Zurich University
of Applied Sciences

School of
Engineering

P10 Simple native Apps

1
Create an Xcode project for iPhone development in Swift with a storyboard (single view). Use the storyboard editor to add an input field, a label and a button to the single view. Add references to these components in your controller. Build the following logic: Whenever a user clicks on the button, the value from the input field will be written to the label. Try your solution on different devices (iPhone 5, iphone 6 Plus, iPad) to ensure that it adapts itself to different screen resolutions.

2
Create an Xcode project for our Connect Four game (also single view for iPhone). Create the storyboard so that we have our player information (labels). Add the board image. Run the project. Try to make the look and feel similar to the web solution.

3
Create a new project where you react on device rotations only in code by swapping the presented UIViewController. Start in portrait mode and create two UIViews that are placed one over the other. Each cover 50% height and 100% width. In landscape mode, the two UIViews should be placed next to each other covering 50% width and 100% height. Some hints:

- Create two different UIViewControllers (PortraitController, LandscapeController)
- Switching can be done by showing the other controller on top (`presentViewController` or `performSegue`) and dismissing it when the device is returned back (`dismissViewControllerAnimated`).
- To switch between the controllers, implement the method `viewWillTransitionToSize`.
- You can test your code in Simulator using either the menu or CMD+"Arrow Left" / CMD+"Arrow Right" to switch between portrait and landscape mode.