

Washington State University  
School of Electrical Engineering and Computer Science  
Spring 2017

CptS 479 Mobile Application Development in iOS

**Homework 1**

Due: January 17, 2017 (11:59pm)

General Instructions: Put the entire app directory into one zip file and submit as an attachment under Content → Homework 1 for this course on the Blackboard Learn system by the above deadline. Note that you may submit multiple times, but only the most recent entry submitted before the above deadline will be graded.

1. For this homework you will create an iOS app in Swift called “Joker”. Your app will have the following features (see screenshot below).
  - a. Start with a new single-view iOS application using Swift.
  - b. Using the Storyboard, display a label near the top that says “Hi, this is <name>. Here’s a joke.”, where <name> is your first name.
  - c. Underneath the top line, use multiple labels to show the lines of your joke.
  - d. Underneath that, show a button labeled “Answer”. Hook up an IBAction to the button, so that the answer is displayed when tapped.
  - e. And underneath the button, show a label with the answer. You should hide this label initially, either using the Storyboard attributes, or programmatically.
  - f. Add auto layout constraints to your elements so that they are centered horizontally and appropriately spaced vertically, no matter what orientation the device is in.

