3) Understanding iOS Applications

1) Mensa App

Create a new Xcode Project to implement an iOS application that displays the menu of different canteens.
You may reuse the data structures from previous tasks.
For a first prototype, no remote data needs to be fetched. Instead, create dummy data at the appropriate place within the application’s source code to feed the respective views of the app with something to display.
The application consists of two views for now: The first view lists all available canteens and the second view—that can be reached through choosing (tap gesture) one canteen from the list—displays the available meals for today. A possible result of the implementation is depicted in the images below.

2) iOS Design Pattern

1) Explain the Target-Action design pattern.
2) How is the Model-View-Controller principle reflected in storyboards?
3) Explain the Delegation design pattern.
3) iOS App-Lifecycle

1) Explain the states an iOS application goes through during its lifecycle.
2) What state transitions happen when the user finishes using an application by pushing the home button?
3) What triggers a temporary interruption of an actively running application and what messages are sent to the application?