**CIS 395**

**Assignment 2 – Worst Calculator**

**Points 45**

For this assignment, based on materials covered in Udemy section 2, you need to create a second app called “Simple Calculator.”

**Follow the steps below for UI design:**

1. First, you’ll need to create a new project and name the project “Simple Calculator” **(3 points).**
2. Select the Main, a storyboard for storing the user interface. **(1 point).**
3. View background color other than default. **(2 points)**
4. Add the label “Simple Calculator” in font size 30 & centered, place the label at the top & center, and change the **label background** (*of your choice*). Change the font color to something other than the default. **(3 points)**
5. Add two text fields: **(2 points)**
   1. Enter placeholder information as “**First Number**” for the first text field.
   2. Enter placeholder information as “**Second Number**” for the second text field.
6. Add four buttons: **(3 points)**
   1. Change the default name to “**+**”, “**-** “, “**\***”, “**/**”.
   2. Font Size 25
   3. Change the font color (of your choice).
7. Add another label, “**Result,”** in font size other than default. **(2 points)**
8. To ensure that the views stay in their places, select “reset to suggested constraints”. See below in red circle: **(2 points)**

A screenshot of a computer

Description automatically generated



**For calculator code:**

1. Go to the view controller and add another editor. **(1point)**
2. Adjust the main storyboard and code editor. **(1point)**
3. Establish **a connection** between **text fields, result labels, and the ViewController class. Drag and drop** the text fields between the class view controller and the override function. **(2 points)**
4. For the first field, give the name “**firstText**,” and for the second field, give the name “**secondText.” (1 point)**
5. For the result label, give the name “resultLabel”. **(1 point)**
6. Establish **a connection** between buttons and ViewController class. Note: *connection setup* between the override function viewDidLoad and the end of the ViewController class (two curly braces). **(4 points)**
7. For the sum button connection, give the name “sumClicked”.
8. For the sum button connection, give the name “minusClicked”.
9. For the sum button connection, give the name “multiplyClicked”.
10. For the sum button connection, give the name “divideClicked”.
11. Start the simulator and check your design. Here, click on the first text field and you can see the toggle software keyboard. See below: **(2 points)**

A screenshot of a phone

Description automatically generated

1. If not, go to the I/O tab of the Simulator and go to keyboard and select toggle software keyboard.

A screenshot of a computer

Description automatically generated

1. See the Udmay video 28 Calculator Code and 29 Safety and Scope to add the swift playground code: define constants, variables, functions, and for loop for each button. **(8 points)**
2. Run your simulator to check your working app. **(1 point)**

**Turn in through the blackboard:**

1. A screenshot of your running app in the Simulator showing the calculator result. **(1 point)**
2. A screenshot of your app closed in the Simulator showing all the elements. **(1 point)**
3. Add the files to your GitHub. **(2 points)**
4. Your GitHub Username and a link to your GitHub repository. **(2 points)**