

Week 1: In-App Purchase

The goal of this week's homework is to give you an introduction to in-app purchase on the App Store. You've been provided with a starter project for a groundbreaking new app, Juicr. Juicr gives the ability to buy virtual batteries. They are just like the real thing, except virtual!

To make its money, Juicr is a free download with consumable in-app purchases available for different battery types. The starter project has a minimal UI, just a table view. Tapping on a row should give you the ability to buy the battery from that row. The only problem is that right now the counter just increments.

Your job is to implement the in-app purchase for these batteries, starting with AAA batteries.

Requirements

When grading, I'll be looking for the following:

- Change the bundle identifier to your own
- Implement at least the AAA battery in-app purchase
- Tapping on a row in the table should invoke the IAP workflow
- A sandbox account should be able to make a purchase, increasing the count on that row by 1
- (Optional) Wire up the restore purchases button to restore previous purchases

You also need to submit the following (include as files in your repo):

- A screenshot of your app in iTunes Connect
- A screenshot showing your UI to purchase a battery
- A screenshot showing your UI after purchasing the battery

The homework is pass/fail, so I'm going to see how you did implementing the above requirements. Most of my feedback will be around app structure and coding style, which should help you out most in the long-run.

Don't forget to tag the commit you want me to review. That commit should be completed with the above requirements.

The assignment is due by 12AM on July 2, 2016.