

MOBILE DEVELOPMENT

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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?

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!

SYLLABUS AND PRE-WORK DEBRIEF

CLASS INFORMATION

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

GITBOOK

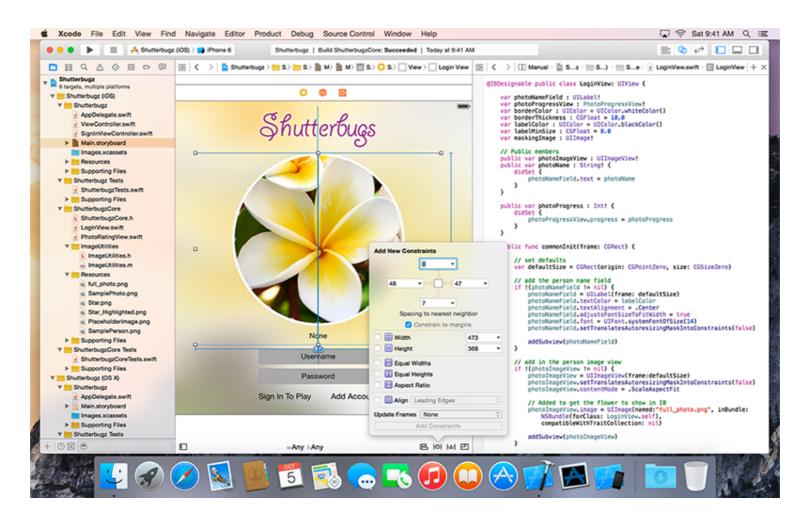
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DEV WORKFLOW

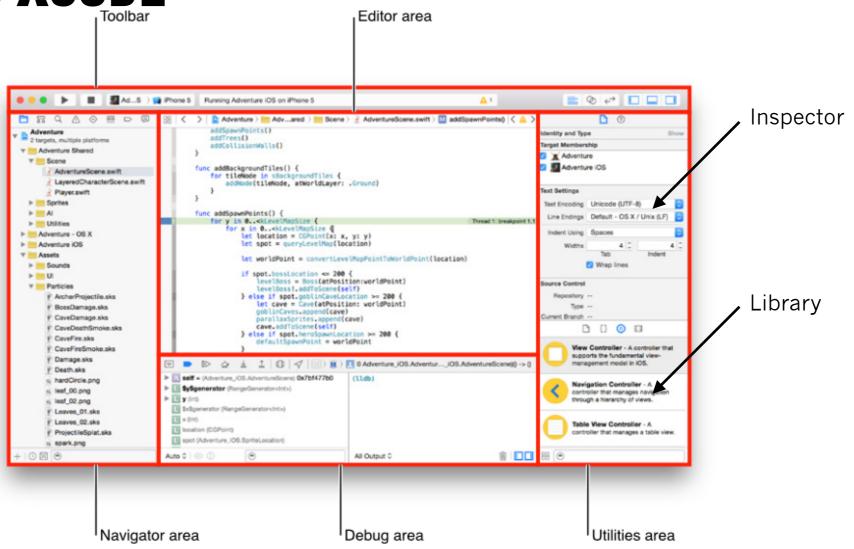
DEV WORKFLOW OVERVIEW

- 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

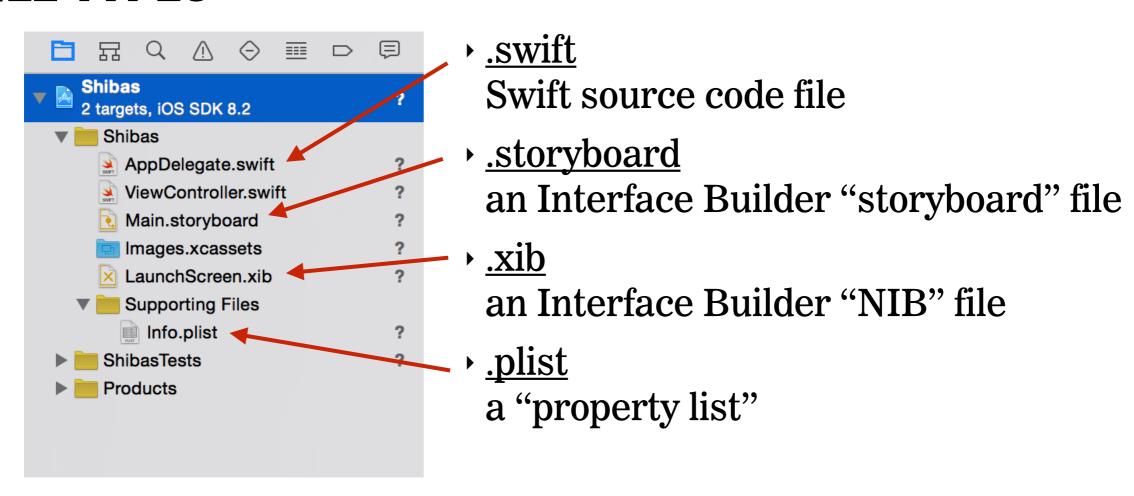
WHAT IS XCODE?



NAVIGATING XCODE

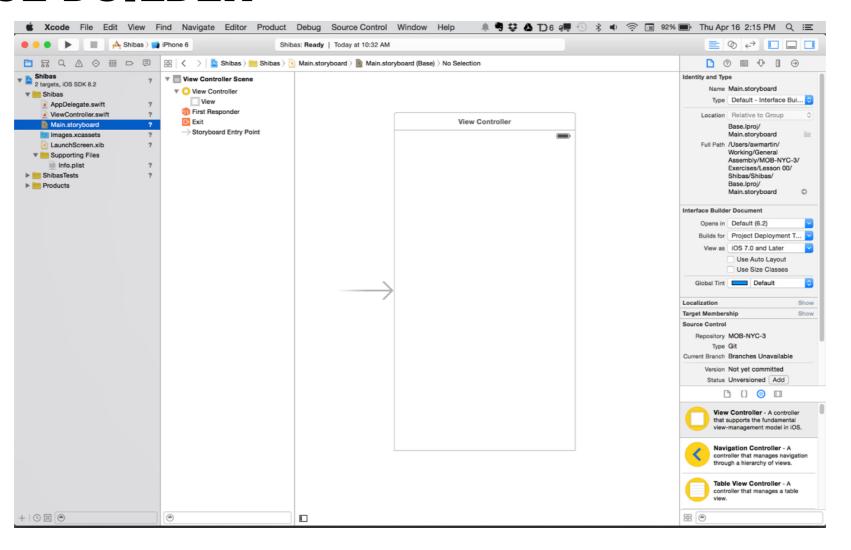


FILE TYPES



GETTING THINGS ON THE SCREEN

INTERFACE BUILDER



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.

VIEWS ON THE WHITEBOARD

CODE ALONG: TO XCODE!

ACTIVITY



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.

RUNNING YOUR APP

RUNNING YOUR APP

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

RUNNING APP ON SIMULATOR

- Select iOS version in toolbar area
- → Select "Build and then Run" in toolbar area (\(\mathbb{R} \mathbb{R} \)

Note

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

NAVIGATING SIMULATOR

- To run Simulator without running a project select Xcode -> Open Developer Tool -> iOS Simulator