1 – Introduction

This report will go over the process of creating an iOS application which was written in the programming language Swift and was developed on an iMac. Whilst this was the first time really using an Apple computer, it didn’t take long to get used to and to start experimenting with programming.

To begin, the first thing to explore would be XCode, which is Apples

2 - Pseudocode

2.1 – On Load

For the number of tiles on the board{

Set the board squares to be a button.

Set the board image to blank.

};

By doing this, the program will loop through the board tiles, changing them to be buttons and making sure the image is blank. This will allow the next function to change these buttons images to X’s or O’s.

2.2 – Input Name

Ask for user input{

Set the text to be input text,

Set the default text to be blank (null)

);

Save user input{

Overwrite the user input (which is blank)

Type in your name “Mark”.

Set Input Text as Variable x.

};

# References

Apple Docs – Available at <https://developer.apple.com/documentation/xcode/creating_an_xcode_project_for_an_app> Date Accessed: 01/03/2020

# Appendix

## .1 - Board

# 

## .2 – X

# 

## .3 – O

## 