General Instructions: Put the entire app directory into one zip file and submit as an attachment under Content → Homework 2 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 you will add to your Food App in order to cycle through all your favorite foods. You can start with your HW1 solution or create a new project. See the screenshots below. Specifically,

1. On the Storyboard, again create a “Food App” label centered at the top, another label centered beneath the “Food App” label to display which number favorite food is currently displayed, a 100x100 ImageView centered in the view, and a label centered beneath the image to display the food name. Create IBOutlets for the image view and the bottom two labels.
2. Add a button called “Next” centered at the bottom of the view. Create an IBAction to detect the “Touch Up Inside” event for this button.
3. Initially, the app should show “My #1 favorite food is...” at the top along with the appropriate image and food name below. When the user taps “Next”, the view should update to your next favorite food. Specifically, the favorite-food label should now say “My #2 favorite food is...” and the image and food name should be appropriately updated. Each time the “Next” button is tapped, the view should update to the next food. You should include at least 3 different favorite foods. When “Next” is tapped on the last food, the app should cycle back to your #1 favorite food.
4. Be sure that auto layout constraints are set so that the view elements are appropriately displayed (i.e., no overlap, occlusion, or cutoff at edges) regardless of device orientation.
Storyboard:

Simulator: