

# **TABLET IN BRANCH**

**Project:** How to Organise BranchTablet Project

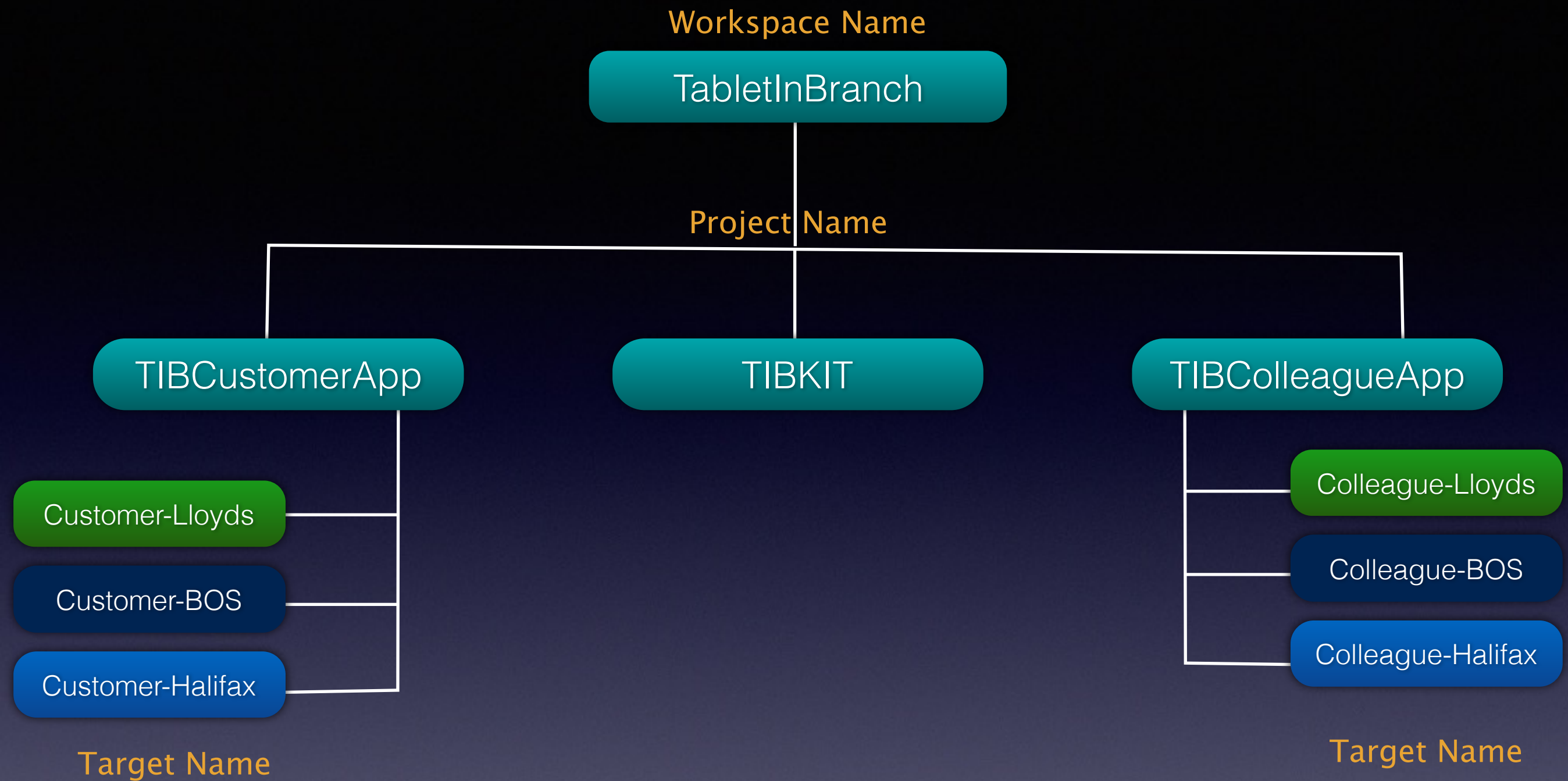
**TIB–Application:** How to Design TIB App

**Resource:** Manage Document, Resources and Architecture

## **Project: Tablet In Branch**

How to Organise Tablet In Branch Project

Conventions  
Structure



Once TIBLibrary will be mature. We will not push our code in Library without approval and sharing information to all

# Conventions

**Use Pascal Case** for Files, Folders and Class Name  
Start with a Capital letter i.e. Controllers, MyClass

**Use Camel Case** for methods, properties and variables start with lower case i.e  
setFirstName, userPassword, etc

**Avoid using acronyms and abbreviation** What the hell does it mean “usrPswLbl”? Yuck!

**Prefixes** It should consists of two or three uppercase letters and does not use underscores or “sub prefixes.” Here are some examples:

Prefix	Cocoa Framework
NS	Foundation
AB	Address Book
IB	Interface Builder



# Conventions

## Class Name

- TIBNavigationBar
- CSLoginController
- CLLoginController

Prefix	TabletInBranch
TIB	Branding,Helper,Generic Controller (Common for Customer and Colleague App)
CS	Customer App
CL	Colleague App

## Protocol Name / Category Name

Code	Commentary
NSLocking	Good Protocol Name
NSLock	Poor (seems like a name for a class)
NSObject+Branding	Category of OS Class
TIBNavigationBar+ExtendFunctionality	Category of Developer Class

A common convention is to use a gerund (“...ing”) form and +

# Conventions

## General Principles: Method Name

- It is good to be both clear and brief as possible, but clarity shouldn't suffer because of brevity:

Code	Commentary
<code>insertObjectAtIndex:</code>	Good.
<code>insert:at:</code>	Not clear; what is being inserted? what does “at” signify?
<code>removeObjectAtIndex:</code>	Good.
<code>removeObject:</code>	Good, because it removes object referred to in argument.
<code>remove:</code>	Not clear; what is being removed?

- In general, don't abbreviate names of things. Spell them out, even if they're long:

Code	Commentary
<code>destinationSelection</code>	Good.
<code>destSel</code>	Not clear.
<code>setBackgroundColor:</code>	Good.
<code>setBkgdColor:</code>	Not clear.

You may think an abbreviation is well-known, but it might not be, especially if the developer encountering your method or function name has a different cultural and linguistic background.

# Conventions

## Naming Properties and Data Types

```
@property (strong) NSString *title;  
@property (assign, getter=isEditable) BOOL editable;  
@synthesize showsTitle=_showsTitle;
```

- If its BOOL then use “**is**” prefix in its getter accessed for better understanding
- If you expect that your class will be subclassed, and that these subclasses will require direct access to the data, use the **@protected** directive.

In general, don't use the **#define** preprocessor command to create constants. For integer constants, use **enumerations**, and for floating point constants use the **const** qualifier

## Constants

Use **const** to create constants for **floating point** values. otherwise, use **enumeration**.

```
const float NSLightGray;
```

```
#ifdef DEBUG
```

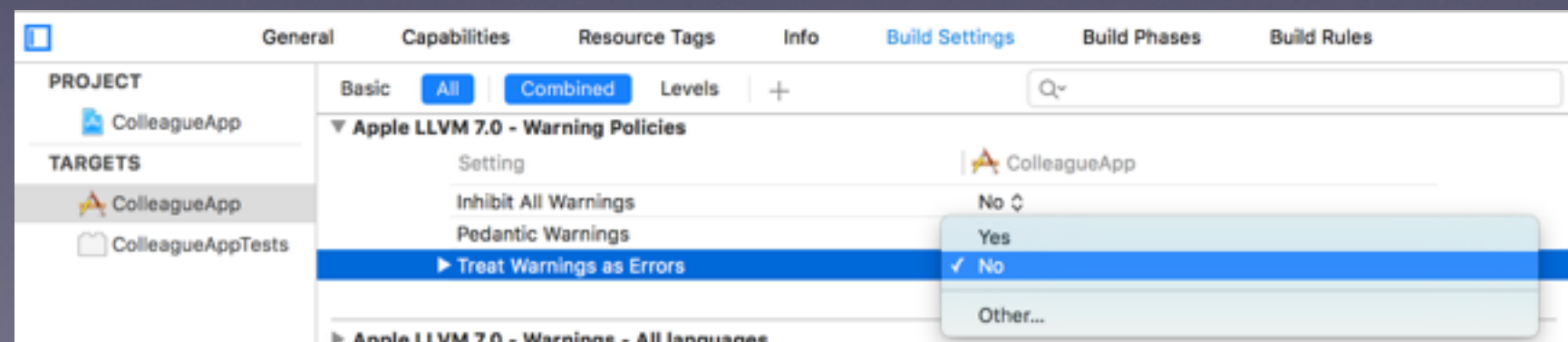
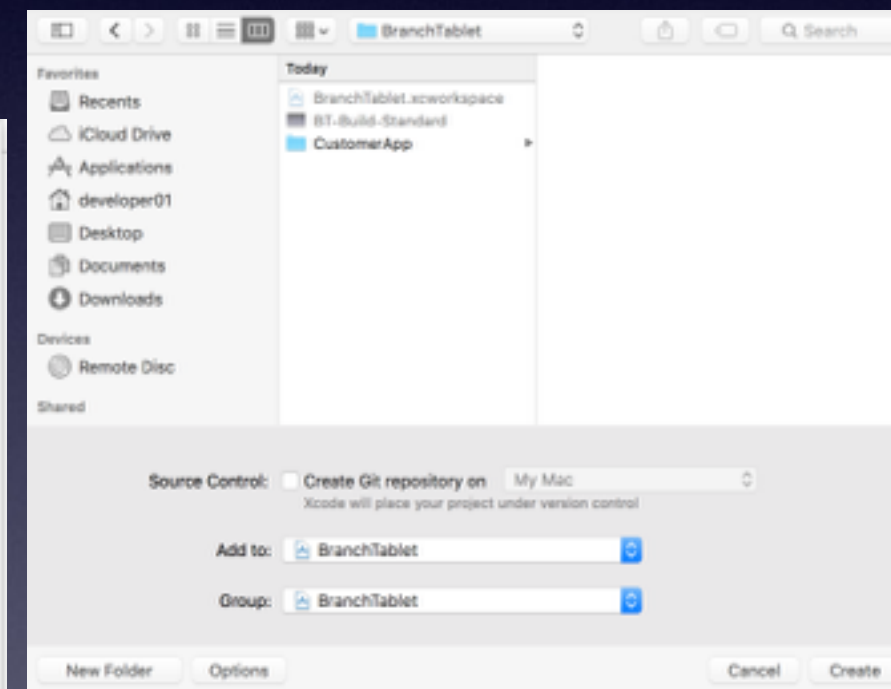
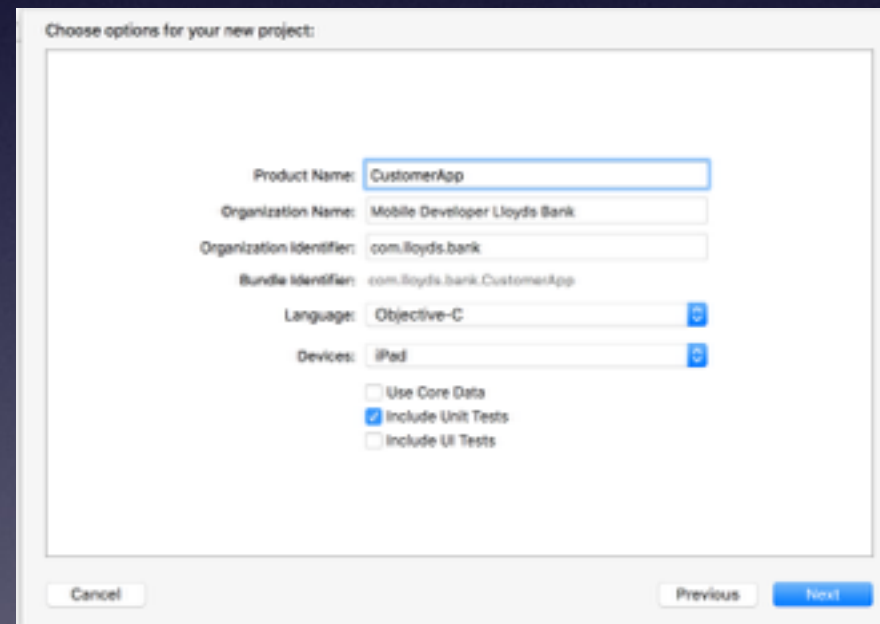
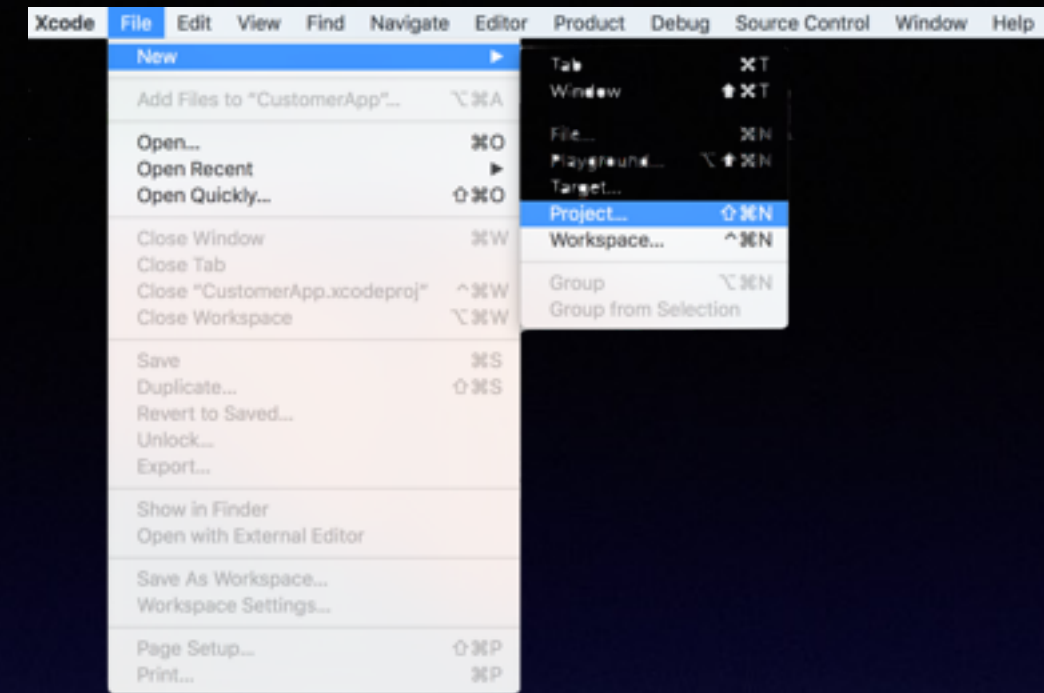
```
typedef enum {  
    kActionSheetLogoutHelp,  
    kActionSheetLogoutSettingsHelp,  
    kActionSheetLogoutSettingsHelpSelectBusiness  
} ActionSheetLayouts;
```

Use uppercase letters for symbols that the preprocessor evaluates in determining whether a block of code will be processed.



# Structure

- Create a Specific **workspace** don't let Xcode do it for you
- Setting up projects with correct **name** and **prefix**
- Configure **Build Settings** to improve quality  
i.e. we can enable **Static Analyser** or **Treat Warnings as Errors**
- Remove Auto-layout Warning
- Setting up projects with correct **name** and **prefix**
- Add App dynamic/Crash Reporter



# Structure

## Process Need to Ready

- Create a **Build Automation** to scripting common tasks to compiling source code or to deploy artefacts with one command . Jenkins JOB should be ready with periodic build option initially. (TBD)Build Fail send the Email notification to all
- Create a **Version Automation** on each build to remove manual process to enter build no
- Create a **AdHocDistribution Build Configuration** So we can handle **Configuration** for different destination and Brand. Enterprise Developer License to distribute the App By EMM.
- Integrate **AppleDoc** inside the project. Wiki will be ready with development
- EMM (**AirWatch**) console **Configuration** So we can handle device management, App Distribution, Policy control
- Create **PED Configuration**/Integration with Colleague App to access Card data

# Folders

- Put things in the **right place** and everything makes sense, unfortunately, Xcode doesn't help us
- Map all Xcode group folder to **file system directory** Xcode group folder don't represent physical folder
- Please remove **Supporting Files group** folder Who wants "Supporting Files" anymore? **yuck!**

- **Application**: specific app related stuff like AppDelegate, main.m, .pch etc
- **Controllers**: view (.xib) and view controller stuff put together (obviously .h & .m) One (physical) folder for each Journey
- **Library**: specific application classes like helpers, base classes, services, etc
- **Models**: application domain models and entities
- **Images.xcassets**: all images One folder for each type of image:–Button, Background, Logo, iCON etc
- **Resources**: assets like images, fonts, sounds, videos, etc. One Folder for each Brand (Lloyds, BOS, Halifax) and One folder for each type of asset–:, fonts, sounds, videos, strings, plist, samples
- **Vendors**: third part libraries and frameworks – : EMM (Airwatch), PED(Powa)
- **Entitlements**: All Entitlement files
- **Plists, Protocol,WebTrend,etc**

**Application:** How to Design BranchTablet App  
Design Pattern  
Remember Before Code Start



# TabletInBranch Application

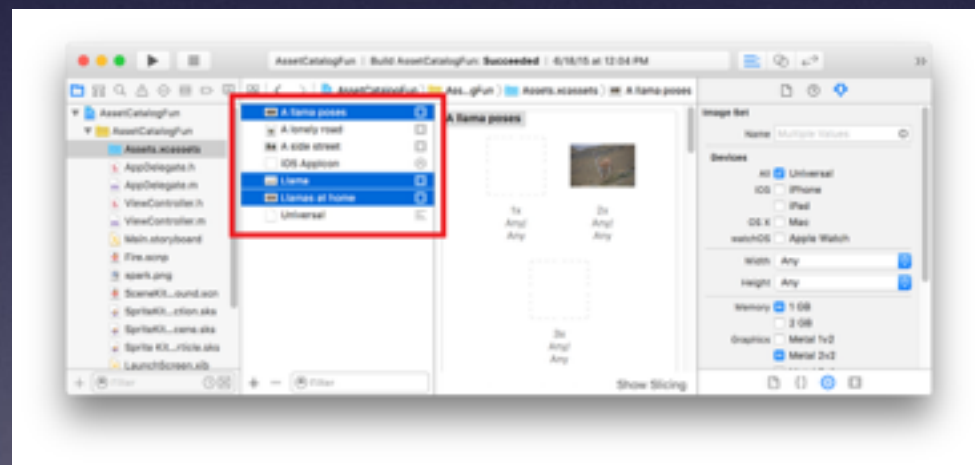
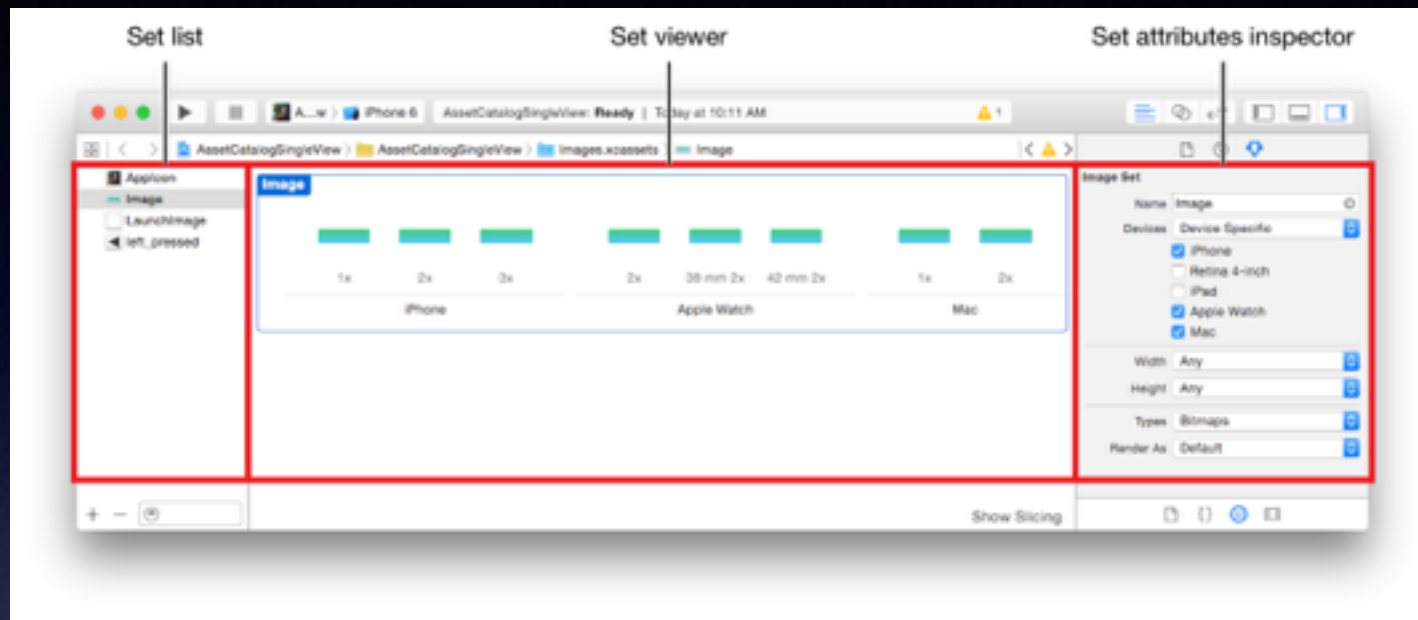
## Design Pattern: Model–View–Controller–Store (MVCS)

- This is the default Apple architecture (MVC), extended by a Store layer that vends Model instances and handles the networking, caching etc.
- Every Store exposes to the view controllers either RACSignals or void–returning methods with custom completion blocks.

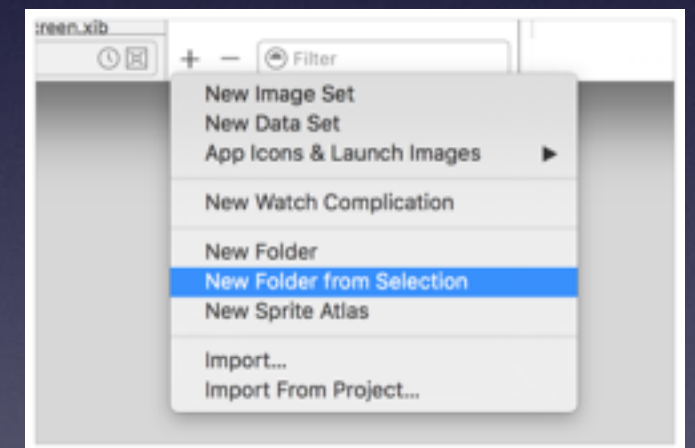
# TabletInBranch Application

## Asset Management: Asset Catalog

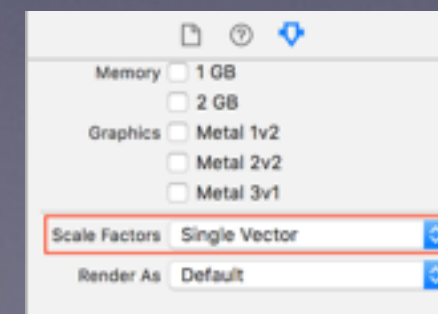
- Use asset catalogs to simplify management of images that are used by your app as part of its user interface. it can include: Folders, Image sets, icon and launch image



- Group Assets in Folder and rename accordingly



- We will use only **Original Vector Images** (PDF) and it would be produced by Designer. Its not required but good for future point of view. If business come with more device requirement



# TabletInBranch Application

## Localization:

- Keep all user strings in localization files right from the beginning
- File name should be **Localizable.strings** and each target should have its own file

Content should be like below. Avoid hard coded string

`AppSign_NoPendingRequest_title`="You have no pending requests"

`"NGA-I-40-01a_T2"` = "Business Mobile Banking", YUCK!

## Story Board:

- Use more than one storyboards to graphically lay out the user's path through your iOS
- Separate Story board for customer and colleague App.
- Use xib for Custom UI Controls (Suggested.. developer can share their view in detail)

## Auto Layout:

- Branch Table will be supported for Landscape Only. But we should be ready for all Orientation for future scope, it may extend. So we will use **Auto layout**. It dynamically calculates the size and position of all the views in your view hierarchy, based on constraints placed on those views..
- We can use Autolayout **with** constraints or **with out constraints** on the basis of Visual design. Please make sure App should be UI should be **Pixel Perfect as per VD**

**Pixel Perfect as per VD & Style Guide**



# TabletInBranch Application

## Auto Layout: Programmatically Creating Constraints

// Setting a fixed distance between two buttons: `Button_2.leading = 1.0 * Button_1.trailing + 8.0`

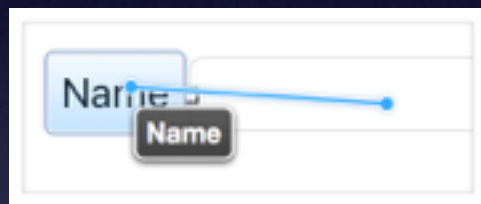
// Aligning the leading edge of two buttons: `Button_1.leading = 1.0 * Button_2.leading + 0.0`

// Center a view in its superview

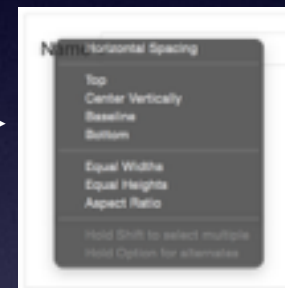
`View.centerX = 1.0 * Superview.centerX + 0.0`

`View.centerY = 1.0 * Superview.centerY + 0.0`

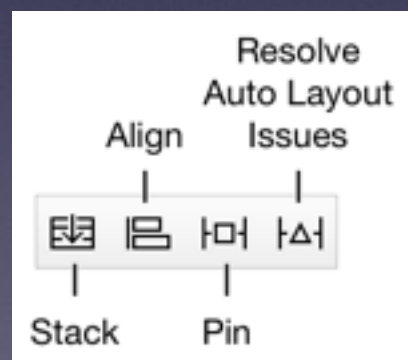
## Auto Layout: Creating Constraints with Interface Builder



When you release the mouse see—>



Interface builder provides four Auto Layout tools in the bottom-right corner of the Editor window. These are the **Stack**, **Align**, **Pin**, and **Resolve Auto Layout Issues** tools.



Please Open the X-Code and look after click on these options how the screen look like

All are experience so hope you aware with actual implementation. If not Please go through the below link or **shout immediately**

[https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/AutolayoutPG/index.html#//apple\\_ref/doc/uid/TP40010853-CH7-SW1](https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/AutolayoutPG/index.html#//apple_ref/doc/uid/TP40010853-CH7-SW1)



# TabletInBranch Application

## Size Classes:

We will **enable the size classes for future scope** of tablet in branch. Its not required as per current requirement but scope will extend in future so please enable the size classes so that in future we can use Multiple Size Classes. **Good to have**

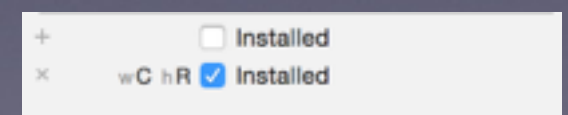
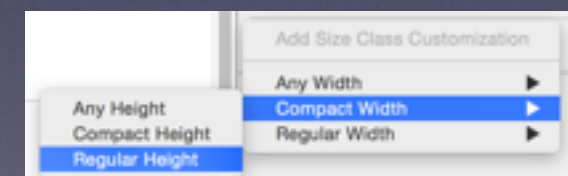
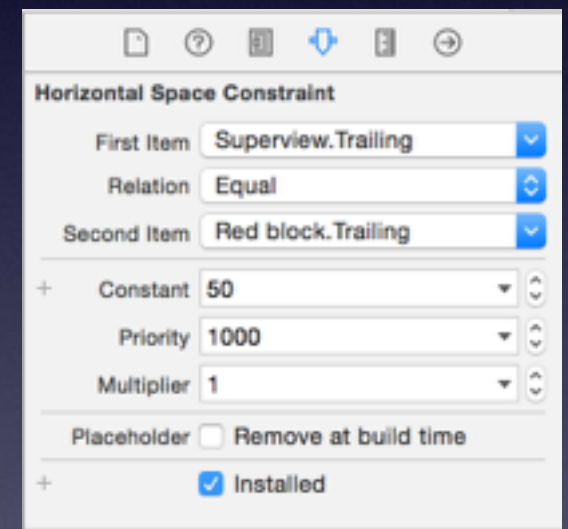
Some quick background on size classes: There are currently two size classes – horizontal and vertical, and each one comes in two sizes – regular and compact. The current orientation of the device can be described as a combination of the sizes:

**Horizontal regular, vertical regular:** iPad in either orientation

**Horizontal compact, vertical regular:** iPhone portrait

**Horizontal regular, vertical compact:** no current device

**Horizontal compact, vertical compact:** iPhone landscape



At the bottom of the Interface Builder window, there's now a control that allows you to switch between each combination

# TabletInBranch Application

## Size Classes:

You can use the a new callback method that's called as the interface changes:

```
-(void)willTransitionToTraitCollection:(UITraitCollection *)newCollection  
    withTransitionCoordinator:(id<UIViewControllerTransitionCoordinator>)coordinator  
{  
    NSLog(@"Branch Tablet = %@", newCollection);  
}
```

This will display the trait collection that each orientation triggers:

```
Branch Tablet = <UITraitCollection: 0x7fa983c13a10; _UITraitNameUserInterfaceIdiom = Phone,  
_UITraitNameDisplayScale = 2.000000, _UITraitNameHorizontalSizeClass = Compact,  
_UITraitNameVerticalSizeClass = Regular, _UITraitNameTouchLevel = 0, _UITraitNameInteractionModel =  
1>
```

All are experience so hope you aware with actual implementation. If not Please go through the below link or **shout immediately**

<http://adoptioncurve.net/archives/2014/08/working-with-size-classes-in-interface-builder/>

[https://developer.apple.com/library/ios/recipes/xcode\\_help-IB\\_adaptive\\_sizes/chapters/AboutAdaptiveSizeDesign.html#//apple\\_ref/doc/uid/TP40014436-CH6-SW1](https://developer.apple.com/library/ios/recipes/xcode_help-IB_adaptive_sizes/chapters/AboutAdaptiveSizeDesign.html#//apple_ref/doc/uid/TP40014436-CH6-SW1)

# TabletInBranch Application

## Environment Selection Like NGA:

- No need any example. Please copy paste. BackendSelectionViewController

## Logging inside Project

- We will not use NSLog any where in our project. We will create pre-processor like NGA Project Please take the reference from there

```
#ifdef LOGGING_IS_ENABLED
    #define LOG(format, ...) __log(format, ## __VA_ARGS__)
#else
    #define LOG(...)
#endif

#ifdef PLOGGING_IS_ENABLED
    #define PLOG(format, ...) __log(format, ## __VA_ARGS__)
#else
    #define PLOG(...)
#endif

#endif
```

## Branding:

- Branding should contain Font, Color, size style etc. Take a look NGA for reference

## Create xcconfig

- To handle Debug/Tester/Release Preprocesses

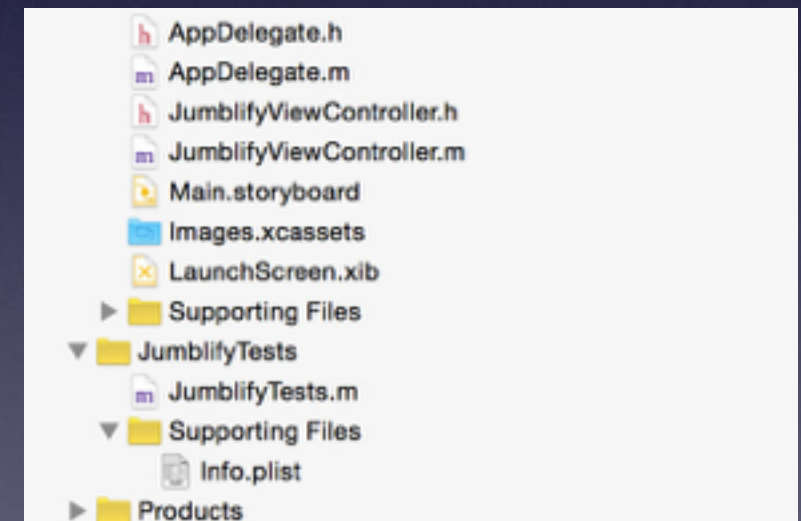
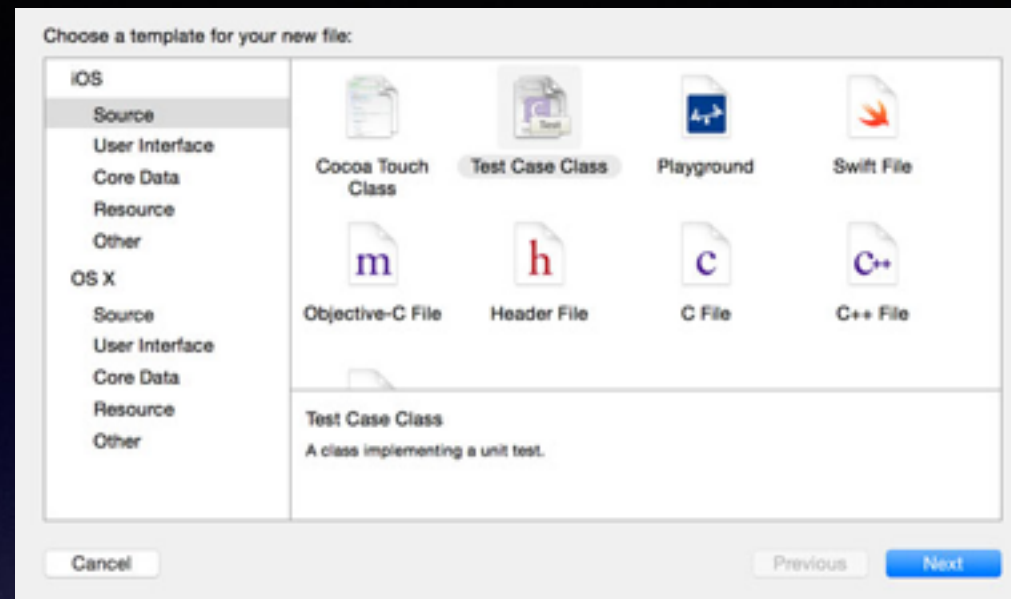
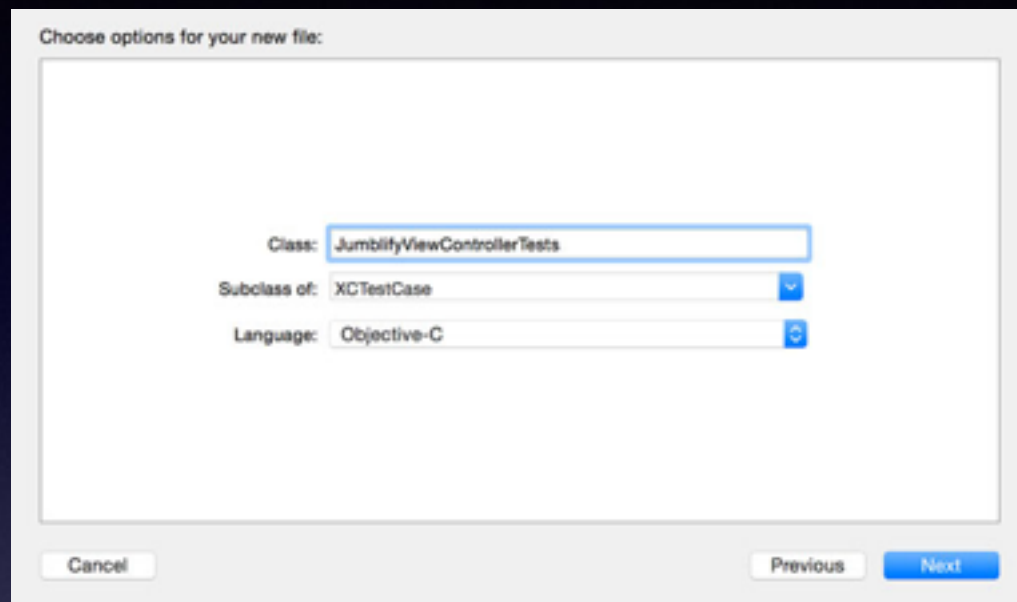
## Crash Log Enable

- We will Enable Crash reporter either Appdynamics / PLCrashreporter



# TabletInBranch Application

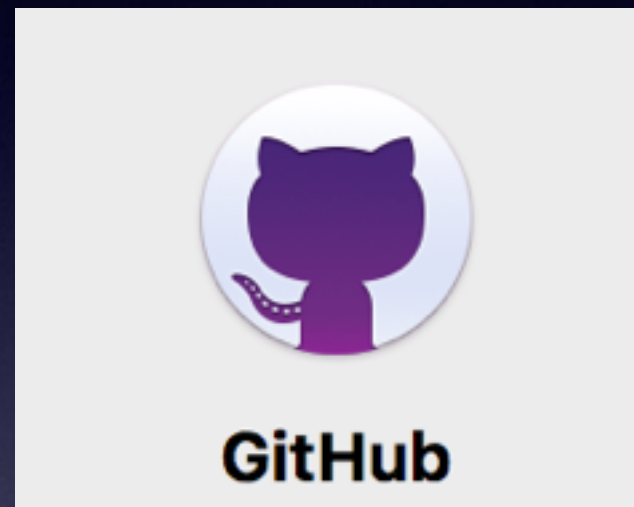
## Unit Test Cases (XCTest) In Progress



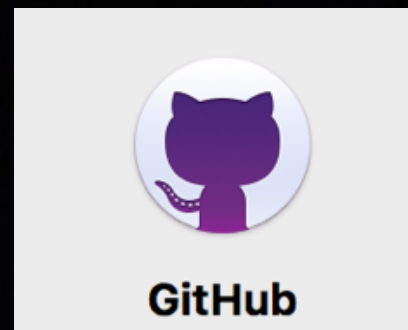
<http://code.tutsplus.com/tutorials/introduction-to-testing-on-ios--cms-22394>



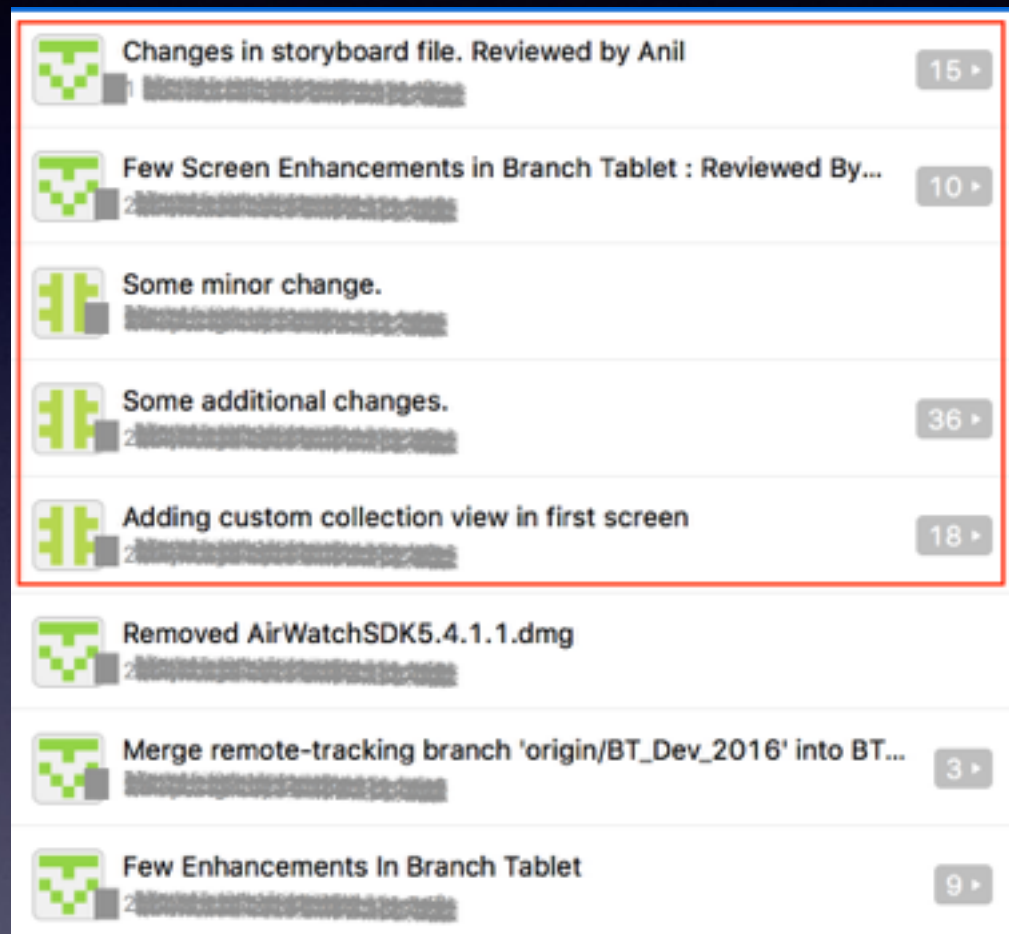
**Good.....Coding is done Time to make commit...**  
**Thank God..... GYAN KHATAM**



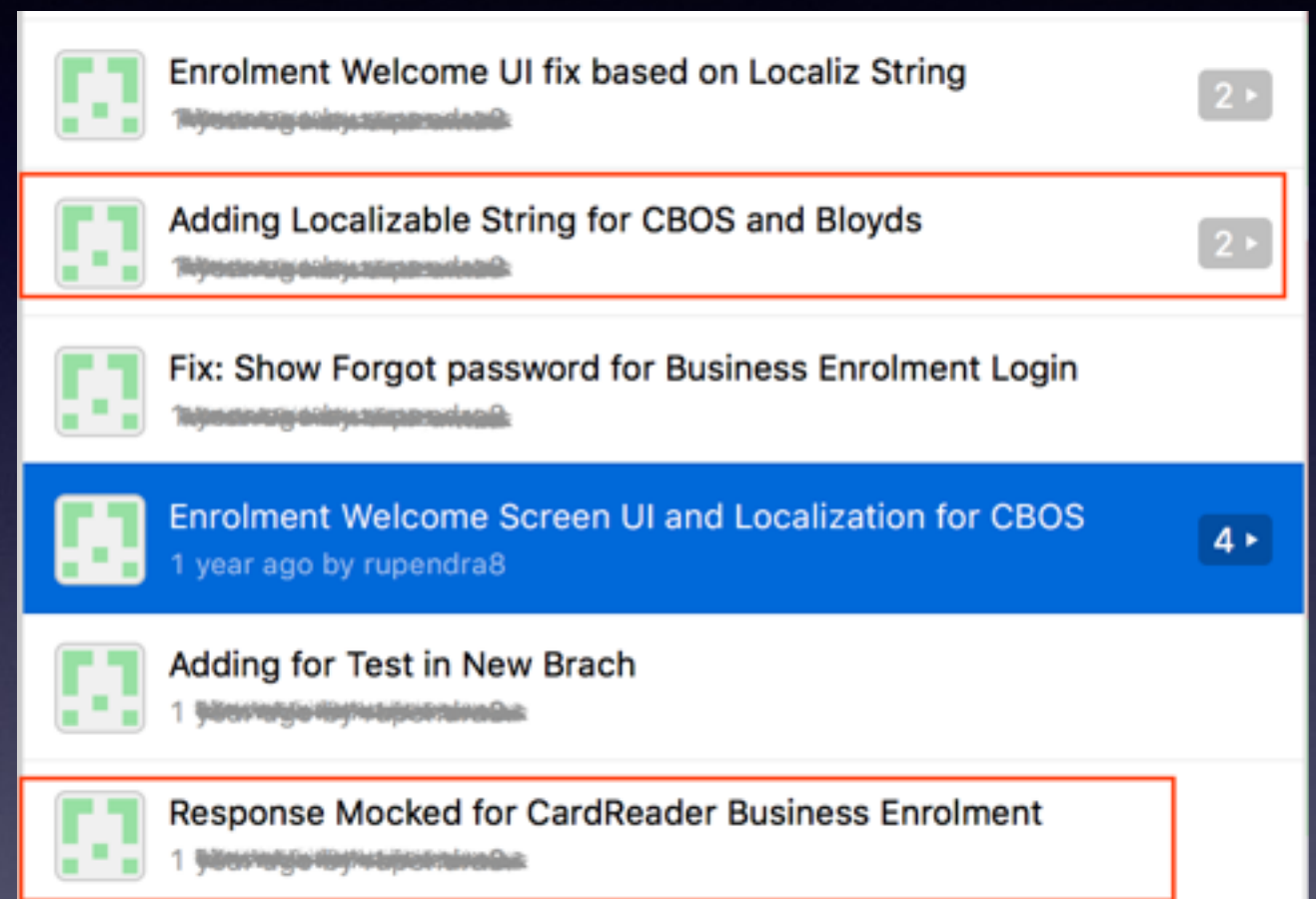
**We will use GIT for revision Control**



**Meaning Full Message and Description :** While Commit the code never write the message like below.

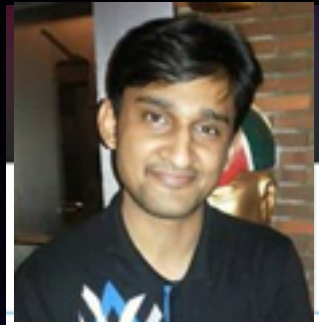


**Message is not clear that what changes are done in red mark commit**



**Its not best message. But Clear what is done in code.  
Its just an example. Our message should be much crisp  
and clear**

# TabletInBranch Team



Viresh



Anil



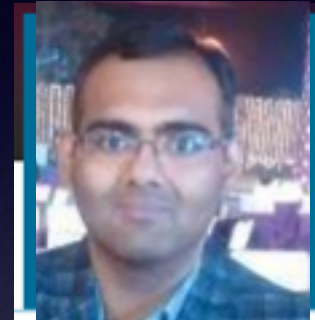
Nishant



GangaRaju



Rupendra



Himanshu



Vaishali



Tarun

**Thanks**