Code Review Notes

Notes from Review

1. Packages used in this project reside in {Podfile}, this includes
   1. GoogleSignIn
   2. FBSDKLoginKit
   3. SwiftyJSON
   4. Alamofire
   5. XLPagerTabStrip
   6. MaterialComponents/ActivityIndicator
   7. Toast-Swift
   8. SDWebImage
   9. SkyFloatingLabelTextField
   10. NightNight
   11. SwiftDevice
   12. Fabric
   13. Crashlytics
   14. Sentry
   15. TAPageControl

Areas of improvement

1. Test NewScout on
   1. iPhone X {Emulator}
2. Use Optionals
3.
4. Get rid of comments and print statements
5. Implement themes using Protocol oriented Programming
6. Implement all block calls {including Networking & Database} in Dispatch Queue
7. Figure out right way to use "deviceTokens" for simulator
8. Find where we've used SwiftyJSON and remove it, once done also get rid of it from Podfile
9. Figure out if we can get rid of bloat from XLPagerTabStrip and only copy those files which are required. XLPagerTabStrip may also be source of slow speed
10. [Check with PR] Get rid of MaterialComponents/ActivityIndicator since we want to be consistent in terms of loader
11. [Check with PR] Get rid of SwiftDevice
12. [Check with PR] Get rid of TAPageControl
13. [Check with PR] Proper names of View Controllers

Things to Research

1. Storyboard vs Code SpeedRun - Which is Faster? (iOS Swift 4)
2. The 10 Most Common Mistakes iOS Developers Don't Know They're Making
3. Five Signs Of Code Smell In Swift
4. Design Patterns
5. ReSwift