

Project 2

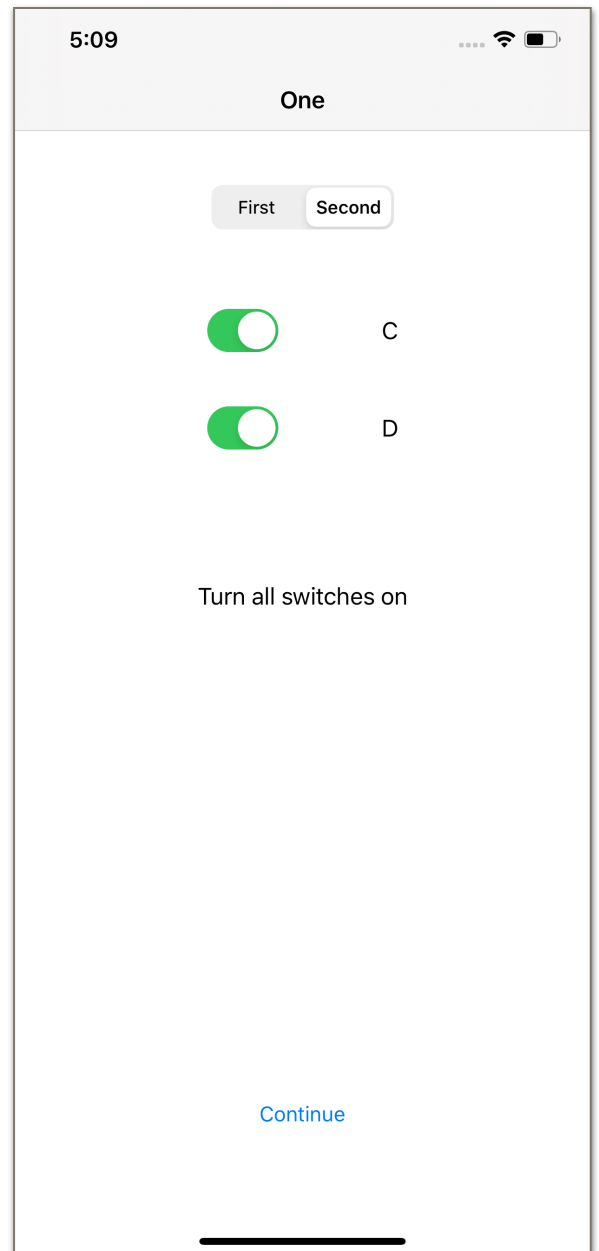
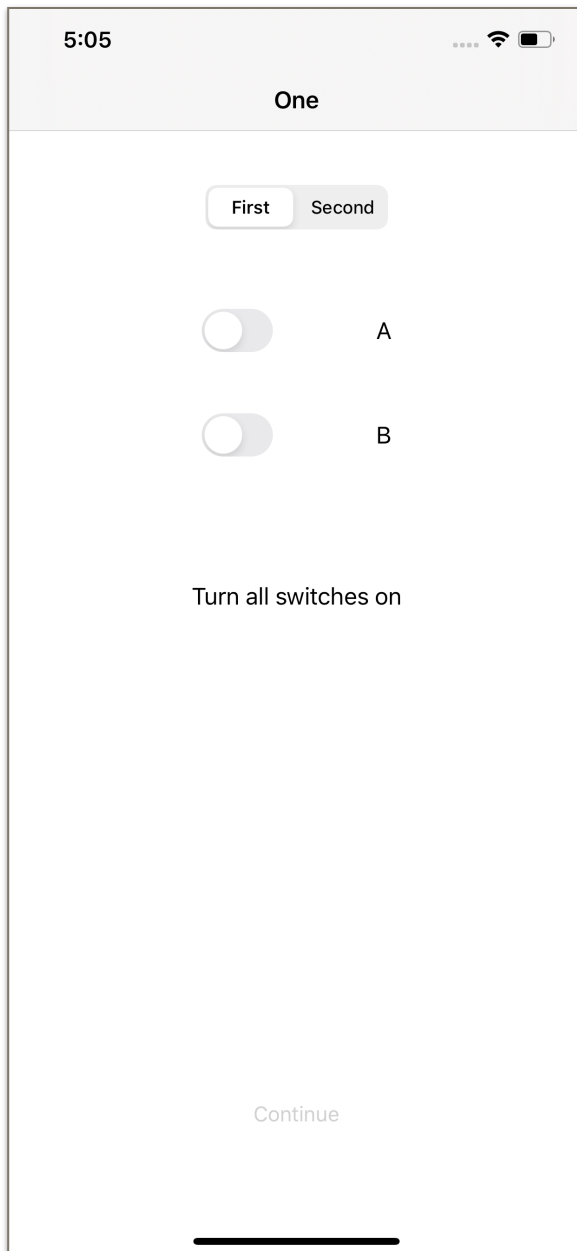
Mobile Application Development

This application is a “busy box”. It has four screens, each with a different set of controls.

Having learned the basics of iOS controls, we will use this project to quickly learn how to manipulate most of the possible screen elements.

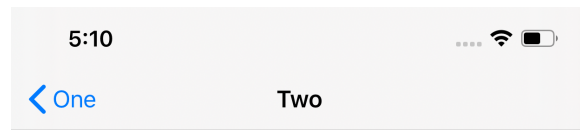
Screen One

Screen one consists of four switches, in two pairs, each pair shown by a segmented controller. All four should be in the off position when the screen appears. When all four are switched on, the continue button should be enabled.

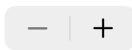


Screen Two

The second screen contains a slider and a stepper control. When both are set to five, enable the continue button.



Set all values to 5



0



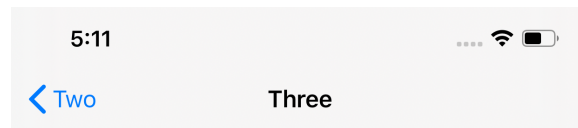
1

Continue



Screen Three

On screen three, a spinner should appear, along with a date picker. When the date picker is set to Christmas of 2019, the continue button should be enabled and the spinner (activity indicator) should stop animating.



Select Christmas Day 2019

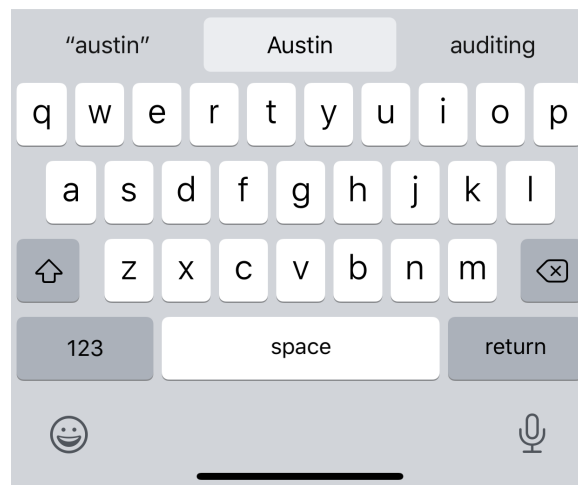
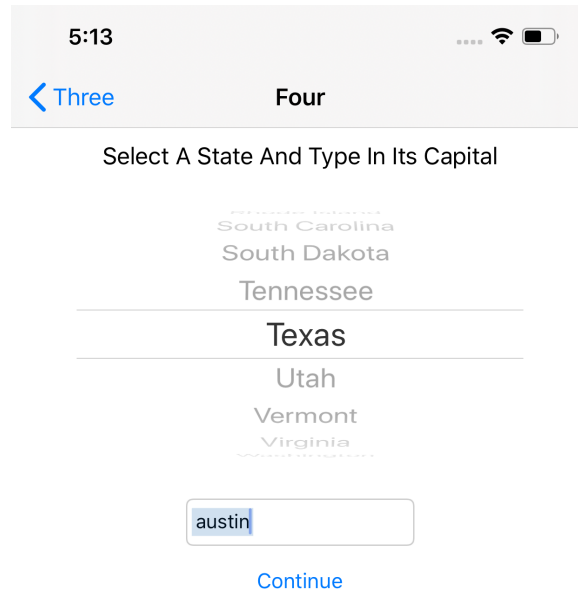
July	23	2016
August	24	2017
September	25	2018
October	26	2019
November	27	2020
December	28	2021
January	29	2022

Continue



Screen Four

The fourth screen should consist of a standard picker. A picker is set up with a data source and a delegate. Set these up with the states. In a text field, the user should type in the name of the state's capital. Once this is done, the continue button should be enabled.



Screen Five

The final screen is just a goal screen.

5:13

Four

Select A State And Type In Its Capital

South Carolina

South Dakota

Tennessee

Texas

Utah

Vermont

Virginia

austin

Continue

"austin" Austin auditing

q w e r t y u i o p

a s d f g h j k l

⬆ z x c v b n m ⬇

123 space return

😊 🎤