Homework #3– Distance Calculator App

CIS380 – Summer 2015
Due Date: 8am, July 15, 2015

Learning Objectives

- Developing familiarity with essential iOS concepts.

Creating A Distance Calculator App

You are to create a very simple distance calculator app that will take miles as input and convert it into kilometers and display it on the screen as shown in Figure 1 below.
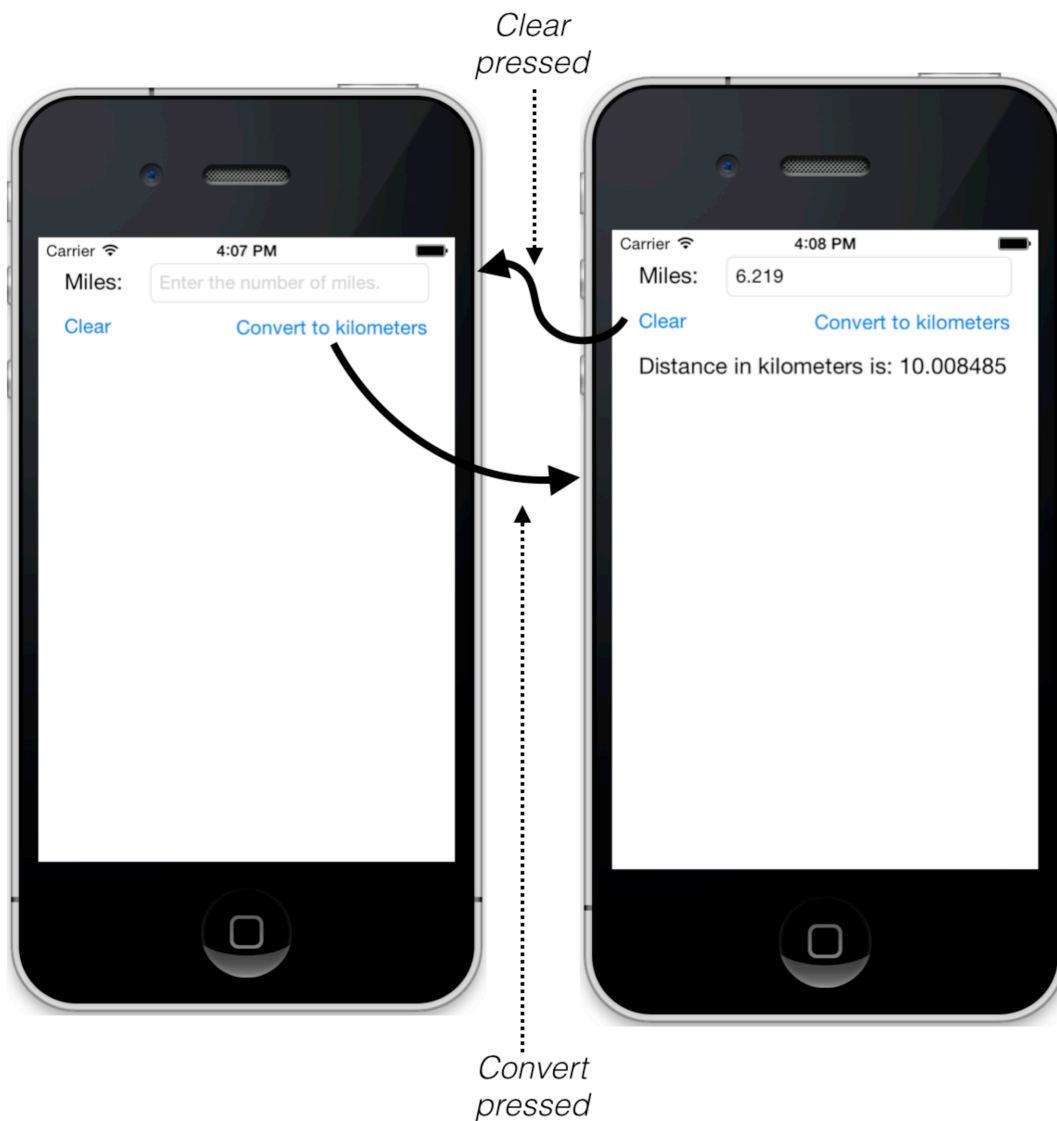

Figure 1. The Distance Calculator App in action!

The user enters the number of miles in the UITextField and then clicks on the "Convert to kilometers UIButton. The IBAction method associated with the button will convert the value to kilometers. Note, 1 mile = 1.60934 km. When the clear button is pressed, the label showing kilometers is cleared, as well as the input text field.

You user interface must adhere to the interface shown in Figure 1 as much as possible. Here are some specific requirements.

- Make sure a clear button appears in the text field when the user enters text, to facilitate easy clearing of the field. (See Figure 2 below).
- Prevent non-numeric values from being entered by making sure the "decimal pad" is presented instead of the standard qwerty pad when the text field gets focus (See Figure 2 below.)
- The keypad should disappear and the UITextField should lose focus whenever either button is pressed. You can accomplish that by placing the following code in your IBAction methods (replace milesField with the name of your outlet for the UITextField.) `self.inputMiles.resignFirstResponder().`
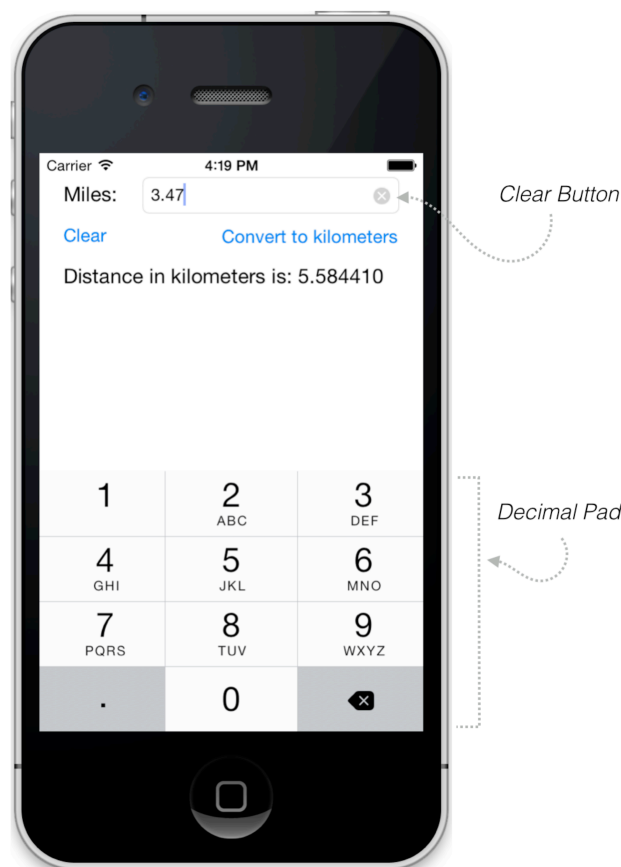

Figure 2. Note the clear button when text is entered, and the "decimal pad" for data entry.

You only need to support the iPhone 6 device (not iPad). The only supported screen orientation is portrait.

Deliverables

To receive credit for your homework, you must:

- Provide a demo of your app running to the instructor in the classroom on the due date.
- Create a zip archive of your entire project folder and name it Lab03-TeamDD.zip where DD is replaced with your team number. Upload your zip archive to DropBox or equivalent and email a public link to the instructor (jonathan.engelsma@gvsu.edu) with the email subject set to Lab03-TeamDD. Failure to follow naming instructions correctly means your homework will not get graded and you will get a zero!