

Introduction to iOS Development

About Me

CocoaHeads

Sign up on Meetup.com

<http://phillycocoa.org>

Introductions

- Who you are
- Favorite Movie or Video Game
- Programming history
- What you are looking to learn

Logistics

- Guard until 2pm, after that we need to swipe you in.
 - Mike Z's Cell: 267-563-0616
- Bathrooms
- Lunch

Goals

Agenda Day 1

- 10:00 - 10:50 --- Introductions (Apple, App Store, Xcode)
- 11:00 - 11:50 --- Swift Crash Course P1
- 12:00 - 12:50 --- LUNCH
- 1:00 - 1:50 --- Swift Crash Course P2
- 2:00 - 2:50 --- MVC / Actions & Outlets / UIViewController
- 3:00 - 3:30 --- Modals / Containment (TabBar, Navigation)

Agenda Day 2

- 10:00 - 10:50 --- UITableView / Delegates
- 11:00 - 11:50 --- Auto Layout
- 12:00 - 12:50 --- LUNCH
- 1:00 - 1:50 --- Animations
- 2:00 - 2:50 --- Networking
- 3:00 - 3:30 --- Open QA

State of the Union

2007
iPhone

2010
iPad

2010
iPhone OS

2010
ios

iOS Today

- iOS 8, (Current OS) (69% of users)¹
- iOS 9, (To be announced at WWDC) (June)
- Growth is strong, developers are wanted.
- Tools and capabilities of both the devices and the SDKs are extremely powerful and exciting.

¹ <https://developer.apple.com/support/appstore/>

Requirements

- A Macintosh running OS X.
- Xcode Developer Tools (Free)
- iOS Device (not mandatory for early experiments or this class)
- Apple Developer Account (Free or \$99/year)

The iOS Ecosystem

Centralized & Anonymous Distribution

To get on the store:

- Active developer membership (\$99)
- Follow Apple's "App Store Review Guidelines"²
- Have your app reviewed by Apple (4-10 days)

² <https://developer.apple.com/app-store/review/guidelines/>

Money

- You are licensing your app to Apple to sell on your behalf.
- Apple pays out monthly with a 6-8 week backlog.
- Apple does not pay taxes on your behalf.
- If you have large international sales, look into country-specific tax laws.

Questions

Developer Accounts / App Store?

WWDC 2014

A disturbance in the force...

Swift

Why?

Objective-C

*"Objective-C without the
baggage of C"*

Differences

Objective-C **(Object Oriented Programming)**

Swift **(Functional Programming)**

Objective-C
(Weak Typed)

Swift
(Strong Typed)

More Swift Details

- Requires you to be more "expressive" about intent.
- Offers a REPL which enables Playgrounds
- Built with Objective-C and iOS SDK interoperability from the beginning.
- A first class App Store citizen.

Swift

Xcode Tour

Challenge