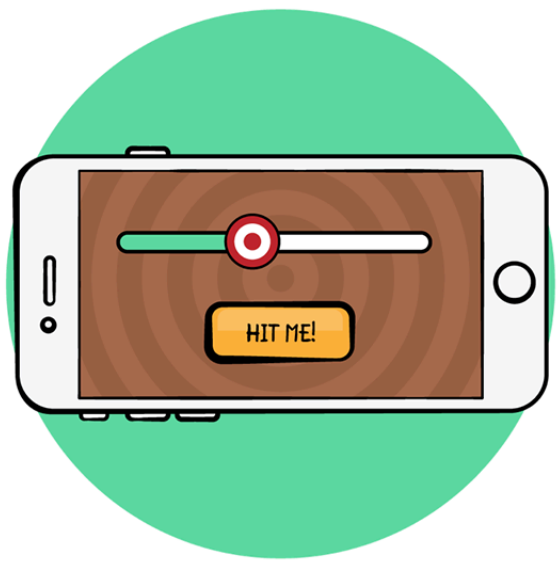


BEGINNING iOS 10

PART 1

GETTING STARTED



HANDS-ON CHALLENGES

Beginning iOS 10 Part 1: Getting Started

Brian Moakley

Copyright ©2016 Razeware LLC.

Notice of Rights

All rights reserved. No part of this book or corresponding materials (such as text, images, or source code) may be reproduced or distributed by any means without prior written permission of the copyright owner.

Notice of Liability

This challenge and all corresponding materials (such as source code) are provided on an "as is" basis, without warranty of any kind, express or implied, including but not limited to the warranties of merchantability, fitness for a particular purpose, and noninfringement. In no event shall the authors or copyright holders be liable for any claim, damages or other liability, whether in action of contract, tort or otherwise, arising from, out of or in connection with the software or the use of other dealing in the software.

Trademarks

All trademarks and registered trademarks appearing in this book are the property of their own respective owners.

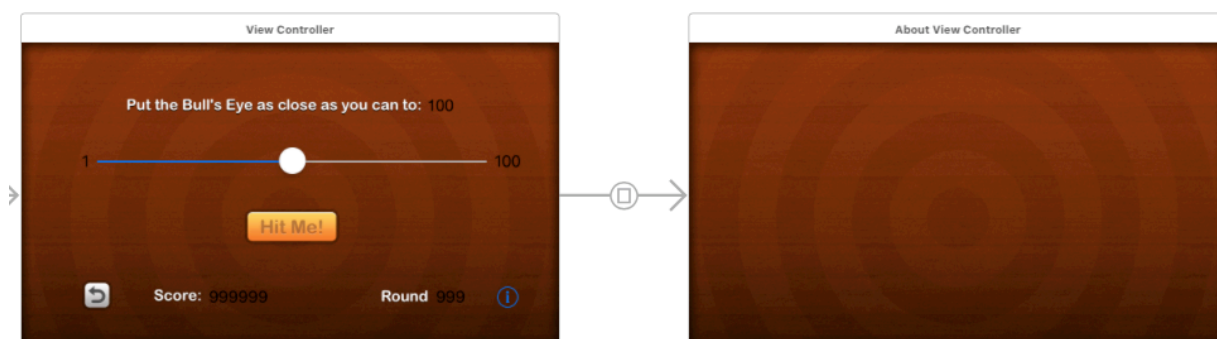
Challenge #8: Adding Screens

By Brian Modkley

In this challenge, you'll add the remaining images and label formatting to the Bullseye game. The sample app is where the demo was last left off. You can use your own project or you can use the sample project.

Getting Started

Here is the current state of the app.

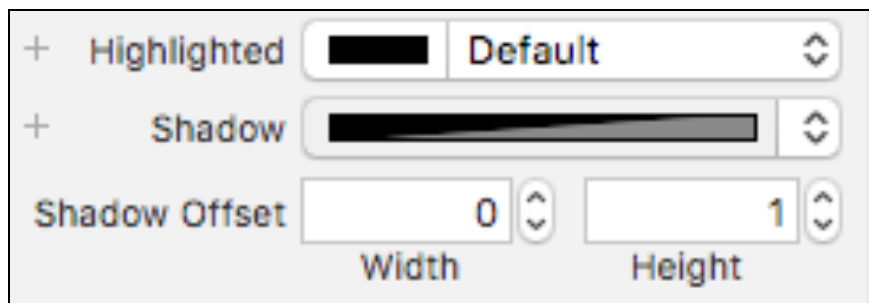


By the time you have finished the app, it should look like so:



Here's the breakdown for each control:

Points Labels (100, 999999, 999): Color: White Font: Arial Rounded MT Bold Font Size: 20 Highlighted: Black Shadow: Black / diagonal grey Shadow Offset: 0 1



Slider labels (1, 100):

Set **Color** to **White**, **Font** to **Arial Rounded MT Bold**, **Font Size** to **16**, **Highlighted** to **Black**, **Shadow** to **Black / diagonal grey**, and **Shadow Offset** to **(0, 1)**

For the Info button, set **Type** to **Custom**, **Image** to **InfoButton**, **Background** to **SmallButton**, **Width** to **32**, and **Height** to **32**.

On the about screen, drag a **textview** from the object library. Here's how to configure it. Set **x** to **20**, **y** to **20**, **Width** to **537**, **Height** to **254**, **Color** to **White**, **Font** to **System**, **Font Size** to **14**, and set **Text** to:

**** Bull's Eye ***

Welcome to the awesome game of Bull's Eye where you can win points and fame by dragging a slider.

Your goal is to place the slider as close as possible to the target value. The closer you are, the more points you score. Enjoy!"

Next, you need a close button. Drag a **UIButton** from the object library and place it underneath the text view. Set **Type** to **Custom**, **Title** to **Close**, **Background** to **Button-Normal**, **Font** to **Arial Rounded MT Bold**, **Size** to **20**, **Text Color** to **red: 96, green: 30, blue: 0, opacity: 100%**, and **Shadow Color** to **white, 50% opacity**.

For state highlighted, set **Background** to **Button-Highlighted**, **Text Color** to **red: 96, green: 30, blue: 0, opacity: 100%**, and **check** the **Reverses On Highlight** option.

Last, but not least, write the code to dismiss the about view controller when the user taps the close button.

Good luck!