Project Status

This document will detail the progress I’m making during the MSSE 652 Enterprise iOS development course.

Github.com URL: <https://github.com/weberjas/MSSE-652.git>

# Week 1

UI is laid out according to the documentation and the initial view controllers have been created. As this is the first week of the project, all files are contained in the HEAD of the GIT tree. Future edits will be in branches named ‘Week X’ where X is the week number.

# Week 2

The XML data from the Regis website is now being read and used to populate a table view from which users can select. It wasn’t too hard to implement once I found a good tutorial on working with NSXMLParser. I would like to understand the web service API a little better so I can make detailed requests of the course catalog in future enhancements.

# Week 3

Implemented AFNetworking library code for handling the web service requests. Code went in easily although the AFNetworking code doesn’t handle parsing XML. As such, I continued to have my view controller implement the XMLParser prototype and handle the incoming data.

# Week 4

Implemented RestKit this week. The class documents were only for JSON data and the class URL was XML. Because of this, I implemented a JSON data source read using an alternative source. I also added a detailed view.

# Week 5

Social media integration happened this week with the addition of Facebook and Twitter interactivity. It was remarkable easy to integrate the two with the iOS social framework.

# Week 6

I just received my iOS dev account. This week should be completed shortly.

# Week 7

I was not able to get the instructions from the class to work for this week. Instead I followed another tutorial to create a chat client using sockets. There is a server written in python in the Week\_7 branch, which needs to be running for the server to work. Using these instructions I was able to complete the work this week and get a functional socket implementation in the code. It is under the “Chat” tab in the UI.

# Week 8

SocketRocket proved quite tricky to integrate with my existing code. I think that had a lot to do with the socket server we were working with although, the server I used for week 7 didn’t work either. After finally seeing a message from Taylor on the forum with a new URL, I was able to get my code to work. Once I had that in place, it all worked as expected.