CODECAMP IOS DEVELOPMENT

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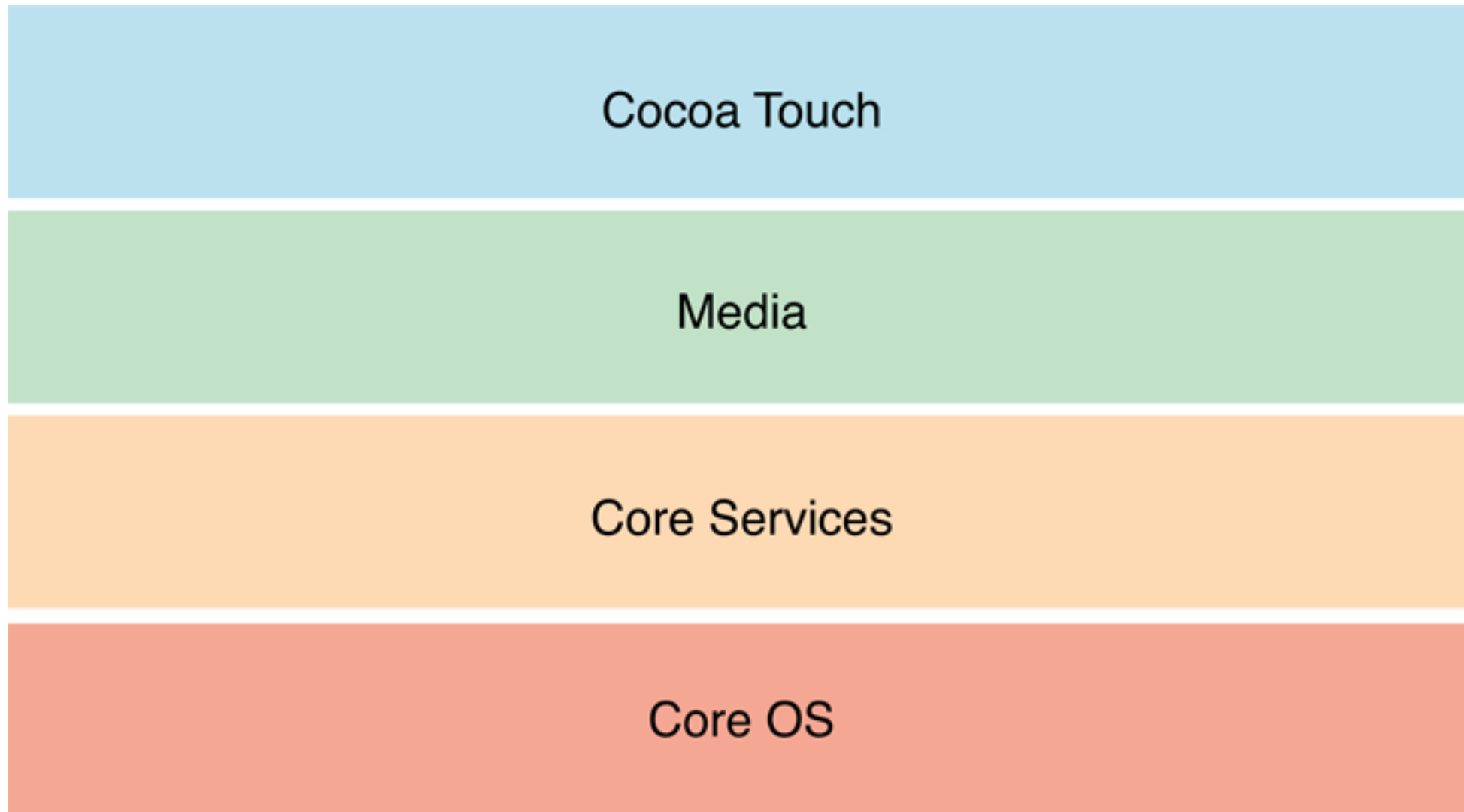
#CODECAMPCZ

ackee

- MVC (MVVM possible)

- Event(Touch) Driven

- CocoaTouch Framework

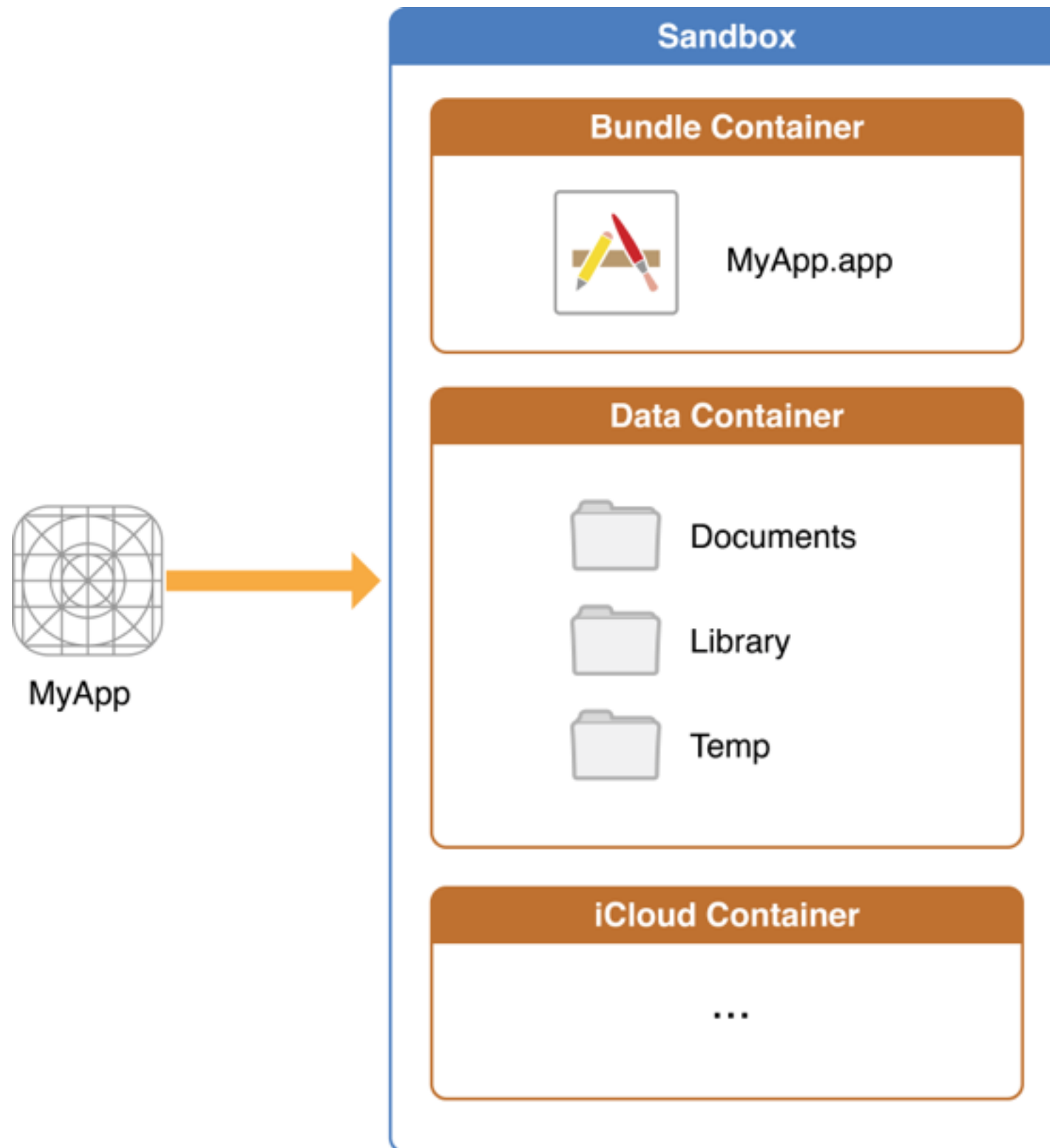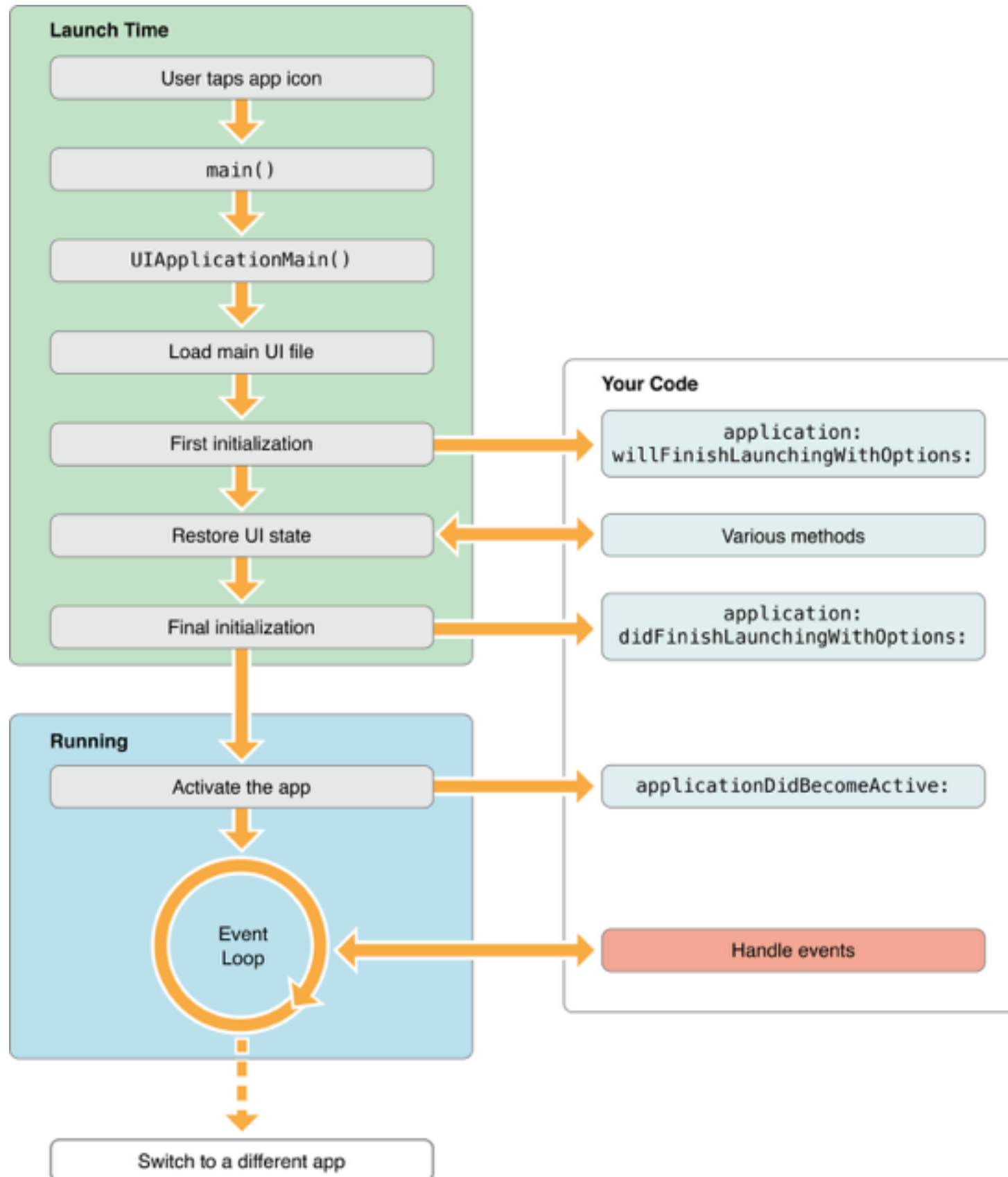- Each layers provides you with vast functionality and frameworks

- See docs (you do not usually need to know which belongs where)

APP ARCHITECTURE
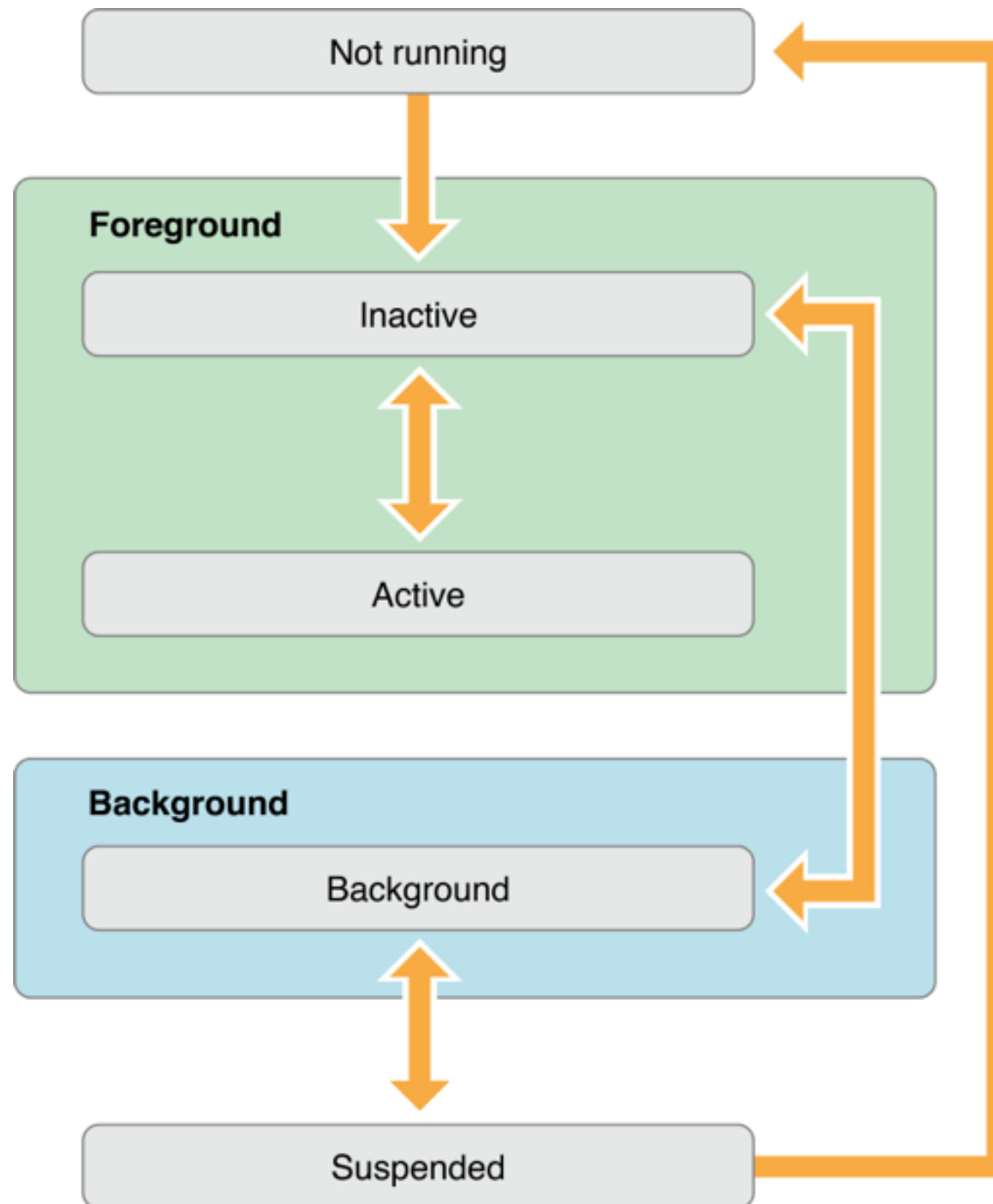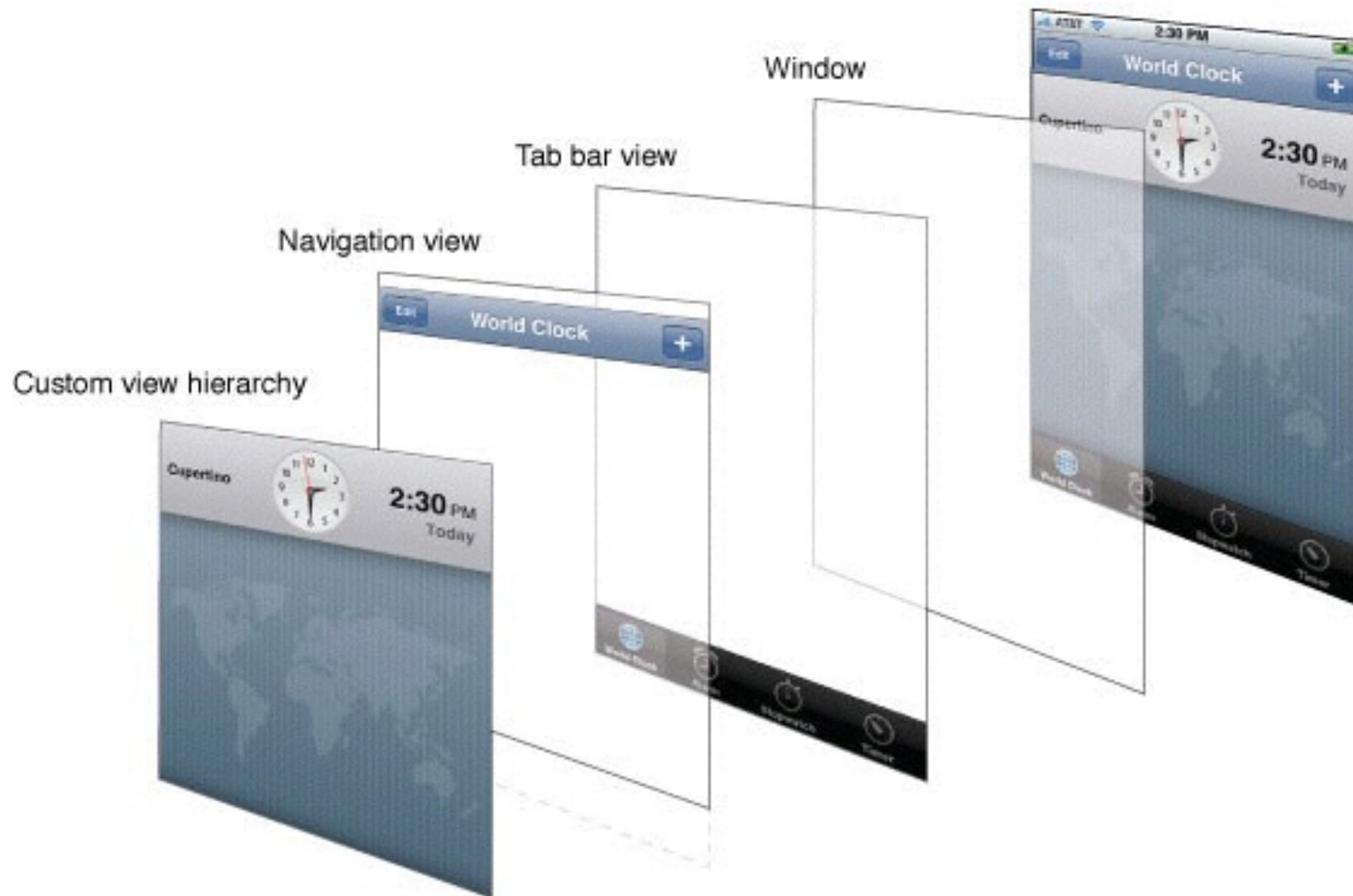
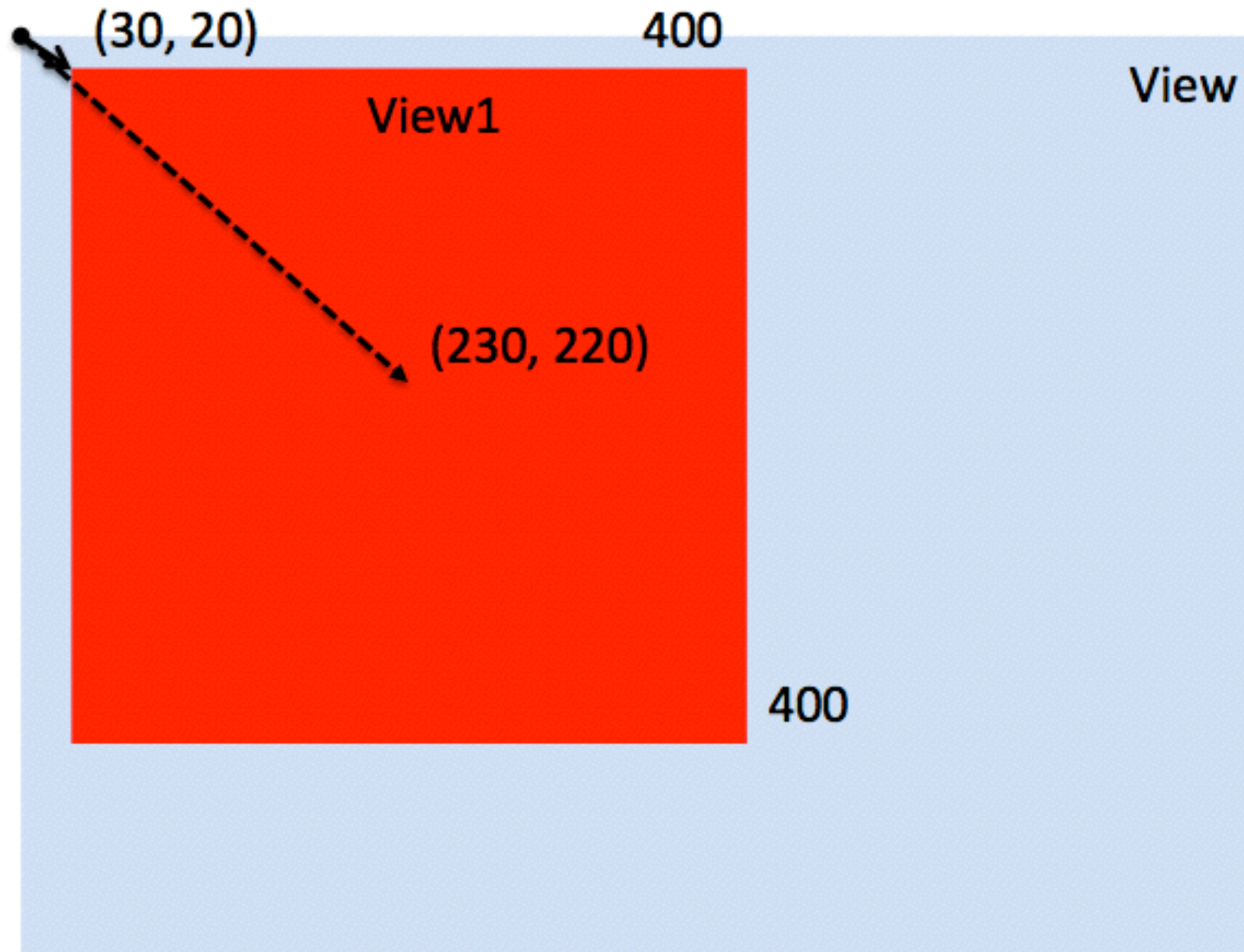# APP LIFECYCLE

APP BACKGROUND LIFECYCLE

VIEW HIERARCHY

http://stackoverflow.com/a/14149966

VIEW HIERARCHY

	iPhone 2G, 3G, 3GS	iPhone 4, 4s	iPhone 5, 5s	iPhone 6 Display Zoom	iPhone 6	iPhone 6 Plus Display Zoom	iPhone 6 Plus

Points

At the beginning, coordinates of all drawings are specified in *points*.

Points are abstract units, they only make sense in this mathematical coordinate space.

320 × 480 (points)	320 × 480 (points)	320 × 568 (points)	320 × 568 (points)	375 × 667 (points)	375 × 667 (points)	414 × 736 (points)

render at 1× | render at 2× | render at 2× | render at 2× | render at 2× | render at 3× | render at 3×

Rendered Pixels

Point-based drawings are rendered into pixels. This process is known as rasterization.

Point coordinates are multiplied by scale factor to get pixel coordinates. Higher scale factors result in higher level of detail.

320 × 480 (pixels)	640 × 960 (pixels)	640×1136 (pixels)	640×1136 (pixels)	750 × 1334 (pixels)	1125 × 2001 (pixels)	1242 × 2208 (pixels)

upsampling × 1.171875 | downsampling × 0.96 | downsampling / 1.15

Physical Pixels

The device screen may have lower pixel resolution than the image rendered in previous step.

Before the image can be displayed, it must be downsampled (resized) to lower pixel resolution.

			750 × 1334 (device pixels)		1080 × 1920 (device pixels)	1080 × 1920 (device pixels)

show at 163 PPI | show at 326 PPI | show at 326 PPI | show at 326 PPI | show at 326 PPI | show at 401 PPI | show at 401 PPI
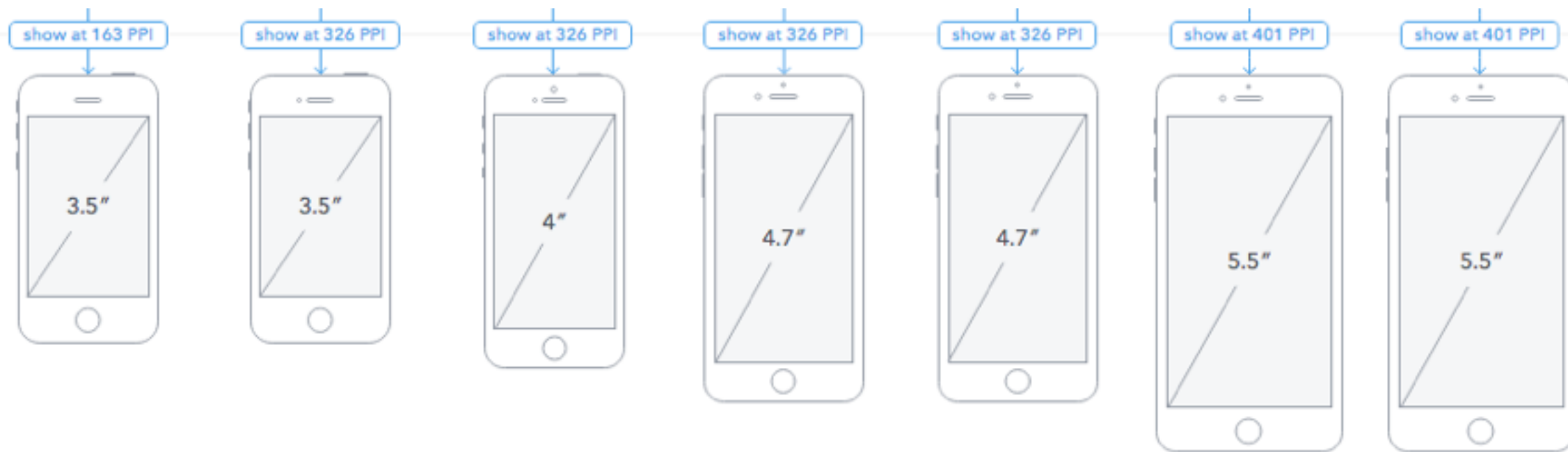
VIEW HIERARCHY

Physical Device

Finally, computed pixels are displayed on the physical screen.

The PPI number tells you how many pixels fit into one inch and thus how large the pixels appear in the real world.

show at 163 PPI

3.5″

show at 326 PPI

3.5″

show at 326 PPI

4″

show at 326 PPI

4.7″

show at 326 PPI

4.7″

show at 401 PPI

5.5″

show at 401 PPI

5.5″

DĚKUJI ZA POZORNOST!
OTÁZKY?

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