



Mobile Engineering for iOS

Quiz 01

First Name: _____

1. When should you use each of the following...

int: *for integers (i.e. whole numbers)*

float: *for numbers with a decimal point*

bool: *for Booleans (i.e. binary values such as Yes/No, True/False, or 1/0)*

2. What is a universal app (in comparison to a iPhone or iPad app)?

A Universal app is one that runs a single executable on both an iPhone and an iPad. A Universal app typically has different a different format/layout for each platform. This is distinguished from an iPhone app that will run on both an iPhone or an iPad (but a double the iPhone size). iPad only apps will only run on iPad

3. What do we use Interface Builder for?

Interface Builder is used to visually layout Storyboards and Xibs

4. How is a UILabel similar to and different from a UITextField?

Both generally display one line of text (though UILabel can display more). A UILabel doesn't allow user interaction by default, where a UITextField does. UITextField automatically brings up the keyboard for data entry, and has a series of delegate methods for managing interactivity

5. What are the main two ways we can make sure only the correct data is entered into a UITextField?

Select the best keyboard, and use the `shouldChangeCharactersInRange` method

6. What are the first two steps of the View Controller Life Cycle?

`viewDidLoad`

`viewWillAppear`

7. Please fill in the following table...

Operator	Purpose
+	<i>Add values together</i>
-	<i>Subtract one value from another</i>
=	<i>Assign a value to a variable</i>
%	<i>Get the remainder when dividing one integer from another</i>
*	<i>Multiply one number by another</i>
++	<i>Add 1 to a variable</i>
--	<i>Subtract 1 from a variable</i>
+=	<i>Add one variable to another variable and place it in itself</i>



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8. Please fill in the following table assuming `float x = 12.345; int y = 6; int z = x;`

Code	Output
<code>[NSString stringWithFormat:@"%f",x]</code>	12
<code>[NSString stringWithFormat:@"%1.2f",x]</code>	12.35
<code>[NSString stringWithFormat:@"%05.1f",x]</code>	012.3
<code>[NSString stringWithFormat:@"%i",y]</code>	6
<code>[NSString stringWithFormat:@"%d",y]</code>	6
<code>[NSString stringWithFormat:@"%i",z]</code>	12

9. What are the steps needed to create a button (in IB) that logs a message?

Add the button in IB

Add a method in the .m with a IBAction

Add an NSLog to the method

Wire up the button to the method in IB

10. Explain pointers:

Pointers create a reference to an object's location in memory, so when you pass a pointer around you are only passing the object's reference not the object itself.