Assignment 4 Write up:

The settings bundle and plist was super easy to implement and I had no trouble doing that what so ever however I had a decent amount of trouble in getting it to change data in the app after you switch from the settings app to the actual app. At first, I was able to get the name to change and the back ground color to change when you shut the app down and turn it back on. This obviously isn’t very user friendly, so it had to be fixed. I didn’t realize I had to call the picker.delegate and picker.datasource in the viewwillappear function as well as the takeUserSettings function, and the loadImage Function. After doing this I was able to get the data that is changed in either the settings app or directly from the app to actually do something to the gambling portion. I also made some fixes to the gambling button so now it only gambles if you actually click the UIalert button instead of doing it regardless. I still have to implement some data persistence as well as having the wins/losses tracked and your average but that will be for the final assignment.