Create a single view app that reacts to user interaction. The user input can be any type of interaction with the UI. Your app's reaction can be anything from performing a calculation to a series of events in the app. I'm leaving this very open, so be creative here!

Your project plan should include the following:

- Description of your project
- Pseudo code for algorithms and program flow
- Visual design template or example
- Brief description of how you will test your project

Description:

This is an app that can be used to get the in the course offered in the study programs of the ATLAS institute.

The university provides an online web-based platform, MyCUInfo, for the information on courses. I want to create an app that is similar in functions to MyCuInfo, but focused on the courses offered at ATLAS. The app will facilitate students to get the brief description of courses.

As the students have access to handheld devices, e.g., smartphones, an app with easy user interface with the list-view of course classes, time schedule and name of the professors will provide quick access to the information.

In the longer-run, the same app can be enhanced by providing function for scheduling of class, reminders of assignment deadlines, exam dates, credits needed etc.

Pseudo code:

- Create app Launcher (use University of Colorado Boulder logo using image view)
- Main app storyboard:
    - Create buttons, label, and checkboxes for program, year, and term.
    - Connect the buttons to view controller.
- Create a database/dictionary of information for different combination of level, year, and term. There will be 8 combinations for this app.
- Data processing:
    - Read the program, year and term selected by the user.
    - Check the condition and display information for that condition in next screen
        - If Masters (M), 1st year (1) and Fall (F) is selected
            - print "ICTD Case Studies, Global Development I, Technology Elective"
        - If M, 2, Spring (S) is selected then print "……"

Visual Design template:

The main screen will be designed as follows:

An example of the screen that will appear after checking for the student's information is presented below.

Testing the Project:

- Test for proper image sizes
- Test for proper connection of buttons in the iOS simulator
- Test the navigational consistency so that information for each condition is displayed correctly.
- Use the assistant editor for adding constraints to the app.
- Test the speed performance by running it in iOS devices.