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.

1. Create an iOS app called TwoViews that consists of two view controllers, each with its own UIViewController class. View1 should have a label “View 1” near the top and a button labeled “To View 2” that segues to View2. View2 should have a label “View 2” near the top and a button labeled “To View 1” that segues to View1.

2. Next, we are going to add several elements to View1. In each case we will put a label next to the element displaying its value. See figures below for an example.
   a. Add a Segmented Control with four choices: 1, 2, 3, 4. Next to the element, add a label “Value = ”, which should reflect the current selection of the segmented control, even when the view first appears.
   b. Add a Slider whose value ranges from 0-100. Next to the element, add a label “Value = ”, which should reflect the current integer value of the slider, even when the view first appears.
   c. Add a Switch. Next to the element, add a label “Value = ”, which should reflect the current value of the switch (YES or NO), even when the view first appears.
   d. Finally, add a label “Timer = ” which shows the count in seconds of an NSTimer set to repeat every second. Note that the count will reset to zero each time View1 is entered. The NSTimer should start whenever View1 is entered.
   e. Use the layout constraints to make all the elements line up well despite orientation or device.

3. For View2 we will add a Text Field to type in a name, and have that name displayed below the text field using a label “Hello, Name.” The label should update whenever you end editing and hit the Return key. They keyboard should also disappear upon hitting Return. Note that the name will reset to empty, and the label to just “Hello.” upon entering the view.
Storyboard…

View1 in Simulator:

View2 in Simulator: