CS 646 iPad/iPhone Mobile Application Development
Fall Semester, 2018
Assignment 2

San Diego State University -- This page last updated 9/11/18

Assignment 2
Sept 21

Objectives

Introduction to iOS apps and related issues:

- Keyboard - hiding and selecting
- Dealing with text fields and buttons
- Saving data
- Using touch events to move objects on the screen (optional)
- Using sliders (optional)

The Application

Implement a iOS app that contains three text fields (Red, Green Blue) with labels, one button (with label Color) and a UIView. The UIView we will call the color view.

The color view starts with a black background. The user is to enter values 0 through 100 in the text fields. When one presses the button the background color of the color view is changed using the values that the user entered in the text fields. Sample screen shot below. Note that the keyboard is **not** shown after pressing the button.

The application should store the values in the text fields. So when the user "kills" the application and then restarts the app the values in the test fields are restored to the values they had before the app was killed and the color view is the same color is was before the app was killed. Killing the app is different than just placing the app in the background.

Optional

Allow the user to move the rectangle by touching the screen with one finger. When the user touches the screen the center of the rectangle is placed under the finger.

Add sliders to allow the user to change the colors with three sliders. As a user changes the slider the value in the corresponding text field and the color of the color view should change.

Grading

The assignment will be graded as follows:

Points	Item
10	View Contains button, textfields, labels and view for color
35	When color button is pressed the color of the color view changes. You can assume that the user enters proper values.
5	Use appropriate keyboard
20	Keyboard is dismissed when color button is pressed
5	Design and look of interface, following Apple UI guidelines
20	App properly has correct color values when restarted
5	Proper coding style
10	User touch moves rectangle (optional)
5	Sliders (optional)

What to Turn in

Create a Xcode project for the assignment. Xcode places the project in its own directory. Place the directory (and all its contents) into a zip file. Turn in the zip file.

Late Penalty

An assignment turned in 1-7 days late, will lose 3% of the total value of the assignment per day late. The eight day late the penalty will be 40% of the assignment, the ninth day late the penalty will be 60%, after the ninth day late the penalty will be 90%. Once a solution to an assignment has been posted or discussed in class, the assignment will no longer be accepted. Late penalties are always rounded up to the next integer value.