# ColorMaker - iOS App Documentation

\*\*Group Members:\*\* Kunj Kariya, Ibtita Huda

## Introduction

ColorMaker is an iOS application built using Storyboard and Swift. It allows users to adjust RGB sliders to dynamically change the background color while displaying the corresponding hex code. Additionally, a random color button generates new colors, and a web lookup feature allows users to find more details about a selected color.

## Features

• Adjust RGB sliders to change the color in real-time.

• Display the hex code of the selected color.

• Generate a random color using a button.

• Open a webpage with details about the color.

## Methods Used

### 1. updateColor()

• Retrieves the RGB slider values and applies them to the UIView background.

• Converts RGB values into a hex code and updates the text field.

### 2. sliderChanged()

• Triggered when any of the three sliders (Red, Green, Blue) change.

• Calls updateColor() to reflect the new color and hex code.

### 3. randomColorPressed()

• Generates a random color using random float values between 0 and 1.

• Updates the sliders and calls updateColor() to display the new color.

### 4. getColorInfoPressed()

• Reads the hex code from the text field.

• Constructs a URL using colorhexa.com and opens it in Safari.

## Technologies Used

• Swift (UIKit)

• Storyboard for UI Design

• Xcode for development

• Git for version control

## How to Run the Project

1. Open the project in Xcode.

2. Connect an iPhone or use the iOS Simulator.

3. Run the project and test the sliders, buttons, and web lookup feature.

## GitHub Repository

Push the project using the following commands:

```bash  
git init  
git add .  
git commit -m 'Initial Commit'  
git branch -M main  
git remote add origin <your-github-repo-url>  
git push -u origin main  
```