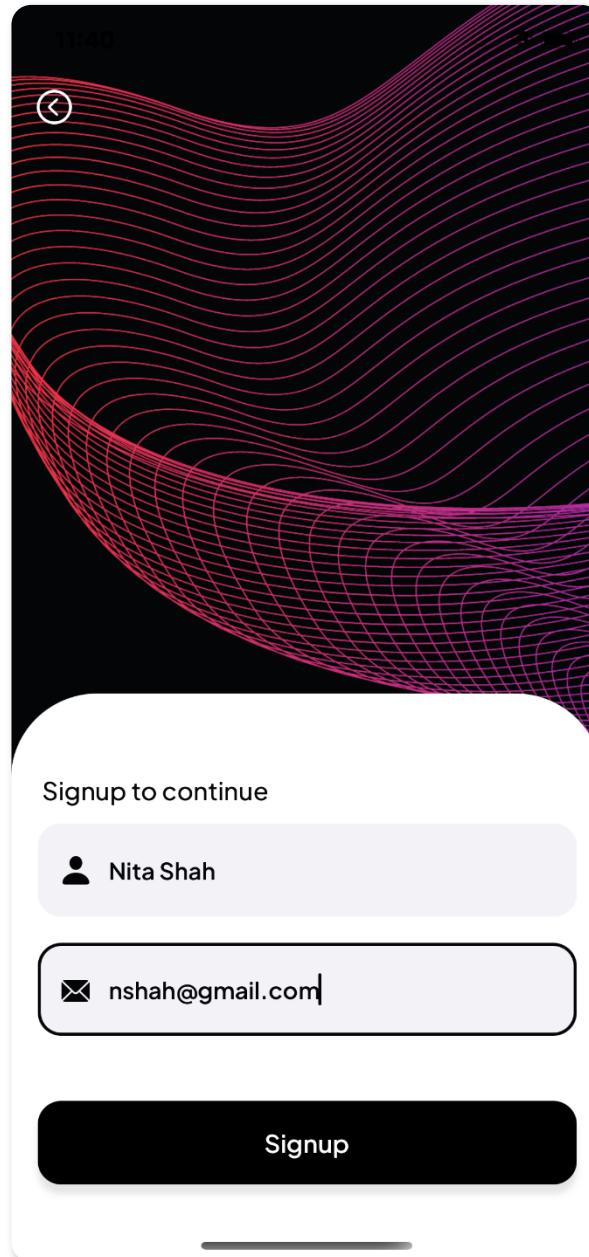
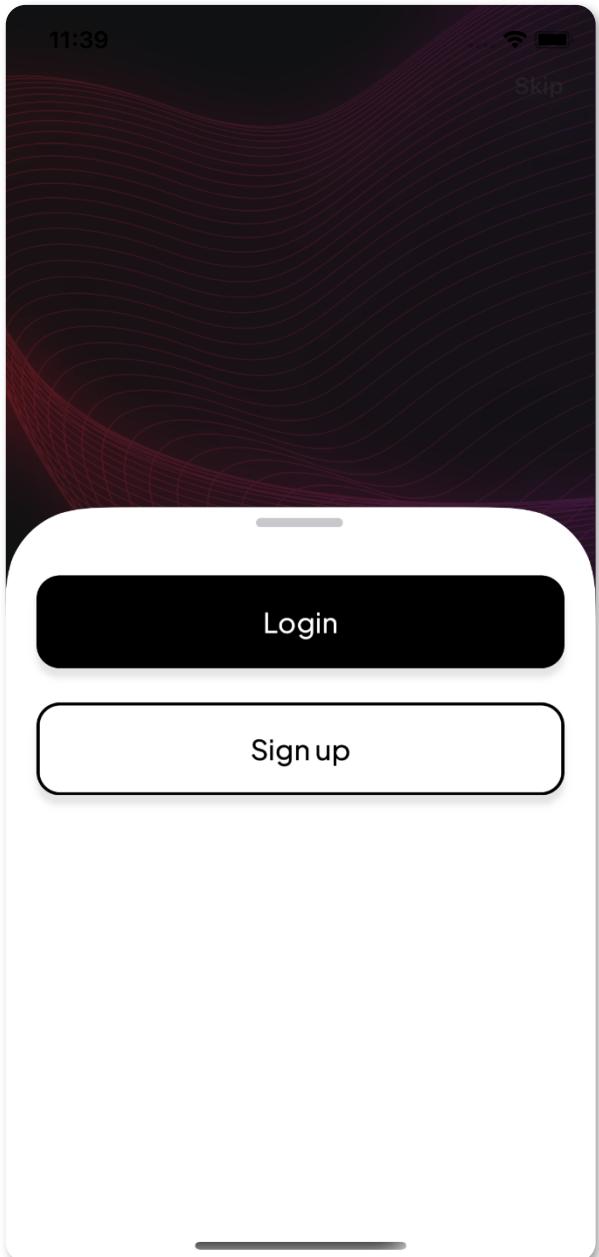


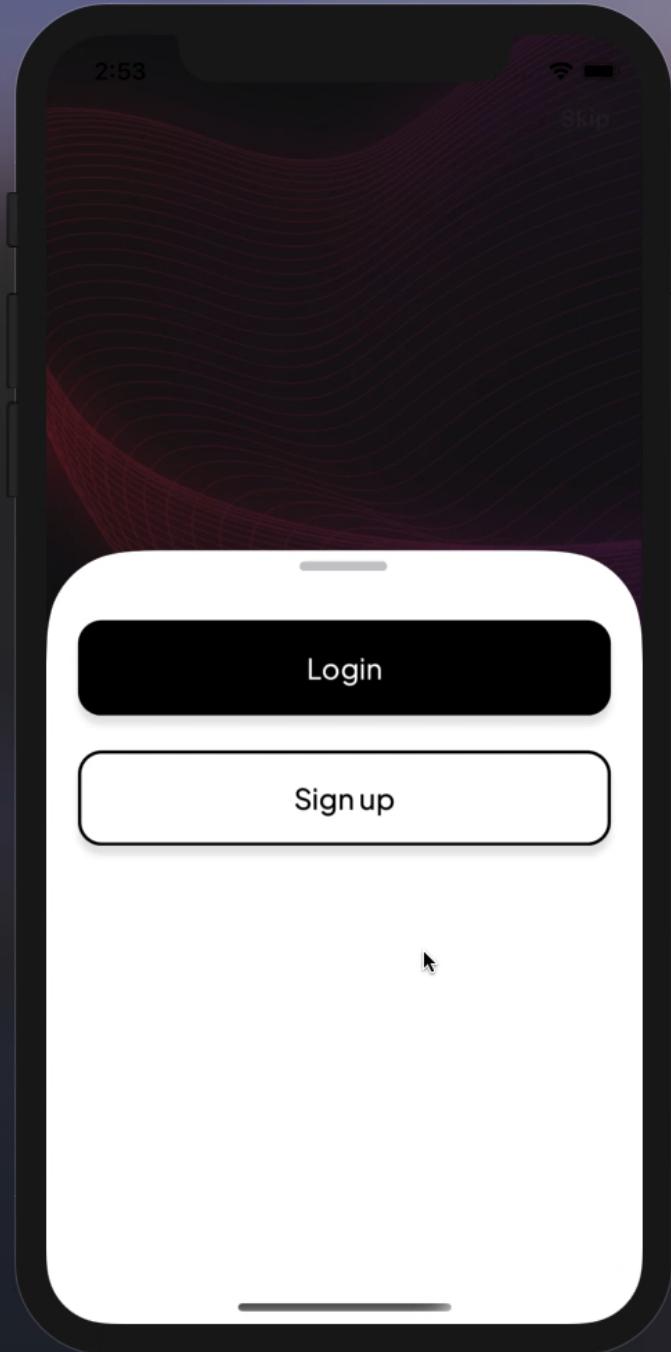
ONBOARDING SLIDES



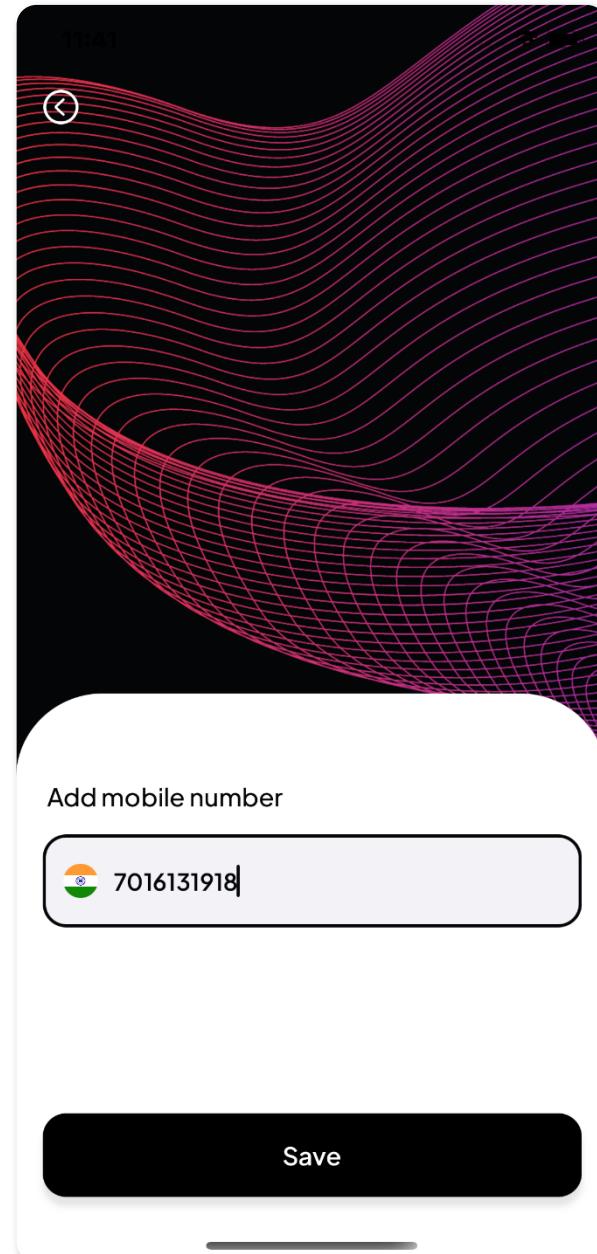
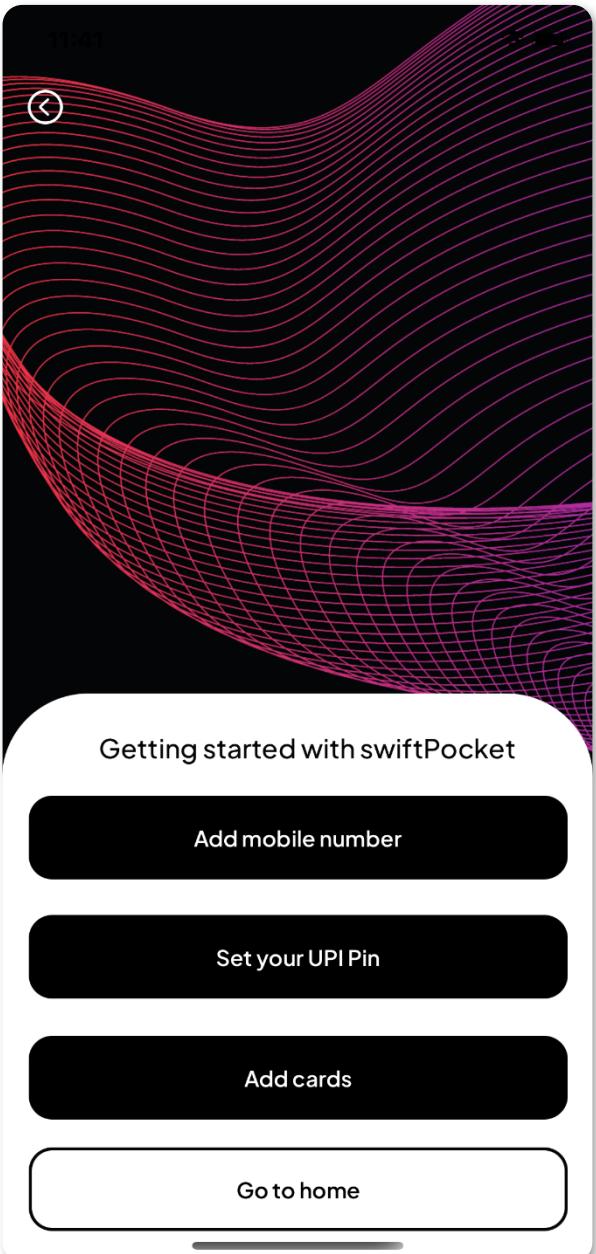


SIGN UP

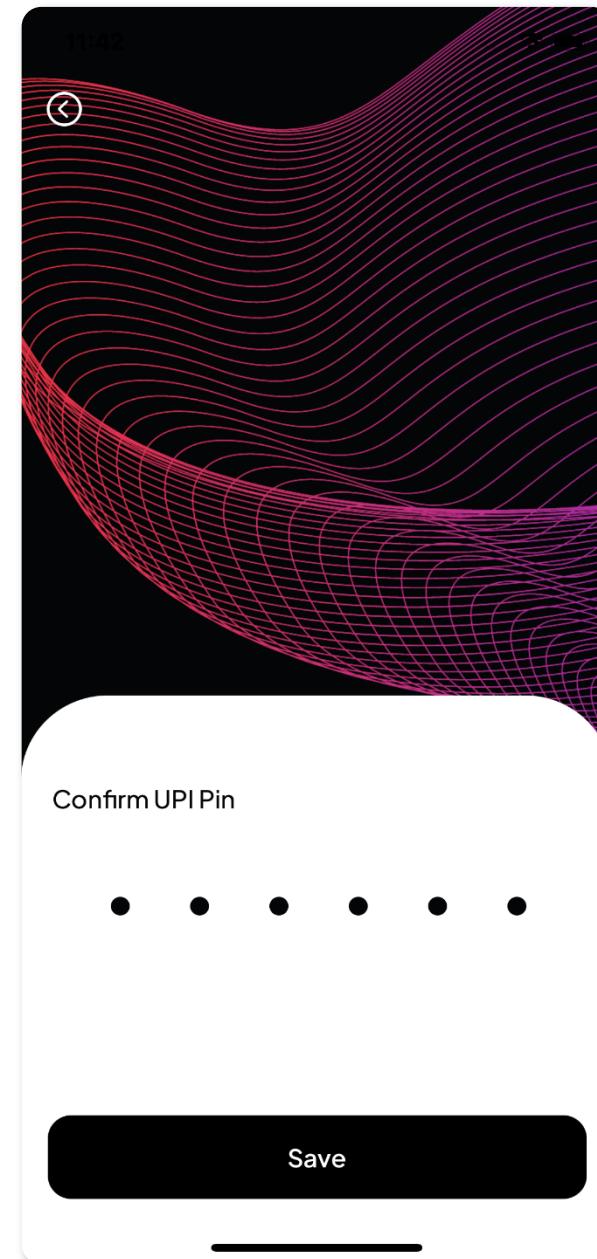
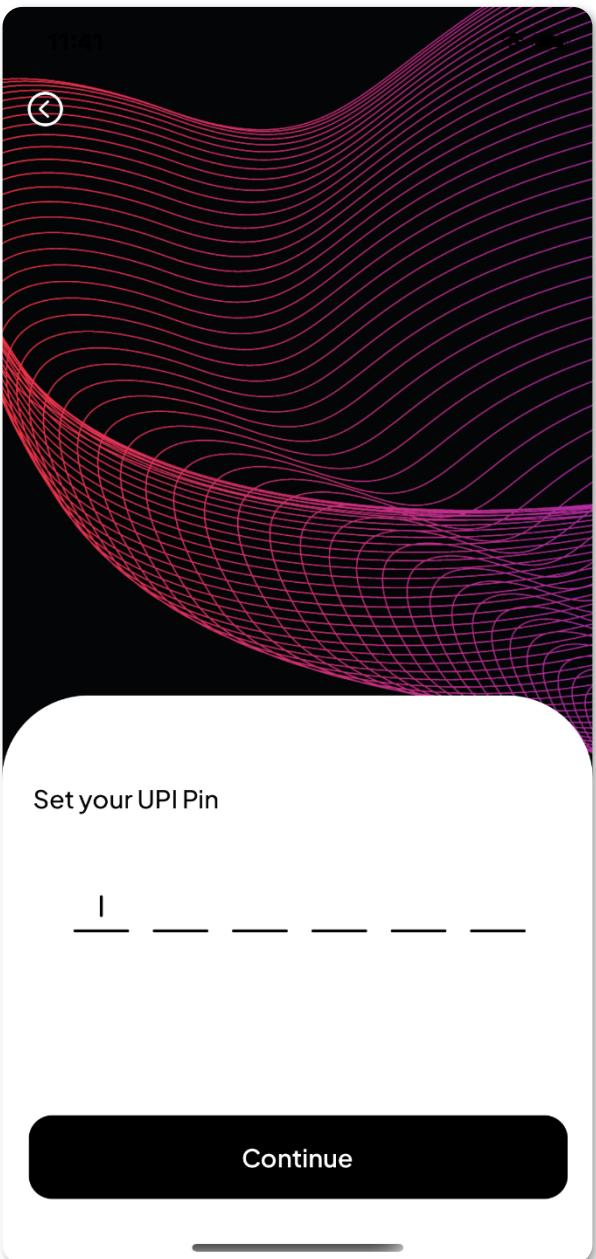




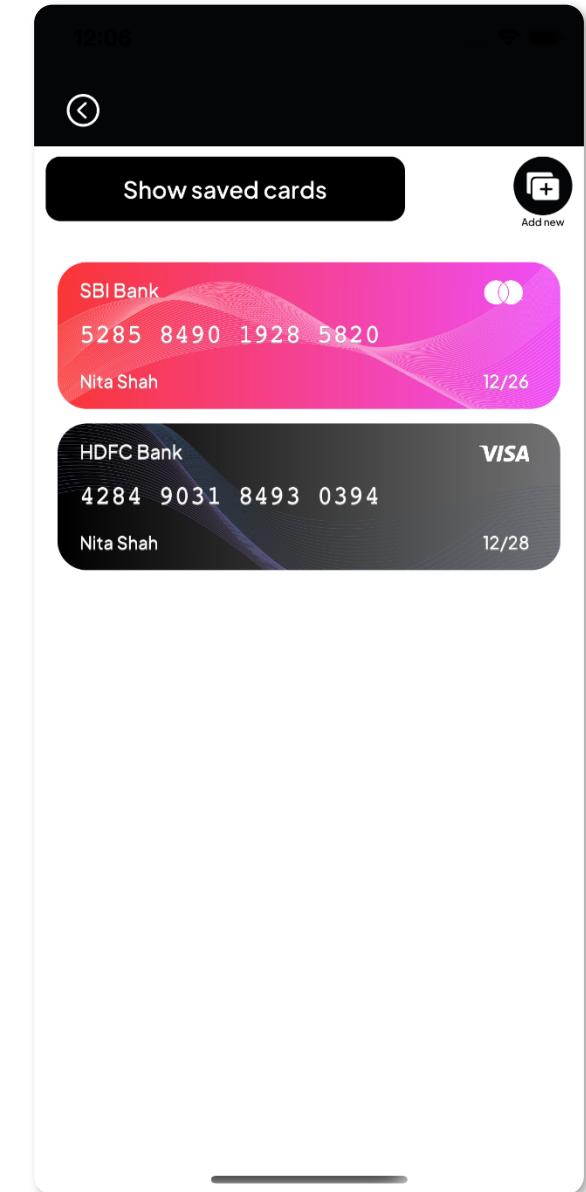
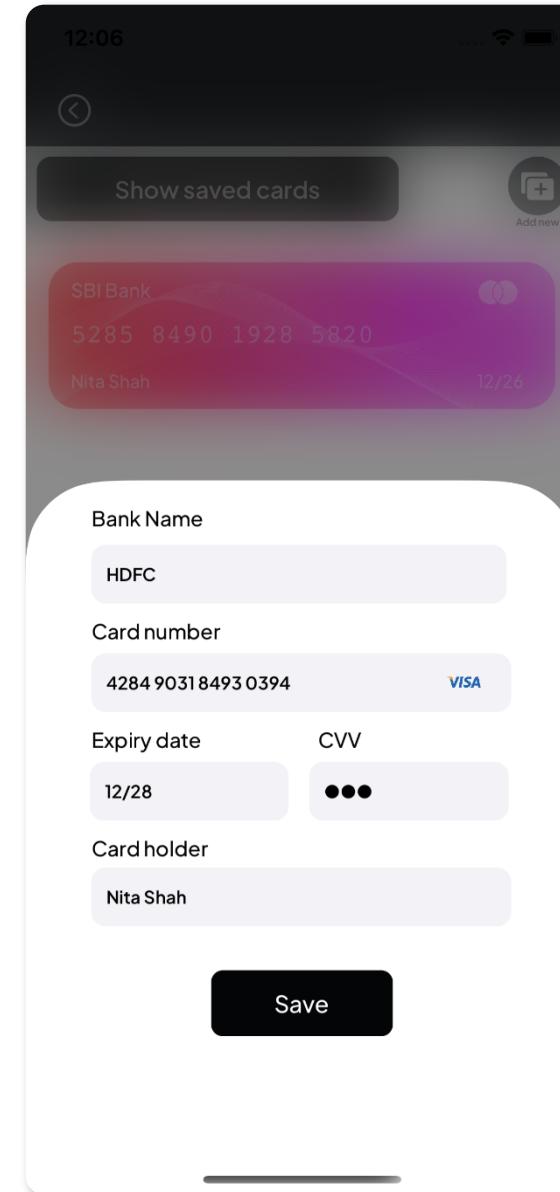
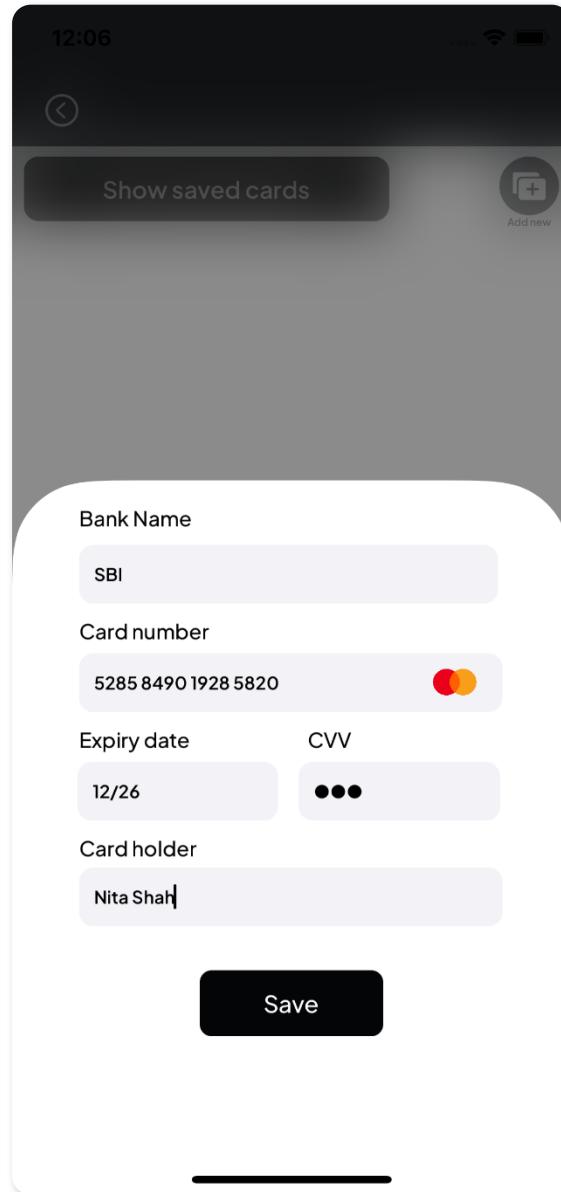
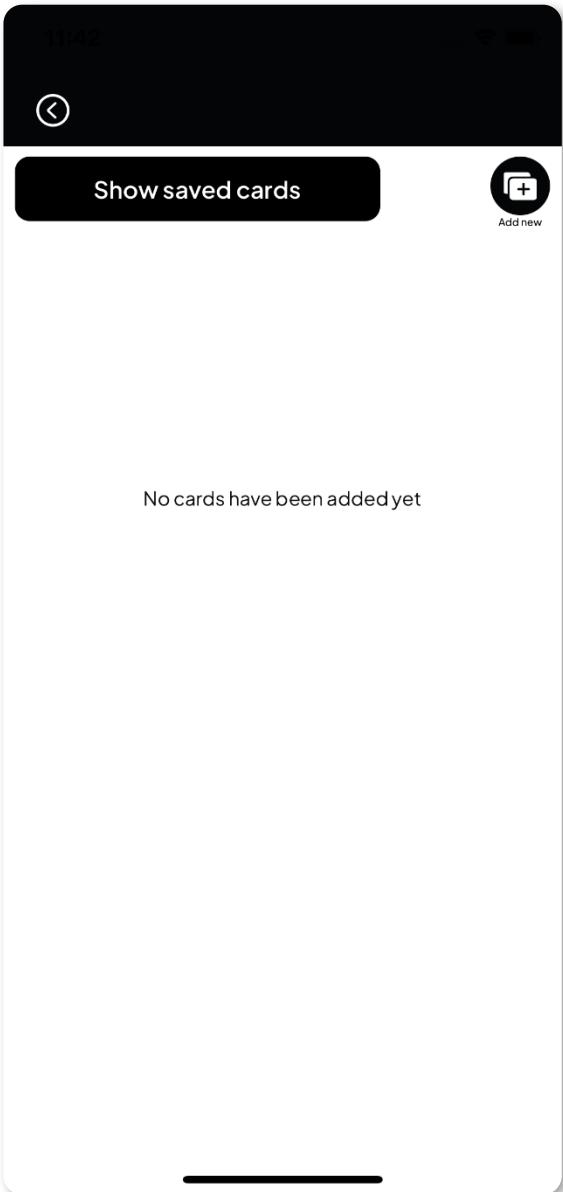
ACCOUNT SETUP- ADD MOBILE NUMBER

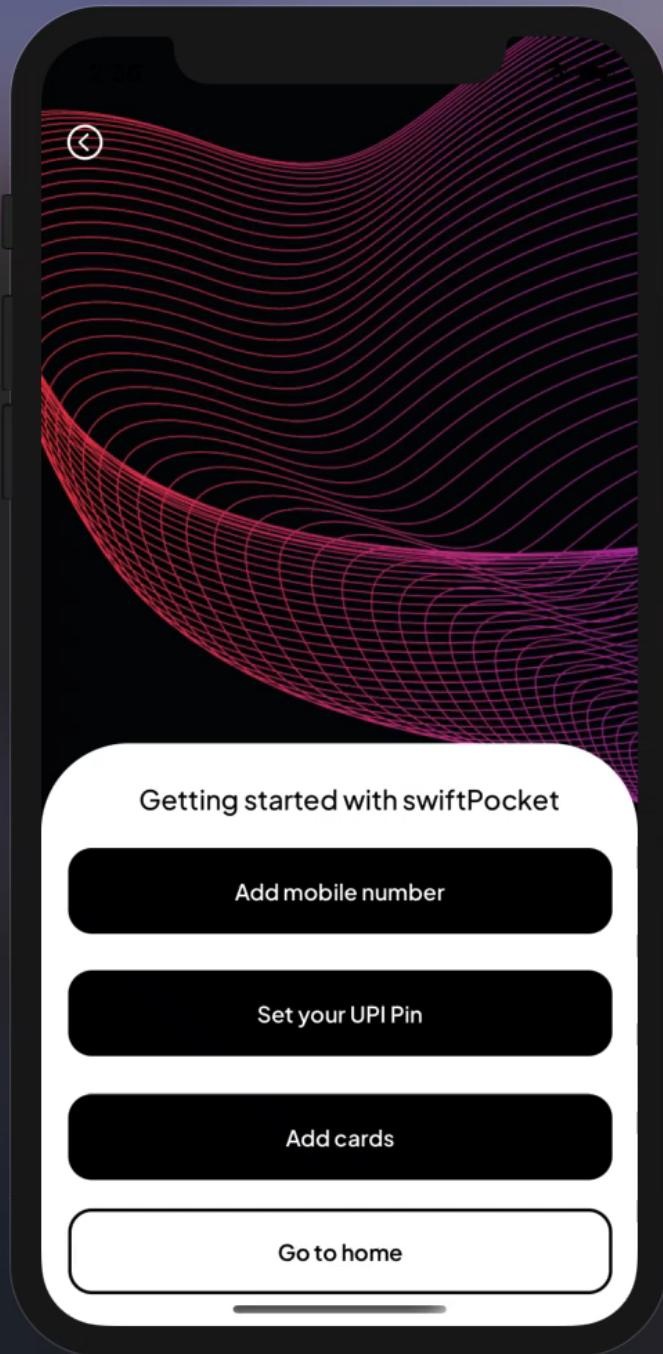


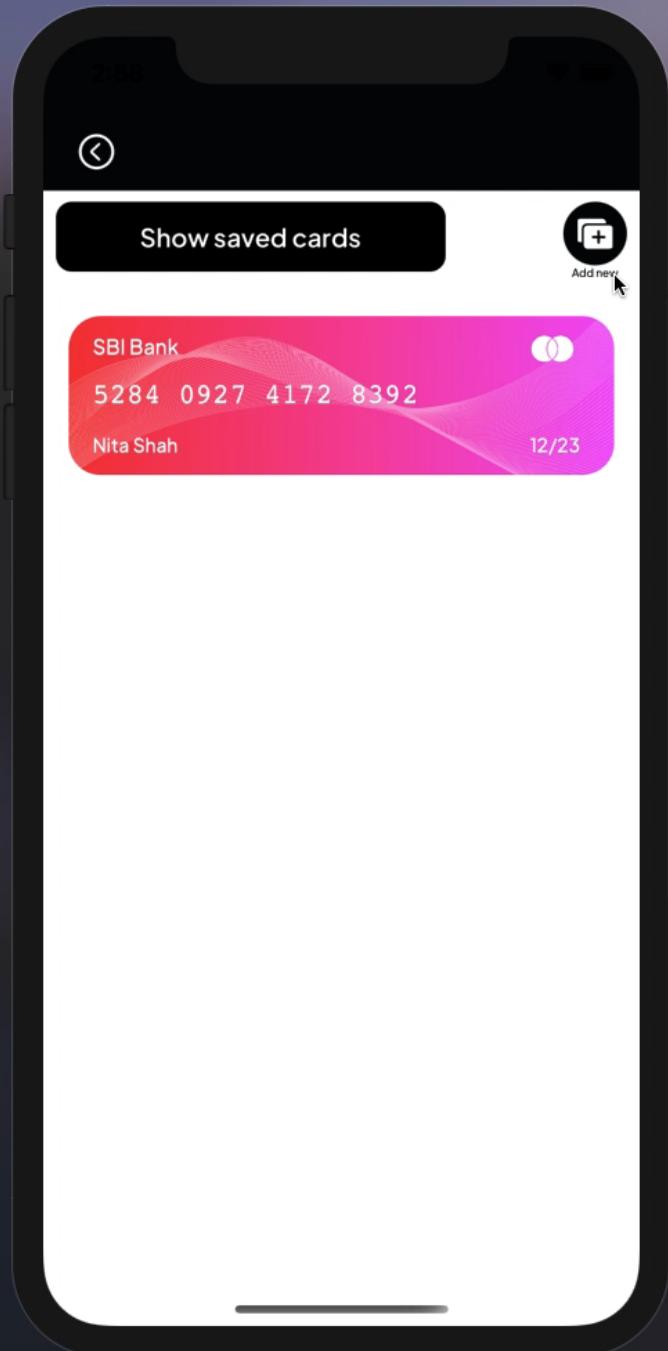
ACCOUNT SETUP- SET UPI

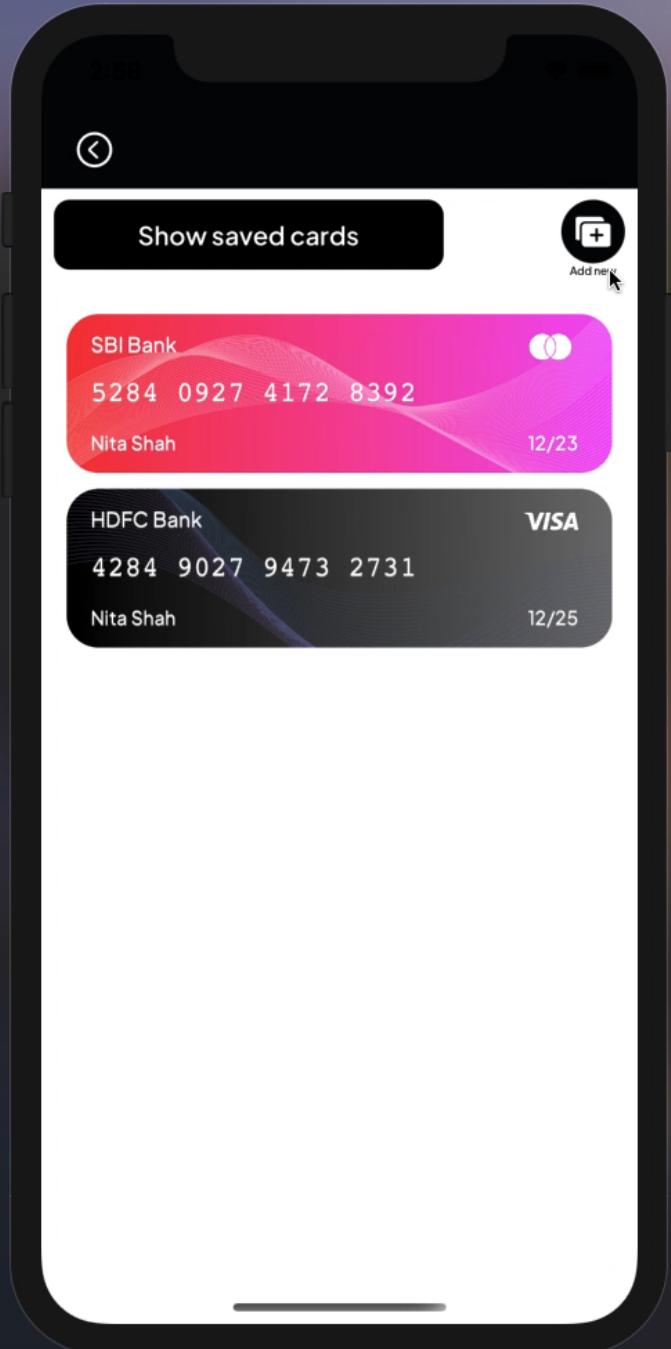


ACCOUNT SETUP- ADD CARDS

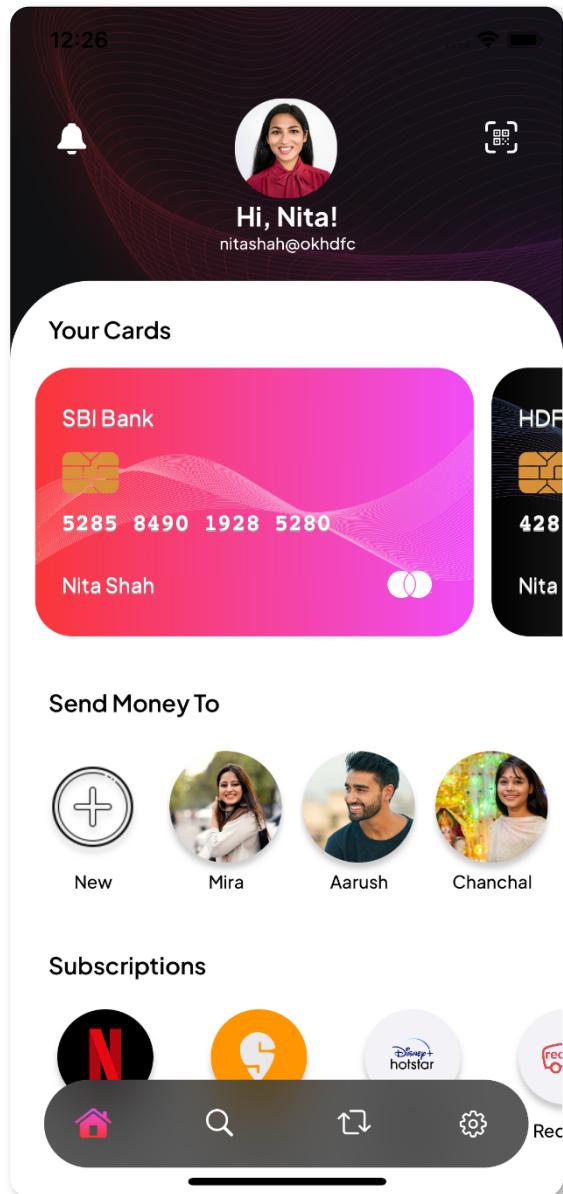
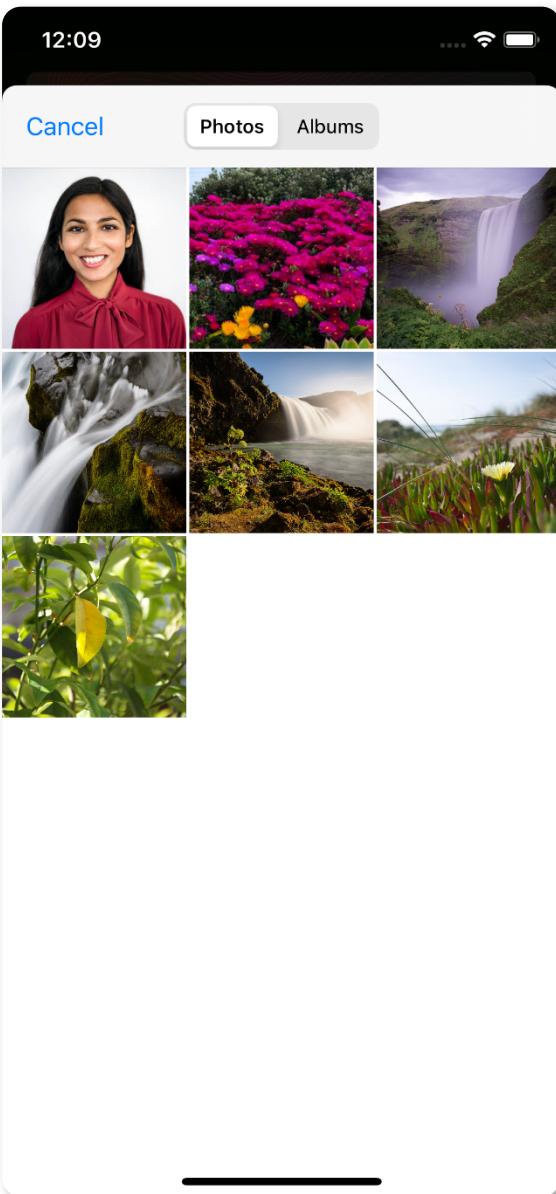
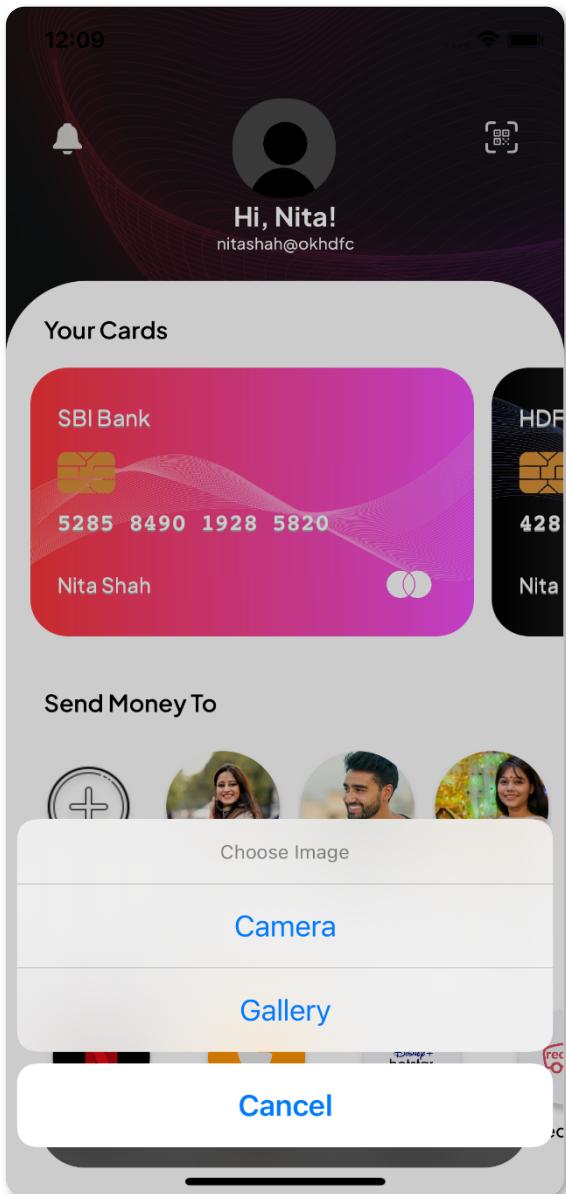


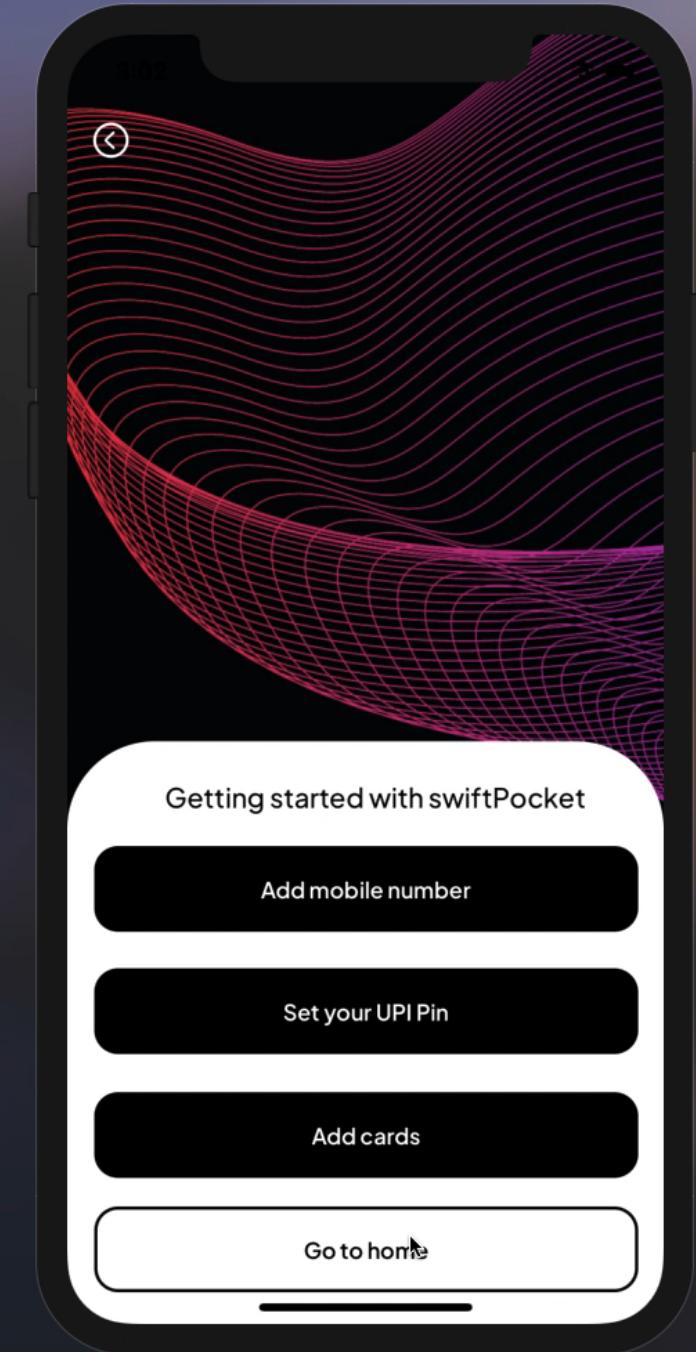




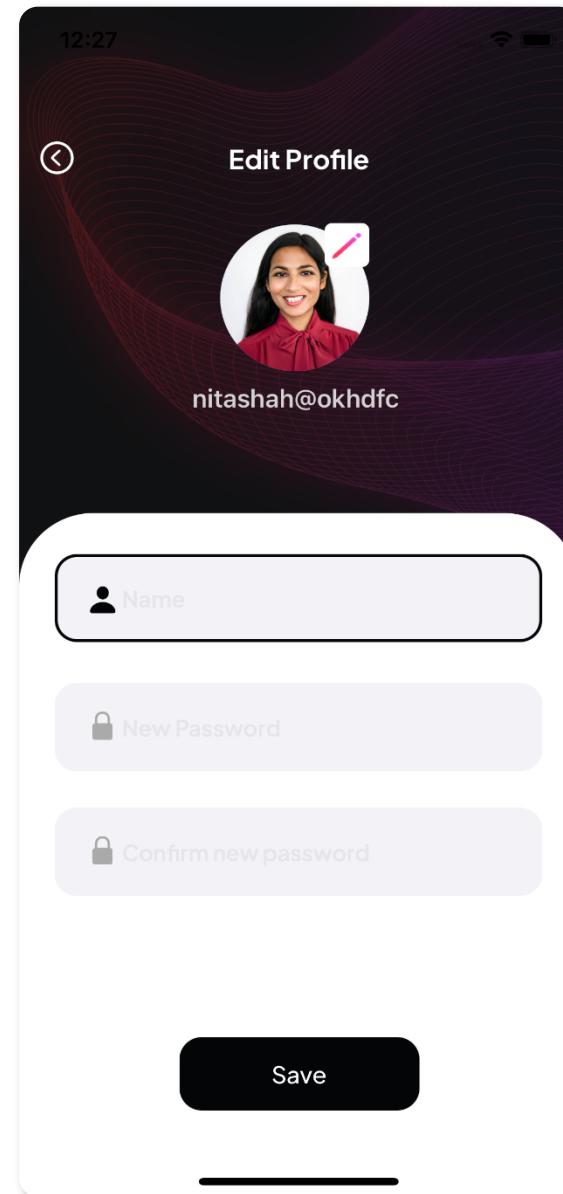
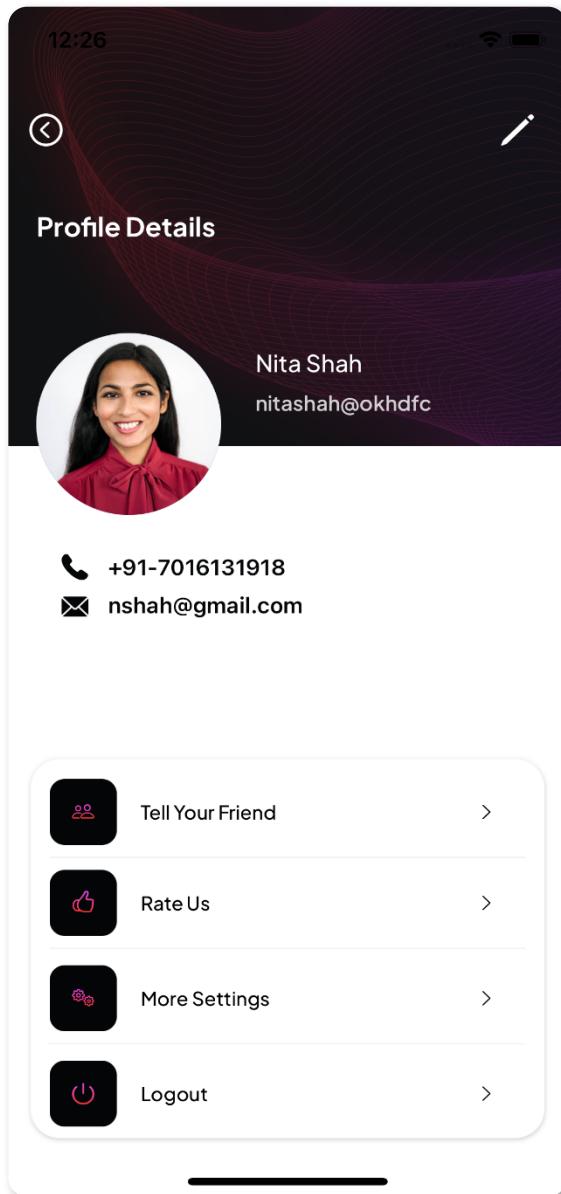


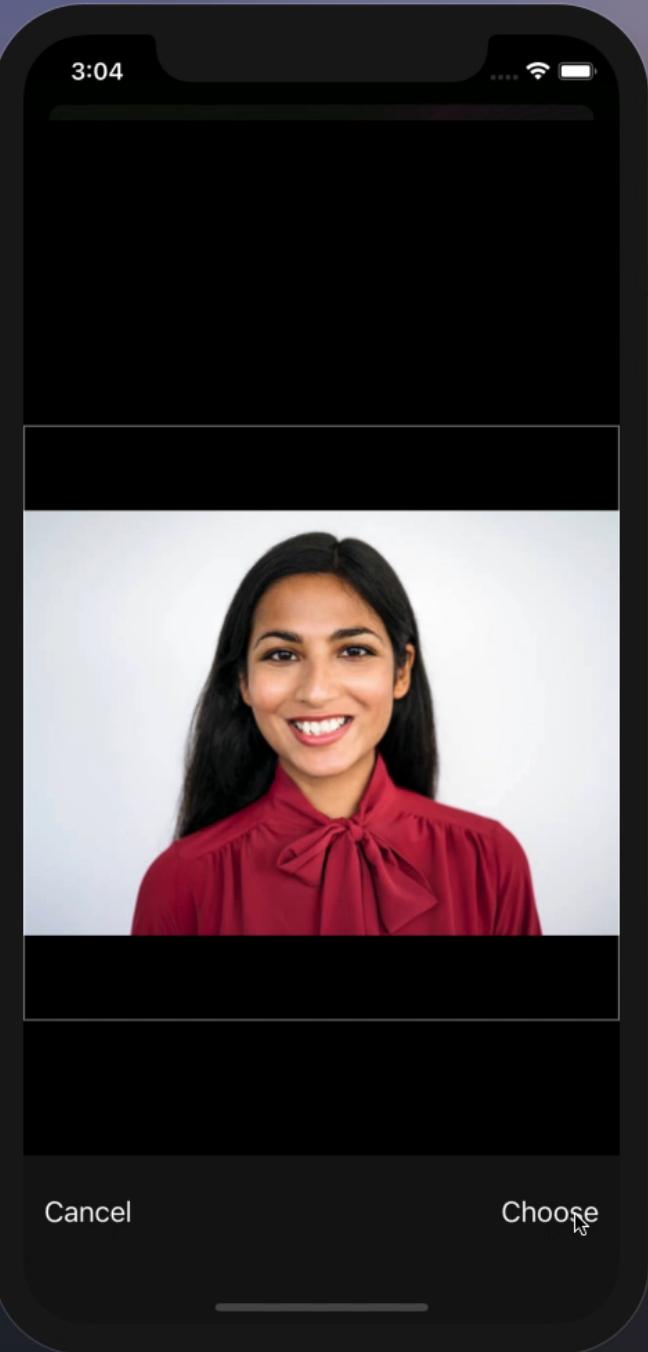
ADD PHOTO



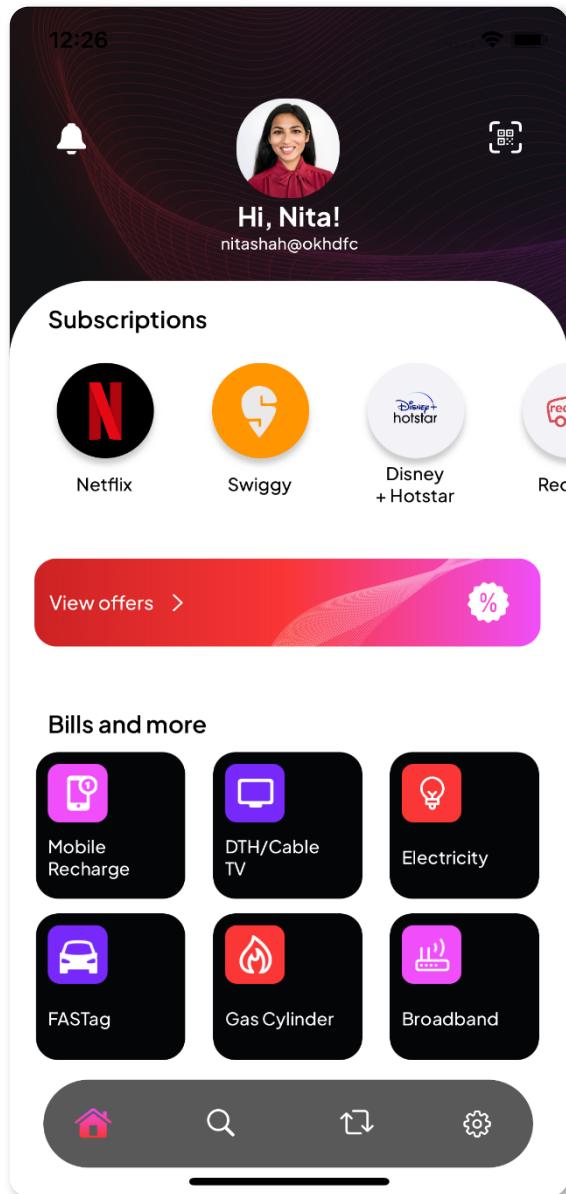
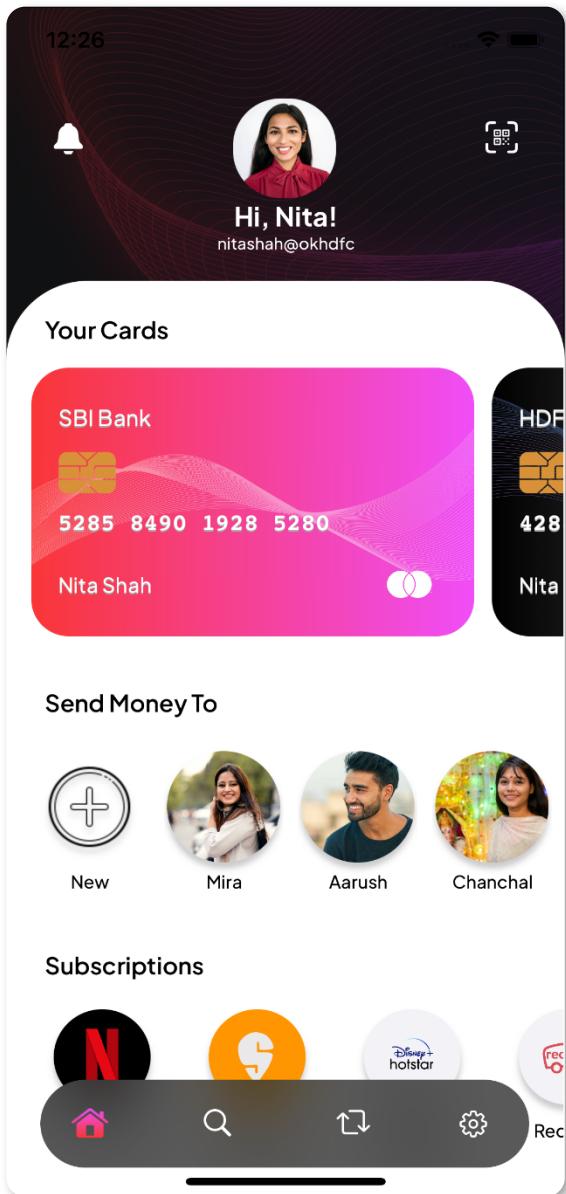


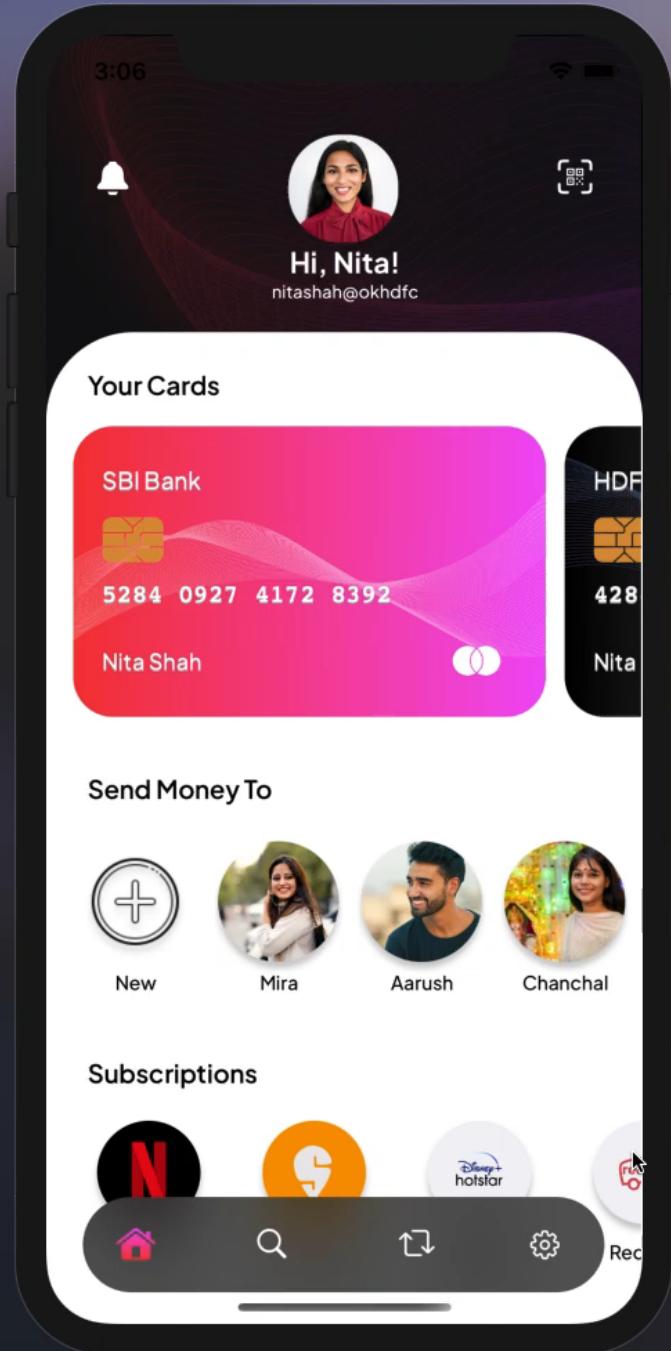
PROFILE & EDIT PROFILE

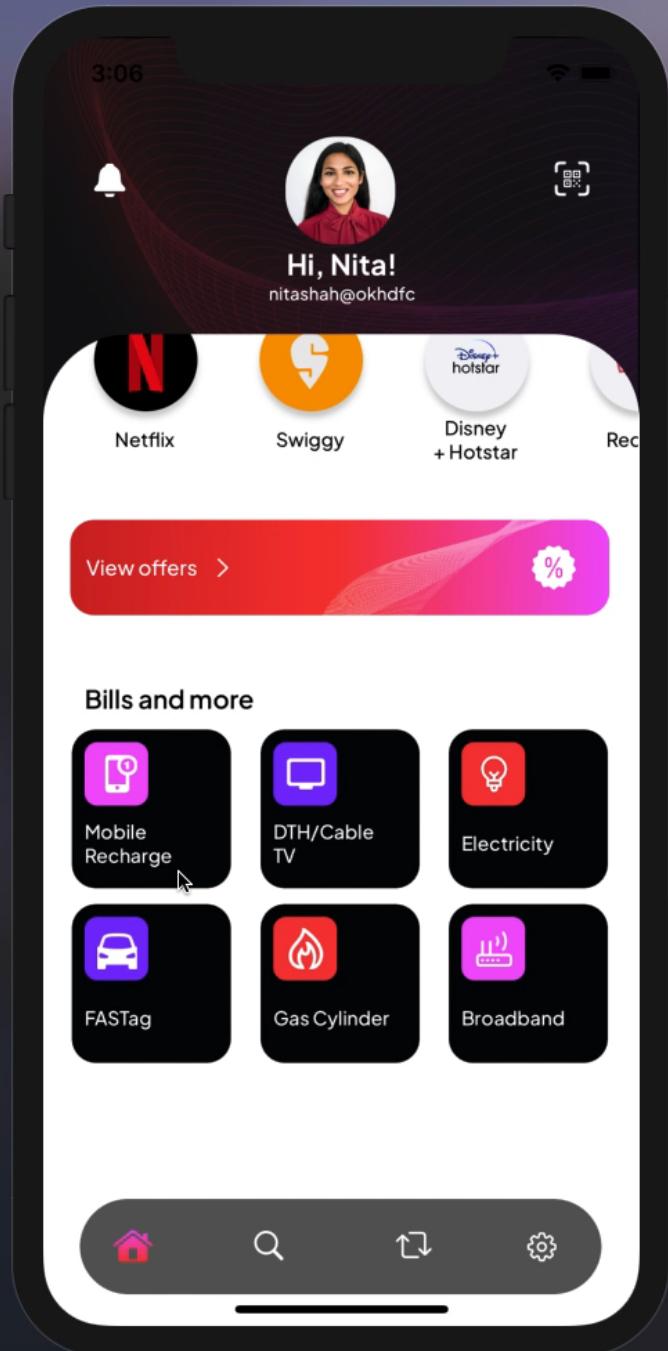


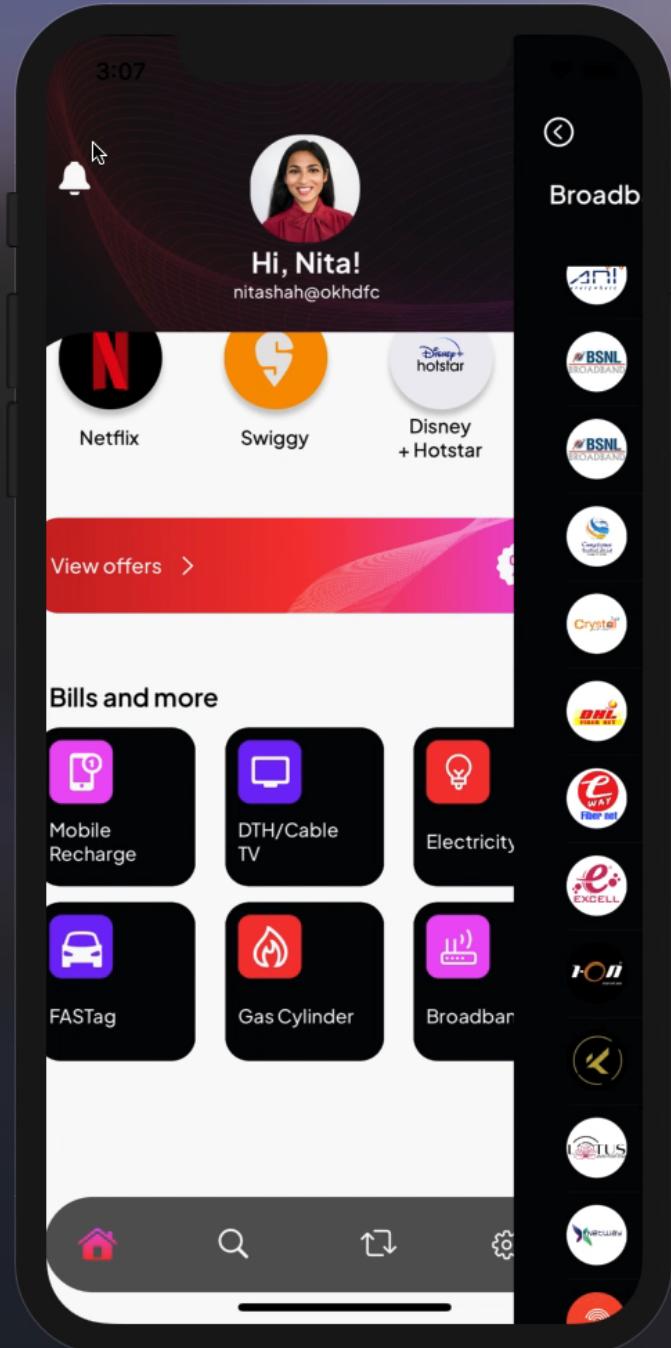


HOME PAGE

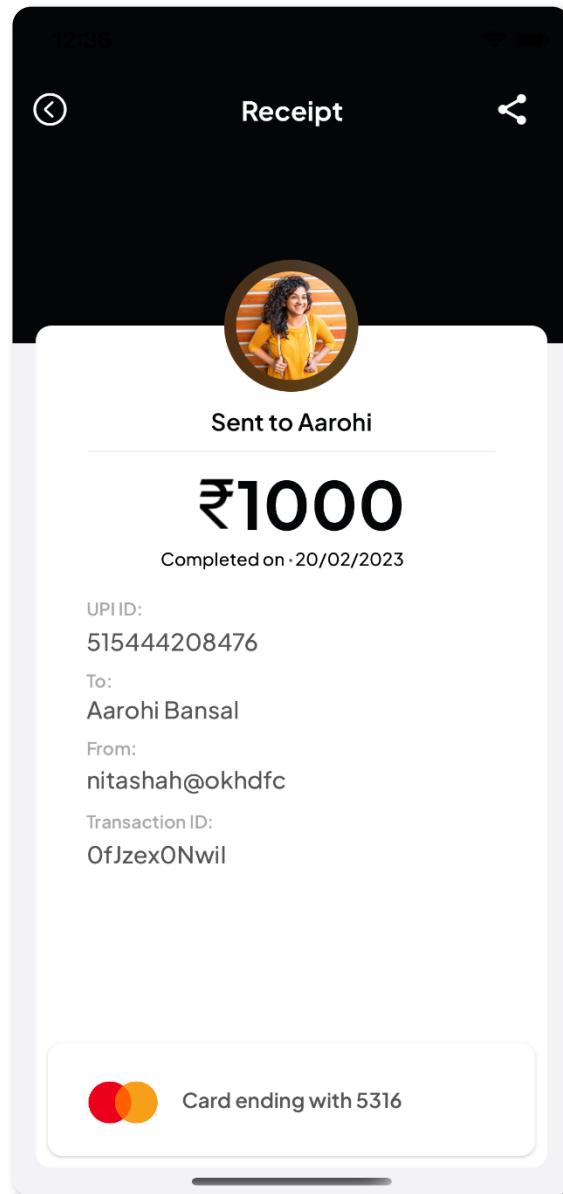
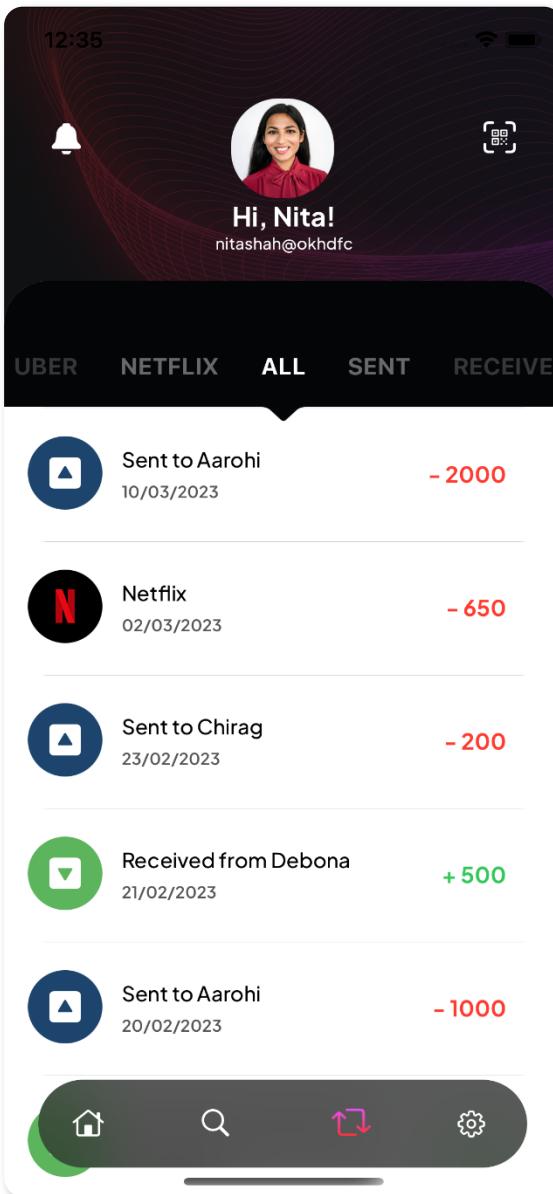
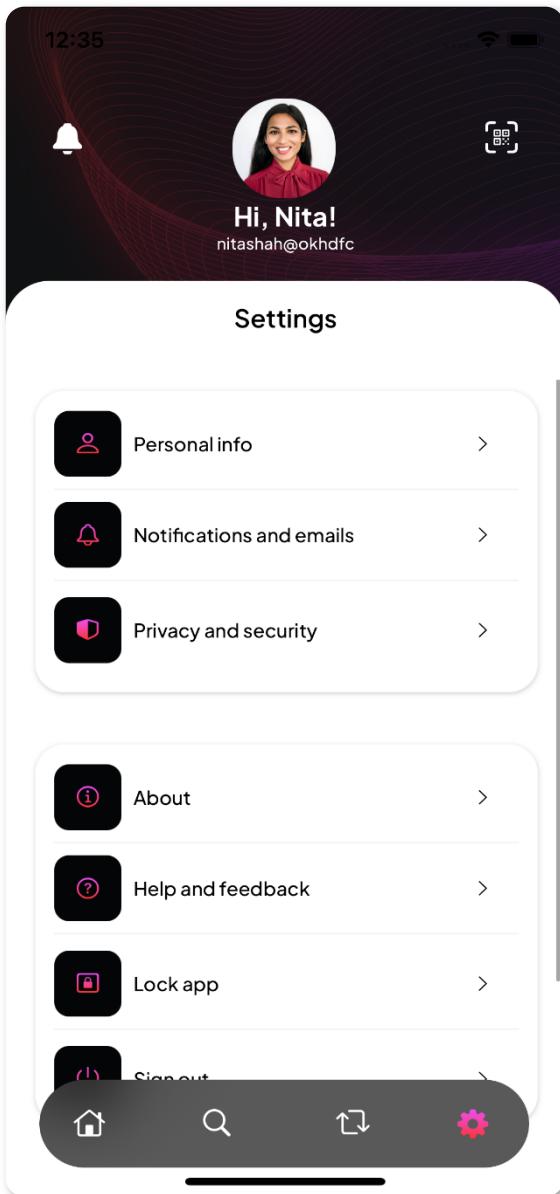


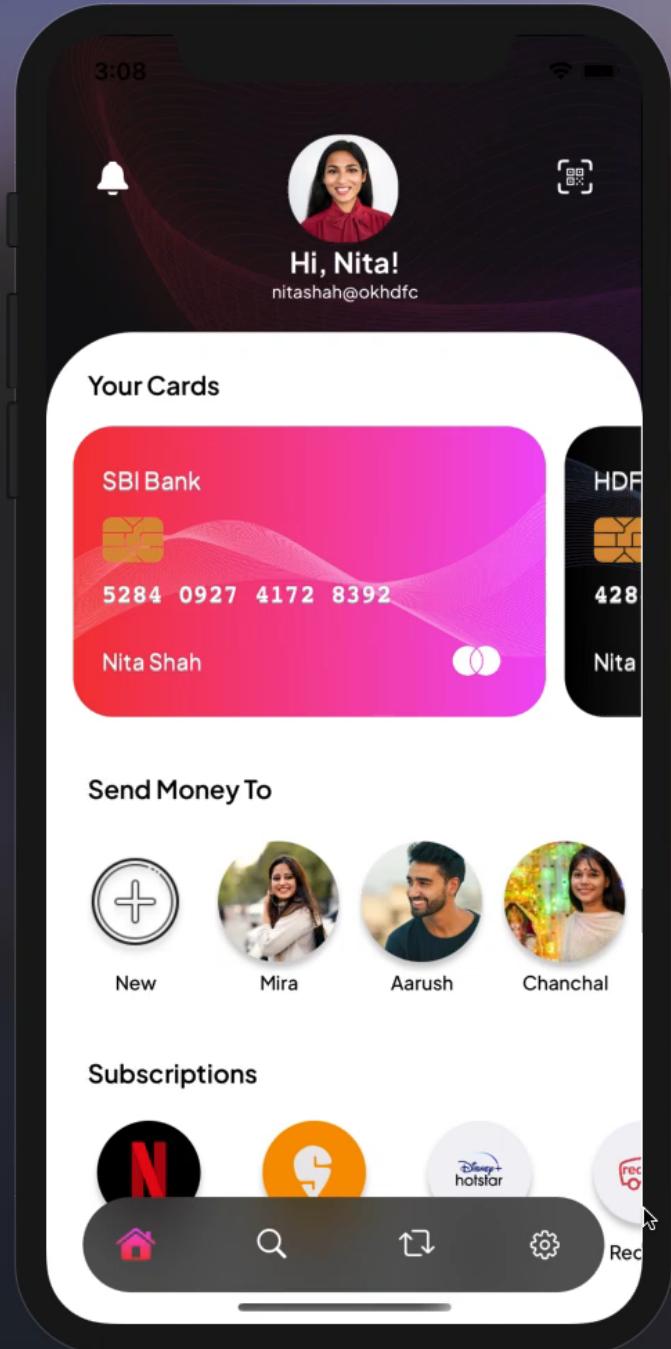




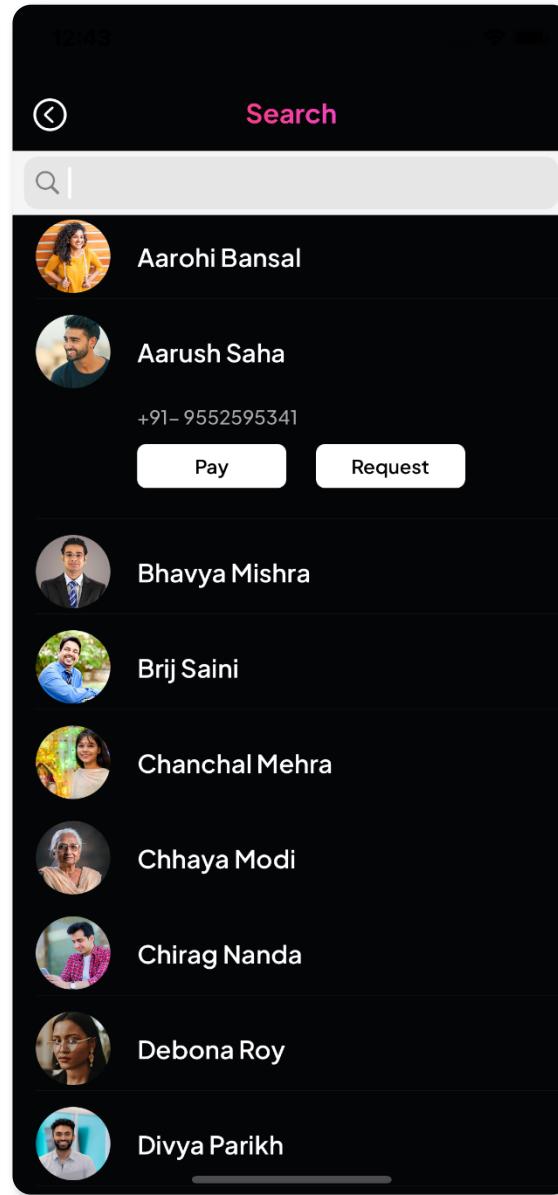
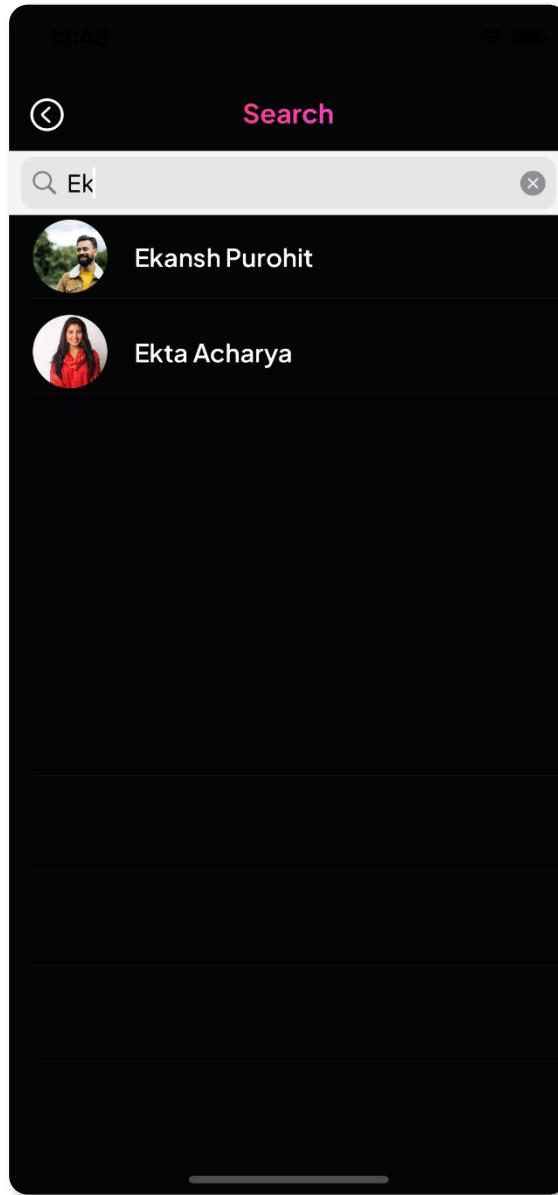
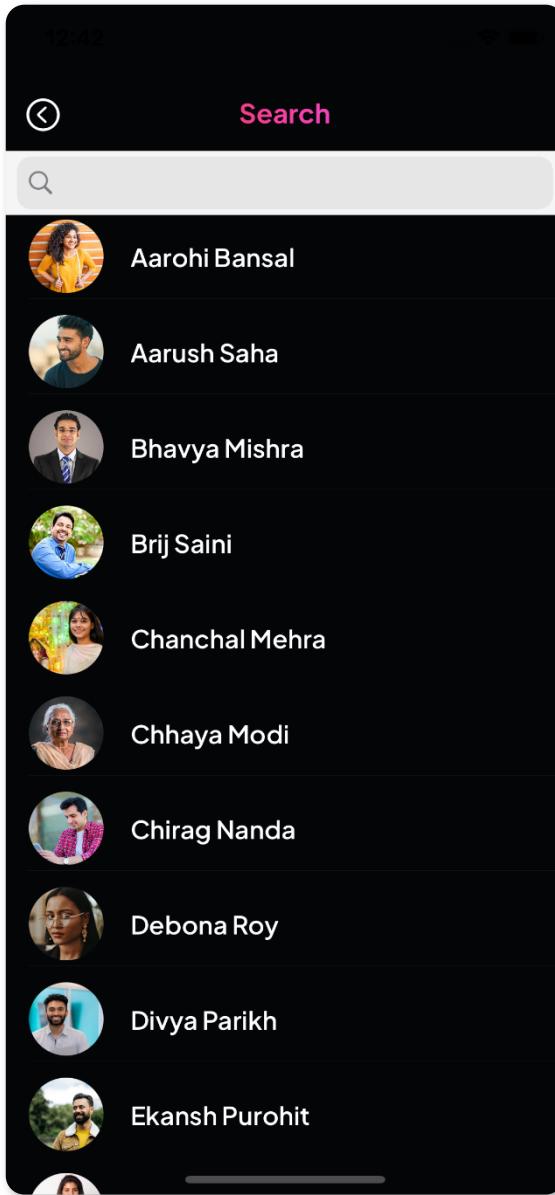


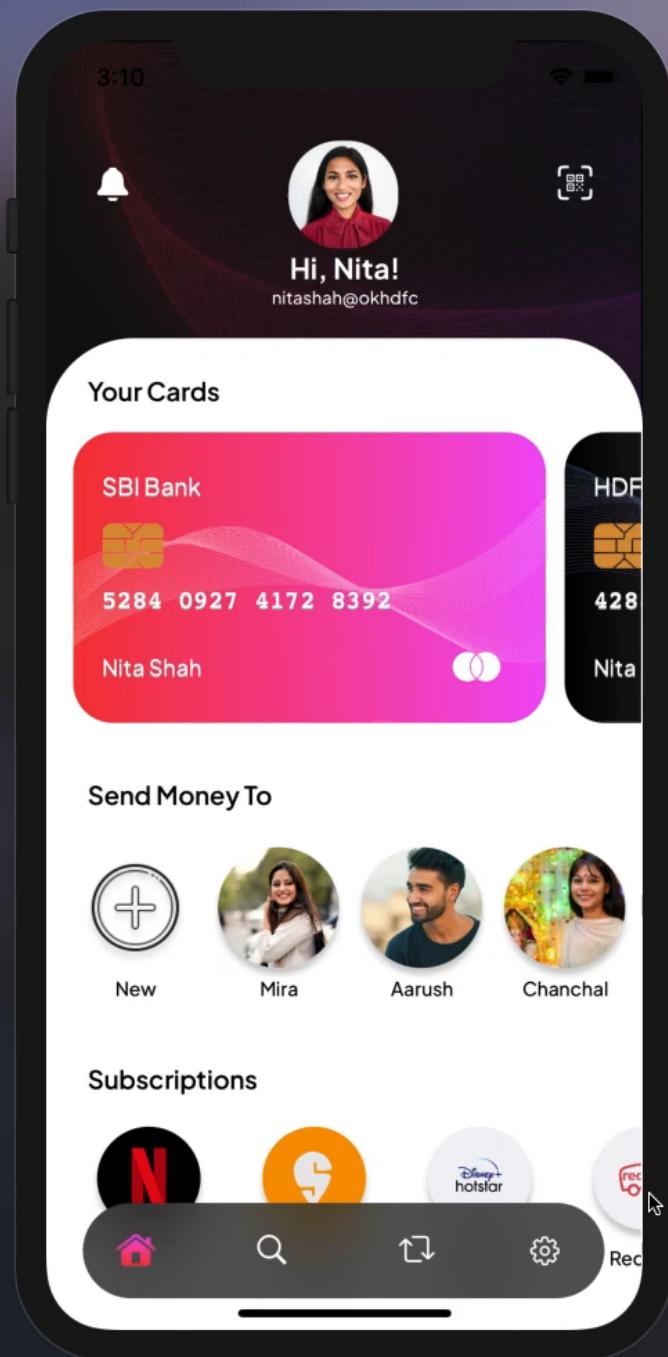
SETTINGS & TRANSACTION HISTORY



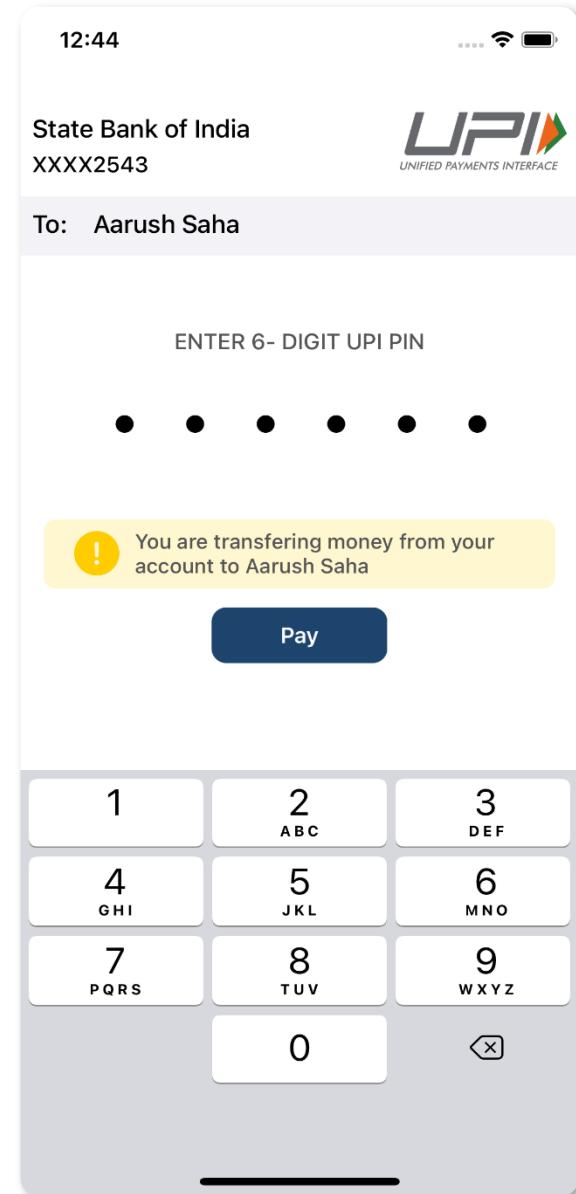
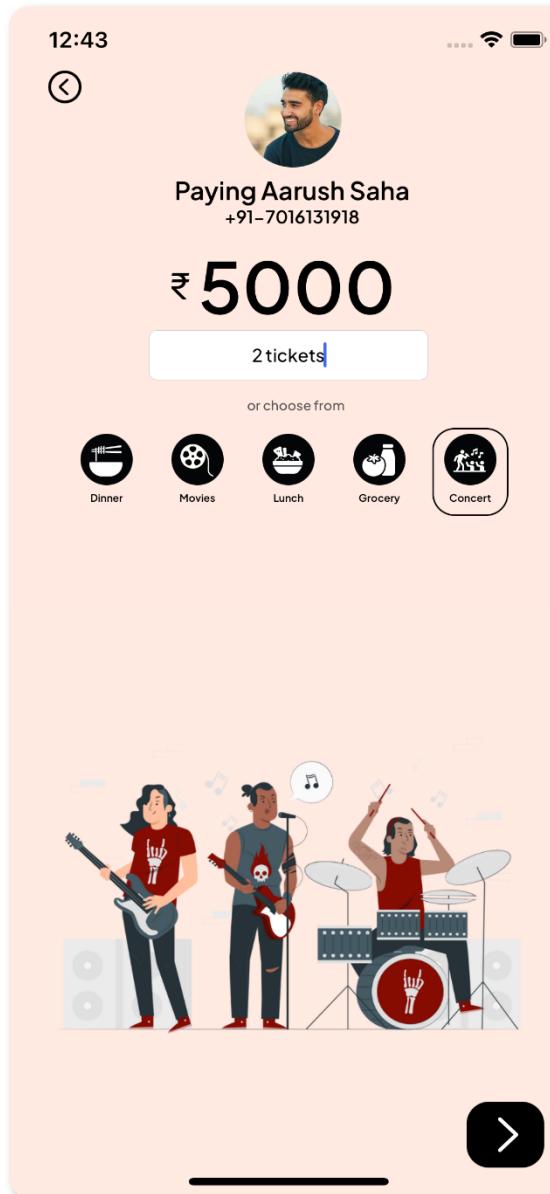
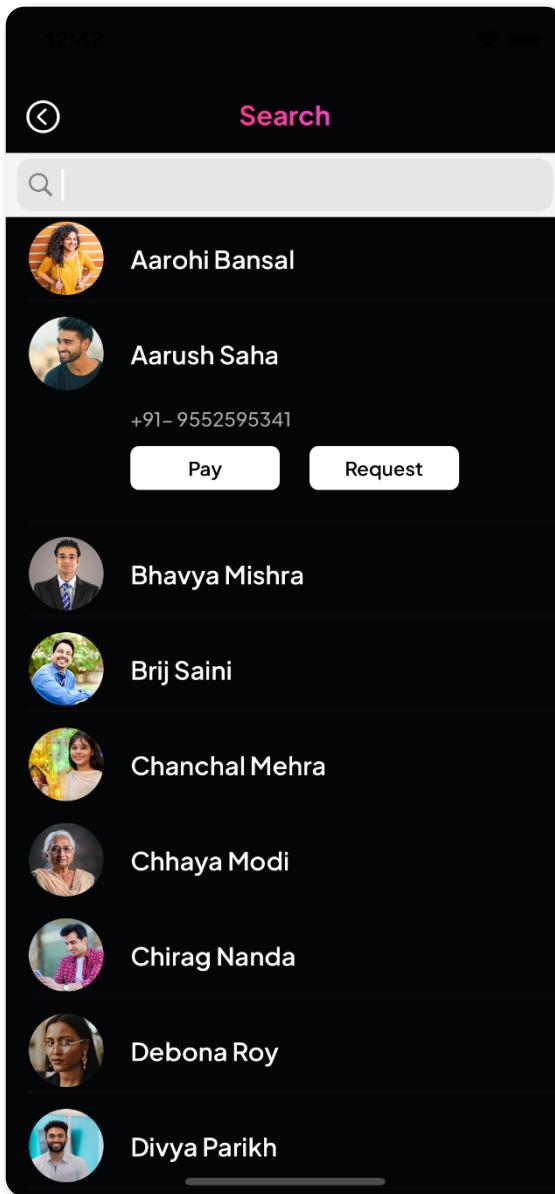


SEARCH CONTACTS





PAY A PEER





Search



Aarohi Bansal



Aarush Saha



Bhavya Mishra



Brij Saini



Chanchal Mehra



Chhaya Modi



Chirag Nanda



Debona Roy



Divya Parikh



Ekansh Purohit



Search



Aarohi Bansal



Aarush Saha



Bhavya Mishra



Brij Saini



Chanchal Mehra



Chhaya Modi



Chirag Nanda



Debona Roy



Divya Parikh



Ekansh Purohit

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Files



Shortcuts



Contacts



Watch



CustomTableViewCell



SoundMedicine



SwiftPocket



TaskFive



THINGS I LEARNED

A new
programming
language

Working with a
new OS

Designing and
coding

A bit of UI/UX

Teamwork

Professionalism

REFERENCES

<https://developer.apple.com/>

<https://stackoverflow.com/>

<https://icons8.com/>

<https://dribbble.com/>

<https://www.programiz.com/swift-programming>

THANK YOU!