

Lab 5 – Multiscreen App

CS2351M, Intermediate Mobile Application Development: iOS

Introduction

The purpose of this lab is to give you practice using a Navigation Controller in conjunction with your own code rather than using a Segue.

Part 1: Phone Word Tutorial Exercise

Do the exercise in the Xamarin Guide: [Hello iOS Multi-screen](#).

Take screen shots showing your app running.

Part 2: Add a Screen to Your App – Group A: Tic-tac-toe

About screen

Modify the Tic-tac-toe app you made earlier by adding an “About” view that contains information about the game. (Whatever info you like: instructions for playing the game, your name and date of writing the app, etc.) Implement this view with a Navigation Controller, but don’t use a Segue between the main scene and the about scene, use your own code to open the about scene. There should be a button on the main screen that launches the “About” screen. The “About” screen should have a back-button in its title bar that closes it and takes the user back to the main screen.

Score screen

This scene will keep track of wins and losses. Use a Navigation Controller with your own code (not a segue) to implement some kind of interesting transition when navigating to and from the second view.

Alternative lab assignment

Propose an app of your choice that uses some kind of navigational control and a segue to switch between a main scene and two other scenes.

Submission

Beta Version

Post the files listed below in the Beta + Code Review forum:

1. Part 1: Put the screen shots in a document, label each screen shot, and upload the document.
2. Part 2: Zip the solution folder. (Remove the *bin* and *obj* folders before zipping.)

Release Version

Revise your code as needed and upload the files listed below to the Moodle Lab Release assignment:

- Revised versions of items 1 and 2 above.
- A code review done by a lab partner with the “release” column completed by you.