Exam - 01

1. **[****5 points]** Explain the annotations @IBOutlet and @IBAction? When do we use @IBOutlet and @IBAction?
2. **[45] points** Create a project in XCode with the name “**LastName\_BillApp**”.
3. The UI of the app is shown in Figure 1. Design a bill app that takes product name and number of units as input. It calculates two things.
   1. total price of product before discount, and
   2. total price of product after discount
4. Your app should consist of the following UI components.
   1. A heading label shows ‘Bill App’ in your choice of color
   2. Two text fields to enter
      1. product name and
      2. no of units
   3. One button to calculate the values given in 1.a and 1.b
   4. Two labels to print
      1. Total price before discount
      2. Total price after discount

Graphical user interface, text, application

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**Figure 1**

1. Your application should calculate the prices for the products given in Table 1.

|  |  |  |
| --- | --- | --- |
| Product | Price per item | Discount rate in percentage |
| Perfume | $10 | 2% |
| T-Shirt | $35 | 4% |
| Other products | $0 | 0% |

**Table 1**

1. Convert number of units obtained from text field to “Int” and use the value accordingly.
2. Your app should work for all above products displayed in table and output should be displayed accordingly.

**Hint: Use if-else statements and refer discount app for discount calculation**

1. Refer below images for sample output

Graphical user interface, application

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**Figure 2** **Figure 3**

Graphical user interface, application

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**Figure 4**