**Introduction**

The purpose of this lab is to give you practice using a Navigation Controller in conjunction with your own code rather than using a Segue.

**Part 1: Phone Word Tutorial Exercise**

Do the exercise in the Xamarin Guide: [Hello iOS Multi-screen](https://developer.xamarin.com/guides/ios/getting_started/hello,_iOS_multiscreen/).

Take screen shots showing your app running.

**Part 2: Add a Screen to Your App – Group A: Tic-tac-toe**

About screen  
Modify the Tic-tac-toe app you made earlier 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 a Navigation Controller, but don’t use a Segue between the main scene and the about scene, use your own code to open the about scene. There should be a button on the main screen that launches the “About” screen. The “About” screen should have a back-button in its title bar that closes it and takes the user back to the main screen.

Score screen  
This scene will keep track of wins and losses. Use a Navigation Controller with your own code (not a segue) to implement some kind of interesting transition when navigating to and from the second view.

**Alternative lab assignment**

Propose an app of your choice that uses some kind of navigational control and 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.