

Integrating Multimedia

Objectives

This assignment is to add multimedia elements and web resources to your application.

1. Create a new project for this assignment.
2. Create a tab bar controller with three tabs (Audio, Video, Web).
3. Use a navigation controller for each tab, and assign a title to each tab.
4. On the Audio tab, create an audio player that loads an MP3 or other sound file, and has Play and Pause buttons.
5. The Play Audio button should only be enabled if the audio is not playing.
6. The Pause button should only be enabled if the audio is playing.
7. On the Video tab, create a video player that plays an MP4 movie in an inline movie player.
8. On the Web tab, create two buttons that open different web pages in an in-app web browser.
9. The in-app web browser should have working back, forward, stop, and reload buttons.

Prerequisites

You will need to have the following before you start:

- Working copy of XCode

Grading Evaluation

Name	Points	Description
Working Project	10	Submitted a working XCode app project that compiles.
Tabs	5	App has three tabs, Audio, Video, and Web
Navigation Controllers and Titles	5	Each tab has a navigation controller, and an appropriate title sent.
Audio Plays Correctly	10	Audio plays on Audio screen

Name	Points	Description
Play Button	10	Play button works as expected, including being disabled while playing audio
Pause Button	10	Pause button works as expected, including being disabled except when playing audio
Playing Video	20	The Video plays on the Video screen, using an inline player (not the full screen player)
Web Screen	10	There are two buttons that open different web pages into an in-app web browser
In-app web browser	10	The in-app web browser appears correctly, with the web page displaying properly
Web browser controls	10	There are back, forward, stop, and reload buttons on the in-app web browser, and they work correctly
100		