

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

SCALE FOR PROJECT SWIFTY-PROTEINS (/PROJECTS/42CURSUS-SWIFTY-PROTEINS)

You should evaluate 2 students in this team



Git repository

git@vogsphere-v2.1337.ma:vogsphere/intra-uuid-840e262b-dfd0



Introduction

To ensure this evaluation goes smoothly, please respect the following set of rules :

- Please remain courteous, polite, respectful and constructive at all times during this exchange. The trust bond between the school's community and yourself depends on it.
- Should you notice any malfunctions within the submitted project, make sure you take the time to discuss those with the student (or group of students) being graded.
- Keep in mind that some subjects can be interpreted differently. If you come across a situation where the student you're grading has interpreted the subject differently than you, try and judge fairly whether their interpretation is acceptable or not, and grade them accordingly. Our peer-evaluation system can only work if you both take it seriously.

Guidelines

- You may only evaluate whatever is in the GiT submission directory of the student you are grading.
- Make sure to check whether the GiT submission directory belongs to the student (or group) you're grading, and that it's the right project.

- Make sure no mischievous aliases have been used to trick you into correcting something that is not actually in the official submitted directory.
- Any script created to make this evaluation session easier - whether it was produced by you or the student being graded - must be checked rigorously in order to avoid bad surprises.
- If the student who is grading this project hasn't done the project him/herself yet, he/she must read the whole topic before starting the evaluation session.
- Use the flags available to you on this scale in order to report a submission directory that is empty, non-functional, that contains a norm errors or a case of cheating, etc... In this case, the evaluation session ends and the final grade is 0 (or -42, in case of cheating). However, unless the student has cheated, we advise you to go through the project together in order for the two (or more) of you to identify the problems that may have led for this project to fail, and avoid repeating those mistakes for future projects.

Attachments

 subject.pdf (<https://cdn.intra.42.fr/pdf/pdf/60915/en.subject.pdf>)

 ligands.txt (/uploads/document/document/11063/ligands.txt)

Preliminaries

Preliminary instructions

First check the following items :

- There is something in the git repository
- No cheating, student must be able to explain the code.
- The project must use the latest version of Swift and Xcode, or Android SDK available at school

If an item in this list is not respected, the notation stops.

Use the appropriate flag. You are encouraged to continue the discussion but the scale ends now.

 Yes

 No

Application

An app without an icon is not an app !

Icon & Launchscreen

Check that the application has an icon on the homescreen and a launch screen (that stays minimum 1 sec on screen)!

☒ Yes

☐ No

First View

LoginViewController

Compilation & Autolayout

Check that the project compiles, uses modern layout and launches the simulator correctly. If this is not the case, evaluations stops.

☒ Yes

☐ No

Touch ID

User must be able to login with fingerprints - When user is logged the next view is loaded.

☒ Yes

☐ No

Touch ID failure

If login fails a popup warn the user that authentication failed.

☒ Yes

☐ No

Touch ID not available

If the Phone is not compatible the button should be hidden

☒ Yes

☐ No

Security

- Verify that each time you launch the application the LoginView is displayed : 1) Log the user to the next View 2) go back to home screen 3) Launch the application If the user is not on the LoginView then the application is not secure.

☒ Yes☐ No

Second View

ListView

List

Are all the ligands on ligands.txt file present in the list ?

☒ Yes☐ No

UISearchBar

You must be able to search a ligand through a search bar - Check when loading a searched ligand it loads the correct ligand !

☒ Yes☐ No

Loading ligand fails

If the application fails to load the ligand there should be a warning popup (No network, wrong URL, etc.)

☒ Yes☐ No

Spinning wheel

There is a spinning wheel (or a clean loading animation) when loading the ligand in the top bar

☒ Yes☐ No

Third View

ProteinViewController

SceneKit

The ligand is displayed using 3D in app rendering you can zoom in/out and turn around the model

☒ Yes☐ No

Balls & Sticks model

The ligand is displayed using the Balls & Sticks model and CPK coloring

☒ Yes☐ No

Gestures

When clicking on an atom the atom type should be displayed (C, H, F, etc.)

☒ Yes☐ No

Sharing

You can share your modelisation through a share button and save it to your photos album

☒ Yes☐ No

Bonus

Many models ?

- There is other type of modelisation

☒ Yes☐ No

Bonus

Other bonuses available ? (custom cells, design, ergonomic, sharing custom message, etc ...)

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



Ratings

Don't forget to check the flag corresponding to the defense



Ok



Outstanding project



Empty work



Incomplete work



No author file



Invalid compilation



Norme



Cheat



Crash



Incomplete group



Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation

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