Homework Week 5
Due: May 7th

The purpose of this assignment is to demonstrate your understanding of building apps that access Windows Azure Mobile Services

•Follow the [Human Interface Guidelines](#) when designing your app's UI

Functional Requirements
The app should consist of:
- An app built using the Apple Master/Detail template for iPhone that connects to Windows Azure Mobile Services using the iOS SDK for Windows Azure (details below) that:
  - Inserts data into the homework table using the dataitem and student columns
  - Reads data from the homework table and populates the UI
  - Authenticates using Google using the Mobile Services API
  - Logs out of the authentication when the user taps a button on the details view

The Windows Azure Mobile Services SDK for iOS can be found here:

https://go.microsoft.com/fwLink/?LinkID=266533&clcid=0x409

In your AppDelegate.h, import the SDK like this:

```
#import <WindowsAzureMobileServices/WindowsAzureMobileServices.h>
```

Then create a property named client:

```
@property (strong, nonatomic) MSClient *client;
```

Finally, in your AppDelegate.m instantiate the property using this code:

```
self.client = [MSClient
clientWithApplicationURLString:@"https://cp130-uw-test.azure-mobile.net/"
applicationKey:@"MiYEeTYZcZFRzRljRWKTXDmmhyxMZx21"];
```

When inserting into the homework table, as we did in class, always provide your UWNetID as the value for the "student" column