Project Submission
Requirements

- Projects should run on a minimum of **Xcode 12.4**.

- Projects should be free of compile-time errors and crashes (run-time errors).

- Projects should not have any compile-time warnings (in yellow).

- Unless added by the student completing the project; **All** comments (the green stuff) **MUST** be deleted before submission.

- The following files/directories **MUST** be deleted from the project directory before submission:

    - `README.md`

    - `.gitignore`

    - `.git/`

    - `.github/`

Project Submission
Walkthrough

When ready to submit:

- Rename the directory containing the project to your **UMSL ssoid** (e.g. 'gmhz7b').

- *Right-click* the folder.

- Select the option that should say '**Compress "{ssoid_directory_name}"**'

- Upload the resulting **zip** file to **Canvas**.

Important!

Take special care to ensure that projects are devoid of compile-time errors/ warnings and run-time errors.

Failure to do so will result in significant deductions!!!

Delete These files.

*press cmd+shift+. to view hidden files

Double check that the README is removed from the project itself, and that the project still builds.

Poképedia

The base project file for UMSL CS 4220 2021 summer semester projects.

Objectives

It is far more common to encounter pre-existing applications rather than creating new ones (aka greenfield apps). The projects for this course are meant to simulate an environment where programmers will need to integrate-with and enhance an existing code base. To do this, students must:

- Be able to read and understand local (app/client-side) and remote (server-side) data models.

The project folder should now look like this.

Right-click the project folder to rename it to your SSOID.

Open
Move to Trash
Get Info
Rename
Compress "Pokepedia"
Duplicate

Finally, compress the project folder and upload the zip!

Open
Move to Trash
Get Info
Rename
Compress "YOUR_SSOID"
Duplicate