

Washington State University
School of Electrical Engineering and Computer Science
Spring 2018

CptS 479 Mobile Application Development

Homework 1

Due: January 16, 2018 (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. Make sure all files are actually copied into the app directory and not merely referenced elsewhere on your computer.

For this homework you will implement a simple app called Traveler that displays a message about your favorite travel destination, and then an image of your destination. See screen shots below. Specifically,

1. Create a single view iOS application called Traveler.
2. Drag and drop an image of your favorite destination from your computer into the Traveler app (e.g., right below Info.plist, but above Products). Be sure the “Copy items if needed” is checked, so that the image will be bundled with your app when submitted.
3. On the StoryBoard, add a label at the top of the view with the app’s name “Traveler”. Below that add a label with the message “My favorite destination is <destination>.” These labels should be centered horizontally and constrained to be appropriately spaced at the top of the view.
4. Add an Image View to the view. Set the Image attribute of the Image View to the image file you add in step 2. Set the Image View’s Content Mode attribute to Aspect Fit (this allows the image to use maximum space without distortion). Center the Image View both horizontally and vertically. Then constrain the Image View to be greater than or equal to 32 points from the left side of the view, the right side of the view, the “My favorite...” label, and the bottom of the view. Finally, reduce the Image View’s Content Compression Resistance Priority for Vertical so that the labels won’t get compressed.
5. Be sure that auto layout constraints are set so that the view elements are appropriately displayed regardless of device orientation.

