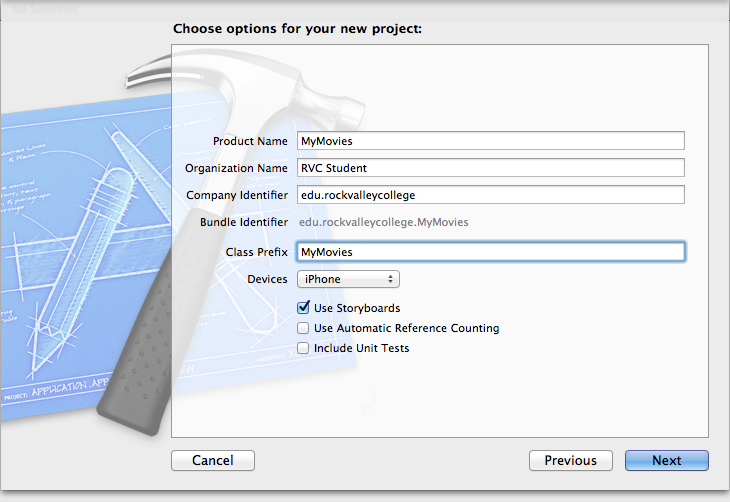
My Movie App

This app shows how to load local movies into your app. You will find 3 of your favorite movie trailers, download the movies and embed in app to play. The app will have a main title screen with options to launch the 3 movies for 3 other views. The app will only run in landscape mode.

1. Start new storyboard iPhone single view app named “MyMovies”



1. Bring in “My Movie” title along with an image of a movie on first view
2. Download 3 movies from youtube and save as .mp4 files (Use FireFox addon to download youtube videos)  
   <https://addons.mozilla.org/en-us/firefox/addon/easy-youtube-video-downl-10137/>
3. Add movies into supporting files
4. Add 3 images from movie (use imdb) into supporting files
5. Add Title “My Movies”
6. Add 3 buttons and change background to movie image
7. Add 3 other new Views to load movie trailers
8. Add 3 Objective C Class for each view and bind to views
   1. trailer1ViewController
   2. trailer2ViewController
   3. trailer3ViewController
9. Add to link library MediaPlayer.Framework
10. Code for .h file

// Trailer1ViewController.h

// MyMovies1

//

// Created by Charles Konkol on 4/8/13.

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//

#import <UIKit/UIKit.h>

#import <MediaPlayer/MediaPlayer.h>

@interface Trailer1ViewController : UIViewController

{

MPMoviePlayerController \*player;

}

@end

1. Add code to .m file

- (void)viewDidLoad

{

//Change to match you video filename in supporting files

NSString \*url = [[NSBundle mainBundle]

pathForResource:@"movie1"

ofType:@"mp4"];

player = [[MPMoviePlayerController alloc]

initWithContentURL:[NSURL fileURLWithPath:url]];

[[NSNotificationCenter defaultCenter]

addObserver:self

selector:@selector(movieFinishedCallback:)

name:MPMoviePlayerPlaybackDidFinishNotification

object:player];

//—set the size of the movie view and then add it to the View window—

player.view.frame = CGRectMake(10, 40, 550,250);

[self.view addSubview:player.view];

//—play movie—

[player play];

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

}

//—called when the movie is done playing—

- (void) movieFinishedCallback:(NSNotification\*) aNotification {

MPMoviePlayerController \*moviePlayer = [aNotification object];

[[NSNotificationCenter defaultCenter]

removeObserver:self

name:MPMoviePlayerPlaybackDidFinishNotification

object:moviePlayer];

[moviePlayer.view removeFromSuperview];

[player release];

}

-(BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation

{

// Return YES for supported orientations

return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);

}

- (void)viewDidUnload

{

[super viewDidUnload];

}

- (void)viewWillAppear:(BOOL)animated

{

[super viewWillAppear:animated];

}

- (void)viewDidAppear:(BOOL)animated

{

[super viewDidAppear:animated];

}

- (void)viewWillDisappear:(BOOL)animated

{

[super viewWillDisappear:animated];

}

- (void)viewDidDisappear:(BOOL)animated

{

//Stop Player when Back button caused view to disappear

[player stop];

[super viewDidDisappear:animated];

}

1. Test
2. Add App icon (57X57, 114X114)
3. Test
4. Done