

### Task description

Implement single view application, that calculates the price for desired products. This single view consist of 3 main components, where the user chooses some settings – the currency to which that the bill will be converted, the number of products that the user wants to buy, and a switch that indicates whether the user wants home delivery and a slider for the amount of Coca-Cola that the user wants.

**1.** First at the top of the View there are 3 buttons with Titles respectively:

- a . Dollar(\$)
- b . Euro(EUR)
- c . Bulgarian leva (BGN)

These buttons are used to determine the currency of the bill. When one of this buttons is tapped, the total price shown in the price label is converted to the selected currency.

**2.** Second there are 3 labels with desired meals:

- a . Soup -2 EUR
- b. Main dish – 4.5 EUR
- c. Desert – 1.5 EUR

d. Coke 2 EUR/ liter

For meals from a-c there is a small textfield right to the labels, that can be set the quantity of desired meal. Also right to the textfield there should be two buttons for every dish – a “plus” and a “minus” button that set the quantity of a dish.

You must validate the quantity – it should be a number between 0 and 10.

Right to the “Coke” label there should be a slider that define how much Coke the user wants. The possible values are between 0 and 2 liters.

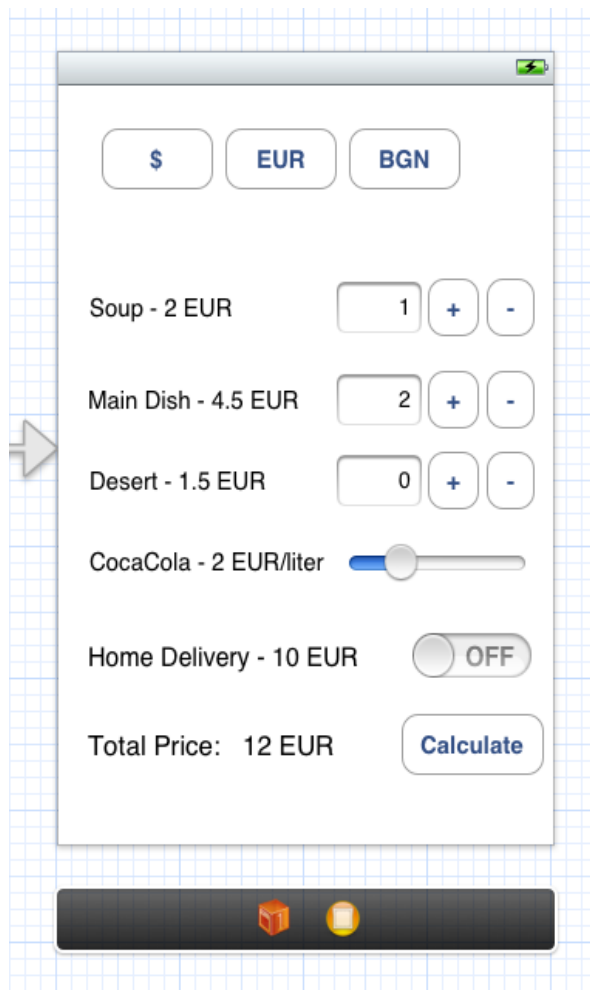
**3.** The last component presents the details about the bill.

There is a switch that describe if the user want a delivery to his/her place. This service costs 10 EUR. Next to the switch is a “Calculate” button.

There is a Total Price Label that describes what is ordered when the calculated button is tapped. It should be

calculated for the desired currency and if the user chooses another currency the total amount is recalculated.

### Proposed design(not required)



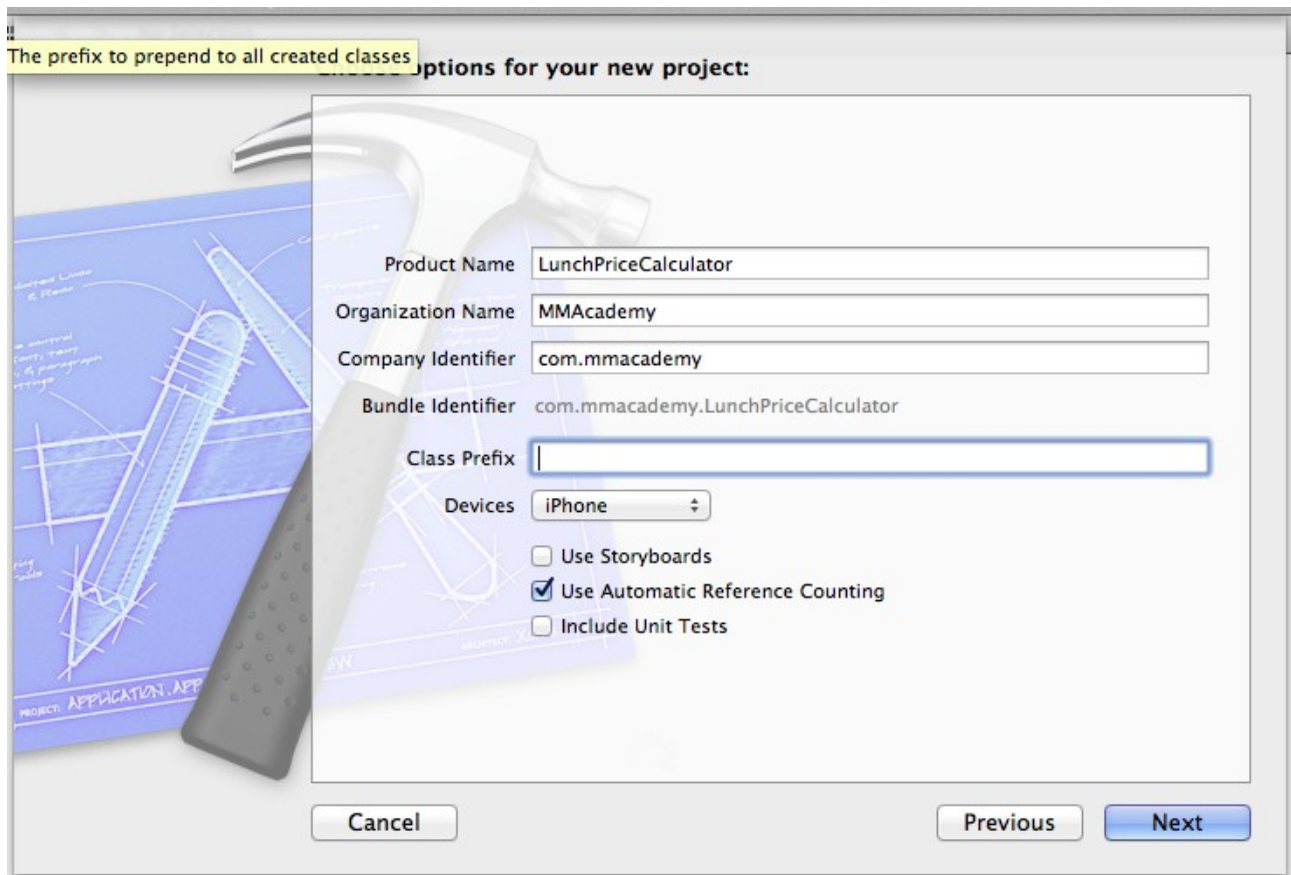
The image shows a proposed design for a 'Lunch Price Calculator' app interface. The app is displayed on a tablet-like screen with a status bar at the top showing a battery icon. The interface includes three currency selection buttons at the top: '\$', 'EUR' (selected), and 'BGN'. Below these are five items with their prices and controls:

- Soup - 2 EUR: A quantity input field with '1' and '+' and '-' buttons.
- Main Dish - 4.5 EUR: A quantity input field with '2' and '+' and '-' buttons.
- Desert - 1.5 EUR: A quantity input field with '0' and '+' and '-' buttons.
- CocaCola - 2 EUR/liter: A horizontal slider control.
- Home Delivery - 10 EUR: A toggle switch currently set to 'OFF'.

At the bottom, it shows 'Total Price: 12 EUR' and a 'Calculate' button. A grey arrow points to the 'Desert' item. The entire app is set against a blue grid background, and a dock with two icons is visible at the very bottom.

### Hints (if needed😊)

1. Create a new single-view application in XCode, using the settings in the picture below.



2. In the .xib file add all the UI components described in the assignment.
  - a. For labels use UILabel component. The text can be retrieved and set by the “.text” property.
  - b. For the buttons use UIButton. You must define IBActions for these buttons in your implementation and header files and link them to appropriate buttons for the “Touch Up Inside” event.
  - c. For the slider use UISlider and you can get the corresponding value through “.value” property.
  - d. For the switch use UISwitch and you can get its status through “on” property.