# Lab # 3
User Input Data Application

Objective

To build an iPhone application that can accept user input data.

Key Concepts

- UITextField
- UITextView
- UIButton
- UILabel
- String data Type
- Naming convention
- Writing a clean code
- Swift Programming

Requirements

Build an iPhone application as shown in **Figure 1**. Each UI element has its own functionality as explained below:
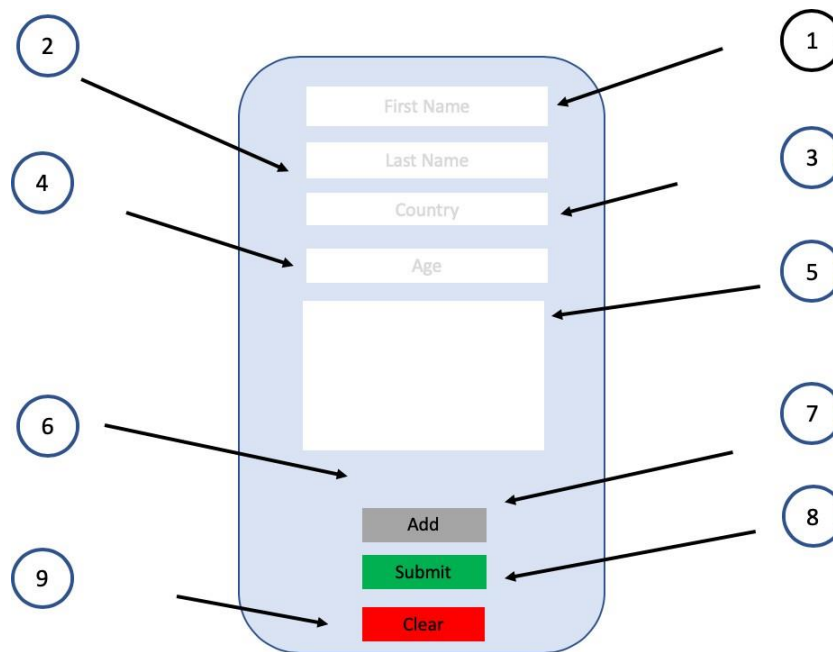
Figure 1 The overall layout of the application

1. The user provides the first name. (1 pt.)
2. The user provides the last name. (1 pt.)
3. The user provides the Country name. (1 pt.)
4. The user provides the age. (1 pt.)

5. The user can see the information before submitting it in the UITextview. (1 pt.)
6. Invisible label to display: "Successfully submitted!" once the user clicks the submit button and all the four information is written. The invisible label displays: "Complete the missing Info!" if one of the four information is missing. (1 pt.)
7. Add button. If it is clicked the user information will appear as shown in **Figure 2.** (1 pt.)
8. Submit button. If it is clicked a message will appear in the invisible label. (1 pt.)
9. Clear button. If it is clicked it will clear all the forms. (1 pt.)
10. You should write a clean code and follow/use the proper naming convention and functions. (1 pt.)
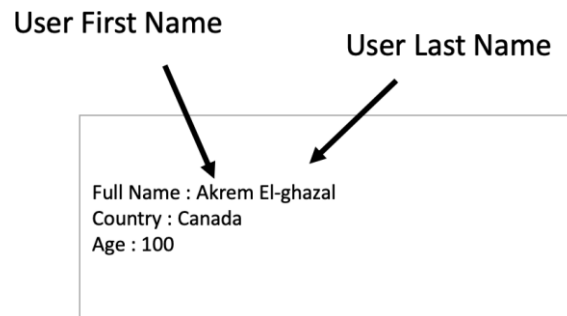
Figure 2 The output format of the UITextView