

# iOS Hands-On 4

Swift



# Task 1

- Create application with the following screens
  - Home screen shows number of friends and button to go to add screen
  - Table view shows names of friend
  - Details screen displays friend details
  - Add screen where user can add new friend with name, email and phone



# Task 2

- Update the previous task to support friend update and remove



# Task 3

- Create an application with two screens:
  - Game: where user can play guess number with:
    - Current score, High score and reset button
  - Settings: where user can set the magic number, max number of trails and reset the high score



# Task 4

- Create an application with to show country list with next and previous button.
- Use a bundle pList file to store the following list of countries:
  - KW
  - KSA
  - QA
  - UAE



# Task 5

- Create an application where user can add some word, and save to a file. Then he can search it and system should print if it was found or not found



# Task 6

- Create a restaurant menu app with the following screens:
  - Table with two section that shows names of drinks and sandwiches
  - Details screen which shows details of the selected menu item
- Hint: Use two bundle pList files to save both drinks and sandwiches data



# Task 7

- Create a Friends directory app with: add, update, delete, search, view all screens
- Use plist files to save friend list