General Instructions: Put the entire app directory into one zip file and submit as an attachment under Content → Homework 6 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. For this homework you will create the GoCougs app to demonstrate the use of alerts and local notifications (and show your Coug spirit).
   a. Create a single view application that looks like screenshot (1) with a “Go Cougs!” button centered in the view. If the button is pressed, the app generates the alert as shown in screenshot (2). An NSLog statement should indicate which option was chosen in the Xcode console window (as below).


   b. Upon launching, the app requests all three types of notifications (alert, badge, sound). So, for the first launch, the user will be requested to allow notifications as in screenshot (3).
   c. The app’s viewDidLoad method should cancel all location notifications and then schedule a local notification to fire five seconds later. The notification’s alert body should say “Show your Coug spirit.” The notification’s sound should play the WSU fight song (available at [http://www.eecs.wsu.edu/~holder/courses/MAD/hw6/WSU-Fight-Song.mp3](http://www.eecs.wsu.edu/~holder/courses/MAD/hw6/WSU-Fight-Song.mp3)). And the notification should set the app’s badge number to 1. Screenshot (4) shows the notification as it would appear if you are on the home screen at the time the notification fires.
   d. If the user taps the notification, or taps the app’s icon with the badge number of 1, then the app will be entered, all notifications should be canceled, the badge number should be reset to 0, and the alert from part (a) above should then be fired. This can be accomplished in a method created in your view controller which is called from the didReceiveLocalNotification AppDelegate method, and from the applicationDidBecomeActive AppDelegate method (if badge number > 0).