

# Homework #2– Our First Real Swift Program!

CIS 380 –Summer 2015

**Due Date:** 8am, July 15, 2015

## Learning Objectives

- Get familiar with xCode.
- Apply what we have learned about Swift to-date.
- Working with classes in Swift

## Creating a Swift App

Please work on pairs for this homework assignment.

Using the Rocket demo we created together in class, make the following extensions to the code:

- Add a new type of Rocket ship of your choice. It should inherit the MannedRocket class.
- Add at least one new property to your new class.
- Create convenience initializers as needed. Be sure to have a designated initializer that calls the super class initializer.
- Override the programmableBlastOff method to do something creative and different from MannedRocket's method.
- Make changes to the main program to instantiate your new Rocket ship and call its blastoff routine with a custom code block.

However, nothing fancy is needed in terms of output. Just use println() to print to the console.

## Deliverables

To receive credit for your homework, you must:

- Provide a demo of your sample app running to the instructor in the classroom on the due date.
- Hand in a hardcopy of just your derived Rocket class source code (header and implementation).
- Create a zip archive of your entire project folder and name it Lab02-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](mailto:jonathan.engelsma@gvsu.edu)) with the email subject set to Lab02-TeamDD. Failure to follow naming instructions correctly means your homework will not get graded and you will get a zero!