Answer all the questions individually and submit the document in Canvas before the end of the class period.

1. (4 points) Explain the annotations @IBOutlet and @IBAction? When do we use @IBOutlet and @IBAction?
   1. @IBOutlet is for connecting a property (variable) to the view controller and @IBAction is used to connect a function (method) to the view controller.
2. (3 points) Is it required to create @IBOutlet and @IBAction for each UI object in your project?
   1. When using UI objects you have to use either @IBOutlet or @IBAction.
3. (3 points) Mention any 3 events associated with textfield object and explain when does they get triggered?
   1. Editing Changed is one of the events associated with textfield object and it checks to see if the textfield changes. It is triggered when text is added to the textfield box. DidEndEditing is an event that is called after the the textfield resigns its first responder status. DidBeginEditing is an event that notifies the delegate that the textfield just became the first responder.
4. (3 points) Why is Swift a strongly typed language, explain with an example?
   1. Swift is a strongly typed language because it checks to make sure you are passing the correct type when using variables or inserting an argument into a function. An example is Swift will not let you pass a String to a function that is expecting a Int.
5. (4 points) Which is the first function being called up when your view starts up?
   1. When your view starts up, viewDidLoad() is the first function that starts up.
6. (4 points) What is the difference between viewDidLoad() and viewDidAppear()?
   1. viewDidLoad() is called exactly once when the view is first loaded into memory. viewDidAppear() is called when the view is visible and can be called multiple times during the life cycle of the view controller.
7. (4 points) Why do we need to use constraints in our app designing?
   1. Constraints allow our view to dynamically change for difference sizes of screens. This is crucial when designing an app that will be used on different types of devices.