

Homework #2: Getting Started

Due: Feb. 1, 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.

Notes

- Please email Prof. De Leon the UDID of any iOS device you would like provisioned so you can optionally load and test apps onto your device.
- You can create a private repository on GitHub for the Bull's Eye project. At the end of each chapter you can “commit” changes to your project to the repository either manually or through Xcode. This will enable a cloud based software version control system.

Week 3 Lectures

Prof. DeLeon (Chapters 4-6)

Assignment

Submit the app at the end of Chapter 3.

1. Read Chapter 2 and develop the Bull's Eye app.
2. Read Chapter 3 and develop the Bull's Eye app.

Name:

Please answer the following questions pertaining to the Swift programming language.

1. True or False: you do not need to specify the argument type.
2. Swift allows function arguments to have external and internal argument names. Aside from Objective-C motivations, what is another motivation for this “feature?”
3. True or False: You can pass a function as an argument to another function.
4. What is the difference between a *function* and a *closure*?
5. What three things can be contained in a class or structure? Describe what each of these is.
6. True or False: Like structures, class instances (objects) are passed by reference (pointer) thus the instance is copied.
7. Consider the CircleStruct structure and circleStruct instance (Lecture 2 slide 15). How could you access the radius property of the instance?
8. What does the `self` variable represent?
9. Describe the free or automatic initializer you receive with a structure, i.e. what does it initialize?
10. What is a protocol?
11. True or False: Methods are defined and implemented within a protocol.