

Seattle Landmarks iOS App, created by Douglas Lanford

This document explains the included iOS app project: “SeattleLandmarks.” This was built based on an coding test for an iOS job position, though I am making it available as a coding sample on my website.

The test was to go to <https://data.seattle.gov>, select a data set, and use the iOS access software to access the data and do thing with it. For the data set I chose, Seattle historic landmarks, I could access the data using the SODA setup, using a provided iOS open-source library called SODAClient.

This is not an incredibly useful app at this point... it was just something I put together over the course of a couple of weekend evenings to prove I know how to create iOS apps.

What this app does is:

- 1) On startup, it loads the data set of Seattle landmarks from the data.seattle.gov website, using the SODA protocols.
- 2) Displays the data as a scrollable list in a UITableView. Allows searching to allow the user to refine the list, using a UISearchBar.
- 3) Selecting a landmark from the list brings up a pop-up dialog with details about the landmark and a “map” button.
- 4) Clicking on the map buttons navigates to a map view displaying the landmark, using a MKMapView.

Things this app does not do, that a more complete app should:

- The map view does not allow any user interaction. If I had more time, I'd fill out the map view with controls to zoom in/out, scroll the map, find the user's current location on the map, and even eventually list directions to get the user to the selected landmark.
- Adds a button on the table view (in the navigation header at the top), that maps all the landmarks currently in the filtered list, or all landmarks if no search filters.

To open the project in Xcode, use the “SeattleLandmarks.xcworkspace” file in the root directory. Screenshots of the app running can be found in the “Screenshots” sub-directory.