



CLEVELAND  
INSTITUTE OF  
ELECTRONICS

INTRODUCTION TO IPHONE AND IPAD APPS  
LESSONS 9031C THROUGH 9040C

Study Guide to accompany *iPhone and iPad Apps for Absolute Beginners, iOS 5 Edition*

By Dr. Rory Lewis  
ISBN 13: 9781430236031

This study guide contains excerpts from the book *iPhone and iPad Apps for Absolute Beginners, iOS 5 Edition* by Dr. Rory Lewis

© Copyright 2012 Cleveland Institute of Electronics  
All Rights Reserved / Printed in the United States of America  
FIRST EDITION / First Printing / April 2012

## Table of Contents

### Contents

Table of Contents .....	2
Chat with Your Instructor .....	3
Lesson 9031C: Chapter 1 - Before We Get Started .....	4
Lesson 9031C Examination.....	5
Lesson 9032C: Chapter 2 - Blast-Off!.....	7
Lesson 9032C Examination.....	8
Lesson 9033C: Chapter 3 - Keep On Truckin' .....	10
Lesson 9033C Examination.....	11
Lesson 9034C: Chapter 4 - Buttons & Labels with Multiple Graphics.....	13
Lesson 9034C Examination.....	14
Chapter 5 – Touches Lesson 9035C.....	16
Lesson 9035C Examination.....	17
Chapter 6 – Switches Lesson 9036C.....	19
Lesson 9036C Examination.....	20
Chapter 7 – Storyboards Lesson 9037C.....	22
Lesson 9037C Examination.....	23
Chapter 8 – Debugging Lesson 9038C.....	25
Lesson 9038C Examination.....	26
Chapter 9 - MapKit & Storyboarding Lesson 9039C.....	28
Lesson 9039C Examination.....	29
Chapter 10 MapKit & Tables with Storyboarding Lesson 9040C.....	31
Chapter 11 - Storyboarding to Multimedia Platforms.....	32
Lesson 9040C Examination.....	33

## Chat with Your Instructor

This Study Guide will offer some suggestions about how to cover the material in the class. One of the things you should know, regardless of the class you are taking, is that the instructor can't be the sole repository of information for the class – and neither can the textbook. Technology simply moves too quickly for that to be a viable option. There is a whole Internet out there. Chances are, someone, somewhere has encountered whatever problem you are having and has solved it. And chances are, someone who has solved your problem has posted the solution on the web. It might not be the exact solution, but it will get you moving toward solving the problem.

Having said that, the less direct an assignment is, the more you will learn from it. The author of the text will walk you through building a prototypical app and then tell you to “make it better.” The tutorial sections sprinkled throughout the chapters are very much like this. We don't want to inhibit you in any way if possible; we want you to think what needs to be improved. Of course, there are always students who need more direction and will need to be dealt with individually. But this is college. Students need to explore – not be led by the nose step by step.

This book assumes that you have knowledge of basic programming practices. Truly, the language doesn't matter. However, you definitely don't want to be learning at this time how to write loops and conditionals. You'll never get to the cool stuff! The exercises at the end of Chapter 1 ensure that you have the prerequisite skills. If you can't write these programs, either review the course previous this one, or at least look into an Introductory Programming class.

Students often learn from experimentation of the materials in the technology topics. For this reason, there are many exercises that you can practice. These exercises may require you to solve a problem, work through a new direction in technology, or even attempt to predict the future. All of the topics and exercises are meant to be thought provoking and to help you apply what you are learning.

Finally, you will the exams for each of the lessons. These are taken from the materials in the book, and are not designed to be researched and answered through any resources you may locate on the internet.

We wish you an enriching course experience and wish you all the best in your academic endeavors.

## **Lesson 9031C: Chapter 1 - Before We Get Started**

### **Objectives**

- Introduce the procedures to register as a developer
- Discuss the hardware and software necessary for iOS development
- Cover the basic building blocks and path for iOS application development

### **Lesson Assignments**

- Read Chapter 1.
- Read Study Guide for Lesson 9031C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9031C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. The version of IOS used throughout the book is:
  - (1) 107.2
  - (2) OSX
  - (3) 1.07.2
  - (4) 10.7.2
  
2. The apps available in the app store would number
  - (1) 350,000
  - (2) More than 350,000
  - (3) Less than 350,000
  - (4) As something approaching 00
  
3. To do the programming listed in the book, you should have the latest and most powerful Mac computer on the market.
  - (1) True
  - (2) False
  
4. There is a maximum of 5 steps that are necessary in order to perform all of the material covered in the text.
  - (1) True
  - (2) False
  
5. The latest version of the Mac software discussed in the text is:
  - (1) Lion
  - (2) Tiger
  - (3) Bear
  - (4) OM (for Oh My)
  
6. The registration fee for becoming a(n) Phone/iPad developer is \$99 for everyone:
  - (1) True
  - (2) False

7. Being an IOS developer is different than being a Mac developer or Safari developer:
  - (1) True
  - (2) False
  
8. IDE stands for:
  - (1) Interface Development Engineer
  - (2) Integrated Development Environment
  - (3) Interdigital Development Element
  - (4) Idle Display Electron
  
9. You cannot be expected to succeed in this course without viewing the supplemental material available at [www.apress.com](http://www.apress.com).
  - (1) True
  - (2) False
  
10. Once you have downloaded the SDK and installed Interface Builder, Xcode, and the iPhone/iPad simulator, and then launched the Xcode, you can leave the first textbook seen unchecked to speed up your computer.
  - (1) True
  - (2) False

END OF EXAM

## Lesson 9032C: Chapter 2 - Blast-Off!

### Objectives

- Setup the various iOS device emulators
- Create the “Hello World” application
- Run the application on both simulated and actual devices

### Lesson Assignments

- Read Chapter 2.
- Read Study Guide for Lesson 9032C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9032C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to [www.study-electronics.com](http://www.study-electronics.com) and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to [faculty@cie-wc.edu](mailto:faculty@cie-wc.edu), or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. The only difference between a header file and an implementation file is the letter of their suffix.
  - (1) True
  - (2) False
2. The recommended flow for comprehension is L.1 to L.3, then on to Chapter 3.
  - (1) True
  - (2) False
3. In the Mac environment, command is the same as CTRL in the Windows environment.
  - (1) True
  - (2) False
4. According to the text, to pronounce xib you would say the word “zib”.
  - (1) True
  - (2) False
5. Which of these classes limits the interaction of the code with the display?
  - (1) IP Outlet
  - (2) U Image View
  - (3) Output view
  - (4) View Controller
6. Which of these changes a declaration into a method?
  - (1) !
  - (2) ;
  - (3) {
  - (4) 8
7. If a file is highlighted in grey it means you need to save it.
  - (1) True
  - (2) False

8. The author suggests the use of the mouse is more efficient than the keyboard shortcuts.
  - (1) True
  - (2) False
  
9. The method is the one that deallocates memory.
  - (1) delineate
  - (2) delimit
  - (3) dealloc
  - (4) deactivate
  
10. The header file is the place to implement actions while the implementation file is the place to declare actions.
  - (1) True
  - (2) False

END OF EXAM

## Lesson 9033C: Chapter 3 - Keep On Truckin'

### Objectives

- Continue building the “Hello World” application into an interactive app
- Create a user interface
- Explore further the concept of methods

### Lesson Assignments

- Read Chapter 3.
- Read Study Guide for Lesson 9033C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9033C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Using the 4 sign when using methods means that you are using our instance method.
  - (1) True
  - (2) False
  
2. This subview of the Inspector Bar allows the developer to view outlets and actions for interface objects.
  - (1) Interface Inspector
  - (2) File Inspector
  - (3) Attributes Inspector
  - (4) Connections Inspector
  
3. Pointer Reference allows you to point to local files. Files stored in a folder, or files located at a URL designated location.
  - (1) True
  - (2) False
  
4. If you see this you do not connect a text box to the delegate of Files Owner:
  - (1) SIGNAL
  - (2) SIGABRT
  - (3) SIGNIF
  - (4) SORRY
  
5. Strings are used for test inputs and outputs.
  - (1) True
  - (2) False
  
6. The problem of memory leaks in an application is so uncommon that the iTunes store will not reject an app because of this issue.
  - (1) True
  - (2) False

7. To make real and show the evidence is to \_\_\_\_\_ a project entity.
  - (1) instigate
  - (2) investigate
  - (3) initiate
  - (4) instantiate
  
8. When naming things in code, the abbreviation IB means Individually Built.
  - (1) True
  - (2) False
  
9. UI is the abbreviation for User Interface.
  - (1) True
  - (2) False
  
10. The tutorial in the chapter is an app built for the iPad.
  - (1) True
  - (2) False

END OF EXAM

## **Lesson 9034C: Chapter 4 - Buttons & Labels with Multiple Graphics**

### **Objectives**

- Introduces process and procedures for Buttons and Labels
- Introduces Pointers and Properties
- Add actions to buttons

### **Lesson Assignments**

- Read Chapter 4.
- Read Study Guide for Lesson 9034C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9034C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to [www.study-electronics.com](http://www.study-electronics.com) and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to [faculty@cie-wc.edu](mailto:faculty@cie-wc.edu), or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. The iPhone and iPad do not support .png transparency.
  - (1) True
  - (2) False
  
2. The icons for the iPad and the iPhone can be 72X72 pixels.
  - (1) True
  - (2) False
  
3. The Figure 4.6 of the text the author made a typographical error in the product name.
  - (1) True
  - (2) False
  
4. Using indirect means to get pictures and text onto the screen is to use pre-existing classes to accomplish your task.
  - (1) True
  - (2) False
  
5. To make an object unable to exhibit the mutability property we would set it as \_\_\_\_\_?
  - (1) accountability
  - (2) nonatomic
  - (3) subatomic
  - (4) subliminal
  
6. A possible action in the header file would be to open it and control-drag items like `IBOutlet`s and `IBAction`s into it.
  - (1) True
  - (2) False
  
7. How many icons does the author recommend you start your desktop with when developing a new application?
  - (1) Nine
  - (2) Five
  - (3) Four
  - (4) As many as you want

8. All of the applications developed thus far have used C# for the programming language.
  - (1) True
  - (2) False
  
9. Which of these items is second when building the objects for the projects?
  - (1) Dump the images into the Resources folder
  - (2) Drag the objects into the view
  - (3) Link the objects up with code
  - (4) None of the above
  
10. The author uses this term when he describes the category communication with the Interface Builder.
  - (1) Shouts
  - (2) Grumbles
  - (3) Mumbles
  - (4) Whispers

END OF EXAM

## Lesson 9035C: Chapter 5 - Touches

### Objectives

- Insert images onto the View frame
- Write code for controlling the image size
- Work with background image

### Lesson Assignments

- Read Chapter 5.
- Read Study Guide for Lesson 9035C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9035C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to [www.study-electronics.com](http://www.study-electronics.com) and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to [faculty@cie-wc.edu](mailto:faculty@cie-wc.edu), or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. A critical tool that coders use to use to perform animations of their objects.
  - (1) Data header
  - (2) Data file
  - (3) Data structure
  - (4) Database
  
2. In this tutorial, you want to keep the default setting for the “Use Storyboard” option.
  - (1) True
  - (2) False
  
3. “View design area,” “View screen,” and “View frame” all refer to the same thing.
  - (1) True
  - (2) False
  
4. There is no need to add the “squiggly braces” if you are using Xcode 4.0 or earlier.
  - (1) True
  - (2) False
  
5. The author is not talking about the same thing when he discusses the header file and the @property directive.
  - (1) True
  - (2) False
  
6. An expectation of your code running perfectly the first time is acceptable as well as normal.
  - (1) True
  - (2) False

7. Everything is exactly the same between programming the Move button and the Shrink button.
- (1) True
  - (2) False
8. If an icon is not shrunk, the state of the icon should be listed as \_\_\_\_\_.
- (1) Yes
  - (2) Inactive
  - (3) Active
  - (4) No
9. Which of these is the better listing in the if statements?
- (1) `CGAffine TransfromMakeTranslation`
  - (2) `Icon.transorm = translate`
  - (3) `OpenOffice = go to memory location 0000`
  - (4) `SetMessageOutput`
10. The amount the lulu fruit icon from the tutorial is shrunk is: \_\_\_\_\_
- (1) 15%
  - (2) 30%
  - (3) 25%
  - (4) 100%

END OF EXAM

## Lesson 9036C: Chapter 6 – Switches

### Objectives

- Introduce model for tabbed application
- Cover modes or aspect fit versus aspect fill
- Explore the difference between compile-time and runtime

### Lesson Assignments

- Read Chapter 6.
- Read Study Guide for Lesson 9036C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9036C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to [www.study-electronics.com](http://www.study-electronics.com) and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to [faculty@cie-wc.edu](mailto:faculty@cie-wc.edu), or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. There is an option in Xcode under New Projects for tabbed applications.
  - (1) True
  - (2) False
  
2. Just like applications written for Windows, iOS makes all of its applications run in their own sandbox.
  - (1) True
  - (2) False
  
3. Compile-time and runtime are considered the same functions.
  - (1) True
  - (2) False
  
4. There are nine modes in Xcode's UIImageView Content View that do no scaling on the image.
  - (1) True
  - (2) False
  
5. In the tutorial, the large images are set at \_\_\_\_\_ pixels, while the icons are set at \_\_\_\_\_ pixels.
  - (1) 640 X 480, 57 X 57
  - (2) 320 X 480, 48 X 48
  - (3) 320 X 480, 57 X 57
  - (4) 640 X 480, 57 X 57
  
6. The object representing your application's gateway to the rest of the system in the tutorial has a method called `openURL`. The method performs this command when it is passed an instance of \_\_\_\_\_.
  - (1) NSYNC
  - (2) NIACIN
  - (3) NDIGO
  - (4) NSURL

7. The default for Content View Modes is:
  - (1) Fill Screen
  - (2) Scale to Fill
  - (3) Fit to Screen
  - (4) Scale to Screen
  
8. In Aspect Fit, the image fills the screen but is trimmed left and right.
  - (1) True
  - (2) False
  
9. In Aspect Fill, the image fills the screen but is trimmed left and right.
  - (1) True
  - (2) False
  
10. If you want to dynamically change the properties of an object during the execution of the app, it is possible to set all aspects at the state of compile-time.
  - (1) True
  - (2) False

END OF EXAM

## Lesson 9037C: Chapter 7 – Storyboards

### Objectives

- Introduce concept development through use of storyboards
- Work with segue for transitions
- Continue and advance work with View Controller
- Establish and evolve View Controller content

### Lesson Assignments

- Read Chapter 7.
- Read Study Guide for Lesson 9037C.
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9037C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to [www.study-electronics.com](http://www.study-electronics.com) and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to [faculty@cie-wc.edu](mailto:faculty@cie-wc.edu), or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. A segue can be created by control-dragging from a `UIView` or the basic `ViewController`.
  - (1) True
  - (2) False
  
2. The best way to ensure objects dragged to a view will stick is to make sure you returned to the normal zoom level.
  - (1) True
  - (2) False
  
3. When developing segues, there is nothing to depict the type of segue that will be performed.
  - (1) True
  - (2) False
  
4. The author recommends that you make the links first to avoid resizing things inside the views when the navigation bar is added to the new view.
  - (1) True
  - (2) False
  
5. Storyboarding should be viewed from the compile-time point of view for the best proof of concept.
  - (1) True
  - (2) False
  
6. Storyboarding inherits from and conforms to:
  - (1) `NSCorp`
  - (2) `NSFunds`
  - (3) `NSInherit`
  - (4) `NSObject`

7. If you were (or are) running Mac Leopard instead of the latest incarnation (Mac Lion), you are unable to create the letter Ü for the tutorial.
  - (1) True
  - (2) False
  
8. Often articulated in music and the performing arts realm when things move without interruption from a song, melody or scene to another. This is known as a:
  - (1) Seaway
  - (2) Segway
  - (3) Scenario
  - (4) Segue
  
9. You can be in any viewing mode to add visual elements to the views
  - (1) True
  - (2) False
  
10. The author has set divided the app tutorial into four phases, but there are only really three important ones.
  - (1) True
  - (2) False

END OF EXAM

## Lesson 9038C: Chapter 8 - Debugging

### Objectives

- Introduce and explore debugging tools
- Write application with incorrect code
- Crash the application to experience best procedures for debugging

### Lesson Assignments

- Read Chapter 8.
- Read Study Guide for Lesson 9038C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9038C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to [www.study-electronics.com](http://www.study-electronics.com) and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to [faculty@cie-wc.edu](mailto:faculty@cie-wc.edu), or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Any version of debugging tools from an SDK will work with any other version of Xcode.  
(1) True  
(2) False
2. There are six tools for debugging that are included in the SDK.  
(1) True  
(2) False
3. The tutorial in the chapter has you purposely code an error to see how to debug the code.  
(1) True  
(2) False
4. Debugger Window is specifically designed to find and fix memory leaks.  
(1) True  
(2) False
5. Unit testing is meant to be used on the final product, and should not be used to analyze line for line the coding of the application as it is written.  
(1) True  
(2) False
6. The bug in Step 19 of the tutorial is not designed to actually generate an error, but the appearance of the app will not be correct.  
(1) True  
(2) False

7. The most used tool in Xcode is:
  - (1) GDB Console
  - (2) Text Editor
  - (3) Debugger Window
  - (4) NSZombie
  
8. Xcode 4.2 was the last version of Xcode to not provide online help for the IDE; all other subsequent versions do.
  - (1) True
  - (2) False
  
9. Where would the Static Analysis be run?
  - (1) Workspace window
  - (2) Application screen
  - (3) Event handling
  - (4) Data structure
  
10. The LLVM compiler (called Fix-it), can scan your code and automatically repair the errors it finds.
  - (1) True
  - (2) False

END OF EXAM

## Lesson 9039C: Chapter 9 - MapKit & Storyboarding

### Objectives

- Expand storyboarding through the introduction of MapKit
- Manage the memory usage of storyboard objects
- Parsing information from MapKit to the application

### Lesson Assignments

- Read Chapter 9.
- Read Study Guide for Lesson 9039C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.
- Continue to the next chapter.

## Lesson 9039C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Protocols are lists of methods that are not officially part of a language, but they can be implemented by a class.
  - (1) True
  - (2) False
  
2. Event handling is one of the central areas of iPhone/iPad application development.
  - (1) True
  - (2) False
  
3. This tool is one of the important ones that the Storyboard and map-related applications rely upon:
  - (1) MKMapView
  - (2) MKMapViewDelegate
  - (3) MKMapLocationFinder
  - (4) MKAnnotation
  
4. Builderplate code is essentially the process of using the same piece of code over and over.
  - (1) True
  - (2) False
  
5. The .rtf extension referred to in the tutorial means:
  - (1) RichTextFormat
  - (2) ReallyTypingFast
  - (3) RogerTalksFunny
  - (4) RabbitsTellFibs
  
6. Splash screens are constant and consistent until the program tells them to change.
  - (1) True
  - (2) False

7. The list of MapKit apps in the chapter shows \_\_\_\_\_ of the more popular ones.
  - (1) Twelve
  - (2) Ten
  - (3) Eleven
  - (4) Thirteen
  
8. Latitude lines are the vertical lines on a map or globe, while the longitude ones are the horizontal ones on the same map or globe.
  - (1) True
  - (2) False
  
9. The author states that you should have two different splash screen images for the different device configurations that could be used.
  - (1) True
  - (2) False
  
10. It is always a good idea to layout your app design on a coding canvas before you ever write one line of code.
  - (1) True
  - (2) False

END OF EXAM

## **Lesson 9040C: Chapter 10 MapKit & Tables with Storyboarding**

### **Objectives**

- Continue expansion of storyboard through the use of MapKit
- Add tables to the ViewController
- Coding all of the information into a usable app

### **Lesson Assignments**

- Read Chapter 10
- Read Study Guide for Lesson 9040C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Continue to the next chapter for the lesson exam.

## Chapter 11 - Storyboarding to Multimedia Platforms

### Objectives

- Add multimedia to the storyboard and the application
- Introduce the popover screen as part of the storyboard and the application
- Finalizing the application for general use

### Lesson Assignments

- Read Chapter 11.
- Read Study Guide for Lesson 9040C
- If you have the resources available to you please complete the activities in the chapter for it will benefit your learning potential.
- Submit the lesson exam.

## Lesson 9040C Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Parsing means to write code that allows you to enter a server and extract only that information you require from your database.
  - (1) True
  - (2) False
  
2. “Going into the cloud,” means that the information is not stored terrestrially, but is instead stored on a satellite somewhere.
  - (1) True
  - (2) False
  
3. The classes created in the tutorial of this chapter needs to be a subclass of
  - (1) myMasterTableViewController
  - (2) myDetailViewController
  - (3) UIViewController
  - (4) UITableViewController
  
4. The structure that contains the geospatial coordinate through the use of the World Geodetic System reference frame is called the \_\_\_\_\_.
  - (1) CLLocationCoordinate2F
  - (2) CLLocationCoordinate2E
  - (3) CLLocationCoordinate2C
  - (4) CLLocationCoordinate2D
  
5. Overall, how many numbered steps will you have completed in “The Big Picture” throughout Chapter 10?
  - (1) 45
  - (2) 54
  - (3) 100
  - (4) 125

6. The popover is able to be tweaked (or “pimped out” as the author puts it).
  - (1) True
  - (2) False
  
7. The first time you are coding the `MasterViewController`, XCode will most likely throw some errors and warning signs.
  - (1) True
  - (2) False
  
8. It is imperative that you understand every line of code given in Chapters 10 and 11.
  - (1) True
  - (2) False
  
9. You can run the iTunes inside of the simulator.
  - (1) True
  - (2) False
  
10. The tutorial in Chapter 11 uses several tables, but the best way to approach them is to create the first one and then duplicate it for the rest of the set.
  - (1) True
  - (2) False

END OF EXAM