Project 3: On the Map
iOS Developer Nanodegree

Criteria	Meets Specifications	Exceeds Specifications *(Completely Udacious)*
Login View		
Does the app have a login view that accepts email and password strings from users, with a "login" button?	• The app has a login page that accepts email and password strings from users, with a "Login" button.	• The login page includes a "Login Using Facebook" option.
Does the app notify the user if the login fails?	• The app uses an Alert View Controller to notify the user if the login connection fails. It differentiates between a failure to connect to the network, and incorrect credentials (i.e., wrong email or password).	
Student Locations Tabbed View		
Does the app download locations and links previously posted by students? *(to be displayed in the Map and Table tabs)*	• The app downloads the 100 most recent locations posted by students.	
Does the app contain a `StudentInformation` struct to store individual locations and links downloaded from the service?	• The app contains a `StudentInformation` struct with appropriate properties for locations and links.	*Not Applicable*
Does the `StudentInformation` struct have an `init` method to initialize instances from a dictionary?	• The struct has an `init()` method that accepts a dictionary as an argument.	*Not Applicable*
Does the app store the array of `StudentInformation` structs in a single location, outside of the view controllers?	• The `StudentInformation` structs are stored as an array (or other suitable data structure) inside a separate model class, not in the view controller.	*Not Applicable*

Does the app display an alert view if the download fails?	• The app displays an alert if the download fails.	
Does the app display the downloaded data in a tabbed view with two tabs: a map and a table?	• The app displays downloaded data in a tabbed view with a map and a table.	• The table is modified to be visually interesting.
Does the map view contain a pin for each of the locations that were downloaded?	• The map view has a pin for each student in the correct location.	*Not Applicable*
When the pins in the map are tapped, is a pin annotation displayed with the student's name and the link that the student posted?	• Tapping the pins shows an annotation with the student's name and the link the student posted.	*Not Applicable*
If the pin annotation is tapped, is the link opened in Safari?	• Tapping a student's pin annotation opens the default device browser to the student's link.	*Not Applicable*
Does the table view contain a row for each student location that was downloaded with the student's name displayed?	• The table has a row for each downloaded record with the student's name displayed.	*Not Applicable*
Is the Table appropriately sorted?	• The table is sorted in order of most recent to oldest update.	*Not Applicable*
When a row in the table is tapped, does the app open Safari to the student's link?	• Tapping a row in the table opens the default device browser to the student's link.	*Not Applicable*
Does the Student Locations Tabbed View have a pin button in the upper right corner of the navigation bar? Does that button allow users to post their own information to the server?	• The Student Locations Tabbed View has a pin button in the upper right corner of the navigation bar. The button modally presents the Information Posting View so that users can post their own information to the server.	*Not Applicable*
Does the Student Locations Tabbed View have a logout button in the upper left corner of the navigation bar? Does that button allow the users to correctly logout?	• The Student Locations Tabbed View has a logout button in the upper left corner of the navigation bar. The logout button causes the Student Locations Tabbed View to dismiss, and logs out of the current session.	• If applicable, the logout button logs out of the current Facebook session.
## Information Posting View		
Does this view prompt the user to enter a string representing their location? Does it provide a place for the user to enter a string?	• The Information Posting view clearly indicates that the user should enter a location. The text view or text field where the location string should be typed is clearly present.	*Not Applicable*

Does the app allow users to enter a URL to be included with their location?	• The app allows users to add a URL to be included with their location.	
Does the app provide a button that the user can tap to post the information to the server?	• The app provides a readily accessible "Submit" button that the user can tap to post the information to the server.	*Not Applicable*
Does the app geocode an address string when a button is pressed?	• When a "Submit" button is pressed, the app forward geocodes the address string and stores the resulting latitude and longitude. Foward geocoding can be accomplished using CLGeocoder's `geocodeAddressString()` or MKLocalSearch's `startWithCompletionHandler()`.	*Not Applicable*
Does the app indicate activity during the geocoding?	• An activity indicator is displayed during geocoding, and returns to normal state on completion.	• The app shows additional indications of activity, such as modifying alpha/transparency of interface elements.
Does the app display an alert view if the geocoding fails?	• The app displays an alert if the geocoding fails.	*Not Applicable*
Does the app show the geocoded response on a map?	• The app shows a placemark on a map via the geocoded response. The app zooms the map into an appropriate region.	
Does the app post the search string and coordinates to the RESTful service?	• The app successfully encodes the data in JSON and posts the search string and coordinates to the RESTful service.	*Not Applicable*
Does the app provide a button that the user can tap to cancel (dismiss) the Information Posting View?	• The app provides a readily accessible button that the user can tap to cancel (dismiss) the Information Posting View.	*Not Applicable*
Does the app display an alert view if the post fails?	• The user sees an alert if the post fails.	*Not Applicable*

Networking Architecture

Is the networking and JSON parsing code placed in its own class?	• The networking and JSON parsing code is located in a dedicated API client class (and not, for example, inside a view controller). The class uses closures for completion and error handling.	
Does the networking code use Swift's built-in NSURLSession library?	• The networking code uses Swift's built-in NSURLSession library, not a third-party framework.	
Does the JSON parsing code use Swift's built-in NSJSONSerialization library?	• The JSON parsing code uses Swift's built-in NSJSONSerialization library, not a third-party framework.	