



Weekly Assignment 04

Last updated: Sep 12, 2017 10:30 AM

This app will give you an opportunity to experiment with basic table views and the shake gesture, using the ukulele chords from the previous weekly assignment.

1. Create a new, Swift 4 project in Xcode 9-beta. Name the project `W04_ lastName_ firstName` where *lastName* is the part of your name that OSU considers to be your last name, and *firstName* is your first name. (This is the product naming convention we will use for all weekly assignments.)
2. Set the app to run on an iPhone 7 Plus.
3. See [this short tutorial](#) to learn more about detecting and handling shake gestures.
4. Add a UITableViewController to your storyboard, and set it to be the root view controller of the app.
5. Create a Cocoa Touch class that has UITableViewController as its base class, and set this as the class for the table view controller on your storyboard.
6. Set the *Style* property of the prototype cells in your table view to be *Subtitle*.
7. Using an array of at least 12 tuples containing ukulele chord data as described in the previous weekly assignment, populate each cell of your table as shown below.
 - For example, assume that the chord name is “Dm” and the fret numbers for strings four through one are 2, 2, 1, and 0.
 - For this example, the cell would display
Dm
2210
where the first line is the title, and the second line is the subtitle.
8. When the user shakes the device (or takes the shake operation in the simulator), rearrange the order of the tuples in the array and redisplay them in the new order.

Submitting Your Solution

- Zip your project folder into a single file, go to the course BrightSpace site, navigate to the *Dropbox* page, and submit the zip file in the folder that corresponds to this assignment.