Unsurprisingly, we learned a lot about iOS app development. The most important thing we learned was transitioning back and forth to and from views. We had to make sure that when they click the "Done" button, the information is saved, and when they hit the "Back/Cancel" button, nothing changes. It was very difficult to understand exit and unwind behavior, but we were very glad to figure it out.

Furthermore, there were various constraint features we learned about when we were making the UI so that it would work on all sorts of devices rather than simply one. There are so many different buttons and options that it can be overwhelming, so a lot of specific google searching was needed.

Overall, we learned a lot more not only about iOS app development, but also about proper code reuse and proper search engine use to get the maximum help we needed. There were many times when we did not know how to do something, and proper searching made the solution finding either very convenient or incredibly frustrating.

Citations:

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