

Description

In this assignment, you will read Chapter 4 of *iPhone Development Fundamentals* and complete the programming exercise in that chapter. As in the previous assignment, you will use Subversion to manage your source code. You will also learn how to do unit testing for your project.

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.

Unit Testing

When you have finished the exercise in Chapter 4, you will add unit tests for the application. Before doing this, commit the project to the repository so you can restore it in the event of a disaster.

In this chapter you have used the Model-View-Controller design pattern to create your program. This design pattern is important because it forces you to clearly separate program responsibilities. The *model* captures the underlying logic of your program. The view and controller are responsible for presenting an interface to the user. Since the model does not need the user interface, it is easy to test.

Write unit tests for your model, the `Movie` class. Test anything that you feel is important. Follow the instructions in the document *Logic Unit Testing* found on the course web page.

Class Diagram

When you have finished with the chapter, draw a UML diagram for the program using OmniGraffle. Be sure to include the view controllers and the model.

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.