zh aw **School of Engineering**

P11 Implement the Game I

1

Use your Connect4 project and replace the board image by a UICollectionView. This class works similar to a UITableView that was presented in the last lecture. You will need the methods `numberOfSectionsInCollectionView` and `numberOfItemsInSection`. Check the UICollectionView, UICollectionViewDataSource and UICollectionViewDelegate documentation on how to add cells. We want to have a grid layout with 7 columns and 6 rows. The cells need to adapt itself in size to the available space. This can be accomplished by using the method `sizeForItemAtIndexPath`. Note that a cell also has a margin, which size can be changed using `insetForSectionAtIndex`.
Implement this grid and test it on different devices in your simulator (for testing, you can work with different background colors to better see each cell).

2
In order to paint a circle in each cell in either red or yellow, we need to implement our own cell that inherits from UICollectionViewCell and overrides the `drawRect` method. Implement this class and add it to your UICollectionView.