Lab 2 for Group B – Adaptive UI
CS235IM, Intermediate Mobile Application Development: iOS

Introduction
The purpose of this lab is to give you practice setting UI constraints to:
- Position UI elements relative to their super-view or other elements
- Center UI elements on the screen
- UI layout should respond to both screen size and orientation

Four-Function Calculator
Create a calculator that has:

- buttons for ten digits and an enter button
- buttons for the four math functions and equals
- A display that shows the numbers as they are entered and that shows the result of a math operation.

The "keyboard" and "display" should all be centered in the screen. The controls should stay centered when you run the app with different size screens and the controls should expand on larger screens and shrink on smaller screens so that their sizes are proportional to the screen size.

Note that you do *not* need to adapt to screen rotation and you do not need to use size classes.

Alternative lab assignment
Build any app that has a grid of buttons and/or labels. There should be at least 12 controls on the screen. The controls should be centered on the screen and their sizes should be proportional to the screen size. An example would be a Mine Sweeper game.

Submission:
Take four screen shots of the app running that show it on a:
- Small screen, portrait orientation
- Small screen, landscape orientation
- Large screen, portrait orientation
- Small screen, landscape orientation

Beta Version

- Zip the solution folder. (Remove the *bin* and *obj* folders before zipping.)
- Put the screen shots in a document, label each screen shot, and upload the document.
- Post both files in the Beta + Code Review forum

Release Version

Revise your code and upload it to the Moodle Lab Release assignment along with the code review your lab partner gave you. Complete the "Release' column of the review to show what you revised.

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