Lab 1

Step 1 Create a grip of 4 images.

A screen shot of a cell phone

Description automatically generated

Get views and place them for the images to know more about each Dinosaur.

Step 2 Get images inside the Grid.

A screen shot of a phone

Description automatically generated

Get image views and fill them with the shadows of the dinosaurs to be presented, plus labels showing “???”.

Step 3 Put the images and labels in stacks.

A screenshot of a computer

Description automatically generated

wrap images label them and make them one object.

Step 4 Add constrains.

A screen shot of a cell phone

Description automatically generated

Add constraints to all stacks so they have fixed margins set on the image relative to the parent object.

Step 5 merge all views and images.

A screen shot of a phone

Description automatically generated

Create horizontal stack views for the top views/images and another for the bottom views/images to then wrap them both in one other stack so all images can be moved together.

Step 6 Add constrains.

A screen shot of a phone

Description automatically generated

Add constraints to the Main stack, to set the main, first, and second stack proportionally and add fixed margins to the overall view so it will fill the whole screen.

Step 7 Navigation controller.

A screenshot of a phone

Description automatically generated

Add a navigation controller to start creating a new screen or have multiple jumps of screens.

Step 8 Add a new view controller.

A screenshot of a phone

Description automatically generated

Add a new view controller and assign the class DetailViewController so we can add and modify code inside this class in the new screen/view controller.

Step 9 connects both views.

A screenshot of a phone

Description automatically generated

Connect the Dino Guesser view to the new Detail view with the help of an identifier so the actions on screen 1 can redirect to screen 2.

Step 10 Add tap gestures recognizers.

A screenshot of a computer

Description automatically generated

Add a tap gesture to all four stack views so that when the user clicks on any part of the stack view the gesture will trigger an action.

Step 11 Connect and create actions.

A screen shot of a computer

Description automatically generated

Get the Tap Gesture Recognizer and link all of them to one action and then generate an action that will trigger each image to take you to the next screen.

Step 12 Get the name of each Dinosaur.

A screen shot of a computer

Description automatically generated

Generate an array that will keep the order and data for each Dinosaur so each stack can generate the specific Dinosaur.

Step 12.1 Modify Detail View.

A screen shot of a computer

Description automatically generated

Add a print stamen that returns the name of the selected Dinosaur on the console.

Step 13 Generate outlets.

A screen shot of a computer

Description automatically generated

Add the image view and labels to the detail view controller and create the outlets to connect the image and labels to the needed data.

Step 14 Add stacks and constraints to the detail view.

A screenshot of a computer

Description automatically generated

Add placeholders/names and style to the labels so you can identify them, then merge them in stacks so they can be organized in the different parts. Finally, add the same constraint as the previous view of 16 in all four dimensions to ensure that the objects will fill the screen and be organized.

Step 15 Add colors and style.

A screenshot of a game

Description automatically generated

Add some color to the views to identify each Dinosaur.

Step 16 Create more classes to make the round effect in both the views and the label.

A screenshot of a computer program

Description automatically generatedA screenshot of a computer

Description automatically generated

This code will allow me to create a radius corner value that I can modify to what I want.

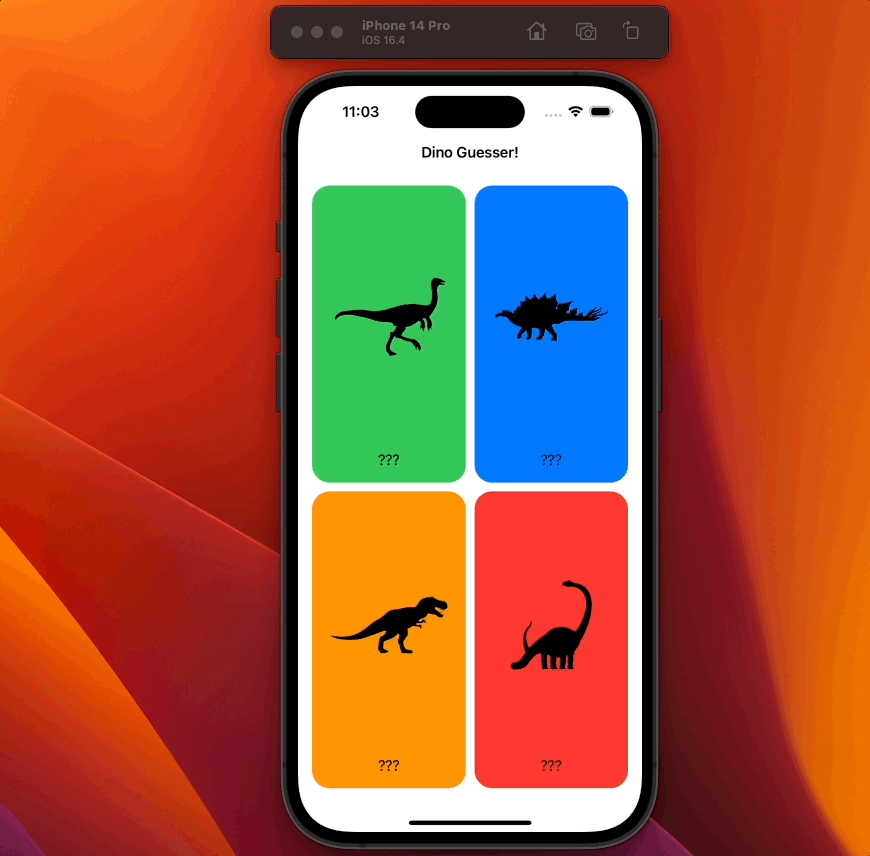
A screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated

This code will allow me to make the border radius but this time for the green label that shows the type of dinosaur being displayed, and also will keep the width of the label static for all the possible solutions.

Step 17 Final presentation.



This shows the final product of Lab 1 with all the colors and modifications made with the extra classes.