## CS 329E - Fall 2017 - Homework 2

Due date: 9/19/17 by 11:59pm, late work is not accepted

**Points**: 20 points

**Submit:** A zip file of your entire project folder.

Name your zip file: <a href="mailto:dast-name">dast-name</a> <a href="mailto:distribute: first-name">first-name</a>-hw2.zip

Example: for Joe Smith SmithJoe-hw2.zip

**Description:** This will be an exercise in defining and creating a simple iOS application with a single screen.

The application behavior should be:

- The user enters values into the name and city fields.
- The user touches the Return key on the keyboard or anywhere that isn't a view and the keyboard is dismissed.
- The user touches the Save button and the message-label UI element is modified with the string "<name> - <city>". The <name> and <city> values come from the related elements in the user interface.
- If either the name or city fields are empty when the user touches the Save button the message "You must enter a value for \*both\* name and city!!" should be displayed in the message label area.
- 1. Create a Single View application project named <a href="mailto:last-name">last-name</a> -first-name>-hw2.
- 2. Open the storyboard:
  - a. Set the storyboard device size to be iPhone 7.
  - b. Modify the empty view controller to match the screen shot below.

This user interface contains the following UI elements:

- · A label for "Enter your name and City:"
- · A label for "Name:"
- · A label for "Citv:"
- A text field to enter the name value.
- · A text field to enter the city value.
- · A label for "When ready click save".
- · A button with the title "Save".
- A label that will be modified programmatically for messages, but can be initially set to "<message label>" or just blank. This will be under the button.
- 3. Define a button handler called btnSaveClicked.

The button handler should get the name and city values from the text fields and, if both are not empty, modify the message label text to be "<name> - <city>". If either name or city is empty, update the message label text to say "You must enter a value for \*both\* name and city!!".

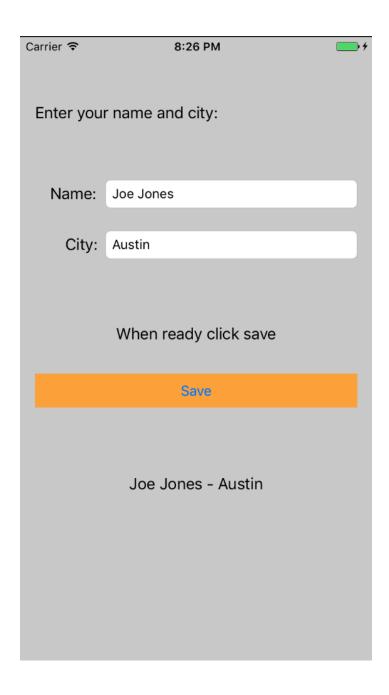
## Grading criteria:

- 1. The application builds and runs. (2 points)
- 2. The user interface matches the screen shot. (9 points)
- 3. The application behaves as defined. (9 points)
- 4. The coding standard is followed. (1 point deducted for each kind of violation)

Before the user does anything - the app should look like this:



When the user enters a value for name and city and taps the Save button:



When the user does not enter a value for name or city and taps the Save button:

Carrier 🗢	8:27 PM	<u>)</u>
Enter your	r name and city:	
Name:	Joe Jones	
City:		
	When ready click save	
	Save	
You must	enter a value for *both* name and city!!	