General Instructions: Put the entire app directory into one zip file and submit as an attachment under Content → Homework 3 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 OptionsSetter that consists of two view controllers (Main and Options), each with its own UIViewController class. The Main view will allow you to choose to display the options for either Player 1 or Player 2. The Options view will allow you to set the options for the player currently selected on the Main view. See the figures below for sample screenshots. Specifically,
   a. The Main view has a Navigation Bar with title “Main” and a right-side bar button named “Options” which segues to the Options view.
   b. The Main view has a segmented control for choose between Player 1 and Player 2.
   c. The Main view has two labels: one for the player’s name and one for the player’s Sound option setting (“On” or “Off”).
   d. The Options view has a Navigation Bar with title “Options” and a left-side bar button named “Back” which unwinds the segue back to the Main view. You must use a segue unwind IBAction in the Main view controller, not the prepareForSegue method in the Options view controller.
   e. The Options view has a label showing which player’s settings are being changed.
   f. The Options view has a Name label followed by a text field, which shows the current name, but allows changes. Keyboard should disappear upon hitting Return.
   g. The Options view has a Sound label followed by a switch which indicates the current Sound setting, but allows changes.
   h. Information passed from the Main view to the Options view should be transferred via the prepareForSegue method in the Main view controller.
   i. Information passed from the Options view to the Main view should be transferred via the unwind segue IBAction also in the Main view controller.
Main View in Simulator:

Options View in Simulator:

Name: Larry
Sound: On