Final Project

[Total Marks: 100]
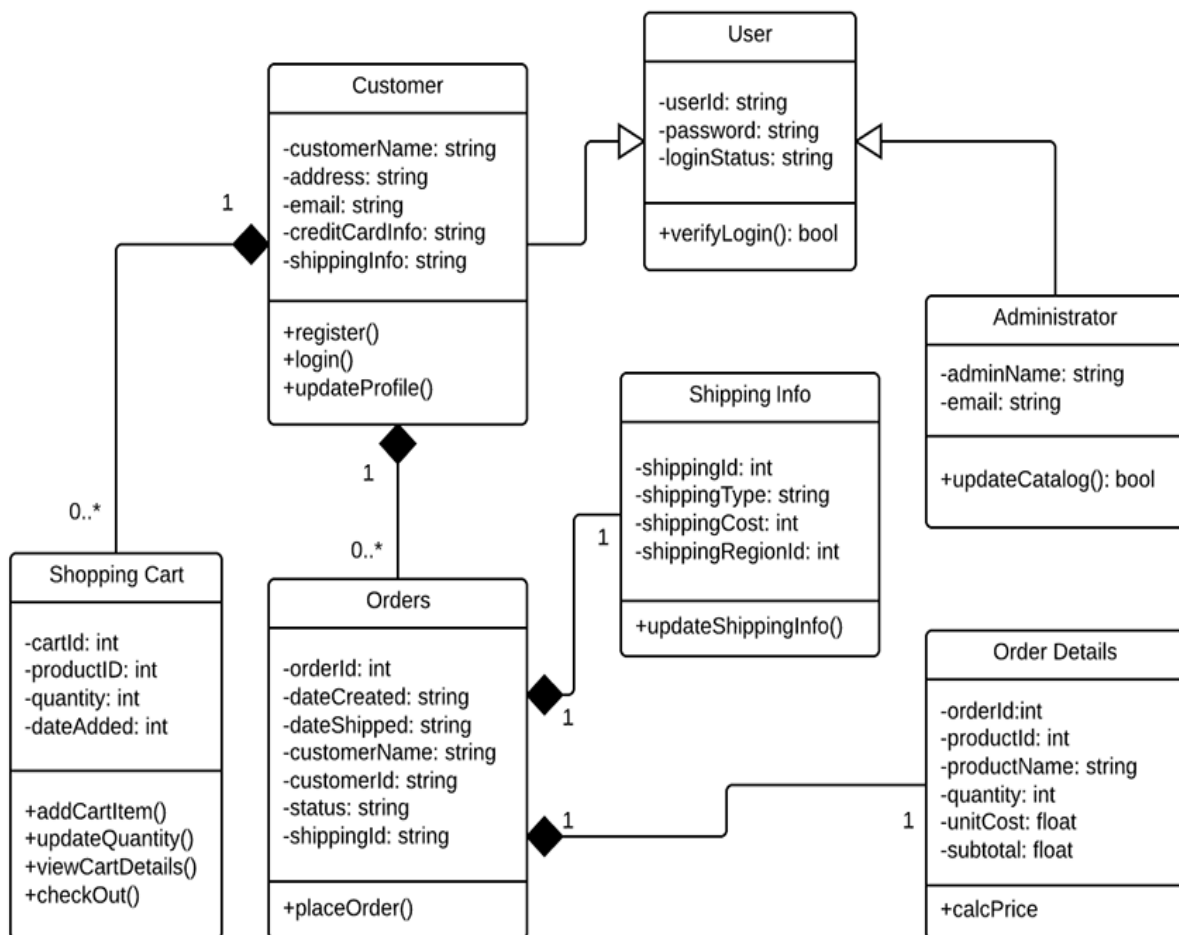
INSTRUCTOR: Jigisha Patel

CLASS: 2018W_MAD 3004_1
Introduction to Swift Programming

Evaluation: 35%
Due Date: 13 Feb 2018, 11:55 PM

1. Create a Swift project for the following UML Diagram.

2. You are free to add or remove methods (polymorphic or not) and/or properties to ANY class(es).
3. You must create a swift protocol (**IDisplay**) containing one single method i.e *func displayData() -> String.*
4. Every class MUST adopt the IDisplay protocol and return a printable version of their properties.
5. You MUST use Swift "Set" and/or "Get" to expose ONLY what needs to be exposed by each class (hint: all properties MUST be private and accessed only via swift Get and Set methods).
6. You may create ABSTRACT classes wherever it is required.
7. In order to test the output, you must create at least 2 objects of each non_abstract class.

Note:
1. The final project must be completed individually.
2. Create a zip file named as **Firstname_CollegeID_MAD3004_FP.zip** that contains all the files(WITH PROPER NAMING CONVENTION) related to your final project and upload it on Moodle for submission.