Lab 4: Implementing Controllers

Due Date
11:59 PM, Wednesday October 14th, 2015
Email zipfile “LastName-Lab4.zip” to cse436ta@gmail.com

Assignment – 10 points
In this assignment, you will implement tab bar and navigation bar controllers. This lab is based almost entirely off of the material covered in previous lectures. In preparation for both the final lab and the final project, this lab will provide details in terms of how to actually create and implement the navigation bar controllers. You will create TWO projects for this lab; the first project will implement the navigation bar controllers, tab bar controllers, and UITableViews entirely in Xcode (make sure you download emptyApplication.zip file from the course website as your starting template). Below is a link:
http://arl.wustl.edu/~todd/cse436/examples/emptyApplication.zip

The second project will implement all of these view controllers using Storyboard (you may use any starting template). Both projects will end up displaying the same thing, but one will be created with code and one will be created with Storyboard’s visual construction.

You will need to implement the following in both projects:
1) A tab bar controller with at least 3 tab buttons and views (creating separate class files for each).
2) A navigation bar inside one of the tab bar views with two views associated with it (creating separate class files for each view).
3) A UITableViewController inside one of the tab bar views with at least 3 cells of data (the data can be anything you want).
4) A long and short title for navigating between two views in the navigation windows. Screenshots of the app are displayed below.

IMPORTANT: For the first project (Xcode only) you may use Storyboard to create simple tasks such as adding buttons or labels. DO NOT instantiate navigation/tab bar controllers or UITableViewController inside of Storyboard (or you will lose points).

Below are some screen shots of the end product. In the first tab view (the one that the user initially will see), there will be three tab buttons at the bottom of the screen.
Welcome to Tab Bar Fun!

The second tab view uses a UITableViewController with a few (at least 3) cells initialized.

The third tab contains a button called push. This view will also include the navigation bar controller. When the push button is pushed, the user will be sent to the second screen.
Notice the back button in the second image is called “Part 1”, and not “Third Screen Part 1” (which is the title of the navigation bar in the first image). This longer title would not fit, and only part of the title would be displayed. You must specifically change the title (and while you may rename the title to be whatever you choose, it must be different than what the default title would be).

Grading
The usual automatic deductions apply. For this lab you will be graded on:

2 Points – (Project 1) Tab bars work correctly
2 Points – (Project 1) UITableView works correctly
2 Points – (Project 1) Navigation bar works correctly
1 Point – (Project 1) Back button's text is changed from default
3 Points – (Project 2) Everything is done correctly in Storyboard