

CSC 491/391 Mobile Application Development for iOS II

Programming Assignment 4 Swift UI

Due Date & Submission

- Assignment due on Tuesday May 25, 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 Swift 5.3 for this assignment.**
- Include only your source 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.
- Bonus points.
 - Bonus points may be awarded to projects with *exceptional* qualities in one or more aspects.
 - Bonus points will only be awarded after all the required elements have been satisfied.
 - Bonus points will not be awarded merely for extra amount of work (or code).
 - Extra and sloppy code may cause your assignments to be marked down.
 - Bonus points are awarded at the sole discretion of the instructor.

- Include a note in the comment in D2L describing the part(s) should be considered for bonus points.

Goals

Design and implement an application using SwiftUI that incorporates some basic features and components provided by the SwiftUI framework.

Requirements

Design and implement an application of your choice using SwiftUI. You may consider adapting an application you have developed previously in iOS Development I class. The implementation must include

- At least three different screens or pages
- One of the screens must include a List
- Use all of the following controls:
 - Button
 - Toggle
 - Slider or Stepper
 - One or more text input controls, Text Field, Secure Field, or Text Editor
- One or more Alert popups
- @State properties

Documentation

It is mandatory to include a brief document that discusses

- The software design of your app, including diagrams of the key components (classes) and their relations.
- Describe the main features of your app and the steps to test all the features in Xcode and the Simulator.
- What error conditions and anomalies during the communication and in the data content that you have considered in the design and implementation of your app? What measures did you take to allow your app to continue to function in the presence of these conditions?
- What measures did you take to avoid cyclic strong references in your code?

Bonus Points

Possible bonus points for this assignment in one or more of the following areas:

- Exceptional quality in the design of your code, e.g., using suitable design patterns, language features, etc. to achieve simplicity.
- Effective design of the user interface.
- Properly handle all possible scenarios that may arise during the execution of the app.
- Clean, well-organized, and easy to understand code.

Document the areas that exhibit these exceptional qualities in your app.