

MOBILE DEVELOPMENT

William Martin
Head of Product, Floored

Angel X. Moreno
EIR, Developer

GETTING STARTED

MEET YOUR INSTRUCTORS

INTRODUCTIONS

- 1. WHAT WAS IT LIKE WHEN YOU FIRST USED AN IPHONE? WHAT HAPPENED? WHAT DID IT FEEL LIKE?**
- 2. WHAT'S YOUR PREVIOUS PROGRAMMING EXPERIENCE? IF NONE, WHO DO YOU KNOW WHO PROGRAMS?**
- 3. WHAT DO YOU DO? WHY ARE YOU TAKING THIS COURSE? WHAT ARE YOUR GOALS?**
- 4. WHAT'S YOUR FAVORITE APP AND WHY?**

GETTING STARTED

LEARNING OBJECTIVES

- › Set course expectations
- › Outline developer workflow and tools on a high level
- › Outline the basic components of an iPhone app
- › Label the Xcode IDE window
- › **Create the first working iOS app!**

GETTING STARTED

SYLLABUS AND PRE-WORK DEBRIEF

GETTING STARTED

CLASS INFORMATION

- Amount of work expected for class
- Processes for getting recent class resources
- Submitting homework
- Final project
- Syllabus and learning goals

GETTING STARTED

GITBOOK

[HTTP://MOBBOOK.GENERALASSEMB.LY/](http://mobbook.generalassemb.ly/)

GETTING STARTED

DEV WORKFLOW

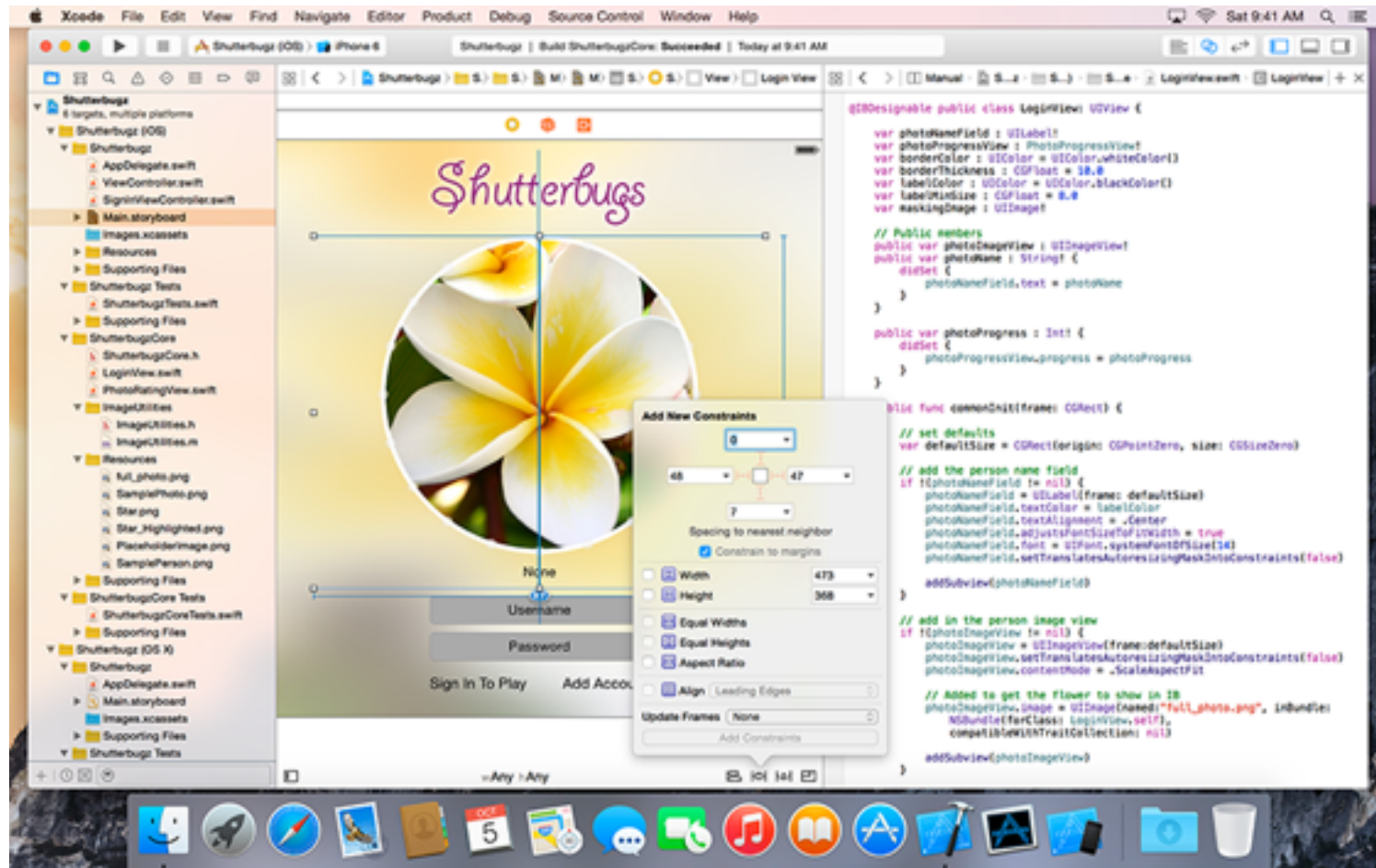
GETTING STARTED

DEV WORKFLOW OVERVIEW

- Run Xcode
- Create new project
- Briefly discuss the different project templates
- Add user interface elements to project
- Change user interface element properties
- Build / run the app
- Iterate
- Post to Github when done

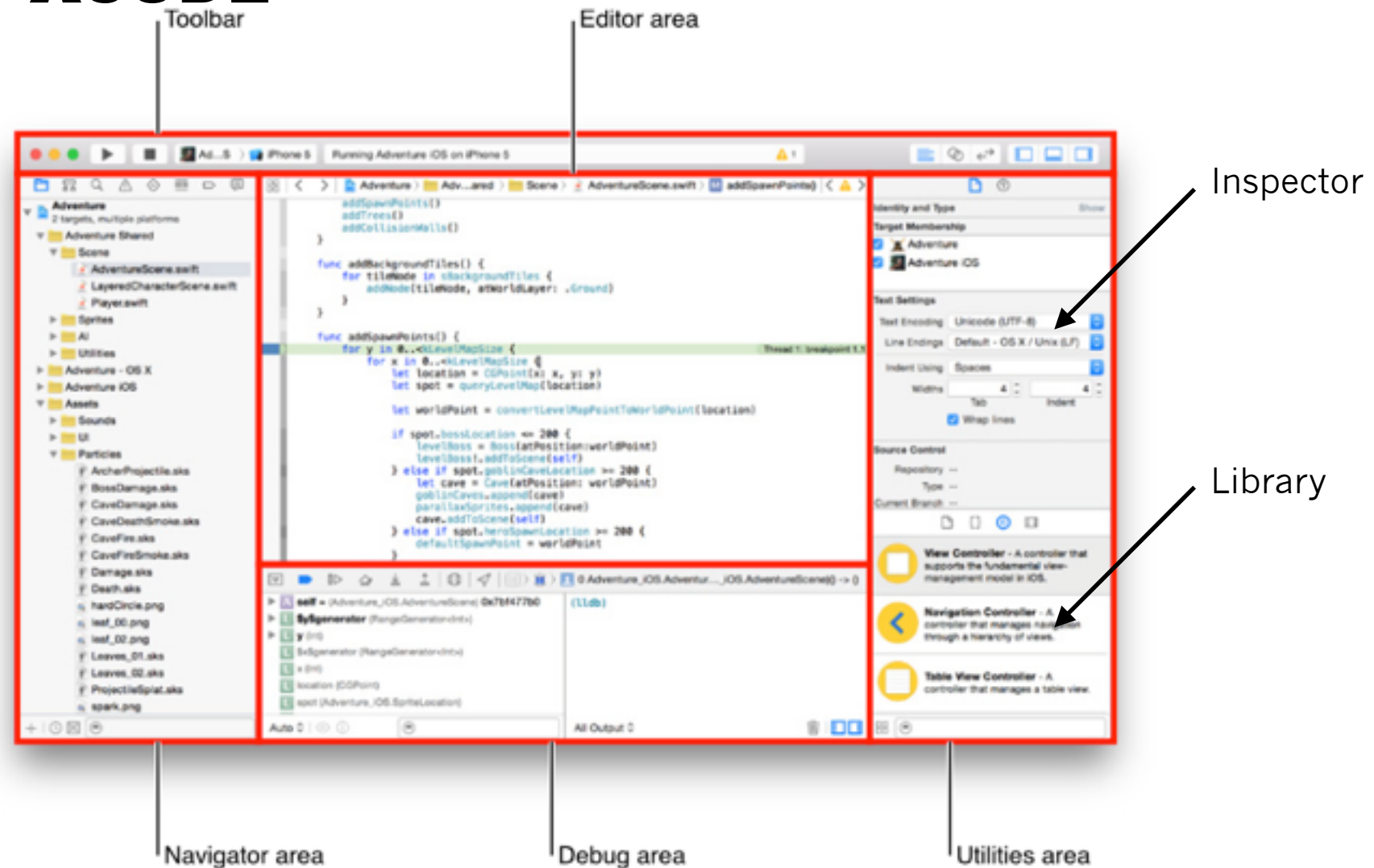
GETTING STARTED

WHAT IS XCODE?



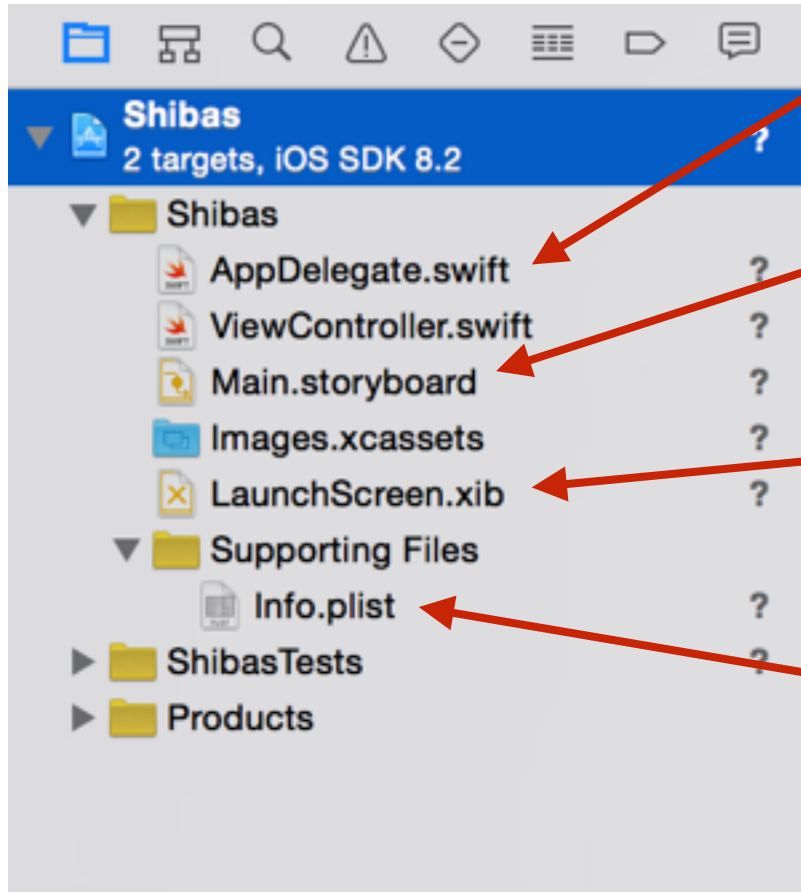
GETTING STARTED

NAVIGATING XCODE



GETTING STARTED

FILE TYPES



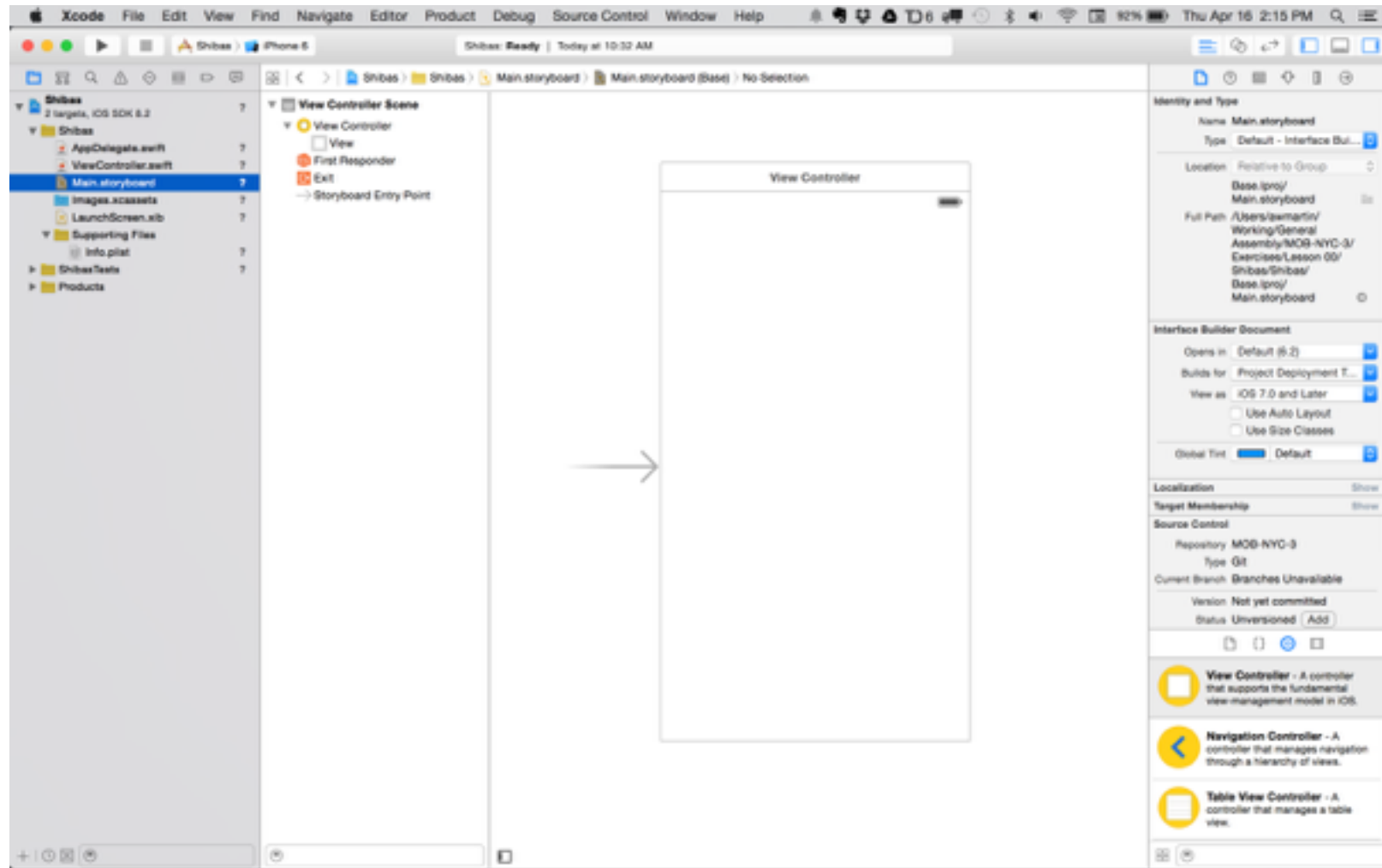
- .swift
Swift source code file
- .storyboard
an Interface Builder “storyboard” file
- .xib
an Interface Builder “NIB” file
- .plist
a “property list”

GETTING STARTED

GETTING THINGS ON THE SCREEN

GETTING STARTED

INTERFACE BUILDER



GETTING STARTED

GETTING VIEWS ON SCREEN

- To start understanding iOS apps, we'll first tackle 'views' on the screen
- Almost everything we see on screen is a **view**.
- There are lots of kinds of views:
 - Buttons, labels, tables, images, etc
- There are several ways to lay things out on screen, we'll cover these later in class
 - Until then, our views may look a little misaligned.

GETTING STARTED

VIEWS ON THE WHITEBOARD

GETTING STARTED

**CODE ALONG:
TO XCODE!**

ACTIVITY



EXERCISE

KEY OBJECTIVE(S)

Learn the flow of building a new project. Add UI elements to project and modify their properties.

TIMING

- | | |
|--------|------------------------------|
| 5 min | 1. New project |
| 10 min | 2. Set up the UI |
| 20 min | 3. Download and place photos |

DELIVERABLE

A new project with at least 10 photos of a topic (e.g. shiba inus), laid out in a scroll view.

GETTING STARTED

RUNNING YOUR APP

GETTING STARTED

RUNNING YOUR APP

- Run app on simulator
- Outline the steps for deploying an app to device

GETTING STARTED

RUNNING APP ON SIMULATOR

- › Select iOS version in toolbar area
- › Select “Build and then Run” in toolbar area (⌘R)

Note

- › iPad apps only run on iPad simulator
- › iPhone and universal apps run on both iPad and iPhone simulators

GETTING STARTED

NAVIGATING SIMULATOR

- › To run Simulator without running a project select
Xcode -> Open Developer Tool -> iOS Simulator
- › To select the “Home” button on simulator press ⌘ + ⏏ + H

GETTING STARTED

Q&A