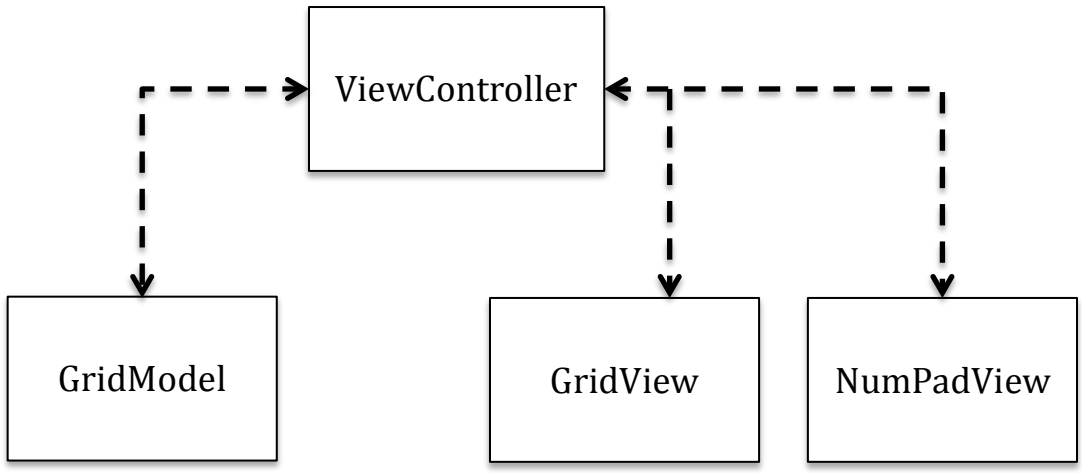
This assignment is due at 2:45 Tuesday, Feb. 5. You should work with a new partner to complete this assignment; it should be a thoroughly collaborative effort. Do not partition the work!

1) Complete the iOS-dev tutorial 3 – memory instrumentation, which is linked from the course page. Repeat the process on tutorial1 and Sudoku.v1 (either teammate's version is fine). Write a brief report describing what you did and the results you found – or didn't find – for tutorial1 and Sudoku.v1.

2) Construct a UML diagram for the Sudoku app that:
   a) Realizes the user stories:
      i) Display grid
      ii) Change current number
      iii) Enter number in grid
   b) Conforms to the MVC architectural pattern
   c) Submit a pdf version to Sakai dropbox.

   Your design should have the following basic structure, though you may have additional classes. For each class you should indicate the important data members and methods; you should aim for a level of detail similar to the diagram we constructed in class. And as always, remember YAGNI and keep your design simple.



3) Create a new project Sudoku.v2 that realizes your design. The new app should use ARC and unit tests. Upload a zipped version of the project to your Sakai dropbox. (You may use code from either of your Sudoku.v1 apps.) Your initial grid generator (method or class) should use a hard-coded initial grid.