CSC 471/371 Mobile Application Development for iOS

Programming Assignment 1
Development Environment Setup

Due Date & Submission

- Assignment due on Tuesday January 12, 2021, 11:59pm
- Submit your assignment in D2L Dropbox.
- Submit a single zip file that contains the contents of the project folder
  - To zip your project folder: Ctrl-click your project folder and select "Compress …" from the context menu.
- **It is mandatory to use Xcode 12 and Storyboard for this assignment.**
- Include only your source code files, including
  - *.swift, *.plist, *.xib, *.storyboard
  - image files
  - project files (.xcodeproj)
  - test folders
- You must use a unique prefix for the project name. (I suggest you use your last name and first initial as your prefix.) **Please use the same prefix for all your assignments.**
  - Note you only need to use the prefix for the project name. It is not necessary to use the prefix on other files in your project.
- Do not include unused or unrelated files.
- Before you submit, build and run the project, make sure everything compiles and works. Close your project before zipping the folder.
- Here are the most common reasons assignments are marked down:
  - Project does not build.
  - Project does not build without warnings.
  - One or more items in the Requirements section were not satisfied.
  - A fundamental concept was not understood.
  - Code is sloppy and hard to read (e.g. indentation is not consistent, etc.).
  - Your solution is difficult (or impossible) for someone reading the code to understand due to lack of comments, poor variable/method names, poor solution structure, etc.

Goals

- Setup your environment correctly
    - Create your first iOS application
    - Development environment
        - MacOS – tools setup
    - Communication
        - Using the D2L discussion forum for discussions and Q&A

Requirements

1. Create your own *Hello World* program using the Storyboard for the iPhone simulator
    a. Display your own message(s) with your own style (font, color, etc.)
    b. Find or make a cool icon for your app
2. Make sure your program
    a. builds without errors or warnings, and
    b. runs without crashing

Troubleshooting

- If your project doesn't build and run correctly,
    - Make sure that iOS SDK and Xcode is installed and working on the machine
    - Verify that you have **iPhone Simulator** selected