



iOS Tip Calculator

ATLAS Mobile Makers

Open Xcode

Create a new Project

Choose iOS Application → Single View Application

Product name: tipCalculator

Organization name: Your name

Organization identifier: Your name

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

Xcode and Xcode Map

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 the Objects

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

Find the one view and click on it

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 Tip Calculator, then center it on the view

Now add 3 more labels: Bill Amount, Percent tip, and Tip Amount

Now add 2 Text Fields, putting them next to Bill Amount and Percent Tip

Add a label next to Tip Amount. Go into the attributes inspector and delete the text, label. This is creating an empty label for us to generate text later

Add a button at the bottom. In the attributes inspector, change the text to calculate

Let's Add Some Code!

Click on the two circles at the top-right of Xcode (the assistant editor). You should see the ViewController.swift file

Click on the first text field, hit control and drag it right under `class ViewController: UIViewController`

Name it billAmount

Click on the second text field, and control drag it under the billAmount variable. Name it percentTip.

Click on the empty label, control drag it under the percent tip variable. Name it tip

Click on the button, control drag it under the tip variable. Change the connection to an action. Name it calcBtn

Add UITextFieldDelegate to the top of the code after `class ViewController: UIViewController`

```
class ViewController: UIViewController, UITextFieldDelegate
```

In the function viewDidLoad() add the following 2 lines

```
billAmount.delegate=self
```

```
percentTip.delegate=self
```

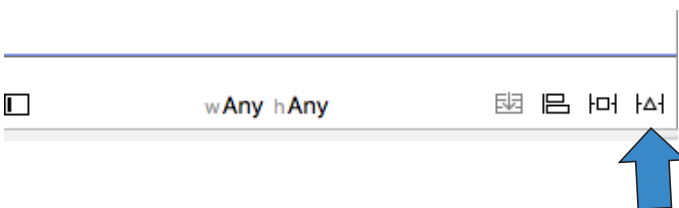
Add this function to dismiss the keyboard when the user hits return

```
func textFieldShouldReturn(textField: UITextField) -> Bool {  
    self.view.endEditing(true)  
    return false  
}
```

Add the following code in between the { } of the calcBtn button function you just created

```
@IBAction func calcBtn(sender: AnyObject) {  
    let amount = (billAmount.text! as NSString).floatValue  
    let pct = (percentTip.text! as NSString).floatValue/100  
  
    let totalTip = amount*pct  
  
    let currencyFormatter = NSNumberFormatter()  
    currencyFormatter.numberStyle = NSNumberFormatterStyle.CurrencyStyle  
    tip.text = currencyFormatter.stringFromNumber(totalTip)  
}
```

We need to set constraints (layout formatting). Click on the funny looking button at the bottom of Xcode and click on Add Missing Constraints



Now you can run the app!

You might have to mess with the constraints by moving items around and click on the funny looking button again and click Update Constraints.

If you are having trouble with layout, set the labels and text fields farther apart on the Main.Storyboard

Resources

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

Looking for more tutorials? Check us out at <https://github.com/ATLASMobileMakers>

