Lab 2 – Auto UI Constraints

CS235IM, Intermediate Mobile Application Development: iOS

Introduction

The purpose of this lab is to give you practice setting UI constraints to:
- Position controls relative to other controls, views, or the screen
- Center controls on the screen

TicTacToe Game for Group A

Create a game app that has buttons for each of the 9 squares in the game and a reset button. The buttons should all have no text on them when the app starts. When the user taps on a button an O should be displayed on that button. After tapping on a button, the app should randomly add an X to some un-used button. The user should be prevented from tapping on buttons that have already been used. The reset button will clear all the grid buttons. Buttons will be automatically centered on the screen regardless of screen size or orientation. Separate the game logic into a separate class (don't put it in the ViewController).

TicTacToe Game for Group B

This will be the same as the game requirements for group A except:

- Use labels instead of buttons for the game squares. Tapping on a label will put an X on that label.
- Add a "Go" button. When the user taps that button, the app will add an O to a random label that hasn't been used.

Alternative lab assignment

Build any app that has a grid of buttons and/or labels. There should be at least 10 controls on the screen and some of them must be buttons. The controls should be centered on the screen regardless of the screen size or orientation.

Submission:

Take two screen shots of the app running that show it on a large and small screen.

Zip the solution folder and upload it.
Put the screen shots in a document, label each screen shot, and upload the document.
Upload both the code review you gave as well as the one you got. Complete the "Release" column on the one you got.