iOS Development Assignment: "I Am Rich" App

Introduction
Welcome to your first iOS development assignment! In this project, you will create a simple app called "I Am Rich." The app will display a dazzling diamond image accompanied by an inspiring mantra about success. This assignment is designed for beginners and will help you get familiar with Xcode and basic UIKit concepts.

Objectives
- Set up a new iOS project in Xcode.
- Use Storyboard to build the user interface.
- Add images and text to your app.
- Run the app on a simulator or a real device.

Prerequisites
- A Mac computer running macOS Catalina or later.
- Xcode installed (version 12 or later).
- Basic understanding of Swift programming (optional but helpful).

Assignment Steps

1. Set Up Your Xcode Project
   a. Open Xcode.
   b. Create a new project by selecting **File > New > Project**.
   c. In the template chooser, select **App** under the **iOS** section and click **Next**.
   d. Configure your project:
      - **Product Name**: I Am Rich
      - **Team**: Leave it as None if you don't have a developer account.
      - **Organization Name**: Your name or your organization's name.
      - **Organization Identifier**: A unique identifier, e.g., com.yourname.
      - **Interface**: SwiftUI
      - **Language**: Swift
      - Ensure that **Use Core Data**, **Include Tests**, and **Include UI Tests** are unchecked.
      - Click **Next**.
   e. Choose a location to save your project and click **Create**.

2. Add the Diamond Image
   a. Download a diamond image:
      - You can use a royalty-free image from websites like Unsplash or Pexels.
      - Ensure the image is in **PNG** format for best results.
   b. Add the image to your Xcode project:
      - Drag and drop the image file into the **Assets.xcassets** folder in Xcode's Project Navigator.
      - Rename the image asset to diamond.

3. Design the User Interface with Storyboard
   a. Add UIImageView and configure with image from Assets
   b. Add UILabel and configure text value

4. Run the App
   a. Select a simulator:
      • At the top of Xcode, next to the **Run** button (a play icon), there's a dropdown menu. Select a simulator like **iPhone 12**.
   b. Build and run the app:
      • Click the **Run** button or press **Command + R**.
      • Xcode will build the app and launch it in the selected simulator.
   c. Test on a real device (optional):
      • Connect your iOS device to your Mac.
      • Trust the computer on your device.
      • Select your device from the simulator dropdown.
      • You may need to set up a free Apple Developer account to run the app on your device.

Additional Customizations (Optional)
   a. **Change Background Color**
   b. **Add an App Icon**:
      a. Add an app icon by dragging images into the **AppIcon** section in **Assets.xcassets**.
      b. You need icons in various sizes. Tools like [AppIcon Generator](#) can help.
   c. **Experiment with Fonts and Colors**:
      a. Explore different fonts
      b. Change text colors

Submission Guidelines
      • Ensure your app runs without errors.
      • Take screenshots of your app running in the simulator.
      • Submit the screenshots and the project as per your instructor's guidelines.

Conclusion

Congratulations on completing your first iOS app! This simple project has introduced you to Xcode and UIKit, setting the foundation for more complex apps in the future. Keep experimenting and happy coding!