General Instructions: Rename your project folder to be lastname-firstname. Create a compressed zip file of this entire directory and submit as an attachment under Content \(\rightarrow\) Homework 8 for this course on the Blackboard Learn system by the above deadline. You may submit multiple times, but only the most recent entry submitted before the above deadline will be graded. Make sure all files are actually copied into the app directory and not just referenced elsewhere on your computer.

For this homework you will use gestures to add two functionalities to the Traveler app from HW2 (yes, HW2). I have posted my solution to HW2 on Blackboard Learn under the “Homework 2” assignment, so you can start from that, or use your own solution. First, you will use swipe left/right gestures to move back and forth through the trips. Second, you will use tap gestures to select a star rating for each trip. See screenshots below. Specifically,

1. To the Trip class, add a “rating” property whose initial value is zero. Make sure you have at least three trips stored initially. There is no need to implement the addition or deletion of trips.
2. Add two swipe gestures to the main view using the Storyboard drag-and-drop method, one a left swipe and one a right swipe. Implement a swipe handling IBAction for these two gestures, and connect each gesture to the handler. Swiping left should advance to the next trip; swiping left on the last trip should advance to the first trip. Swiping right should advance to the previous trip; swiping right on the first trip should advance to the last trip. Remove the “Next” button.
3. Modify the main view to add a centered row of five image views, each 32x32 in size, below the trip image view. Each of the five image views will contain a 32x32 image of either a gold star or a gray star, depending on the trip’s current rating. You’ll need to get your own images of the gold and gray stars. Be sure to set User Interaction Enabled either in the Storyboard or in code.
4. Programmatically add a tap gesture to each of the five star image views. Specifically, create five tap gesture recognizers, set their delegates to the main ViewController (self), and add each to one of the star image views. Each tap gesture recognizer should be initialized with a handler action that sets the trip’s rating accordingly and displays the proper number of stars. This star rating should be retained, at least while the app is running, so that each time a trip is displayed, the star images reflect its current rating.
5. Be sure auto layout constraints are set so that all the view elements are appropriately placed regardless of device orientation.

Screenshot: Storyboard

Screenshots: App