

This assignment is due at 2:45 Tuesday, Feb. 12, 2013. 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 4 – file I/O, which is linked from the course page.
- 2) Complete the iOS-dev tutorial 5 – unit testing, which is linked from the course page.
- 3) Create a new Sudoku.v3 app. It should be a single-view, universal (support iPhone and iPad), use ARC, and support unit tests. In addition to the user stories realized by Sudoku.v2, this version will support grid creation by reading from an input file.
  - a) First, create UML class and sequence diagrams for Sudoku.v3. The design should reflect good design principles. You should incorporate a strategy design pattern to make it easy to introduce other grid generation algorithms.
  - b) Propose a complete suite (up to 40) of unit tests for
    - Testing grid generation
    - Testing model functionalityPrioritize your tests and choose about 15 to implement.
  - c) Implement Sudoku.v3. Use test-first development for grid generation and the model. You may use either of your Sudoku.v2 apps as a starting point but refactor the code to reflect
    - the new design
    - the functionality needed to pass your tests
    - the coding standards you both agree on, but conforming to the standards we developed in class.
- 4) Zip up your project and UML, as well as both tutorials, and upload to Sakai.