

Assignment 3
Due Oct 9

Objectives

Introduction to iOS apps and related issues:

- Keyboard - hiding and selecting
- Dealing with text fields and buttons
- Saving data
- Using touch events to move objects on the screen (optional)

Given the changes between Swift 2 & Swift 3 this assignment needs to use Swift 3 and Xcode 8. For grading purposes in interface builder set your device screen size to iPhone 6s and when you run the simulator use iPhone 6s.

The Application

Implement a iOS app that contains three text fields (inputText, x, y) with labels, one button (with label Update) and one other label, for ease of explaining the assignment call this label the moving label. See the screenshots below.

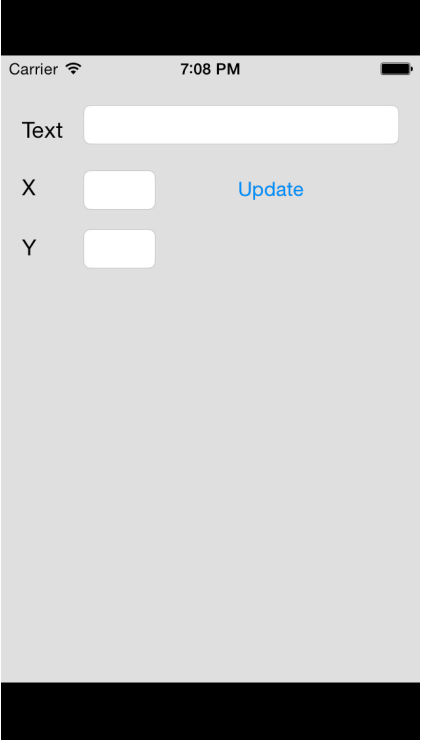
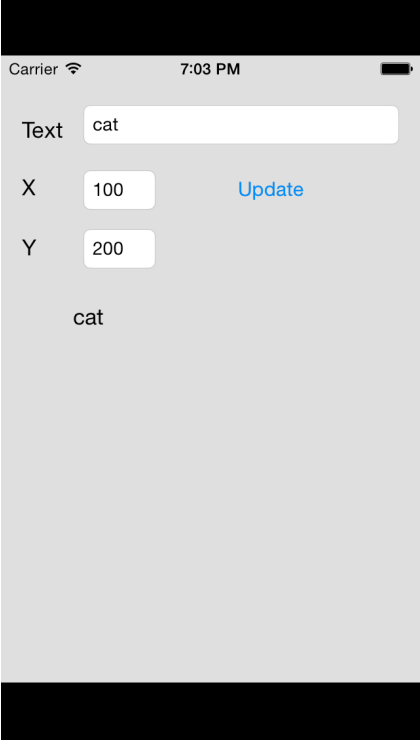
When the user clicks on the "Update" button with the value in the inputText field is copied to the moving label. If the x and y text fields have values then the center of the moving label is moved to that location (x, y). If either x or y text field do not have any text the moving label does not change position when the user clicks on the "Update" button. Clicking on the "Update" button hides the keyboard.

The application should store the values in the text fields. So when the user "kills" the application and then restarts the app the values in the text fields are restored to the values they had before the app was killed. Killing the app is different than just placing the app in the background.

Make sure that there are no constraints on the moving label.

Optional

Allow the user to move the moving label by touching the screen with one finger. When the user touches the screen the center of the moving label is placed under the finger. When the moving label moves update the values in the text fields x and y.

Screen on First Startup	After Update
	

Grading

The assignment will be graded as follows:

Points	Item
10	View Contains button, textfields, labels
35	When the Update button is pressed the moving label is updated properly. You can assume that the user enters proper values.
10	Use appropriate keyboard
15	Keyboard is dismissed when the Update button is pressed
5	Design and look of interface, following Apple UI guidelines

Points	Item
20	App properly has correct values when restarted
5	Proper coding style
10	User touch moves the moving label (optional)

What to Turn in

Create a Xcode project for the assignment. Xcode places the project in its own directory. Place the directory (and all its contents) into a zip file. Turn in the zip file.

Don't forget to use Swift 3, Xcode 8 and screen size iPhone 6s.

Late Penalty

An assignment turned in 1-7 days late, will lose 3% of the total value of the assignment per day late. The eighth day late the penalty will be 40% of the assignment, the ninth day late the penalty will be 60%, after the ninth day late the penalty will be 90%. Once a solution to an assignment has been posted or discussed in class, the assignment will no longer be accepted. Late penalties are always rounded up to the next integer value.