

Assignment 2

AardvarkBuffet . app

Your next project is AardvarkBuffet . app, and it is due by the start of class on **Wednesday, April 15th**. The goal of **Assignment 2** is to give you more experience using a debugger to fix problems in your apps, and using Cocoa classes like NSArray, NSString, and NSDictionary. AardvarkBuffet has two parts: Perfect and Utils. The two parts are in the same project (provided on the website,) but they work totally separately. When you build the project, you will have two “Show” buttons, one on each side of the view. Each side of the view also has pairs of labels, one on top of the other. In each pair, the first label shows what the output SHOULD be, and the lower label shows what the output ACTUALLY is. When you fix all of the bugs, and implement all the functionality, the input and output will be identical. This is a *very* informal version of Test-Driven Development.

Perfect is the bug-fixing part of the project. Perfect is a subclass of UIViewController that a spoiled kid named Charles Worthington the Third wrote to show how great he was. His code has a lot of bugs, though. Compiling the project raises warnings, the program crashes on startup, and the output isn't correct. His father brought you in to fix the PerfectViewController class and reinstall his son's confidence. There may be bugs in PerfectViewController and how it is connected to PerfectView.xib. When you have fixed all the bugs, each pair of labels should be the same in the interface.

Utils is the implementation part of the project. You have been hired to build a series of utility functions that do things like count the words in a string, shuffle the elements of an array, etc. The functions have been started for you in the Utils class, you just need to get the functions working correctly. When things work properly, the paired labels should be the same in the interface. There aren't any bugs (that I know of) in the Utils class or UtilityViewController, so don't worry about finding existing bugs here. You should also not change the testing/display code in UtilityViewController. I am not trying to be clever or tricky here in the Utils part. If you have a question about what how a function is supposed to work, please ask me.

The two views in AardvarkBuffet are tied together by FlipViewController. You don't need to do anything with it (there aren't any Perfect bugs in there or anything) but feel free to poke around if you're curious.

We're turning this project differently. Please just compress the folder into a zip file (you can right-click on the folder->Compress) and email it to me at ndnichols@gmail.com. You will be getting the next assignment on Monday, and it will be due the next Monday, so I encourage you to start AardvarkBuffet early.