

Lab 6 – TabBarController and UIPickerView

CS2351M, Intermediate Mobile Application Development: iOS

Introduction

The purpose of this lab is to give you practice using a TabBarController and a UIPickerView.

Part 1: Xamarin Tutorial Exercise

Do the exercise in the Xamarin Guide: [Creating Tabbed Applications](#)

Take screen shots showing your app running.

Part 2: Add a TabBarController and Picker to a Previous App

About screen

Modify one of your previous apps to use a TabBarController to switch between at least three views. You only need to pass data from one view to one of the other views.

In addition, use a picker somewhere (possibly in place of a Text Field) in the same app.

Alternative lab assignment

Propose an app of your choice that uses some kind of navigational control and your own code (not a segue) to switch between a main scene and two other scenes.

Submission

Beta Version

Post the files listed below in the Beta + Code Review forum:

1. Part 1: Put the screen shots in a document, label each screen shot, and upload the document.
2. Part 2: Zip the solution folder. (Remove the *bin* and *obj* folders before zipping.)

Release Version

Revise your code as needed and upload the files listed below to the Moodle Lab Release assignment:

- Revised versions of items 1 and 2 above.
- A code review done by a lab partner with the “release” column completed by you.