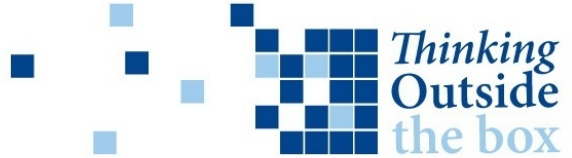


CIS 470 – iOS Programming

HW 16 – Circle Geometry



For this assignment create an app that calculates the circumference and area of a circle given its radius. Figure 1 shows the basic user interface.

The program consists of a pair of buttons and several labels. You are free to layout the storyboard any way you wish. The one requirement is that the buttons be graphical images that maintain their aspect ratios in portrait and landscape modes. In the example, green arrows are used for the button images.

When the user presses the up arrow, the value of the radius increases by 0.1. When the user presses the down arrow, the value of the radius decreases by 0.1. In either case, both the area and circumference are re-calculated and all 3 labels (radius, area and circumference) are updated.



Figure 1: Example interface of the Circles Geometry application.

