

Beginning UI with Storyboard

Objectives

This assignment is to create the structure of an iPhone application, and to create an About screen for the app.

1. Create a new iPhone Project in XCode using the Single View Application Template
2. Use a tab bar controller and multiple navigation controllers to structure your app, with at least two tabs (Home and About). Home can be left blank.
3. Create a custom view controller class for your About screen
4. Add a picture and a name to the About screen for each teammate
5. Add a button that will let the user send an email to one of your teammates
6. Add a button that will open up the Mobile Safari web browser with a useful web page for your project (for instance, its home page)

Prerequisites

You will need to have the following before you start:

- Joined a team in class
- XCode installed

Grading Evaluation

Name	Points	Description
Working Project	10	Submitted a working XCode app project that compiles.
Tab Bar Controller	20	App has at least two tabs, and it's possible to navigate between them using the tab bar. Tab bar items have titles.
Navigation Controller	20	App uses navigation controllers for each tab. Navigation Items have titles.

Name	Points	Description
Custom View Controller Class	10	The About screen uses a custom view controller class named AboutViewController, not just ViewController.
Images on About Screen	10	There is at least one image view on the About screen that shows an image.
Retina Images	5	The images on the About screen have retina and non-retina versions, working correctly.
No Image Distortion	5	The images on the About screen aren't clipped, distorted, or otherwise incorrect. The UIImageView is set up properly.
Email Button	10	The Email button lets the user send an email through the app.
Open in Safari Button	10	The Open in Safari button opens up Mobile Safari to a web page.
100		