

CS 329E - Spring 2018 - Homework 2

Due date: 2/6/18 by 11:59pm, late work is not accepted
Points: 20 points
Submit: A zip file of your entire project folder.
Name your zip file: **<last-name><first-name>-hw2.zip**
Example: for Joe Smith SmithJoe-hw2.zip

Description: This will be an exercise in defining and creating a simple iOS application with a single screen.

The application behavior should be:

- The user enters values into the name and city fields.
- The user touches the Return key on the keyboard or anywhere that isn't a view and the keyboard is dismissed.
- The user touches the Save button and the message-label UI element is modified with the string "<name> - <city>". The <name> and <city> values come from the related elements in the user interface.
- If either the name or city fields are empty when the user touches the Save button the message "You must enter a value for *both* name and city!!" should be displayed in the message label area.

1. Create a Single View application project named **<last-name><first-name>-hw2**.

2. Open the storyboard:

- a. Set the storyboard device size to be iPhone 7.
- b. Modify the empty view controller to match the screen shot below.

This user interface contains the following UI elements:

- A label for "Enter your name and City:"
- A label for "Name:"
- A label for "City:"
- A text field to enter the name value.
- A text field to enter the city value.
- A label for "When ready click save".
- A button with the title "Save".
- A label that will be modified programmatically for messages, but can be initially set to "<message label>" or just blank. This will be under the button.

3. Define a button handler called btnSaveClicked.

The button handler should get the name and city values from the text fields and, if both are not empty, modify the message label text to be "<name> - <city>". If either name or city is empty, update the message label text to say "You must enter a value for *both* name and city!!".

Grading criteria:

1. The application builds and runs. (2 points)
2. The user interface matches the screen shot. (9 points)
3. The application behaves as defined. (9 points)
4. The coding standard is followed. (1 point deducted for each kind of violation)

Before the user does anything - the app should look like this:

Carrier 8:25 PM

Enter your name and city:

Name:

City:

When ready click save

[Save](#)

<message label>

The image is a mobile app mockup with a light gray background. At the top, there is a status bar with 'Carrier', a signal strength icon, the time '8:25 PM', and a battery icon. Below the status bar, the text 'Enter your name and city:' is displayed. Underneath this text are two text input fields. The first field is preceded by the label 'Name:' and the second by 'City:'. Below the input fields, the text 'When ready click save' is centered. Underneath this text is an orange rectangular button with the word 'Save' in blue. At the bottom of the screen, the text '<message label>' is centered.

When the user enters a value for name and city and taps the Save button:

Carrier 8:26 PM

Enter your name and city:

Name: Joe Jones

City: Austin

When ready click save

Save

Joe Jones - Austin

This is a screenshot of a mobile application interface. At the top, the status bar shows 'Carrier', signal strength, the time '8:26 PM', and a battery icon. The main content area has a light gray background. It starts with the text 'Enter your name and city:'. Below this are two text input fields. The first is labeled 'Name:' and contains the text 'Joe Jones'. The second is labeled 'City:' and contains the text 'Austin'. Below the inputs is the text 'When ready click save'. Underneath that is a large orange button with the word 'Save' in blue text. At the bottom of the screen, the text 'Joe Jones - Austin' is displayed, representing the result of the save action.

When the user does not enter a value for name or city and taps the Save button:

A screenshot of a mobile application interface. At the top, the status bar shows 'Carrier', a Wi-Fi icon, the time '8:27 PM', and a battery icon. The main content area has a light gray background. It starts with the text 'Enter your name and city:'. Below this are two text input fields. The first field is labeled 'Name:' and contains the text 'Joe Jones'. The second field is labeled 'City:' and is empty. Below the input fields is the text 'When ready click save'. Underneath that is an orange rectangular button with the word 'Save' in blue text. At the bottom of the screen, there is a validation error message: 'You must enter a value for *both* name and city!!'.

Carrier 8:27 PM

Enter your name and city:

Name: Joe Jones

City:

When ready click save

Save

You must enter a value for *both* name and city!!