**Introduction**

* The app shows all the games for each game seasons in a tableview.
* I changed the measurements in pixel to points in iOS screen by dividing the pixel points by 2

Therefore for example the cell size in the instructions document which is 240 pixels will be

120 points in my iOS app. I am not completely sure whether this is the desired way of doing it.

If not please let me know and I will quickly adjust and send back.

* I also divided the fonts by two so 100px in the document will be 50 points font size in my iOS app
* I have centered the view with the @ label as the center, I used the constant width given only on the left side views . The left and right side views are almost identical except for fixed width constraint.
* The app works for any iPhone with iOS 13 or later in both portrait and landscape mode.

**Frameworks Used**

I haven’t used any third party library and I used Codable for parsing Json. I have used storyboard and nib files for lay-outing the Views.

**How To Run It**

Open the Xcode project file and connect a simulator or device with iOS 13 and later and press the run button.

**Demo**

