

Assignment 1A - Hello Stanford!

Due Date

This assignment is due by **11:59 PM, April 9.**

Assignment

This assignment requires no coding. It is intended to get you situated with the tools we'll be using in the class. You will use Xcode to create a project and Interface Builder to construct a very simple user interface.

- In Xcode, create a new Window-Based iPhone application.
- Open the project's MainWindow.xib file with Interface Builder.
- Add the following user interface elements to the view:
 - a text label
 - an image view
- Set the following properties on the text label:
 - text value should be "Hello Stanford!" (or something suitably amusing)
 - text alignment should be centered
 - adjust the size to make the text large
 - any other properties that catch your eye (color, font, etc)
- Back in Xcode, add an image (.png or .jpg) to your project. You can either drag the image in from the Finder into your project (e.g. into the Resources folder) or you can use the Project > Add to Project... menu to select an image. **Note:** Be sure to check the "Copy items into destination group's folder (if needed)" checkbox. If you don't do this, the resource won't be inside of your project directory and when you submit your assignment the resources will not be included in the submission.
- Once your image is in the project, return to MainWindow.xib, select the image view and set the image for the image view that you dragged in previously using the Attributes Inspector.
 - configure the image view's "Mode" to be "Aspect Fit" so that the entire image is scaled to fit inside the image view's bounds while preserving the aspect ratio of the image. If a different mode works better for your picture, set it accordingly.
- In Xcode, build and run your project in the simulator. Your interface should look something like the following:



Testing

In most assignments testing of the application is the primary objective. This is a very important point. The simplest way to ensure at least a “check” on your assignment is to simply go through the list of testing items. Most of the reasons we mark an assignment down could very easily be avoided by simply taking a few minutes to go through each of the testing points before submitting.

For this assignment, testing/grading will be done by running the project in the simulator. We will be looking at the following:

1. Your project should build without errors or warnings.
2. Your project should run without crashing.
3. Each of the bullet points in the Assignment section above will be considered to verify that you've completed the assignment correctly.
4. Your project should have a clean user interface. User interface elements should be arranged logically, be aligned nicely, etc.

Hints

Most assignments will have hints sprinkled throughout the assignment or in a separate section like this.

Troubleshooting

Assignments will also have a section for troubleshooting to call out common pitfalls or areas to watch out for. In this assignment you may stumble upon a problem in Interface Builder when dragging the image to your image view. If you do encounter this, the interface of IB may get into a weird state and you will have to quit the application and relaunch it. If this happens, you can set the image on the image well using the Attributes Inspector's Image pull down menu to select the image.

If your project doesn't build and run correctly, verify that you have the 'Simulator - iPhone OS' selected in the Project > Set Active SDK menu.

Extra Credit

Extra credit only applies if the required behavior outlined above is working. Don't spend time on extra credit until you've got the basics down.

- Aesthetics matter: a particularly attractive, innovative, or clever design of the interface is always appreciated. (If you want consideration for extra credit in this case, you must let us know when you submit your project.)
- Explore the other user interface elements available in the Library panel of Interface Builder. You can drag more elements to your window and set various properties to become familiar with the controls available to you as an application developer.