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Points 100

Submitting a website url

**Due** Sunday by 11:59pm



## Assignment: UIKit Elements

Mobile Applications Development 1

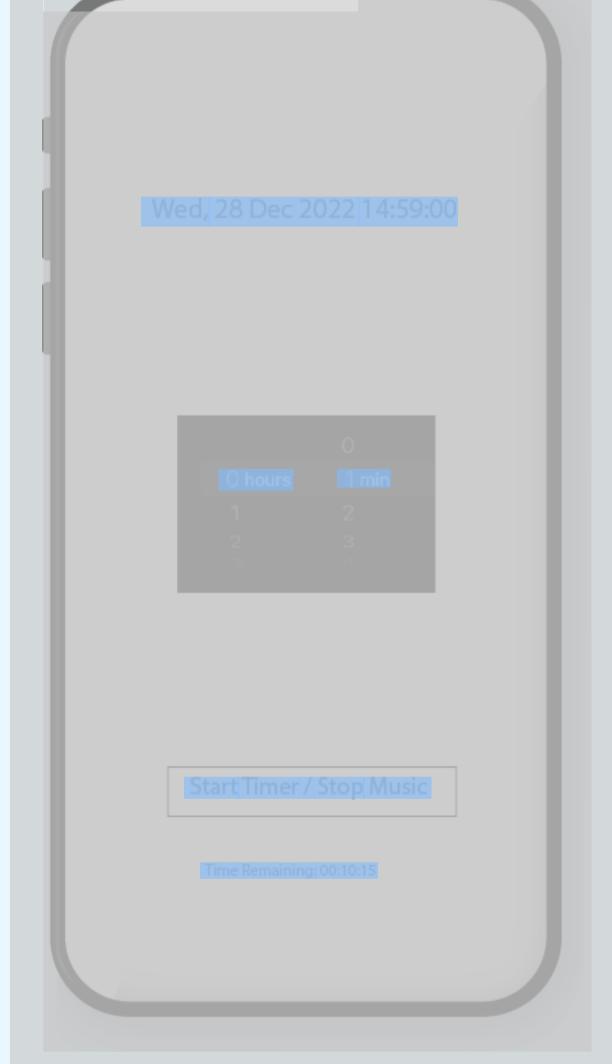
## Instructions

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 label 1. 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.

<u>Note</u>: If you are using macincloud, iOS simulator sound is not supported on any macOS (<u>Link</u>  $\Rightarrow$ ).



## **Deliverables**

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









Start Assignment

Criteria  Compiles	Ratings		Pts
	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**