Summer 2023

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Start Assignment

Due Sunday by 11:59pm   **Points** 100   **Submitting** a website url

Assignment: UIKit Elements

Mobile Applications Development 1

📋 Instructions

Design a simple Clock application. Use concepts learned in Module 4.

Requirements

1. Show a live clock (format: Wed, 28 Dec 2022 14:59:00) on label1. Based on the time (AM or PM), change the background image. Note: The background image should change automatically (without closing and reopening the app).
2. Implement a countdown timer using UIDatePicker.
   1. Allow the user to select hours, and minutes.
   2. Start the timer on the button click. Once the timer starts, show the time remaining on label2 (format: 00:10:15).
   3. Once the timer ends, play a music. Choose a music (5-10 seconds) that you like. (Extra credit)
   4. Once the timer ends/music starts, change the button text to 'Stop Music'. (Extra credit)
   5. Stop the music on the button click. Change the button text to 'Start Timer' and allow users to set a new timer.
3. The application should run for all size classes, including iPads, and for the landscape orientation.

Note: If you are using macincloud, iOS simulator sound is not supported on any macOS (Link 🔗).

Deliverables

Create a GitHub repository for your project and submit a GitHub link for it.

Assignment 3

Criteria	Ratings		Pts
Compiles	25 pts Full Marks	0 pts No Marks	25 pts
Live Clock on label Correct time format. Automatic background image change for am/pm	25 pts Full Marks	0 pts No Marks	25 pts
Countdown timer Start the timer. Correct time remaining format.	25 pts Full Marks	0 pts No Marks	25 pts
Restart Timer Allow users to set a new timer.	25 pts Full Marks	0 pts No Marks	25 pts
Music Play music once the timer ends. Stop music on button click.	10 pts Full Marks	0 pts No Marks	10 pts
		Total Points: 110	

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