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Assignment 3

Testing Environment

Your application will be tested on an **iPhone 11** simulator
Before submitting, please ensure your application displays correctly on this device.

Submission Checklist

In the course dropbox, submit a zip file containing your complete project code.

- The zip file should be named: **a3-studentname-studentid.zip**.
- Replace **studentname** and **studentid** with your name and id.
- **No .7z or .rar files accepted.**

Academic Integrity:

- This is an individual assessment.
- Permitted activities: Usage of Internet to search for syntax only; usage of course materials
- Not permitted:
 - Communication with others (both inside and outside the class)
 - Discussion of solution or approaches with others
 - Searching the internet for full or partial solutions
 - Sharing of resources, including links, computers, accounts

Grading Criteria:

Overall look and feel - 5 marks

Geocoding - 5 marks

Displaying required information on the map - 10 marks

Clear button - 3 marks

Total marks: 23 marks

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Problem Description:

You are to create a **single screen** IOS application that allows the user plot a series of locations on a map.

The app must have:

1. A textbox where the user can enter a city name
2. A button labelled Search.
3. A button labelled Clear
4. A map

Here is how the app works. When the user taps this button, the application should use Apple's geocoding services to convert the city name into latitude & longitude coordinate. The app should then display the coordinate on the map as an annotation (pin). The label on the annotation are the (lat, lng) coordinates of the city.

Tapping the clear button should remove all annotations from the map.