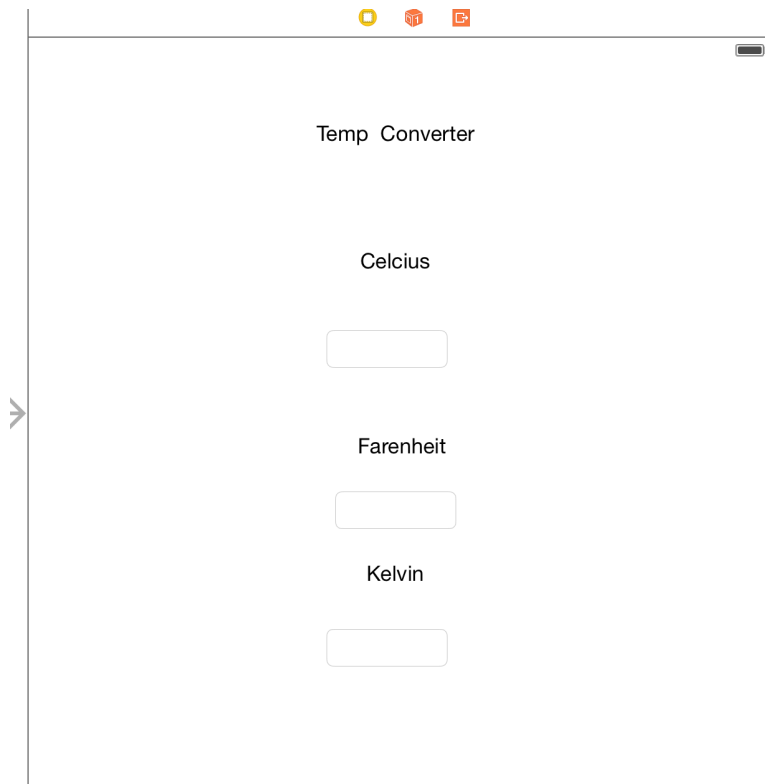Yadira Valadez

Project Plan #1

I will be creating a temperature-converting app. It will feature the three main scales to measure temperature: Celsius, Fahrenheit, and Kelvin. It will feature three input boxes that when filled in one scale with convert into the other scales. I think it would be fun in to incorporate imagery, and with that I will take idea from weather apps, and when the temperature reaches certain levels the image in the background will change as well. This could work well for classes and for getting ready for the day in the morning.

Pseudocode:

```
//
//  ViewController.swift
//  Project1-Temp
//
//  Created by Yadira Valadez on 9/17/15.
```

```swift
//  Copyright (c) 2015 Yadira Valadez. All rights reserved.
//

import UIKit

class ViewController: UIViewController {

state all outlets: the labels, the text fields
state delegates
write in temperature functions

        Celsius to Kelvin and to Fahrenheit:
                Kelvin: C + 273.15
                Fahrenheit: (C *9/5) + 32
        Fahrenheit to Celsius and to Kelvin
                Celsius: (F -32) * 5/9
                Kelvin: (F -32) * 5/9 + 273.15
        Kelvin to Celsius and Fahrenheit:
                Celsius: K - 273.15
                Fahrenheit: (K- 273.15) * 9/5 + 32

write image changing functions
        If temp reaches below 60 degrees Fahrenheit place a picture that gives off the idea
of coldness
        If temp reaches 75 degrees Fahrenheit or higher place a picture that seems warm
        If temp is in between place a picture that evokes idea of calm, neutral.

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }
```

```swift
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```