ashih

(https://profile.intra.42.fr)

(https://profile.intra.42.fr/searches)

SCALE FOR PROJECT SWIFTY PROTEINS (/PROJECTS/SWIFTY-PROTEINS)

You should evaluate 2 students in this team

★

Git repository

vogsphere@vgs.42.us.org:intra/2019/activities/swifty_protein

Introduction

We ask you, for the good progress of this notation:

- To remain courteous, polite, respectful, constructive during this exchange. The bond of trust between the community 42 and you depends on it.
- To highlight with the person rated (or the group) the possible malfunctions.
- To accept that there may sometimes be differences of interpretation on the subject's requests or the range of functionalities. Stay open-minded about the other's vision (is it right or wrong?), And write down as honestly as you can.

Good defense to all!

Guidelines

- You should only evaluate what is on the student / group's rendering GiT repository .

- Make sure that the GiT repository is the one corresponding to the student or group and the project.

- Meticulously verify that no malicious alias has been used to mislead you and have you evaluate anything other than the content of the official repository.

- Any meaningful script facilitating the evaluation provided by one of the two parties must be rigorously checked by the other party to avoid unpleasant surprises.

- If the correcting student has not yet done this project, it is mandatory for this student to read the subject in full before starting this defense.

- Use the flags available on this scale to signal an empty rendering, non-functional, a standard fault, a cheating case, etc. In this case, the evaluation is completed and the final grade is 0 (or -42 in the special case of cheating). However, except cheating, you are encouraged to continue to exchange around the work done (or not done precisely) to identify the problems that led to this situation and avoid them for the next rendering.

Attachments

Subject (https://cdn.intra.42.fr/pdf/pdf/727/swifty-protein.fr.pdf)

Subject (https://cdn.intra.42.fr/pdf/pdf/1227/swifty-protein.en.pdf)

resources (/uploads/document/document/312/ligands.txt)

preliminaries

Preliminary instructions

First check the following:

- There is a rendering (in the deposit git)
- No cheating, both students must be able to explain their code.
- The project is well in Swift and runs with Xcode both on the latest versions available at school.

If an item in this list is not respected, the log stops. Use the appropriate flag. You are encouraged to continue discussing the project, but the scale is not applied.

Yes No.

Application

Icon & Launchscreen

Check that the application has an icon and a launchscreen (which remains 1 sec minimum on the screen)!

☑ Yes ☒ No.

First ViewController

LoginViewController

Compilation & Autolayout

Check that the project compiles, that Auto-layout is present and that the simulator starts correctly.
If this is not the case, the evaluation stops.

☑ Yes ☒ No.

Touch ID

The user must be able to login with Touch ID by clicking on a button - Once logged in the second view is loaded

☑ Yes ☒ No.

Touch ID does not match

If authentication fails a popup warns the user

☑ Yes ☒ No.

Touch ID not available

If the iPhone is not Touch ID compatible, the login button does not appear

☑ Yes ☒ No.

Security

- Check that every time you launch the application we display the LoginViewController:
1) Start the application and log the user
2) CMD + SHIFT + H to return to the home screen
3) Restart the application
If the LoginViewController is not displayed the application is not secure.

Yes No.

Second View

ListViewController

list

All ligands are displayed in the list?

Yes No.

UISearchBar

You are able to search for a specific ligand thanks to a search bar - Check that it is the right ligand that is loaded!

Yes No.

Unable to load a ligand

If you can not load a ligand (no network connection, bad URL, etc.) a warning popup is displayed

Yes No.

Spinning wheel

When loading the ligand we have the spinning wheel of the activity monitor running in the top bar

Yes No.

Third View

ProteinViewController

SceneKit

The ligand is well displayed using SceneKit you can zap, rotate around, etc.

Yes No.

Balls & Sticks model

The ligand is displayed using 'Balls & Sticks' modeling and CPK staining.

☑ Yes ☒ No.

Gestures

When you click on an atom you display the type of the atom in a labl or other (C, H, F, etc.)

☑ Yes ☒ No.

Sharing

You can share your modeling via a 'Share' button - for example you can save it in your Photos

☑ Yes ☒ No.

bonus

Several modeling available?

- Is there another type of modeling?

☑ Yes ☒ No.

bonus

Other bonuses? (custom cells, design, ergonomics, personalized message for sharing, etc ...)

Rate it from 0 (failed) through 5 (excellent)

5

ratings

Do not forget to check the flag

✔ Okay ★ Outstanding project

Empty work Incomplete work No author file Invalid compilation Standard

cheat Crash Incomplete group Forbidden function

Conclusion

Leave a comment on this evaluation

I like the proteins and molecules and

Finish evaluation