CS 329E: Bulko
Programming Assignment 10
SwiftUI

1   Problem Definition

This assignment is simple. Redo HW2, using SwiftUI instead of Interface Builder.

2   Detailed Instructions

1. Use a Button View to implement the Login button. Learn about Button Views in SwiftUI by reading A Beginner's Guide to SwiftUI Buttons.

2. Learn about Text Fields in SwiftUI by reading How to Read Text from a TextField. It may also be helpful to read What is the @State Property Wrapper? to understand how variables are managed in SwiftUI.

3   Grading criteria

1. The user interface conforms to the design shown. (50%)

2. The code behaves according to the above specifications. (50%)

3. **If the app does not build and run, ZERO points will be given.**

4. **If the app does not use SwiftUI for all of its UI design, ZERO points will be given.**

5. The Coding Standard is followed. One point deducted for each violation.

4   General criteria

1. I will be looking for good documentation, descriptive variable names, clean logical structure, and adherence to all coding conventions expected of an experienced programmer, as well as those outlined in the Coding Standard document. There will be penalties for failure to meet these standards.

2. Your code must compile and run before submission.

3. Xcode will automatically generate standard headers to your .swift files. Add two lines to each Swift file so that the header includes the following:

   // Project: LastnameFirstname-HW10
   // EID: xxxxxx

// Course: CS329E