

Due Date: 04/08/2018

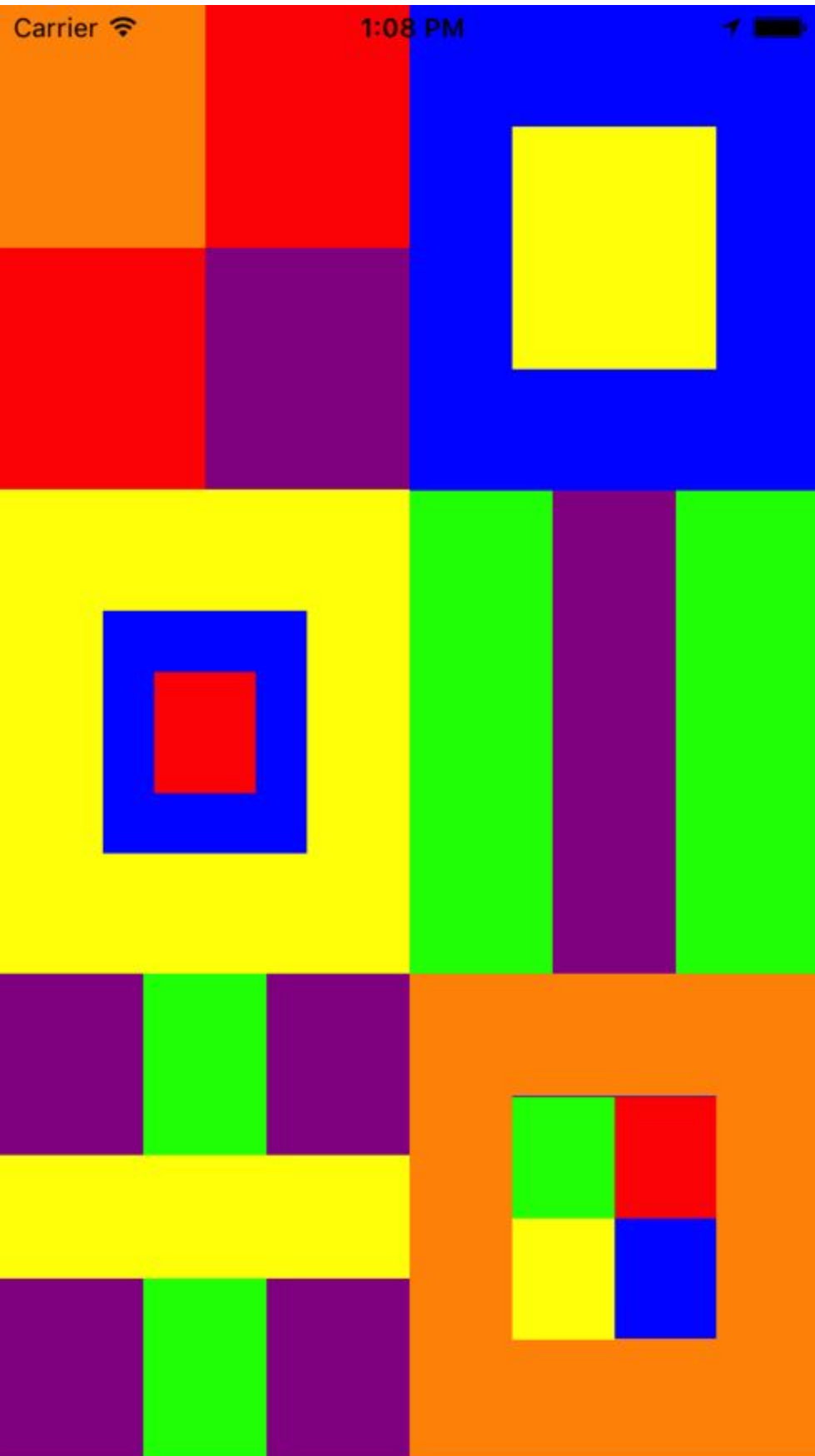
Objective: UIViews

HW:

Views are the visual component of every iOS app. Without them, the user could never interact with your app, and it would be a very boring user experience indeed. The user interfaces of today's apps, while being very minimal and easy to use, are not easy to build. User's don't know this, but it takes a large amount of effort by us programmers to make an intuitive user interface. This is why learning how to build UI's is so important. If you are going to make an iOS app, then you need to understand the in's and outs of UIView and it's subclasses like UILabel, UIButton, UIScrollView, etc.

Specifically, for this assignment, you will just practice how to layout basic UIViews. You will shape, position, and colors these views in a semi-complex layout by creating auto-layout constraints in the storyboard.

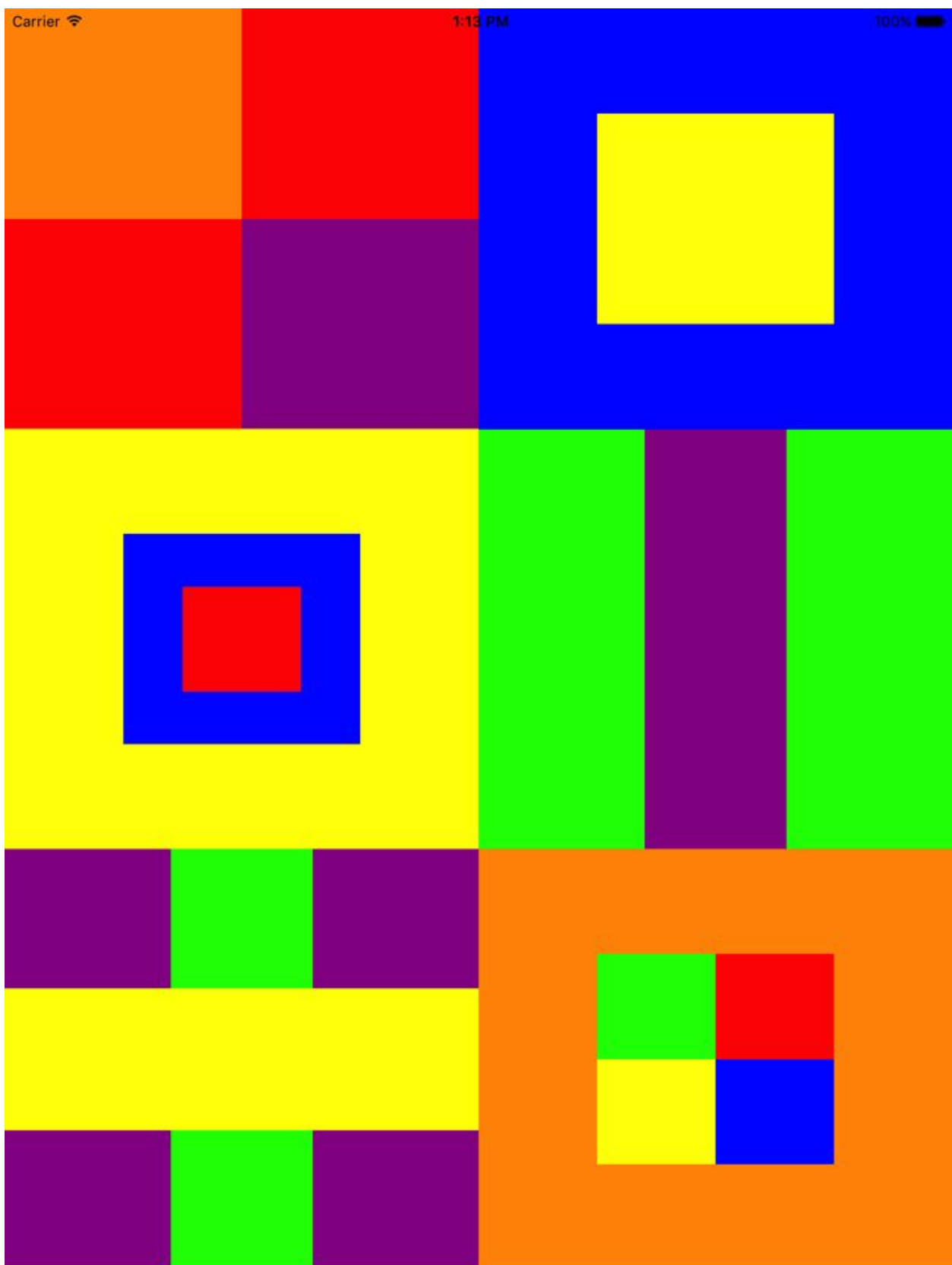
When you are done, your UI should look like this on a iPhone 7.



You need to build this UI with constraints in one view controller. Because you are building this with autolayout constraints, running your app on an iPad should look very similar. The list of things that you need to do are as follows:

1. Add subviews to a view by dragging views into it.
2. Size views accordingly, with some views being half as long as the screen, and 33% as tall (hint).
3. Position views according to it's parent. Some views will need to be in the center of its parent, and some will need to be at the top left, top right, etc.

When you run your app on an iPad Air 2 (or any normal sized iPad) it should look like this.



Your UI will not need to be EXACTLY the same as what is shown, but you should get close. Demonstrate that you spent the time to learn how to use and apply the many different kinds of constraints that are used here.

Good luck.

- Please note: NO WARNINGS, of any kind.

HW Restrictions:

- N/A

HW Submission Guidelines:

- 0 warnings.
- Don't create a new repo. One will be created for you from Github classroom.
- You must use git in Xcode before pushing to github.
 - Which mean first thing you do when you create the project is to push to github with the comment 'initial commit'.
- Your HW must be on GitHub organization ios-sp18.
- Don't make commits to your code past the deadline.
- Don't work off of 'master'. work on a feature branch then merge your code to master once it's stable.
 - But at the end it must be merged to master. I will only grade master.
- Make more frequent commits to your feature branch.
- My gitHub id is 'altahat' using my email: altahat@uwp.edu
- You don't have to notify me when you're done with your HW. I will only pull commits on or prior to the due date.