

## Homework #10: Beginning iPhone Development with Swift

### Due: Apr. 12, 2018

#### Preliminary

- Electronic submission of coding assignments will be through Canvas. Please upload a single .zip file containing project code. The zip file should be named with your (lowercase) first initial and last name, e.g. pdeleon.zip.
- Please submit a hardcopy of p. 2 of this assignment in class on the due date (optional for students registered for EE443).
- Students responsible for the week's lecture should meet with Prof. De Leon during office hours the week *before* the lecture to review their lecture slides and receive feedback. This means completing the chapter the week before the meeting and creating the lecture slides.

#### Notes

- As a reminder, EE443 office hours are on Monday 1:30 - 2:30pm and Thursday 9:30 - 10.30am.
- Students interested in discussing the final app should meet with Prof. De Leon during office hours.

#### Week 13 Lectures

Ruth Torres Castillo and Cayden Wilson (Chapters 27 and 28)

#### Assignment

Submit the app at the end of Chapter 26. For students registered for EE593, the app portion of this assignment is worth 75% and the question portion of this assignment is worth 25%. For students registered for EE443, the app portion of this assignment is worth 100% and the optional question portion of this assignment is worth a 25% bonus.

1. Read Chapter 25 and develop the MyLocations app.
2. Read Chapter 26 and develop the MyLocations app.
3. Submit a hardcopy of p. 2 of this assignment

**Name:**

Please answer the following questions pertaining to Chapters 22-23.

1. What is difference between a UITextField and a UITextView?
2. There are two major styles of table views: plain and grouped. What are the main differences in appearance?
3. What is meant by *lazy loading*?
4. A *private global* (as used with the MyLocation app) is a “constant that lives outside of the LocationDetailsViewController class (global) but it is only visible inside the LocationDetailsViewController.swift file (private).” Please elaborate exactly why this is useful, why this shouldn’t be a constant within the class, and how this constant is used as per the definition.
5. The `for` loop on p. 588 within the `viewDidLoad` method does not use *fast enumeration* as shown in the first box on p. 589. Why?
6. An *unwind segue* provides one way to pass data to an origination view controller. Why would we use an *unwind segue* for a simple picker screen over a delegate?
7. In the *target-action* design pattern, what is the target and what is the action?
8. In the `hideKeyboard()` method on p. 598, we precede `func` with `@objc`. Why?
9. In the “Deactivate the Keyboard” section of Chapter 26 (p. 597), we allow two approaches to dismiss the keyboard so as not to interfere with the display. What are they?