Day 1

1. As a user, I want to be able to enter a number

- Create a new project called: **Multiply**
- Add a `UITextField` to your ViewController in Storyboard
- Connect the `UITextField` to an IBOutlet in ViewController.m named: **numberTextField**

2. As a user, I want to see my multiplier

- Add a `UILabel` to your ViewController scene in the storyboard
- Connect the `UILabel` to an IBOutlet in your ViewController.m and name the IBOutlet: **multiplierLabel**
- Set the text of the label to **10** via its Storyboard properties

3. As a user, I want to see the answer to the equation

- Add another `UILabel` to your ViewController scene
- Connect the `UILabel` to an IBOutlet in your ViewController.m and name it: **answerLabel**

4. As a user, I want to execute the calculation for my equation

- Add a `UIButton` to your ViewController's scene in Storyboard and set its title text: **Calculate**
- Connect an IBAction for the button to your ViewController.m. Name the method: **onCalculateButtonPressed:**
- In your **onCalculateButtonPressed:** method body in the ViewController.m file, add code that retrieves the text from **numberTextField**, convert it to an `int`, and then assign it to a local variable.
- In your **onCalculateButtonPressed:** method body in the ViewController.m file, add code to retrieve the text from your **multiplierLabel**, convert it to an `int`, and then assign it to a local variable.
- In your **onCalculateButtonPressed:** method body in the ViewController.m file, add code to multiply your two local variables and assign the result into a final local variable.
- In your **onCalculateButtonPressed:** method body in the ViewController.m file, add code to assign the value of the final variable containing the product of your multiplication to the **answerLabel**.

5. As a user, I want to see the whole equation

- Add a `UILabel` to your ViewController using the Storyboard, assign the value of the label to a multiplication sign: *****

- Add a `UILabel` to the ViewController using the Storyboard, assign the value of the label to an equal sign: **=**

6. As a user, I want to have color

- If the result is equal to or greater than 20, change the background color of the whole ViewController to green.
- If the result is less than 20, the background color should be white.

7. As a user, I want to fizz buzz

- If the calculated result is a multiple of 3, make **answerLabel's** text: **fizz**
- If the calculated result is a multiple of 5, make **answerLabel's** text: **buzz**
- If the calculated result is a multiple of 3 and 5, make **answerLabel's** text: **fizzbuzz**
- Otherwise continue to show the number result, as before

8. As a user, I want to change the value of multiplierLabel with a UISlider

- Add a `UISlider` to your Storyboard
- When the user drags the slider and changes its value, adjust the value of **multiplierLabel** to be the same
    - hint: check out `UISlider's` properties on the Apple Docs in order to get its value
- Ensure **multiplierLabel** always shows an integer value from 0 to 10.

9. As a user, I want to switch the operator using UISegmentControl

- Add a `UISegmentControl` to your Storyboard, replacing the * label
- Modify it so the segments are titled ***** (for multiplication) and **/** (for division)
- Connect the `UISegmentControl` to an `IBOutlet` called **operatorSegmentControl**
- When the **calculate** button is pressed supply the logic to decide which operator to use depending on which segment is selected
    - hint: Check out `UISegmentControl's selectedSegmentIndex` property in the Apple doc's

10. As a user, I want the keyboard to dismiss when I press calculate

When the the calculate button is pressed, dismiss the keyboard

- hint: google dismissing keyboard iOS