



Kotlin and/or Swift Foundation

Practice Exercise 1

Course Outcome:

CO1: Create mobile apps that will run on devices following the Model-View-Controller design pattern in the iOS and/or Android environment.

Exercise: (*surnameFN_PE1.pdf*)

- 1) A teacher at an elementary school has organized an after-school recreation class. He asks you to create a program that will allow him to track which students attend the class. The class only accepts 10 students each day. Use an array to store the names and print them alphabetically.

- 2) Revise the program from Practice Exercise 11 so that, in addition to storing the student's name, the program also stores the activity each student participates in. Assume that each student's name will be unique and use a dictionary/map object in your solution. The possible activities are:
 - basketball
 - floor hockey
 - arts
 - checkers

- 3) A bookstore just opened and needs polo shirts for its employees. Each shirt should be displaying a quote from a famous author. The following are the quotes
 - After a storm comes a calm.
 - Be kind whenever possible. It is always possible.
 - Have faith in your abilities!

The quote can be located on the front or back of the shirt. For colors, the employee can choose between red, green, black and blue. The shirts come in small, medium and large. Create a program that an employee can use to design his or her shirt. The program should allow user to enter his or her name and gender, select the shirt color, and enter desired quote, its location (whether it should be printed at the back or front), and size. The system should store the order in array. At the end of the day, the system should send all information entered that day to the print shop so that shirts can be created.



Write a program that accomplishes this task using the principles of inheritance. The information sent to print shop should look like this:

Total Number of Orders =

Order Summary

Order Number	Name	Gender	Color	Size	Quote	Location
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