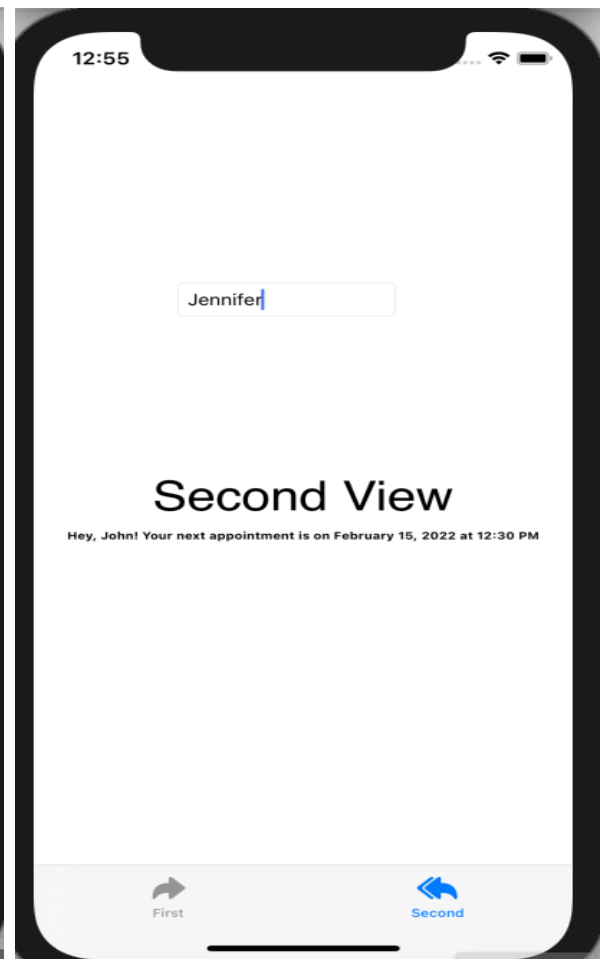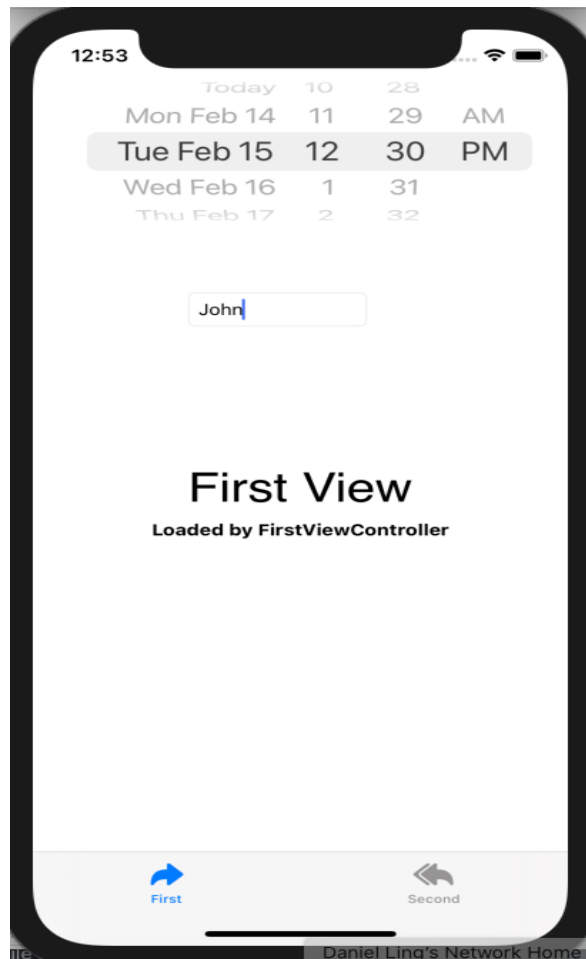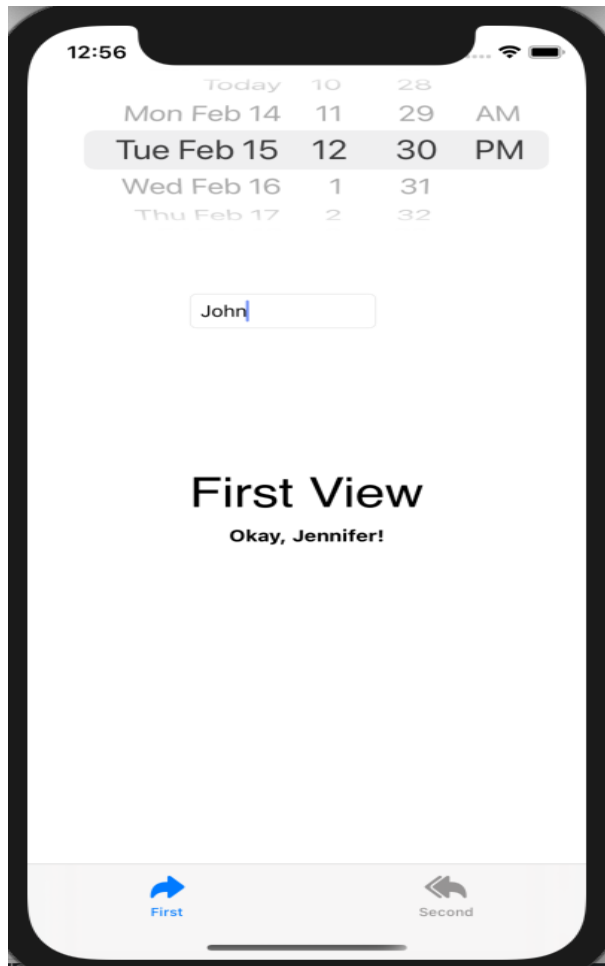# Computer Science 316
iOS App Development
Lab Assignment #5
Due: Wednesday, February 26, 2025 (Before midnight)

1. Open Xcode to create an iOS Tabbed Application using a Tab Bar Controller (as demonstrated in class) and complete application with the following specifications:
   - Add a Date Picker and a Textfield for name input on top of the two labels
   - When an appointment date is chosen and a name is entered into the textfield on the First View, the name entered and the chosen appointment date will be displayed in one of the labels on the Second View. When a name is entered into the textfield of the Second View, the name will then be displayed in one of the labels on the First View when we switch between the two views (see the images below).

- A function like the following should be added in the SecondViewController file:
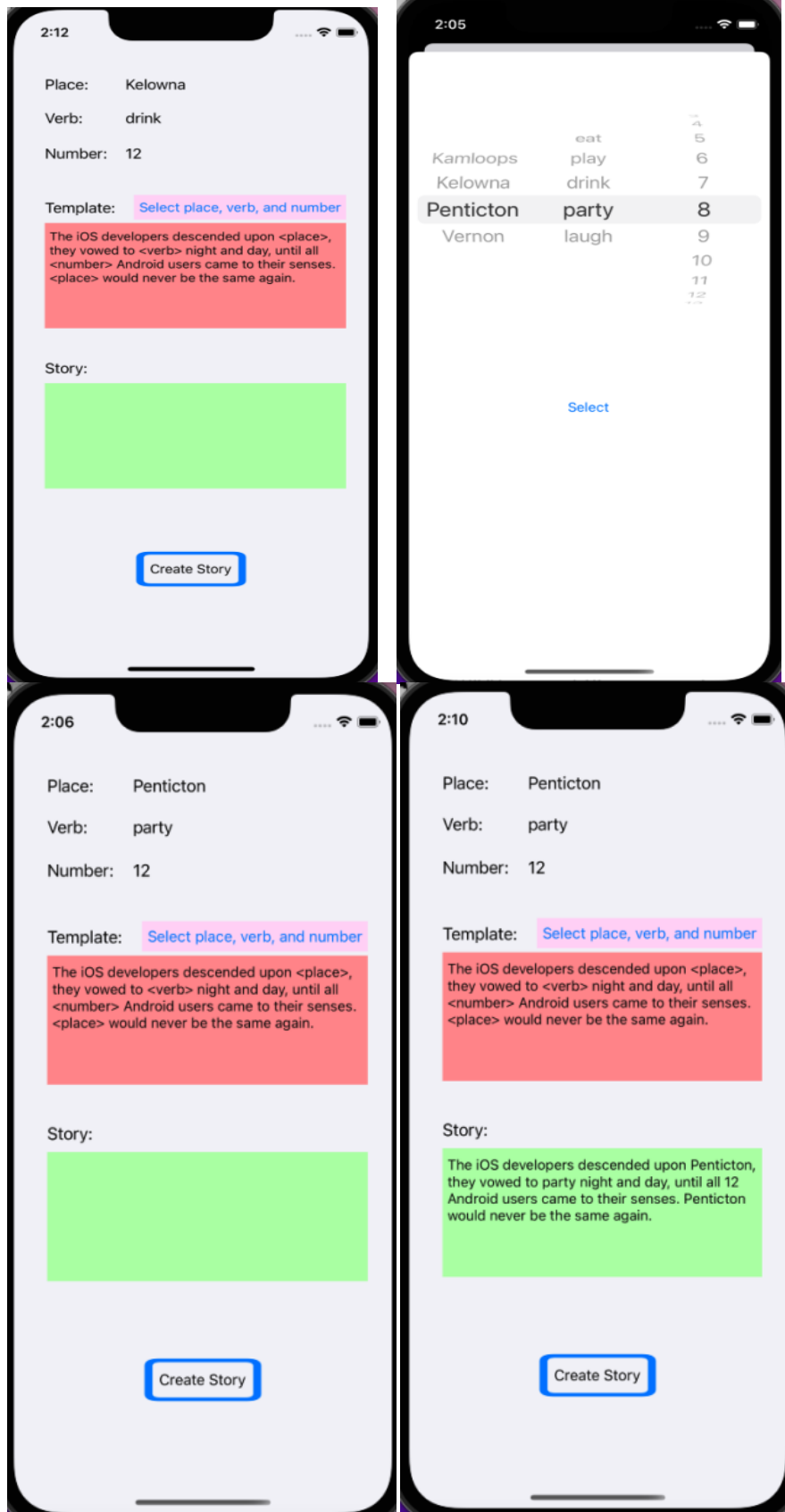
```
override func viewDidDisappear(_ animated: Bool) {    //or using viewWillDisappear function
      if let firstTab = self.tabBarController!.viewControllers![0] as? FirstViewController {
            firstTab.greetingLabel.text = "Okay, " +  self.nameBox.text + "!"
            }
}
```

- The same function above with modified statement(s) should also be added in the FirstViewController file.

- Use the following code to format the date as a string:
```
let formatter = DateFormatter()
formatter.dateStyle = .long
formatter.timeStyle = .short
let dateString = formatter.string(from: appointmentPicker.date)
```

- Make sure that the software keyboard will disappear when Return key is hit in name textfield.

2. Make a copy of your second application of your last lab assignment (or recreate it) with the following changes:

- Replace all three textfields with labels, setting the default text as "Kelowna" , "drink" and "12" respectively.
- Add a new button with text "Get Place, Verb and Number".

- When the new button is pressed, it will trigger a segue to a different view showing a custom picker which allows the user to choose a place ["Kamloops", "Kelowna", "Penticton", "Vernon"], choose a verb ["eat", "play", "drink", "party", "laugh"] and choose a number ["2", "3", "4", "5", "6", ..., "19","20"]. Please refer to the "CustomPicker" example for details on how to set up our own Custom Picker for a place, a verb and a number.

- When the user finishes choosing a place, a verb and a number, and returns to the initial view, the chosen values will be stored in the three labels respectively. Next when the "Create Story" is pressed, the text values from the three labels will be used to create a short story with the template.

Submitting your work:

Copy your two completed iOS project folders into **Lab5** folder. Zip your **Lab5** folder and submit it via Lab 5 link on our Moodle course page by *Wednesday, February 26, 2025 (before midnight).*