# **HOMEWORKS #2-5**

dedicated to Research Seminar «Development of applications for the Apple iOS platform»

### **HW 2: part 1**

### **Theme and Objective**

Theme	Simple project creation
Objective	Mastering programming layout creation and stack view usage

#### **Task description**

You should create a simple app without storyboard.

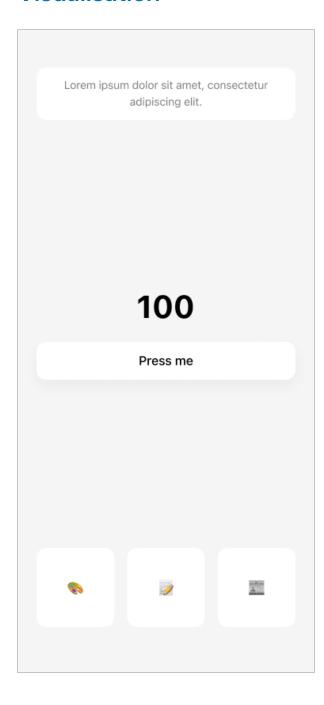
### **Task requirements**

#### During this task:

- · You are not allowed to use React, SwiftUI, Objc-C or anything except vanilla Swift.
- You cannot use StoryBoard to layout the app.

• ...

Grade	Task
0	The task was not submitted or it contains nothing
1	The task has nothing to do with the assignment.
2	The project has button and label (with integer value)
3	When the button is pressed, label changes (number increases)
4	Button can be used more than once
5	«Comment» label is created (pinned to the top of the device)
6	«Comment» label changes corresponding to the value of the integer label
7	«Comment» label changes with animation
8	Stack view with buttons is created
9	The app looks similar on devices with different sizes
10	Shadows for button is added using CALayer extension /or/ any button triggers haptic response on click



### **HW 3: part 2**

### **Theme and Objective**

Theme	-
Objective	-

### **Task description**

You should create a simple app without storyboard.

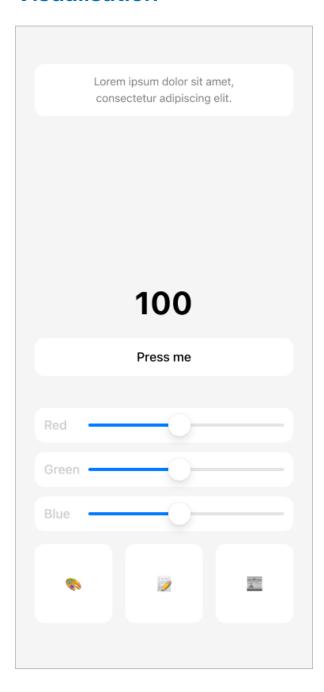
### **Task requirements**

#### During this task:

- · You are not allowed to use React, SwiftUI, Objc-C or anything except vanilla Swift.
- You cannot use StoryBoard to layout the app.

• ...

Grade	Task
0	The task was not submitted or it contains nothing
1	The task has nothing to do with the assignment.
2	View appears when palette button is pressed
3	View consists of vertical stackview with 3 (RGB) horizontal stackviews (label - slider/input)
4	Sliders are interactive
5	View with colours can be closed using second tap on palette button
6	App background changes color corresponding to sliders drags
7	Color change is done using animation
8	Sliders/Inputs represents background color from the beginning (when palette button is pressed for the first time)
9	The app looks similar on devices with different sizes and elements don't overlap
10	Other buttons in stackview are disabled when palette button is active



### **HW 4: part 3**

### **Theme and Objective**

Theme	-
Objective	-

#### **Task description**

You should create a simple app without storyboard.

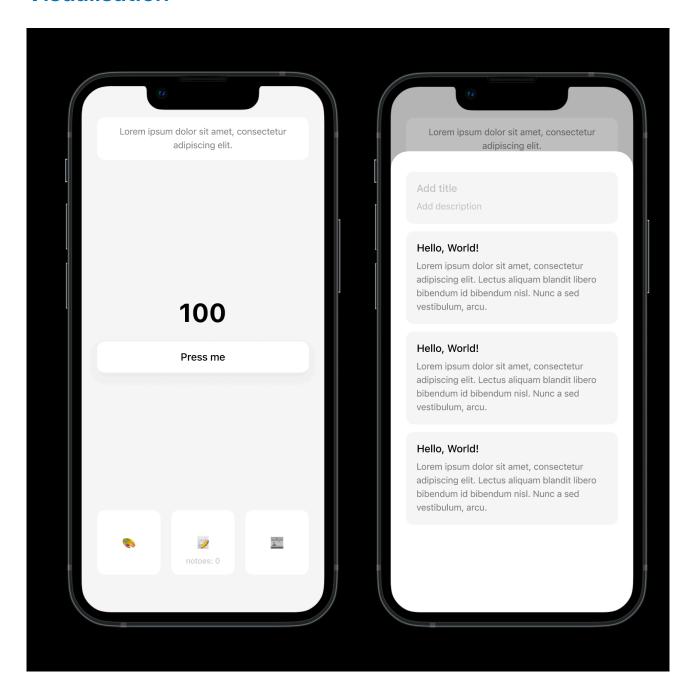
### **Task requirements**

#### During this task:

- · You are not allowed to use React, SwiftUI, Objc-C or anything except vanilla Swift.
- You cannot use StoryBoard to layout the app.

• ...

Grade	Task
0	The task was not submitted or it contains nothing
1	The task has nothing to do with the assignment.
2	View controller appears when button is triggered
3	TableView inside ViewController has cells
4	Each cell
5	
6	
7	
8	Label in the notes button represents number of notes
9	
10	The task is done using protocol



### HW 5: part 4

### **Theme and Objective**

Theme	-
Objective	-

#### **Task description**

You should create a simple app without storyboard.

### **Task requirements**

#### During this task:

- · You are not allowed to use React, SwiftUI, Objc-C or anything except vanilla Swift.
- You cannot use StoryBoard to layout the app.

• ...

Grade	Task
0	The task was not submitted or it contains nothing
1	The task has nothing to do with the assignment.
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	-
10	-

