

Description

In this assignment, you will read Chapter 3 of *iPhone Development Fundamentals* (pages 37–63) and complete the programming exercise in that chapter.

Details

Subversion

When you create your project, place it under the control of Subversion. See the *Using Subversion with Xcode* guide in the Resources section of the course web page for instructions on how to do this.

Class Diagram

When you have finished with the chapter, draw a UML diagram for the program using OmniGraffle. Include the following five classes in your diagram.

- `UIApplication`
- `HelloUserAppDelegate`
- `HelloUserController`
- `UIWindow`
- `UIView`

If you are showing a *composition* relationship between two classes, be sure to show the appropriate instance variable also. You should also show any instance variables that are defined as an `IBOutlet` and methods defined as an `IBAction`. You will need to look at the documentation to find the instance variable names.

The diagram on page 54 may help you get started, but beware, it is not a UML diagram.

When you are finished with your diagram, add it to the Resources folder of your project, make Subversion aware of it, and commit your project.