Frameworks / ViewControllers

CS112 Unit 7

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frameworks

- until now, we have created playgrounds with our own code (and used “print” function to get info)
- to write apps, we will use **frameworks** which other people have written to do the heavy lifting

Foundation

UIKit

MapKit

SpriteKit

UIKit

- **UIKit** is the framework to control the user interface (UI) of our app
- construct and manage UI
- respond to user interactions
- access device resources

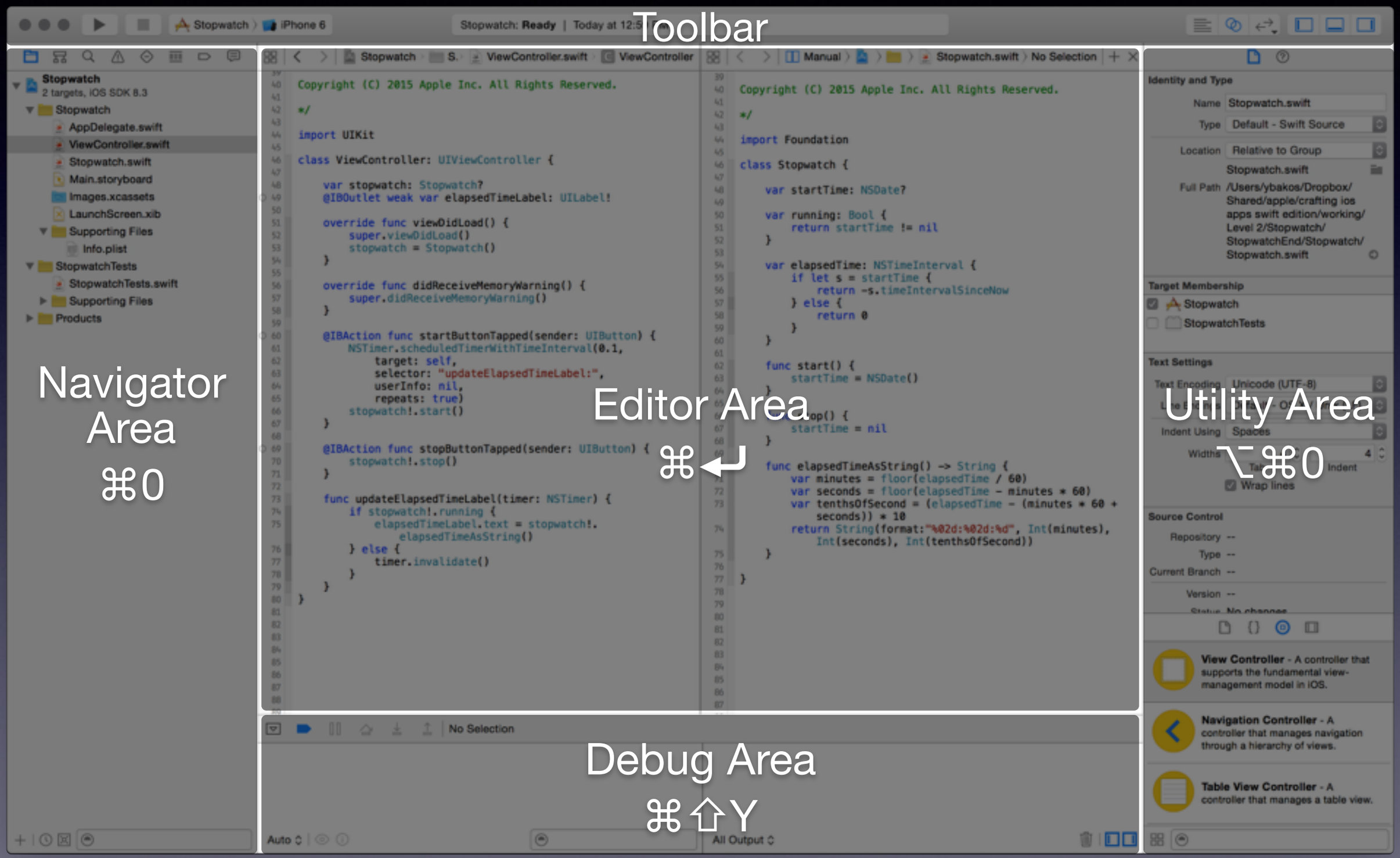
UIViewController

- **UIViewController** is a **class** to control the user interface (UI) of our app
  - manages views displayed to user
  - responds to user interactions to load and dispose views as necessary
- we can derive our own custom **subclass** of UIViewController

interface builder

- **interface builder** is a tool included in Xcode to design a complete UI
  - create and connect multiple views
  - use buttons, text fields, windows, and others
  - connect with our code

Xcode UI Basics



demo - build first app

Exercise 7

- during class, we overrode the viewDidLoad() method in ViewController in our first app. if you haven't already, finish this
- override the viewDidAppear() method and add a print statement saying that viewDidAppear was called. notice which message gets printed out first
- add a property **numTimes** to the ViewController class and initialize it to zero
- in both viewDidLoad() and viewDidAppear(), increment **numTimes** and print it out to debug area