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# Mock Stock

*User Manual*

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## Registration Screen

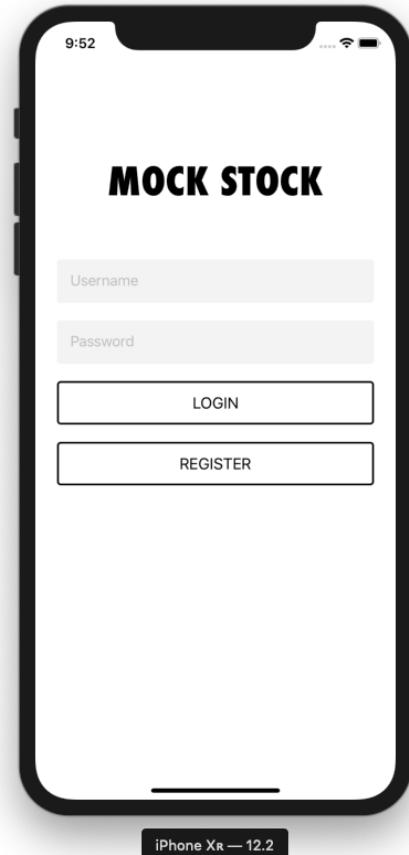
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### To Register

- ☐ Enter Username
- ☐ Enter Password
- ☐ Press the Register Button

### To Login

- ☐ Enter Username
- ☐ Enter Password
- ☐ Press the Login Button



## Portfolio Screen

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### To View Stocks

To view owned stocks, simply scroll up and down in the main scroll view until the desired stock is visible.

### To Log Out

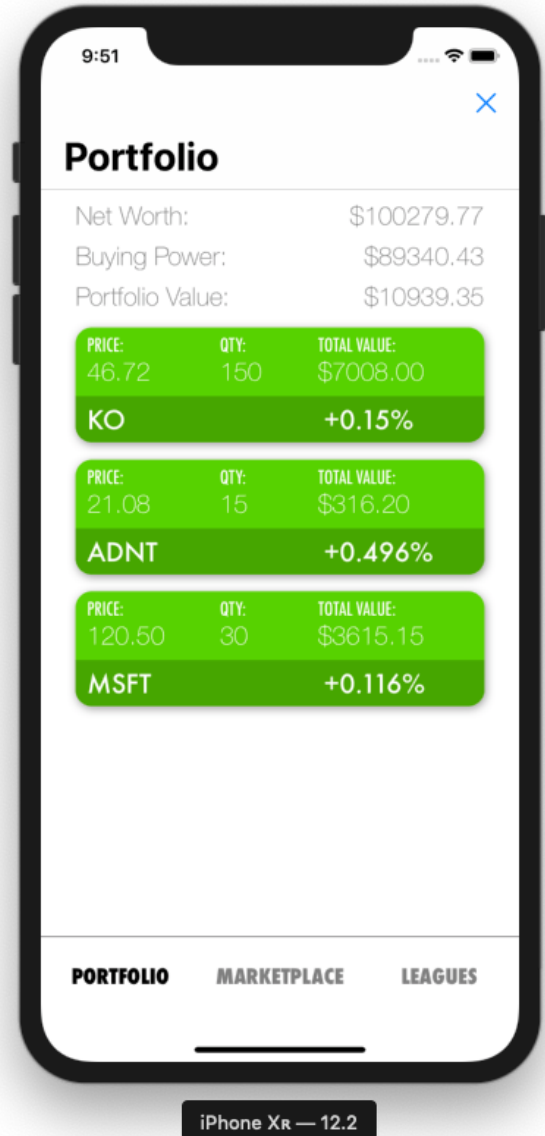
To log out, press the 'X' button in the top right corner to log out of the application.

### To See Detailed Stock View

Press any stock item cell to open the stock detail page.

### To Change Views

To change to the marketplace or leagues view, click the appropriately named buttons on the bottom of the screen.



## Detailed Stock Screen

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### To Examine Historical Data

You can click various points on the graph to bring up a specific price point given a specific date. You can also click the buttons below the graph ('1M', '3M', '6M', '1Y') to change the graph timeline.

### To Buy a Stock

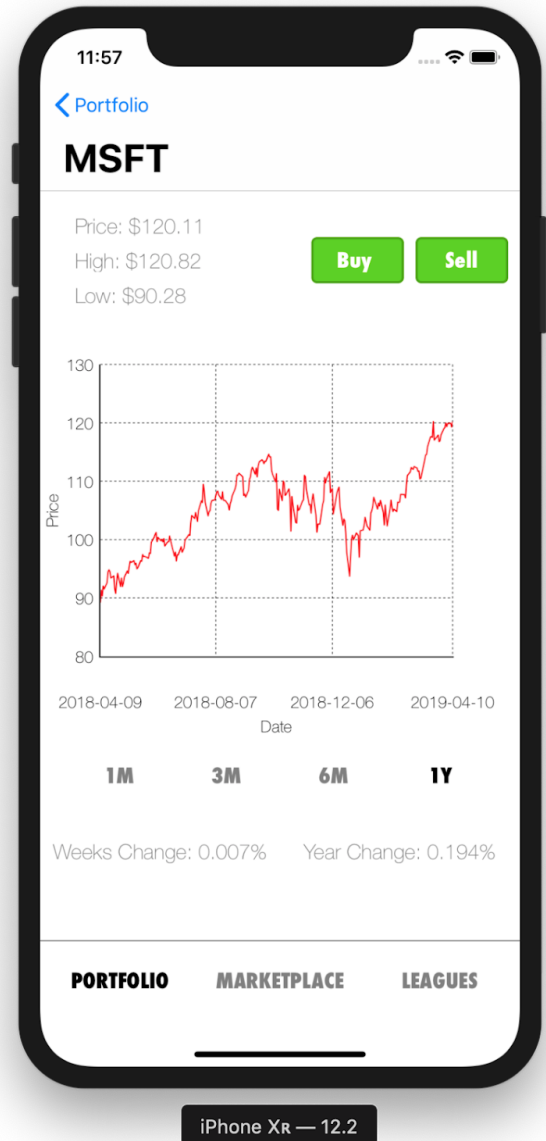
Press the BUY button and enter how much you want to buy.

### To Sell a Stock

Press the SELL button and enter how much you want to sell.

### To Return to Previous Screen

Press the back button in the top left corner to return to either the Portfolio view or the Marketplace view.



## Marketplace Screen

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### To Examine Stocks

Scroll up and down in the scroll view to examine the available stocks, or scroll left and right on today's winners and losers.

### To Sort the Stocks

Press the Sort button in the top right to sort the stocks in the scroll view.

### To Search for a Stock

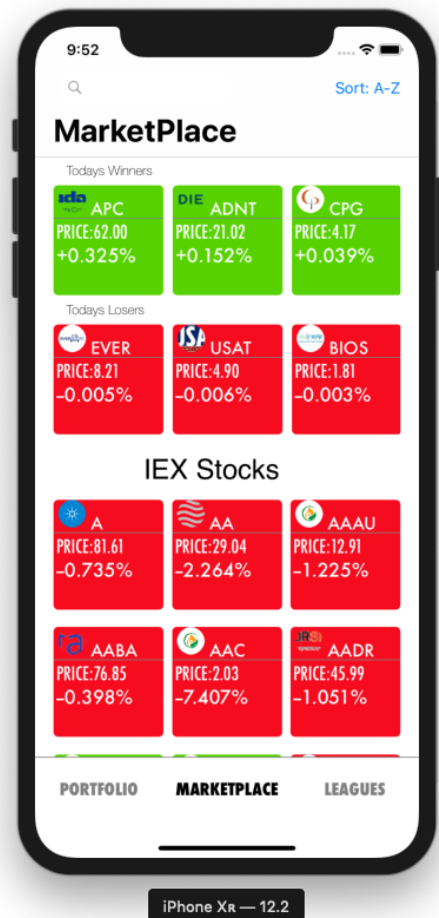
Use the text field in the top left to enter the ticker symbol, and press enter.

### To See Detailed Stock View

Press any stock item cell to open the stock detail page.

### To Change Views

To change to the portfolio or leagues view, click the appropriately named buttons on the bottom of the screen.



## Leagues Screen

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### To Examine Leagues

Scroll up and down in the scroll view to examine the available leagues.

### To Join a League

Press the '+' button in the top right corner, select "Join League", and enter the league code of the league you wish to join.

### To Create a League

Press the '+' button in the top right corner, select "Create League", and enter the league name to create a new league.

### To Change Views

To change to the portfolio or marketplace view, click the appropriately named buttons on the bottom of the screen.

### To Examine League Leaderboards

Press on a league cell to bring up the League Details screen for that particular league.



## League Details Screen

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### To Examine League Leaderboards

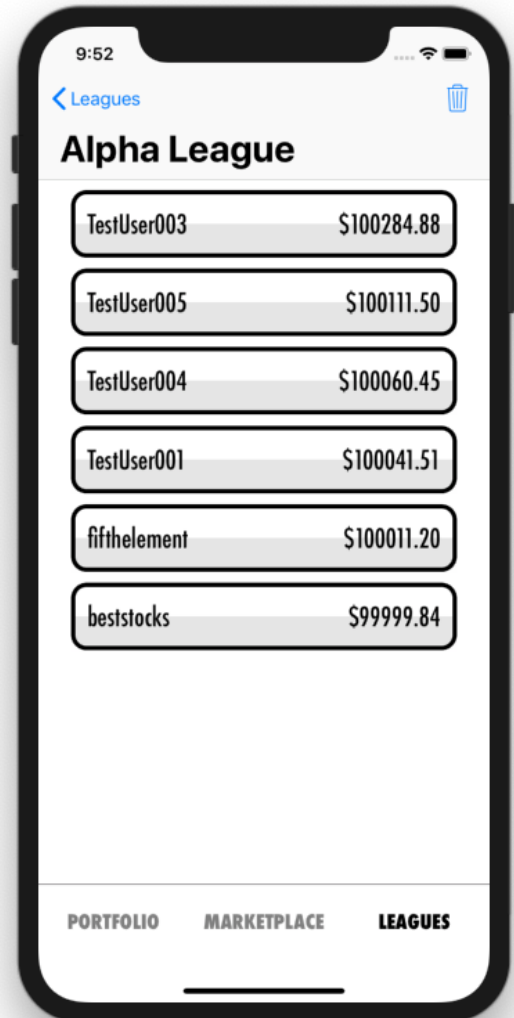
Scroll up and down in the scroll view to examine a list of all members of the league, along with their total net worth, sorted in descending order.

### To Leave or Delete a League

Press the trashcan icon in the top right corner. If you are the host/owner of this league, this will ask you if you want to delete the league. If you are a normal member of the league, it will ask you if you want to leave the league.

### To Return to League Screen

Press the 'Leagues' button with the back arrow in the top left corner.



iPhone XR — 12.2

## Installation Instructions

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To Install on your iPhone

- ❑ Using a computer with macOS, install XCode (latest version).
- ❑ Pull the code from the frontend GitHub: <https://github.com/thecht/MockStock-FrontEnd>
- ❑ Open it in XCode.
- ❑ Plug in your phone through a USB cable.
- ❑ At the top right, where you can select the simulator, select “Physical Device - Your Phone Name”. (NOTE: You may need to sign the application by creating a provisioning profile for it in the app settings.)
- ❑ Click run, keeping your phone connected. (NOTE: You may need to allow the app to be run in your iPhone settings.)
- ❑ NOTE: If using a custom server (below), you will need to change the API endpoints the app uses, which can be done by editing the baseUrl property of the MSAPI.swift file. You will also need to make sure your server utilizes HTTPS/SSL, otherwise, the connections on the iPhone will be rejected.