**Exam – 03**

**50 points**

For this exam, you will be developing a Games List App that provides a user-friendly interface for managing and viewing list of Games. The primary functionality of the app includes displaying a list of different games in a table view. Upon selecting a particular game from the list, the app will navigate to next view, displaying an image with animation and the description of the selected game.

1. **Instructions to create the project.**
2. Create a project in XCode with the name “**LastName\_Exam03**”.
3. While creating the app make sure to follow minimum deployment and project format as you done previously which is between 15.0 – 15.6 versions only.
4. **Instructions to create the Game List App.**
5. The UI of the app is shown in **Fig 01** and **Fig 02**.
6. Your app should be able to display names of games using a table view as shown in **Fig 01(**Figure 1 is just a reference for how the User interface would look like – it consists of sample elements in TableView – it may not show list of all games, as TableView is scrollable. Check sample video for exact output). All the games must be listed in alphabetical order. Whenever a user clicks on a particular game, it should navigate to next screen, then display the image with animation , the name of game and description of the game as shown in **Fig 02.** You can utilize the struct file and the images provided in the zip file.
7. **View 1:**
   1. View 1 should contain a table view to display the game names as shown in Fig. 01.
   2. Rename the View Controller file to "**LastNameHomeViewController.**
   3. Establish an outlet connection named "**LastNameTVOL**" for the table view and set the cell identifier for the table view cell as "**lastNameCell**".
   4. The title of the **View 1** should be “**Games.”**
8. **View 2:**
   1. View 2 should contain one image view, one label and one text view:
      1. Image View for displaying image of game.
      2. Label for displaying the name of the game.
      3. Text View for displaying the description of the game.
   2. Name the outlets as “**“****imageViewOL**”, “**nameOL”,** **“****descriptionOL”** respectively.
   3. The title of the **View 2** should be the name of the selected game.
   4. Also, rename the second view controller as "**LastNameGameController**."
9. Please make sure you have used the segue name as "**lastNameDescriptionSegue**" to facilitate the navigation between the two views.
10. Make sure to replace "**LastName**" with your actual last name.

**Refer the below images for sample outputs.**

A screenshot of a phone

Description automatically generated A cell phone with a person riding a bicycle

Description automatically generated

**Fig.01 – Home View Fig.02 – Game Description View**

1. **Submission Instructions:**
2. Save your XCode project.
3. Compress the folder and submit it to Exam 03.