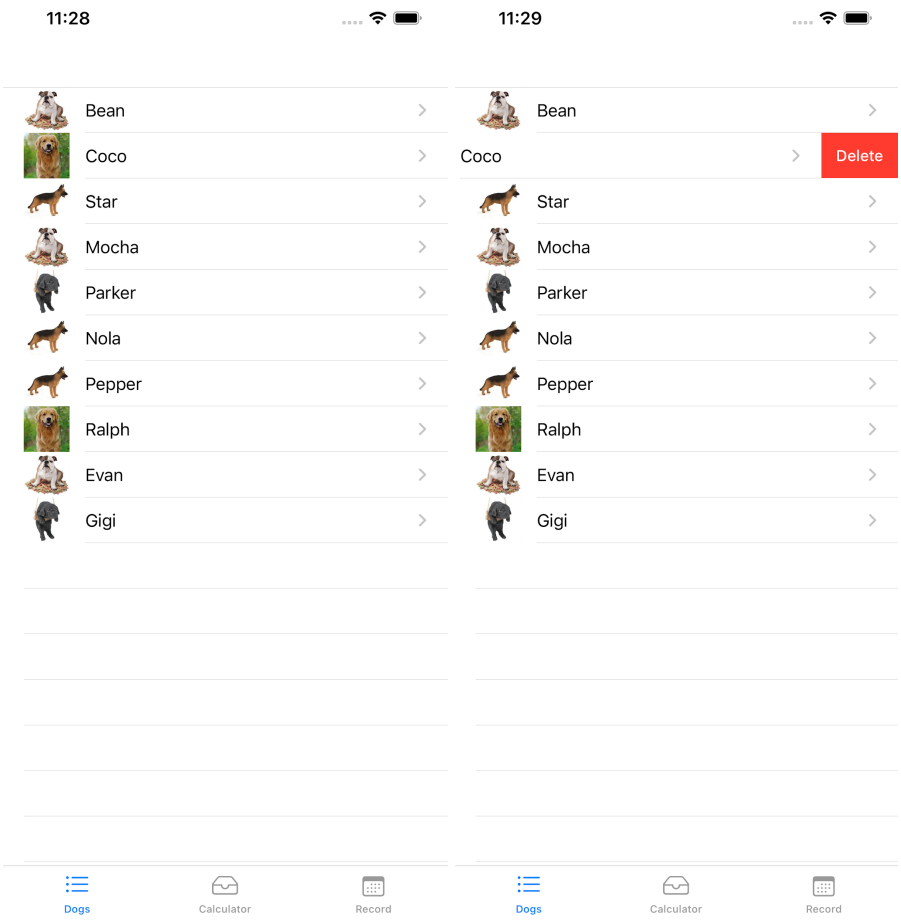
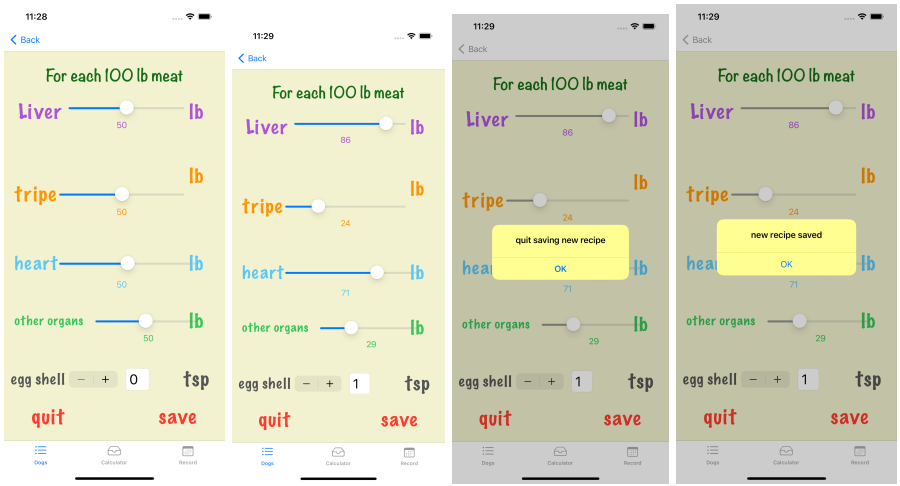
A. Final Personal Project Documentation
Zeying Yu
3/15/21

Application Features



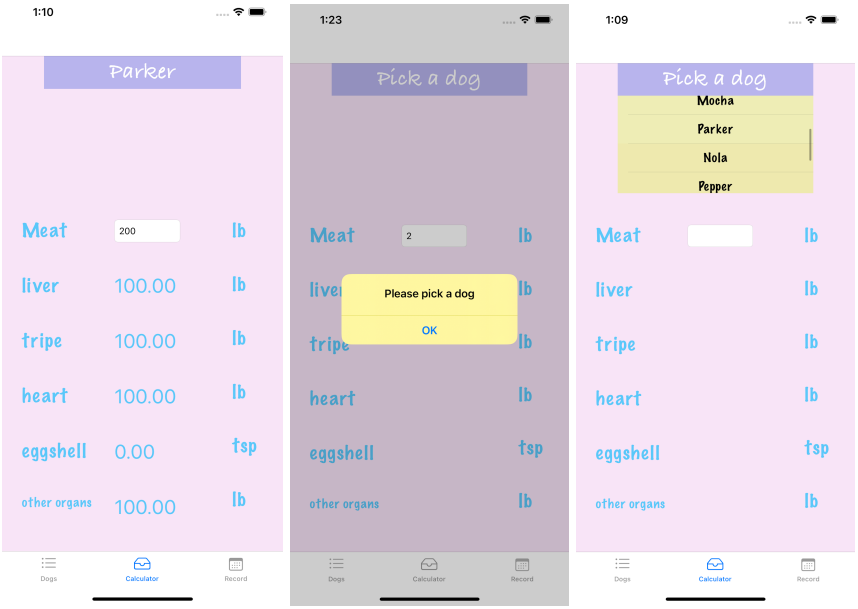
DogList page

The list shows the dog name and a picture that corresponds to the type of dog. If you want to remove one of the dogs, you can swipe to the left above that dog. This will permanently remove them from the list. The list is scrollable. Any of the dogs in the list are selectable. If you select a dog, it will bring you to the next dog page.



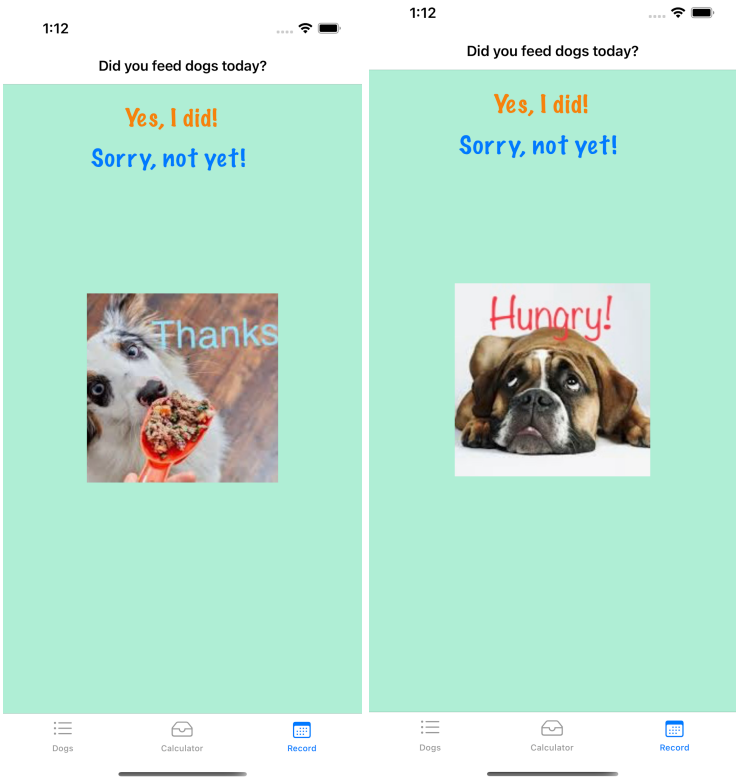
Dog's recipe page

You are able to use the sliders to show how much of each different type of food you want for each unit of meat. You can also use the stepper to adjust the egg shell amount. You can press save to save the information in this dog. If you then go back to the original page and then back to this dog page, you will see the saved information. Pressing quit will not save the current recipe. Each dog in the list has their own saved food calculation values, and changing one dog's values does not affect any of the other dogs. When you press save or quit, the app notifies the user of the change.



Calculation results page

You can select the dog you want to see the results from the dropdown selection box. The dropdown options are dismissed after you pick a dog. If you click the dropdown button again, all options will show agian. Then, you can enter the amount of meat that you want to use. The calculator will then calculate how much of the other ingredients are needed and show them on the screen. If you want to calculate the ingredients without picking a dog, you will be notified to pick a dog first. The keyboard will be dismissed if you touch the background. If you don't enter the amount of meat, you will be notified of invalid input.



feeding record page

This page shows an image of a dog and two buttons. “Yes, I did!” button and a “Sorry, not yet!” button change the state. Selecting that you have fed the dog will transition the image of the dog if it is in the “not fed state”. If it is already in the “fed state” then it will not do anything. This makes sure that the transition does not happen if it does not need to happen. Similarly, the did not feed dog button will transition the image if it is in the other state.

B. Final Personal Project Discussion

Zeying Yu

03/15/2021

API features

1. I used a tab view Controller as a root with several navigation controllers connecting to it.
2. For each navigation controller, I created a view controller connected to it.
3. For dogs view controller, I added a Table View to the whole view to show all dogs
4. I created 4 prototypes for 4 different types of dogs with pictures.
5. Each dog has an accessory button to set up a recipe for only that dog. To realize this feature, I create a new view controller as a showing page after users click the accessory button.
6. Each dog can be deleted by wiping left by overriding tableView function.
7. After clicking the accessory button, it will jump to the recipe setup page. I connected the showing view with the table view by “show segue to”.
8. UISliders, UIStepper, UIButton and UILabel are used on the detailed view page
9. Keyboard will dismiss when the user touches the background. I changed the view class to UIControl and resigned the first responder to make this work.
10. In the calculator page, I created a view controller connected to the second navigation controller.
11. On the top of the calculator, I stackview a button and a tableview, and the tableview is hidden after users press the button by isHidden function.
12. On the record view, I created a view controller with 2 buttons to trigger the picture transition.
13. 2 pictures show on the view depending on the feeding status. Pictures can transite by flip right by the UIView.transition function.