

BeverageList in Swift

Due: November 17th, 2014. 9:00 AM

Group size: 2

Description

In this assignment, you will learn how to program in swift by extending your current BeverageListApp.

Task

Part 1: Extend the BeverageListApp

User your existing BeverageListApp and extend or reimplement it with the following constraints:

Implement the following entities in Swift:

- Storage:
 - Containing a list of beverages and the number of bottles which are currently in the fridge.
- User:
 - Containing the name of the user and a total amount he has to pay.
- Beverage:
 - Containing the name of the beverage and the price.

For each of these entities choose if it should be a struct, a class, or a enum and explain your choice in a additional text file named: SwiftStructures.txt in your submission.

Update your ViewController class as follows:

- Use all three entities (Storage, User, Beverage).
- Add a label in your interface that shows how much a user currently have to pay as soon as a user was selected.
- Only use the following IBAction methods:
 - (IBAction)userSelected:
 - (IBAction)beverageSelected:
 - (IBAction)undo:
 - (IBAction)refill:

You can choose if you want to reimplement your ViewController in Swift or update your Objective-C ViewController.

Extra credit: Not only show the total amount a user has to pay but also how many and which kind of bottles he took from the fridge.



Submission

Create a zip archive including the following items

- Your BeverageList source code
- Members.txt — Modify the template to match your information
- SwiftStructures.txt
- Name the Folder in the zip file as follows: AXX_Name1_Name2

Email your submission to iphone@cs.rwth-aachen.de

Grading

We will grade this assignments using the following rough scale.

- 1.0 — Accomplish all extra credit tasks and clearly went above and beyond what was given in the assignment sheet by improving usability, features, or performance of the implementation
- 1.3 — Accomplish all extra credit tasks
- 2.0 — Accomplish all basic tasks according the described requirements without any compilation errors or warnings.
- 5.0 — Late submission, submission that doesn't compile and run on Xcode 6 + iOS 8 Simulator.

Looking forward

No submission is needed in this point, but feel free to discuss your thoughts in [our Facebook group](#).