

Lab 5 – Multiscreen App

CS235IM, Intermediate Mobile Application Development: iOS

Introduction

The purpose of this lab is to give you practice using a Navigation Controller and a Segue.

Another View for Your Game App

Part 1, an About view

Modify the game app you made (either Tic-tac-toe for group A, or Tic-tac-ten for group B) by adding an “About” view that contains information about the game. (Whatever info you like: instructions for playing the game, your name and date of writing the app, etc.) Implement this view with your own code (don’t use a Navigation Controller). There should be a button on the main screen that launches the “About” view. The “About” view should have a button that closes it and takes you back to the main view.

Part 2, a score view

This view will keep track of wins and losses. Use a Navigation Controller and a Segue with some kind of interesting transition to manage navigation to and from the second view.

Alternative lab assignment: Propose an app of your choice that uses some kind of navigational control to switch between views.

Submission:

Zip the solution folder and upload it.

Put the screen shots in a document, label each screen shot, and upload the document.

Upload the code review forms for both the review you gave and the review you got. Fill out the second column in the form for the review you got.