

### **Lab Assignment #3**

**Due Date:** Mid-night (11.59 pm) Sunday 18<sup>th</sup> July

**Marks/Weightage:** 30/7.5%

**End Date:** Mid-night (11.59 pm) Sunday 25<sup>th</sup> July with 25% deduction/penalty. After this date, it will not be accepted. NO EXCEPTIONS.

**Purpose:** The purpose of this Lab assignment is to:

- Practice the use various views/controls, building a multi-view controller app in Swift

**References:** Read the course study material, code examples, lab exercises covered in the class. This material provides the necessary information that you need to complete the exercises.

**Instructions:** Be sure to read the following general instructions carefully:

This lab should be completed individually by all the students. You need to demonstrate your assignment and submitting the project **on Blackboard on or before the due date.**

You must name your Xcode project/playground file according to the following rule:

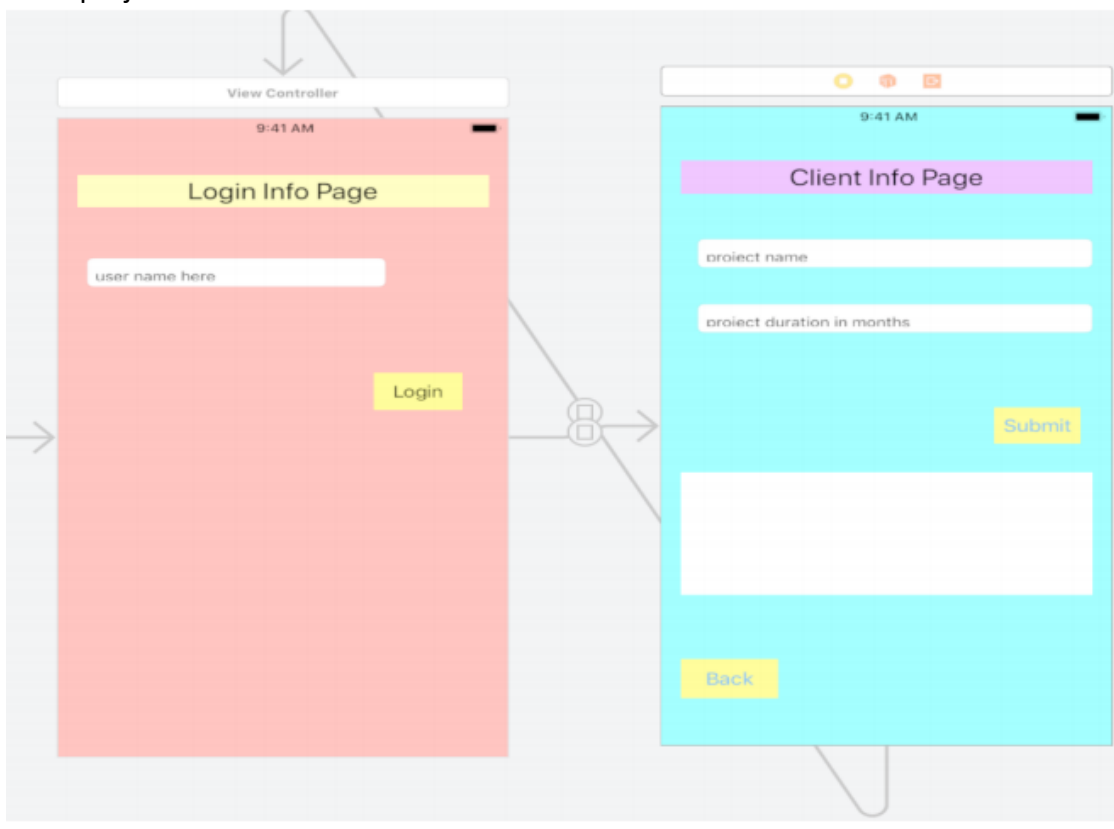
*FirstName-LastName\_CourseCode-SectionNumber\_LabNumber*

**For Example:** John-Smith\_COMP2125-Sec001\_Lab03 (if your section is 001)

Zip the above folder and submit/upload your assignment using the assignment link in Blackboard.

**Exercise 01:****[15 marks]**

Create a Swift ios project with GUI as shown in the screen shot below. Add more controls as mentioned below:



- On Login Info page, add another text field for accepting the password.
- On Client Info page, add another text field for accepting the project location (such as Toronto, Chicago etc.
- You need to set up the segue as shown in the screen shot so that you can navigate back and forth between the view controllers(using segues)
- When user taps Submit button, it should display the following information in the text view/label in a properly formatted way as shown below.

**User name:** John Smith (if entered user name is John Smith)

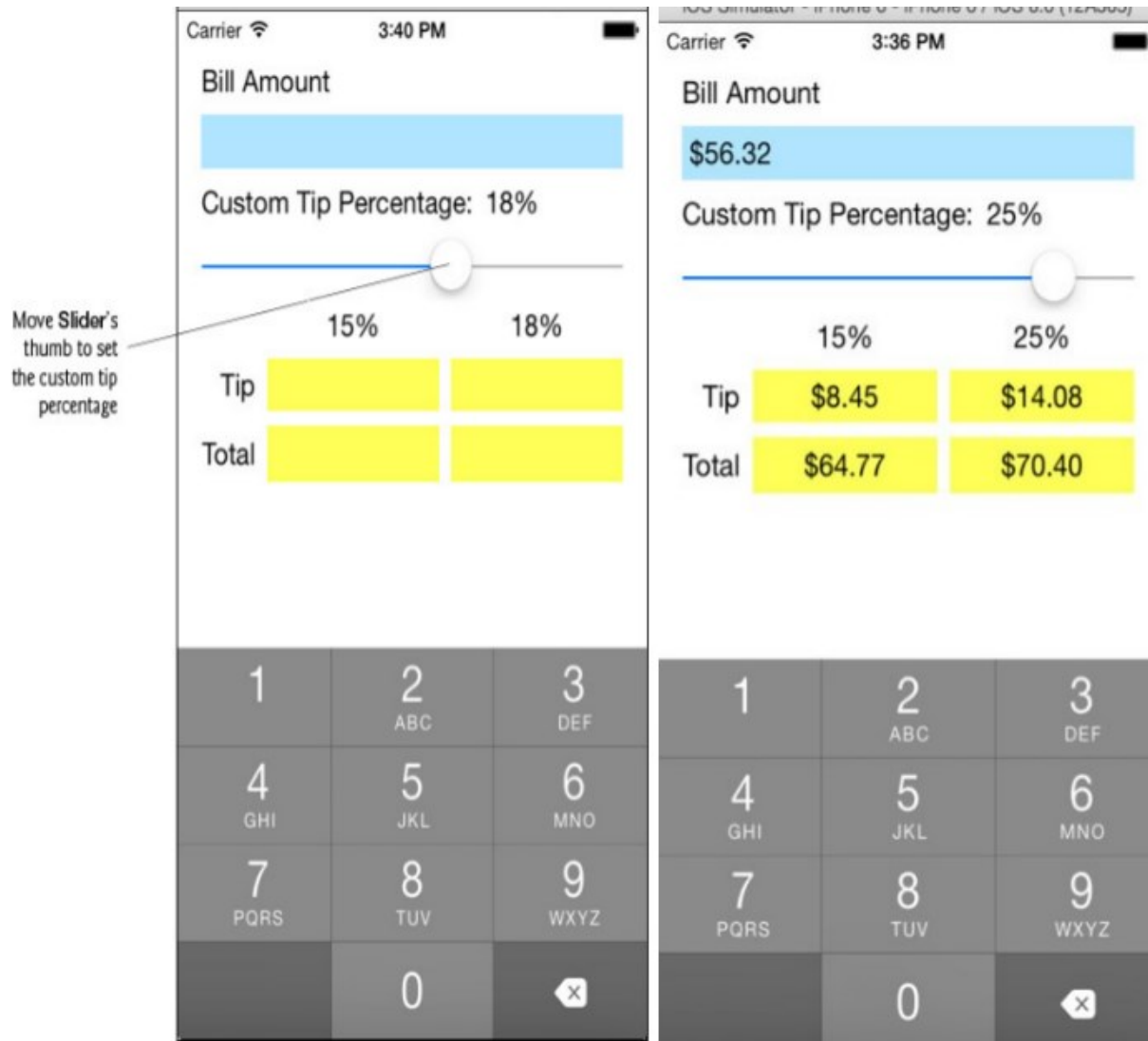
**Project name:** WealthSimple (if the entered value is WealthSimple)

**Exercise 02:****[15 marks]**

Create a Swift ios project which calculates and displays possible tips and bill totals for a restaurant bill amount. As you enter each digit of an amount by touching the numeric keypad (*you don't have to implement numeric keypad, it pops up when you tap a text field*), the app calculates and displays the tip amount and total bill amount for a 15% tip and a custom tip.

You specify the custom tip percentage by moving a Slider's thumb—this update the custom tip percentage label and displays the custom tip and bill total in the right-hand column of yellow Labels below the Slider.

We chose 18% as the default custom percentage, add this tip percentage for parties of six people or more, but you can easily change this.

**Evaluation:**

Functionality	
Correct implementation of GUI, lay out of controls, code logic as per business/functional requirements	70%
Correct use and testing of all the functionalities developed	20%
Comments, correct naming of variables, methods etc.	5%
User Friendly input/output	
<b>Total</b>	100%