

# Simplest App

Read the following programming guide and make sure you understand the following concepts:

- *UIWindow*
- *UIScreen*
- *UIView*
- *makeKeyAndVisible* function

## View Programming Guide for iOS

[https://developer.apple.com/library/ios/documentation/WindowsViews/Conceptual/ViewPG\\_iPhoneOS/Introduction/Introduction.html](https://developer.apple.com/library/ios/documentation/WindowsViews/Conceptual/ViewPG_iPhoneOS/Introduction/Introduction.html)

Read the following programming guide and implement the following gestures in the sample project:

- *UITapGestureRecognizer* to implement single tap, double tap and two-finger tap on a view.
- *UIPinchGestureRecognizer* to implement zoom in and out on an image
- *UIPanGestureRecognizer* to implement pan/dragging of a view
- *UISwipeGestureRecognizer* to implement a swipe on the screen in any direction to change background color of the screen
- *UIRotationGestureRecognizer* to rotate a view or image view
- *UILongPressGestureRecognizer* to implement a long press / touch-and-hold functionality on a view.

## Event Handling Guide for iOS

<https://developer.apple.com/library/ios/documentation/EventHandling/Conceptual/EventHandlingiPhoneOS/Introduction/Introduction.html>

Finally, add a simple calculator feature that allows the user to enter a number into each of two text fields and press a button to add them together. The sum should appear on a *UILabel* and on a *UIAlertController*