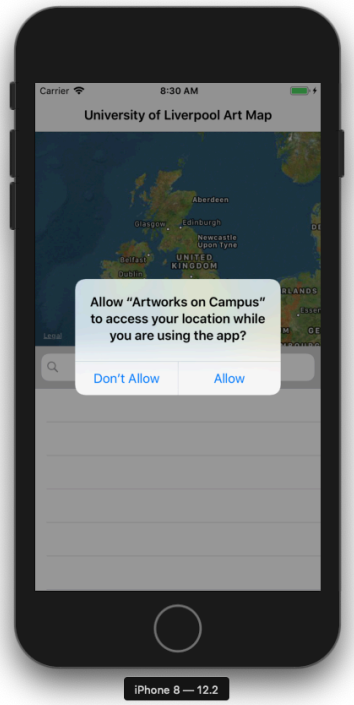
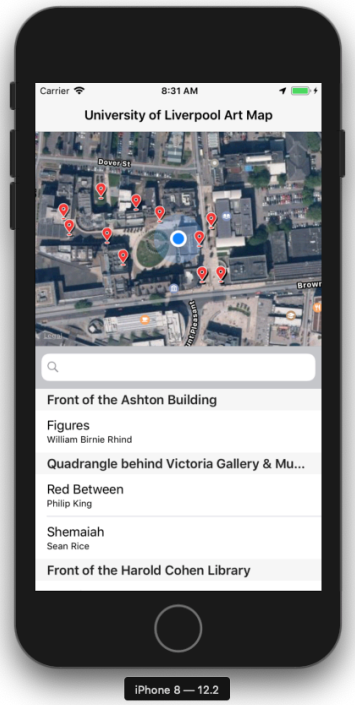
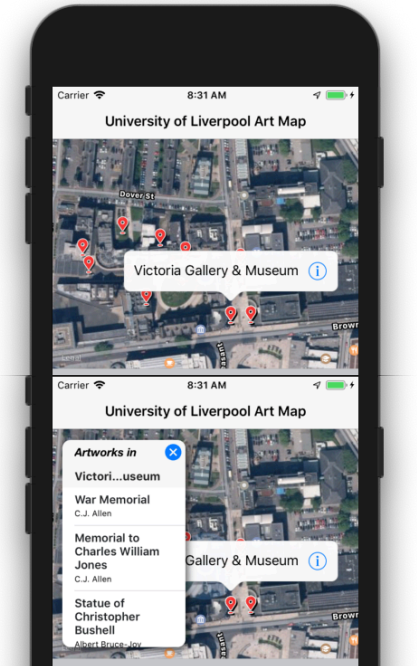
Features:

1. When users first time open the app, it will ask user to allow using location while they using the app. If user clicked allow, the app will turn to the main view, which contains a map, a search bar and a table(If contents does not load successfully, please re-run).

2. The user will be automatically located in the Aston Building in the simulator. The map contains some annotations, means that some artworks are located in there.



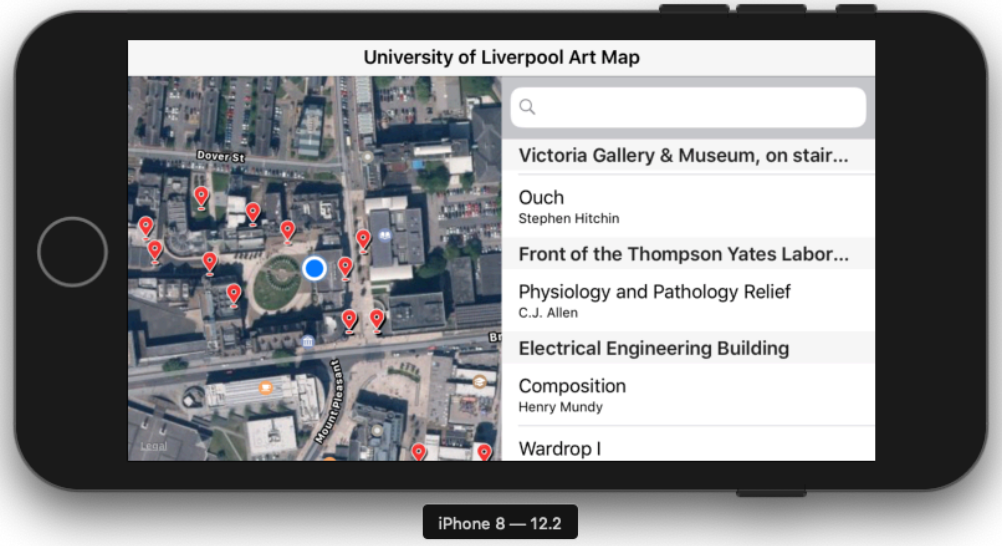




3. If the user click on the annotation on the map, it will call out a small window which contains the location's name and an information icon.

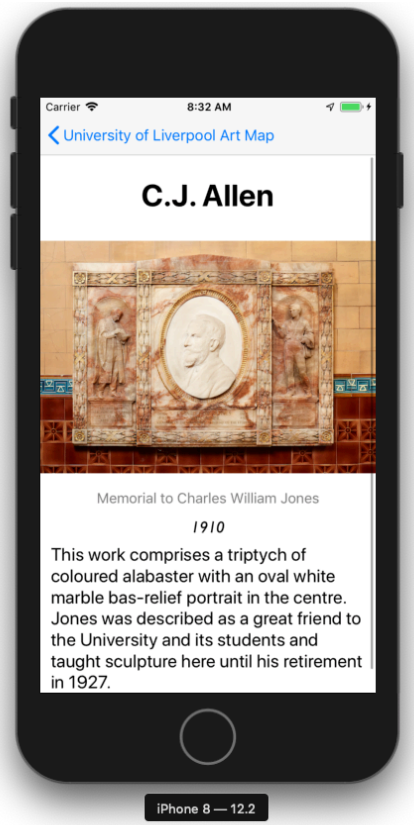
4. If the user click on the information icon, another table will pop up and shows artworks in the location.

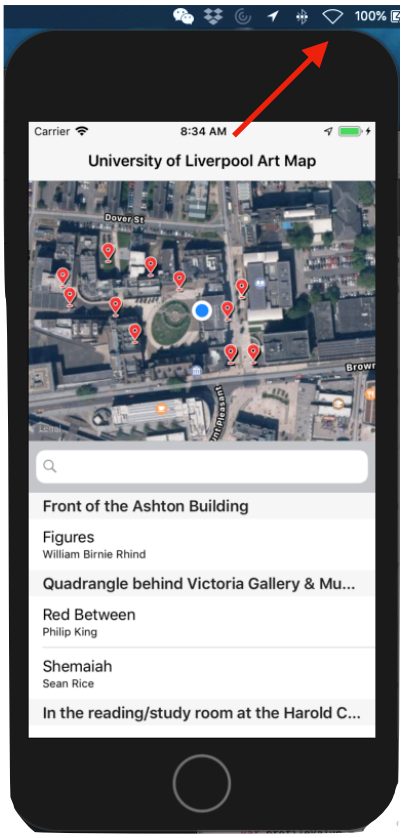
5. If the user rotate his iPhone to left or right, an alternative layout is designed for landscape.



6. If the user clicks on the cells in the main table or the sub-table. It will turn to the second page, which contains the artist's name, an image of the artwork, location of the artwork, year of the artwork and the description of the art work.

7. Since CoreData is used, this app can still load informations after quit the app and disconnect from the internet.





Limitations:

1.Search function is written in the code but seems doesn't work

2.Can't synchronising the app on startup(checking to see if new or modified data is available from the web service.)

3.Although the picture is saved by NSCache, but I can't analyze whether it is saved by function below.

```
        let imageCache = NSCache<NSString, UIImage>()
        var UrlWithoutSpace = ""
        var imgURL = ""
        if let UrlWithSpace = jdata?.fileName{
            UrlWithoutSpace = UrlWithSpace.replacingOccurrences(of: " ", with: "%20"
            imgURL = "https://cgi.csc.liv.ac.uk/~phil/Teaching/COMP228/artwork_images/
\(String(describing: UrlWithoutSpace))"
        }
        if let imgurl = URL(string: imgURL){
            do{
                let imgdata = try Data(contentsOf: imgurl)
                let NSimgdata = NSString(string: imgURL)
                if let image = imageCache.object(forKey: NSimgdata){
                    self P2Image image = image
                }else{
                    let image = UIImage(data: imgdata)
                    imageCache.setObject(image!, forKey: NSimgdata)
                    self P2Image image = image
                }
            }catch let error{
                print "Error: \(error.localizedDescription)"
            }
        }
```