BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY

School of Computing and Academic Studies
Programs: CST

Assignments #1

COMP4977
Assignment 1 due: Fri Oct 18, 2024, at 11:59 pm

Overview

This assignment will be done in pairs of two students. Although you can choose you partner, he/she must be different from the COMP4976 assignment 1 partner. Your instructor needs to know each team at the next class.

The purpose of this assignment is to familiarize you with architecting and building a complete iOS application, so you understand views and navigation.

The theme of this assignment is based on the horoscope, which provide information about the present and to predict events to come. An individual horoscope usually plots the moment of birth and is used by astrologers to analyze character, as well as - in conjunction with other astrological data - to predict the future.

The iOS application will have three tabs (Home, Calculator and About):

Home Screen:

Although the draft design above does not show all names of the zodiac, your app should have a comprehensive list. Also, the tabs should display both text and appropriate image signs.

The starting screen is as shown above. You will list all the zodiac names in a Navigation View. When the user clicks on one of the rows, he/she will see another screen with details about that zodiac characteristic. For information about horoscopes, refer to the following link: https://www.britannica.com/topic/zodiac

To save you time, find the following documents available to you:

1. ***images.zip*** contains all the images that you will need for the details page
2. ***astrology.docx*** contains more information about each horoscope

Navigation Destination

Sagittarius
Nov 22 – Dec 21

The wildfire nature of Sagittarius is thanks to its mutable fieriness. Sagittarius tends to be an expressive, jolly sign with a booming presence. Larger than life, Sagittarius's planetary ruler, Jupiter, often gifts this sign with excessive tendencies and an abundance of luck. Much like the

Other Tabs

The Calculator tab would provide an input field that accepts a birthday. When the user clicks on the button, the name of the sign, date range, image and characteristic are displayed.

Finally, the About tab shows the names and ID number of the students who worked on this assignment.

Additional Requirements

- Be generous in creating sub-views. Each significant sub-view is to be refactored into a separate Swift file.
- Each Swift-UI sub-view has a working preview provider.
- If there are any technical details missing, try to make realistic assumptions.
- Customize the color scheme.
- Create your own unique app icon
- Delete unnecessary code.
- Implement proper validations on all input data.
- You are encouraged to go beyond what has been asked for, in terms of functionality and app design. However, you should satisfy the basic mentioned features at a minimum.

Testing your app

The marker will test your assignment with the iPhone 16 emulator.

Submission:

- Clean your solution before submitting it to learning-hub. This is done in Xcode: Product >> Clean build folder
- As you upload your solution to Learning Hub (D2L), put the following information into the comment:
  - Your name, BCIT ID number and your preferred email address. Avoid your my.bcit.ca email account because it has file attachment restrictions. This is necessary in case the marker wishes to urgently contact you.
  - what you have NOT completed
  - any major challenges
  - any special instructions for testing your app
- Assignments must be zipped (.zip extension) and uploaded to the drop-box folder for Assignment 1 in D2L (Learning Hub). Do not use any compression utility other than plain old ZIP.
- Your ZIP file will include all directories and files comprising your entire android app.

COMP4977 Assignment 1 marking guide:

Names: _____

Task	Max Mark	Actual Mark
Main screen functionality	10	
Calculation screen functionality	10	
- Look & Feel - Unique app icon - Layout - Color Scheme - Architecture	7	
Other - student Names BCIT ID numbers on About screen - Design and coding conventions - D2L comments	3	
TOTAL:	**30**	