Assessment Week 4

Directions: You have until 4:30 to complete this assessment. When you have completed all the tasks below choose one of the following submission processes:

- Upload project to GitHub and email your GitHub ID to engineering@mobilemakers.co . Add “Assessment Week 4” to the subject line of your email.
- **OR** Zip the project and directly email it to engineering@mobilemakers.co. Add “Assessment Week 4” to the subject line of your email.

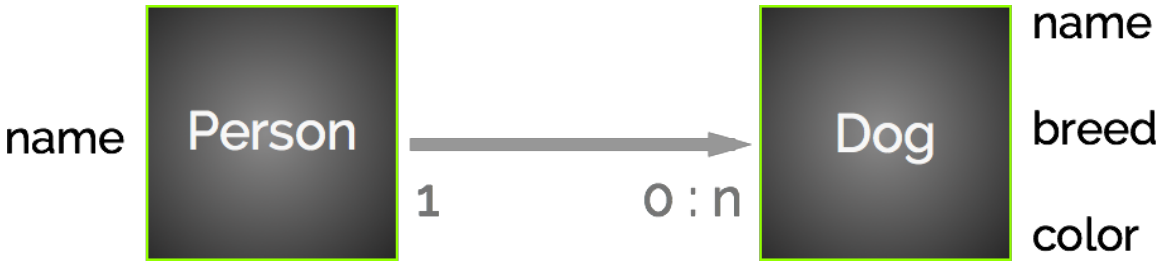
Assessment Week 4

The purpose of this app is to allow the user to manage the data of individual dog owners and the dogs that they own.

Directions

Open the project file supplied. In this project we have already created all the view controllers you will need, including the tableview to display the list of dog owners (or, each Person) and the detail view controller listing all of the dogs they own. Note: We have already connected your delegates and created IBOutlets for your UITableViews. We have also added all segues.

If you get stuck, run the app and click on the “Stuck?” button (it’s at the bottom of the first view controller). Follow the steps it presents.



Using the above Core Data model, your app should accomplish the following:

1. Display a list of dog owners’ names in the first ViewController. New dog owners can be added via the right bar button in the first ViewController. Save them in core data (Note: this button action has already been added and hooked up for you. It presents an alert to the user with a text-field to add the owner’s name).

2. Display a list of each dog owner’s dogs in the DogsViewController. The list should display the dog’s name, and also its color and breed.

New dogs must first be added using the AddDogViewController. Save new dogs in core data (Note: a modal segue to the AddDogViewController has already been added and hooked up via the UIBarButtonItem in the DogsViewController).

3. When the user selects a color in the UIAlertView presented by the left UIBarButtonItem in the first ViewController, save this setting so that every time the app is opened the user’s selected tint color is set by *default* (There are many ways to tackle this: if you want to do so by storing the UIColor as NSData, you must use NSKeyedArchiver to convert to NSData, and NSKeyedUnarchiver to convert NSData back to UIColor object, UIColors also have RGB values that are floats that can be

stored as NSNumber types).

4. Allow the user to edit information about a dog from the AddDogViewController (after having segued from its UITableViewCell in the DogsViewController).

5. Add the appropriate constraints to the first ViewController so that its UI elements are displayed the same on any screen size.

Stretch:

1. Allow the user to delete a dog from the DogsViewController, and from Core Data.

2. When a new dog is added, *notify* the first ViewController to change the top-right UIBarButtonItem's color to red.