I hope things are going well.  I’m still plugging along with iOS App Development!  We’re moving back to DC in the summer, so I’m working hard to get my skills up to speed to land a job there.  It is a very, very strong job market and I’ve already had employers show lots of interest.  
  
Anyway, I developed an app for my brother to do cell counts in his Pathology Lab.  It is a talking counter that allows the user to select different languages or voices. Apple approved the app for sale and it works perfectly on my device.  However, when I loaded the app on my wife’s iPhone, it crashed and did some weird things on the UI.  
  
I know you’re busy, but I was wondering if you (or your students?) could take a look at it and let me know if you experience the same crashes/bugs?

Here is a promo code to download the app for free:  994Y6EWJ33NA  
  
To redeem:   
- In the app store, scroll to the bottom of the Featured section and tap Redeem. You will need to sign in with your Apple ID.  
- Enter the code: 994Y6EWJ33NA  
- The app should start downloading (let me know if you have trouble or want more codes for anyone in your classes—I have 90+ codes left)  
  
Could you take a look at the following?  
- Go to the Sound Settings tab and select a new language/voice.  Does the app crash?     
- Go to the Email Counts tab and then return to the Lab Counter tab.  On my wife’s phone, the SAVE and CLEAR buttons disappear.  Are the buttons still there on your screen?  
  
Those were the two issues I was having. I thoroughly tested it before submitting (and Apple didn’t find any problems with it), so I’m not sure why the crashes/bugs were occurring only on my wife’s phone.  There were issues on the simulator because of using NSLocale, but that was a know bug: [http://stackoverflow.com/questions/26613011/xcode-6-1-ios-8-1-nslocale-displaynameforkey-nslocaleidentifier-return-nil](http://stackoverflow.com/questions/26613011/xcode-6-1-ios-8-1-nslocale-displaynameforkey-nslocaleidentifier-return-nil" \t "_blank)

Here is the code on GitHub — feel free to share with your class:  [https://github.com/chgrier/TapCount/tree/Final\_v1.0](https://github.com/chgrier/TapCount/tree/Final_v1.0" \t "_blank)

The app uses AVSpeechSynthesis.h from the AVFoundation framework, as well as basic Core Data to save the reports.  The Sound Settings and Choose Language screens also provide a good example of delegation patterns to pass the settings to the main view controller as well as NSUserDefaults to remember the settings.  There is a nice animated heads up display that I liked using to confirm that something is saved (HudView.m).

Thanks for your help!!  I have a few projects in the pipeline and will let you know when I have something new.

How is the program going?  When you get to iBeacons, I’d be happy to come share.  I have three different brands of Beacons (Estimote, Gimbal, and Radius Networks) that I’m playing around with and am working on a few projects using Beacons and Geofencing.