



ATLAS Mobile Makers

Hello World Tutorial

Open Xcode

Create a new Project

Choose iOS Application → Single View Application

Product name: helloworld

Organization name: Your name (Used in copyright)

Organization identifier: Your name (Xcode uses this to create a unique bundle identifier)

Language: Swift

Device: iPhone

Leave Use Core Data Unchecked

Choose a folder to hold all of your projects

Leave create local git repository unchecked → Create

Now you are ready to explore Xcode and create your first app!

Xcode and Xcode Map

Xcode can be overwhelming when you first open it... there seems to be a lot going on

Check out the Xcode map to see the main areas you will be working with

<https://github.com/ATLASMobileMakers/AppResources/blob/master/xcodeMap.pdf>

Adding a Label

Click on Main.storyboard on the left-hand side of Xcode (Project Navigator)

Find the one view and click on it somewhere in the middle

Now, over on the lower right-hand side of Xcode, you will find a square icon with a circle (the Object Library)

Search for a label and drag it from the Object Library onto the view you found on the Main.storyboard

Double click the label and type something into it like Hello World! or Jessie is awesome!

You can now build and run your app using the simulator or your own phone by clicking the green arrow in the top left corner of Xcode.

You will see it's not centered on the screen. This is because the storyboard isn't exactly what you would see on a real device.

To fix this, go back to Main.storyboard → click on the File Inspector → deselect Use Size Classes

Chose Keep size class data for: iPhone and click Disable Size Classes

Now reposition the label to the center of the view.

The attributes section on the right-hand side of Xcode allows you to change font size, font color, background color, and other properties of the label.

Let's Create an Action

Click on Main.storyboard from the Project Navigator if you are not already there

Go over to the Object Library (lower right-hand corner) and drag and drop a button from the Object Library onto the view

Double click the button to change the text to say something like "Click me!"

You have a button, but it doesn't do anything yet. We have to connect the interface and the code.

Go to Main.Storyboard and click on the view

You need to open the double view so you can see the storyboard and the code, so click on the 'Show 2 views' icon (top right corner, middle button). This should show the ViewController.swift file

Now click on the button and hold down the control key

Then click and drag from the button to the swift file