

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

CptS 479 Mobile Application Development in iOS

Homework 5

Due: February 14, 2017 (11:59pm)

General Instructions: Put the entire app directory into one zip file and submit as an attachment under Content → Homework 5 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.

For this homework we will continue to improve the Joker app by (1) adding a table to view all the jokes, (2) allowing the addition and deletion of jokes, and (3) embedding everything in a navigation controller. You should be able to reuse much of your HW4 solution. Refer to the Storyboard screenshot below for more detail. Specifically,

1. Create a new class in your Joke.swift file that basically just includes an array of jokes. We will use this in place of the jokes array in HW4, mainly so that we can pass a reference to it to the jokes table view.
2. Embed the initial View Controller in a Navigation Controller. If reusing HW4, first remove the “Add Joke” button and its segue.
3. Add a TableView Controller to the Storyboard, create a new class for it (inheriting from UITableViewController), and assign this class to the TableViewController.
4. Add a “View Jokes” button on the bottom of the main view that segues to the TableViewController. Make sure the TableViewController is properly embedded in the Navigation Controller. Pass your jokes array class instance to the TableViewController via the prepareForSegue function and display the first line of each joke in the table.
5. Enable deletion of jokes. Be sure your jokes array class instance is properly modified.
6. Add a “+” bar button to the upper right of the TableViewController and connect it via segue to your Joke entry view from HW4. Be sure to add the unwind segue code to the TableViewController class and utilize it to collect a new joke entry and add it to the table. Again, be sure your main jokes array class instance is properly modified.
7. In the AddJokeViewController, add a Cancel left bar button item and a Save right bar button item. If reusing HW4, remove the Cancel and Save buttons below the text fields. The Cancel and Save buttons should trigger the unwind segue. You might want to add a “canceled” Bool to AddJokeViewController that can be used to determine how the unwind segue was called.
8. Be sure all three views have proper titles and prompts in the top navigation panel.
9. Be sure auto layout constraints are set so that all the view elements are appropriately placed in the views, regardless of device orientation.

Storyboard:

