COMP3097 – WINTER2022
Lab Test 1

Rules

It is an INDIVIDUAL work and any attempt to cheat will be treated as academic offence and reported according to the school regulations.

Specification

A company requests that you design and implement an app for them. The Company starts by giving a general layout of the app as shown in **Figure 1**. Then the product team listed the requirements (below) and wants your team to finish it up.

Requirements and Marking scheme

1. The application draws random numbers for a lottery. It is six numbers between 1 and 65 no repetitions (2 points)
2. User presses the **Draw** button to generate a set of numbers (1 point)
3. Numbers are displayed in labels N1-N6 (1 point)
4. User can press the **Draw** button any number of times and each time new set should be generated (1 point)
5. User presses the Reset button to clear displayed numbers (- should be displayed instead in all labels N1-N6) (1 point)
6. Below the buttons and fields described above add button leading to the about screen with a label with the information about author: Full name and student id. (denoted as Info on the image below) (1point + 2 points)
7. The code has to be clean and readable. (1 point)

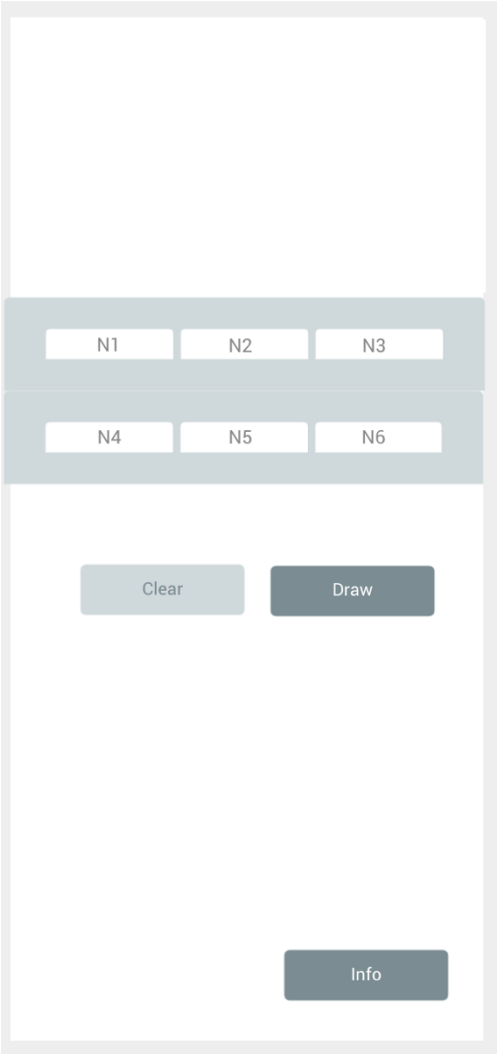

Figure 1 General layout of the application

Submission

A ZIP file with all project files should be uploaded on Blackboard before the end of the lab.

Make sure that ALL files including images are in the project folder that you compress.

Hint:

Random generator functions that can be used

```
func randomInt(max: Int) -> Int {
       let rand: Int = Int(arc4random())
       return (rand % max) + 1
 }

 func randomNum() -> Int {
       let max: Int = 65
       let random =  randomInt(max: max)
       return random
 }
```