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Instructor's Name

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A?B=C

Practice Math from an iOS Application

I just completed the iOS course offered during the summer. It was a great learning experience and I got a lot out of it. Now I'd like to take some of that knowledge and put it into my own Application. I don't have amazing ideas for apps at the moment but would like to at least showcase my ability through this seemingly rudimentary app.

It will be presented as a game to the user, I want to keep a fast paced game. I would display an equation:

```
      +

4  [*]  4  =  1

      /
```

They would then have a set time to select their choice (one of the 3 operators, in this case the user would choose "/") and if they choose correctly and are within the time limit they progress to the next, hopefully more difficult, equation. The equations can even increase in length and require two or three operators. It would get exponentially more difficult so the user is sure to lose after a while. I would like to automatically generate these equations.

Progress Plan

1. I plan to complete the UI aspect of the application, with the exception of specific ascetics, by the First Milestone.

2. I then plan to put in the backend code that the user doesn't see, being able to generate equations and read in the users input to check for correctness and time. Have a way to keep

the users local scores and possible incorporate either a top score or even a record of top games.

3. Link the UI and the programs logic together and ensure that all the functionality thought to have been offered in the UI is actually implemented and working. Finally, we can add any additional content as time permits. Should then have a finished copy to present.

I will be working alone on this project. But I hope to get a lot out of it and build on what I just recently learned. Also I can imagine showing an interviewer an app on your iPhone could leave a good impression.