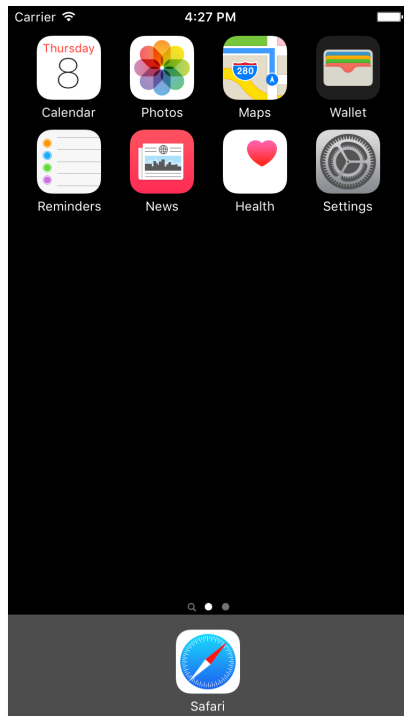


# 'Money Converter'

## iOS Application TEST REPORT

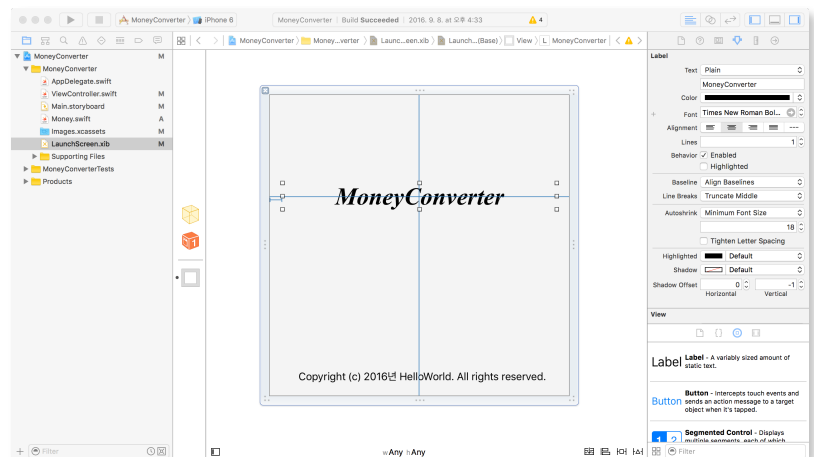
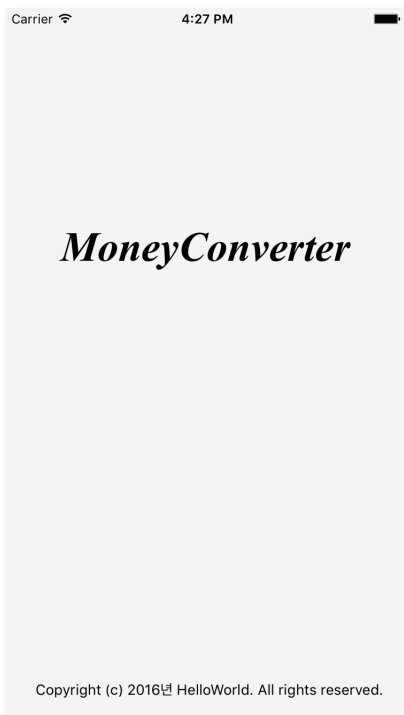
### ▶ 어플리케이션 열기 전 화면



### Simulator

Xcode로 개발한 앱을  
실제 기기에 올리지 않고  
간단히 실행해 볼 수 있는 환경 제공  
- Run 버튼을 누르면 시뮬레이터에서 열림

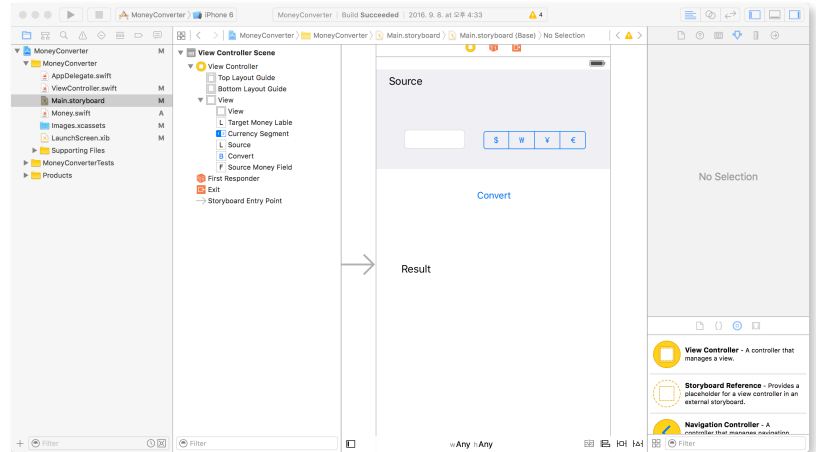
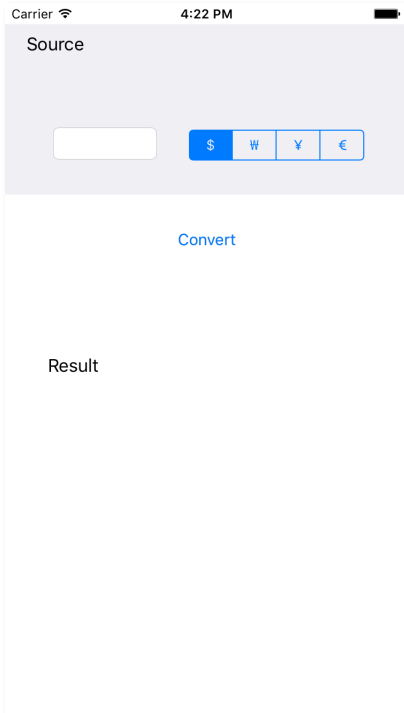
### ▶ 어플리케이션 실행 시 화면



### Launch Screen

'MoneyConverter' - Label - Font - Custom -  
Times New Roman Bold Italic 40  
View - Background - light gray

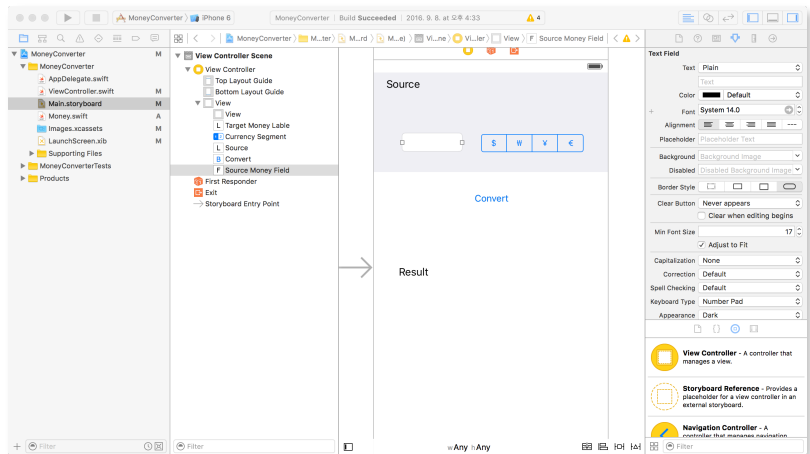
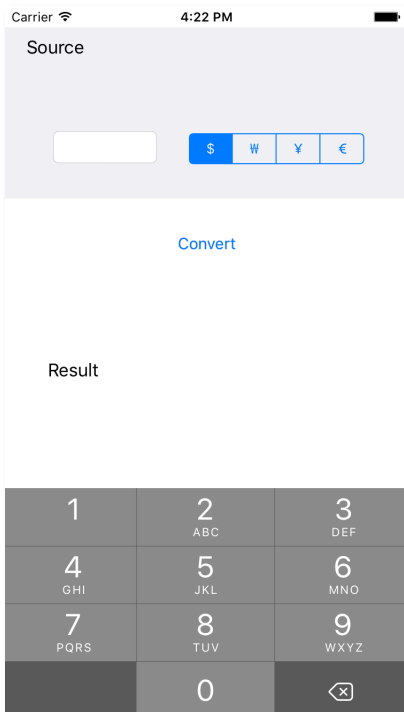
## ▶▶▶ 처음 화면



### Main.storyboard

Button(→Convert), Label(→Source, Target Money Lable),  
Segmented Control(→Currency Segment),  
Text Field(→Source Money Field), View 등의  
UI를 통한 화면 설계

## ▶▶▶ Text Field를 눌렀을 때



### Text Field

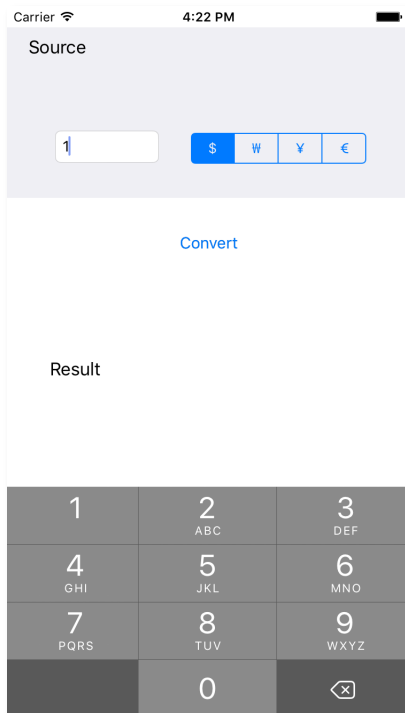
Keyboard Type - Number Pad

Appearance - Dark

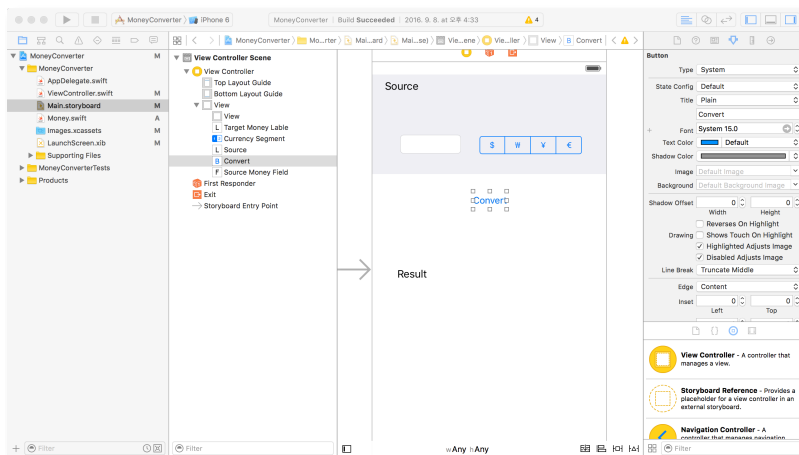
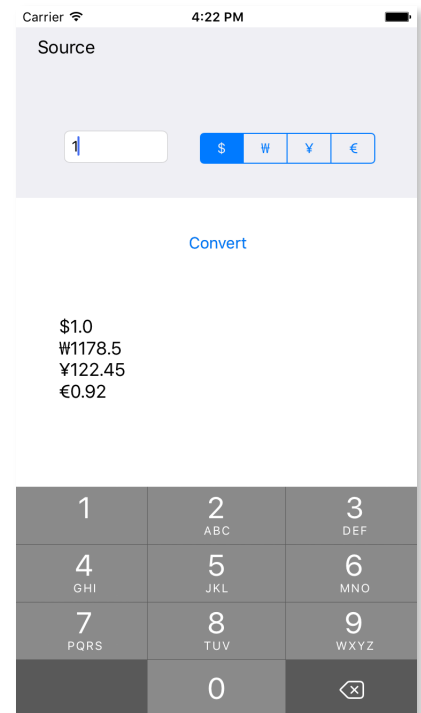
∴ Text Field를 눌렀을 때, 설정한 어두운 숫자패드가 나온다.

-> 소스 금액 입력

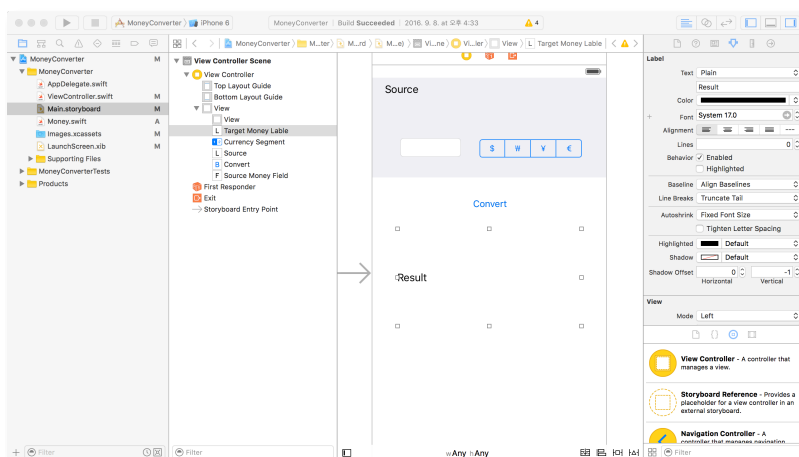
→ \$의 경우, 1을 입력했을 때



Convert



**Button**  
사용자의 이벤트를 받는 기본적인 UI  
여기서는 Convert 누르면  
결과값이 출력되도록 설계



**Label**  
문자열 표시를 위한 뷰 오브젝트  
여기서는 결과값을 표시  
→ 4가지 화폐로 환전한  
금액을 보여줌

## 원화 / 엔화 / 유로의 경우

Carrier 4:35 PM

Source

2000

\$ ₩ ¥ €

Convert

\$1.69707254985151  
₩2000.0  
¥207.806533729317  
€1.56130674586339

1 2 3  
4 5 6  
7 8 9  
0 <X>

Carrier 4:36 PM

Source

1000

\$ ₩ ¥ €

Convert

\$8.16659861167824  
₩9624.3364638628  
¥1000.0  
€7.51327072274398

1 2 3  
4 5 6  
7 8 9  
0 <X>

Carrier 4:36 PM

Source

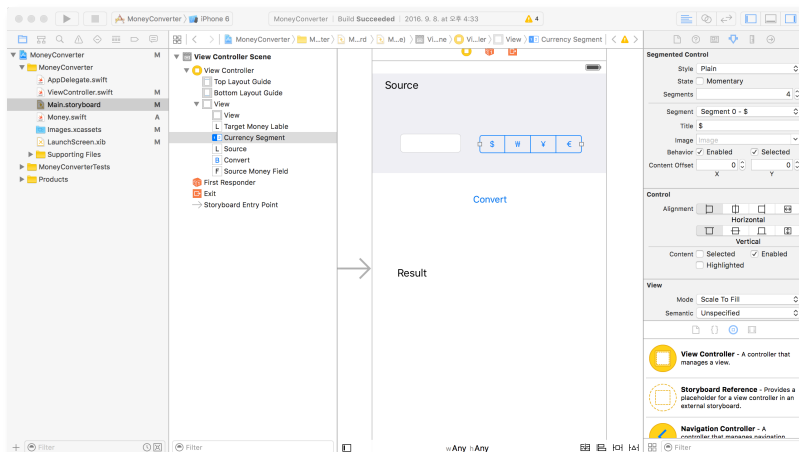
1

\$ ₩ ¥ €

Convert

\$1.08695652173913  
₩1280.97826086957  
¥133.097826086957  
€1.0

1 2 3  
4 5 6  
7 8 9  
0 <X>



**Segmented Control**  
 몇 개의 항목중 하나를 선택할 때,  
 주로 정렬 방식 정의  
 여기서는 \$ / ₩ / ¥ / € 중  
 한가지를 선택하여 환전하도록 설계