

Building Your First App

CPSC 575 Assignment 2

In this assignment you will use Xcode 10 and Swift build an app with an array of control elements. This is what your app should look like. The image file is provided to you in the assignment file package. You need to include the image at the top, labels, text fields, buttons, and switches. Make sure that you use auto layout to add constraints to all the view elements. The functionality of the app should work as follows.

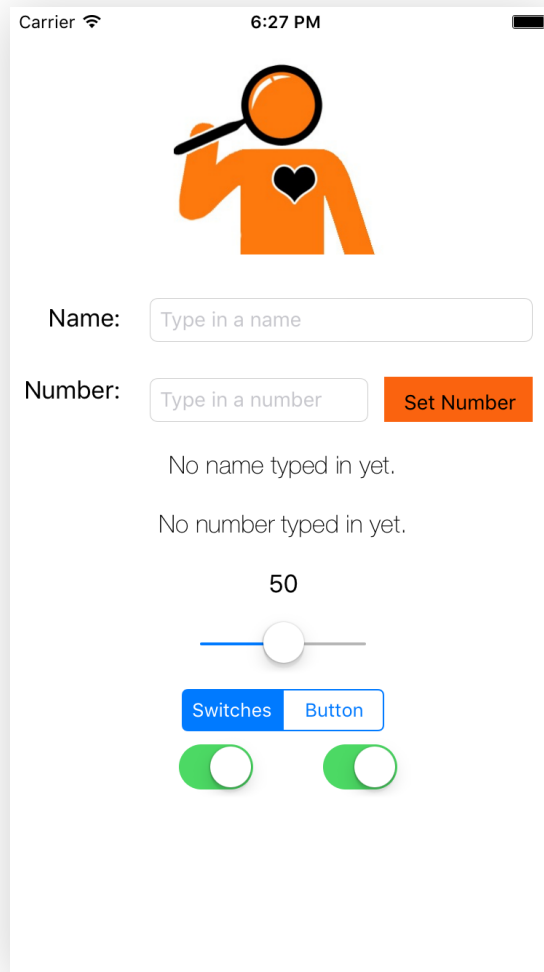


Fig. 1 : Start Screen

Entry Screen: When the app starts, it should look like in Figure 1.

Entering a Name: When you tap on the name text field, the alphanumeric keyboard appears (Fig. 2). After a tap on “Done”, the keyboard is dismissed and the entered name is displayed with a greeting.

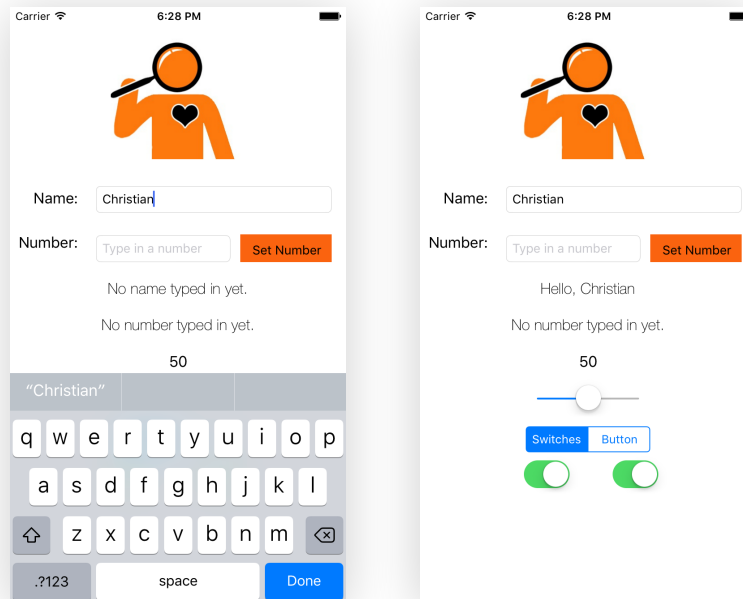


Fig. 2: Entering a Name

Entering a Number: When you tap on the number field, the numeric key pad appears to enter a number (Fig. 3). Tap on the “Set Number” button to close the keyboard and display a message with the entered number as shown.

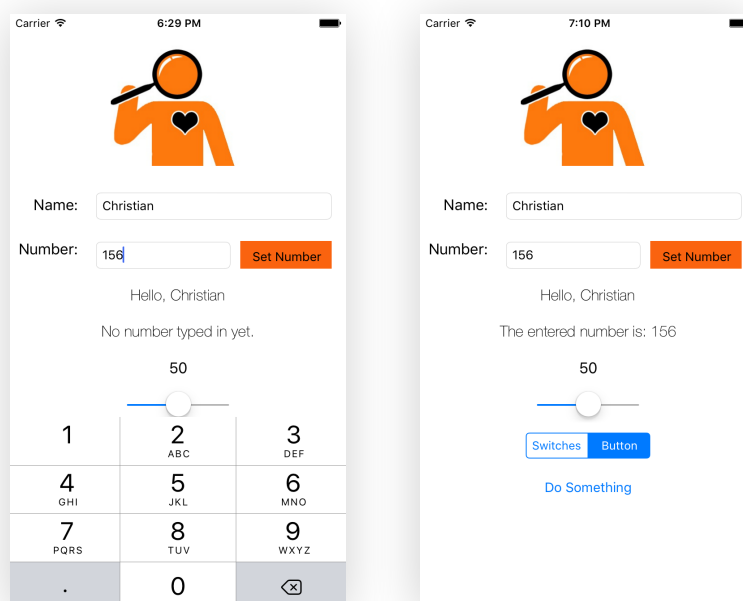


Fig. 3: Entering a Number

Slider: When you move the slider, its value is instantly updated and displayed in the label right above the slider (Fig. 4).

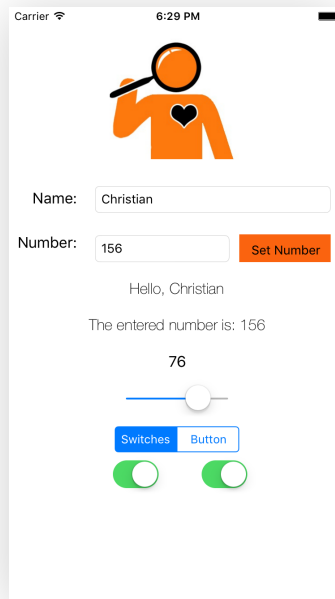


Fig. 4: Moving the Slider

Synchronized Switches: Tapping on either of the two switches, changes the state of both switches (Fig. 5).

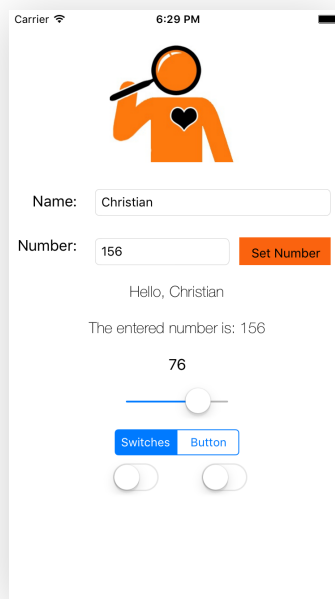


Fig. 5: Toggling the Switches

Toggle Switch: Tapping on the “Button” toggle, makes the two switches disappear and displays a button “Do Something” (Fig. 6). Selecting this button brings up an alert message.

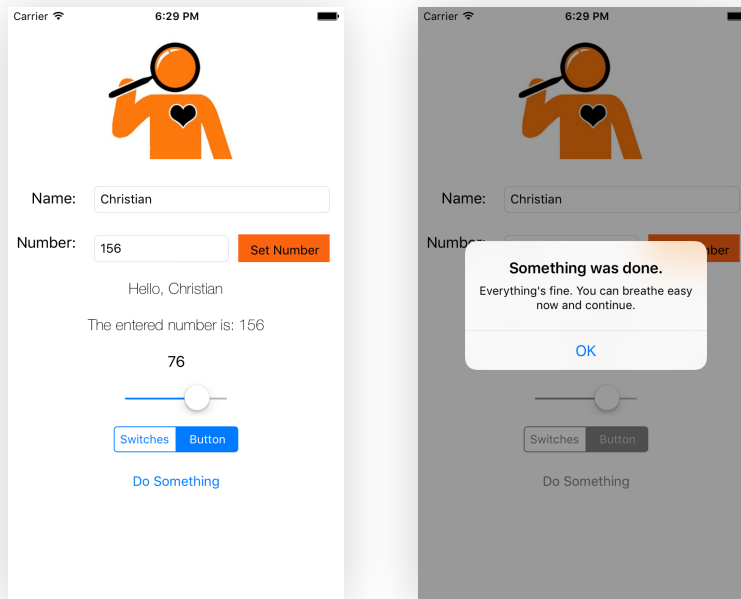


Fig. 6: Switching to the Button and Triggering an Alert

Empty Entries: Should the user enter nothing in the text field or delete the contents of the text field, appropriate messages should be displayed in the labels (Fig. 7).

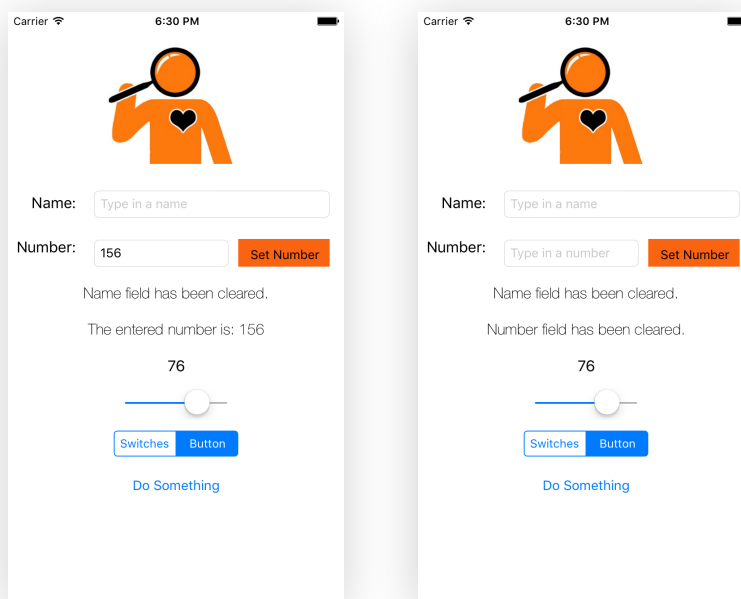


Fig. 7: Dealing with Empty Text Entries