

# UCR Chatline

iOS Application - Introduction to  
Software Engineering: CS 180

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# Overview

- Motivation
- Processes
- Software Architecture
- Design & Implementation
- Validation
- Experience
- Use Cases

# Motivation

- Goal was to create a Chat application where individuals can create profiles, chat with other users and make posts to each others profiles.
- Opportunity to work with iOS and Xcode software
- Presentable and team-driven project

# Processes

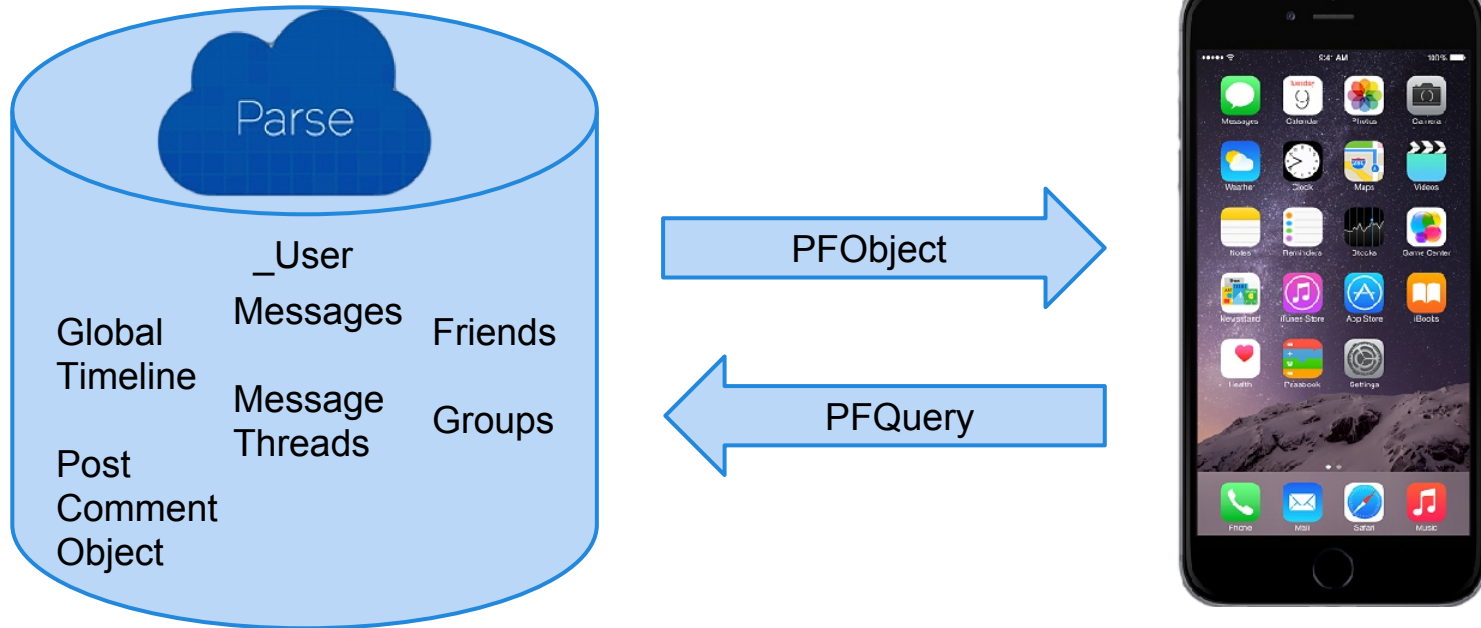
- Synch and Stabilize
  - branched off to implement different features of the application
  - before deadlines or once everyone reported done, we met together to merge our code
- XP
  - early on in project we did pair programming
  - worked closely off of the Milestone goals

# Tools

- IDE : XCode 6.1
- Version Control : Git
- Backend & Database : Parse
- Remote Mac Service: MacinCloud

# Software Architecture

- Data Flow Diagram:



# Design & Implementation

- App was designed modularly.
- The app was build around the Parse tables implementation to store all the user data.
- The different components all work independent of each other and were initially tested as stand alone projects.

# Validation

- Xcode 6.1 & iOS Simulator
  - easy debugging with NSLogs & built in breakpoints
- Using Parse made it very easy
  - parse.com statistics & test data
- Testing app on phone
  - used amongst ourselves



# Experience

- Gained experience in mobile app development, and source control.
- Extremely easy time using Parse as a backend to rapidly develop the app
- Had trouble using Git from within the XCode IDE. Towards the end we resorted to using the Git terminal commands.

demo