

MOBILE DEVELOPMENT

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INTRODUCTIONS

- 1. WHAT WAS IT LIKE WHEN YOU FIRST USED AN IPHONE?**
- 2. WHAT'S YOUR PREVIOUS PROGRAMMING EXPERIENCE?**
- 3. WHY ARE YOU TAKING THIS COURSE?**
- 4. WHAT'S YOUR FAVORITE APP AND WHY?**

GETTING STARTED

MEET YOUR INSTRUCTORS

GETTING STARTED

LEARNING OBJECTIVES

- › Set course expectations
- › List and define the basic constructs of a programming language
- › Outline developer workflow and tools on a high level
- › Outline the development process of an app
- › Label Xcode workspace 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

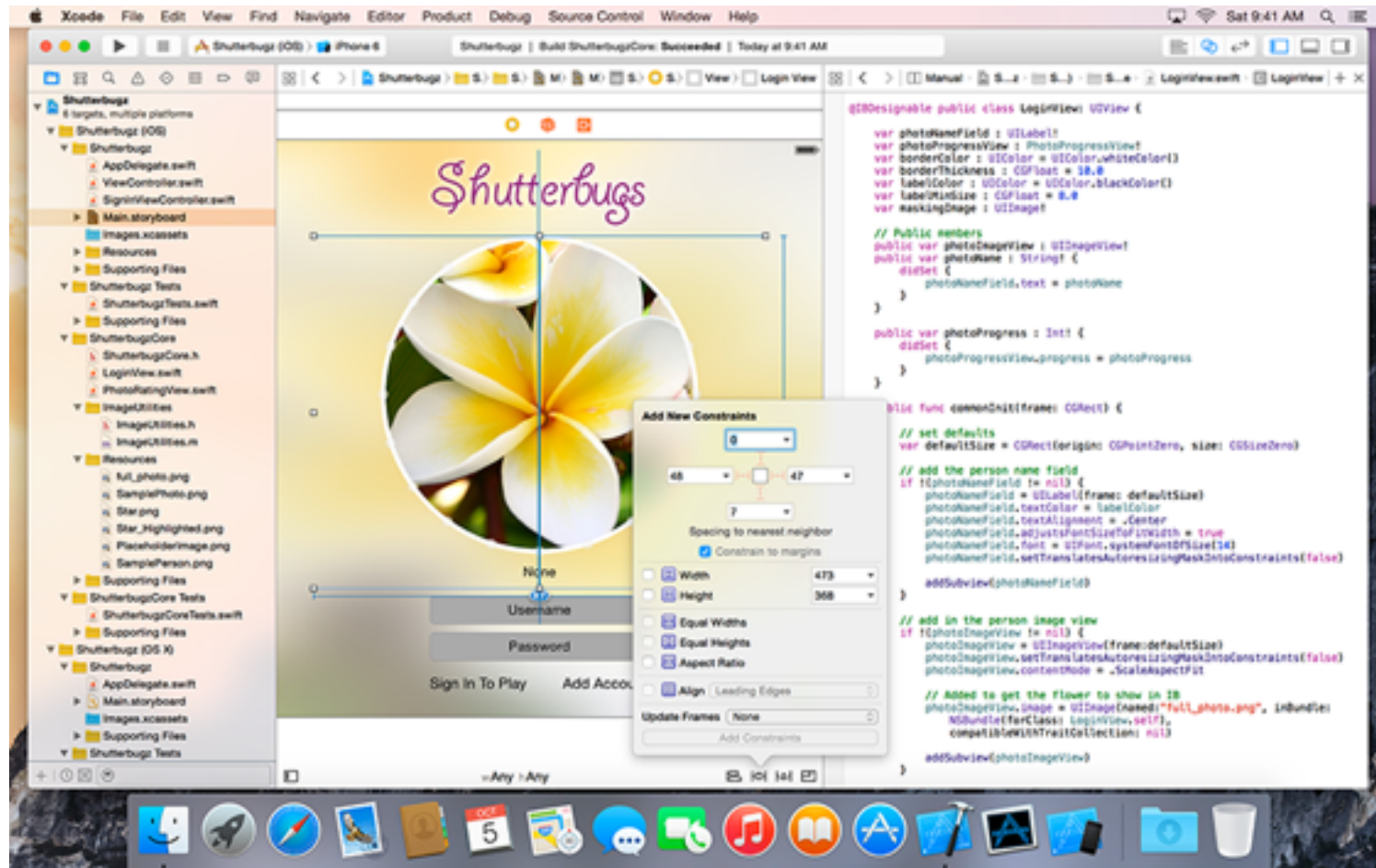
GETTING STARTED

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

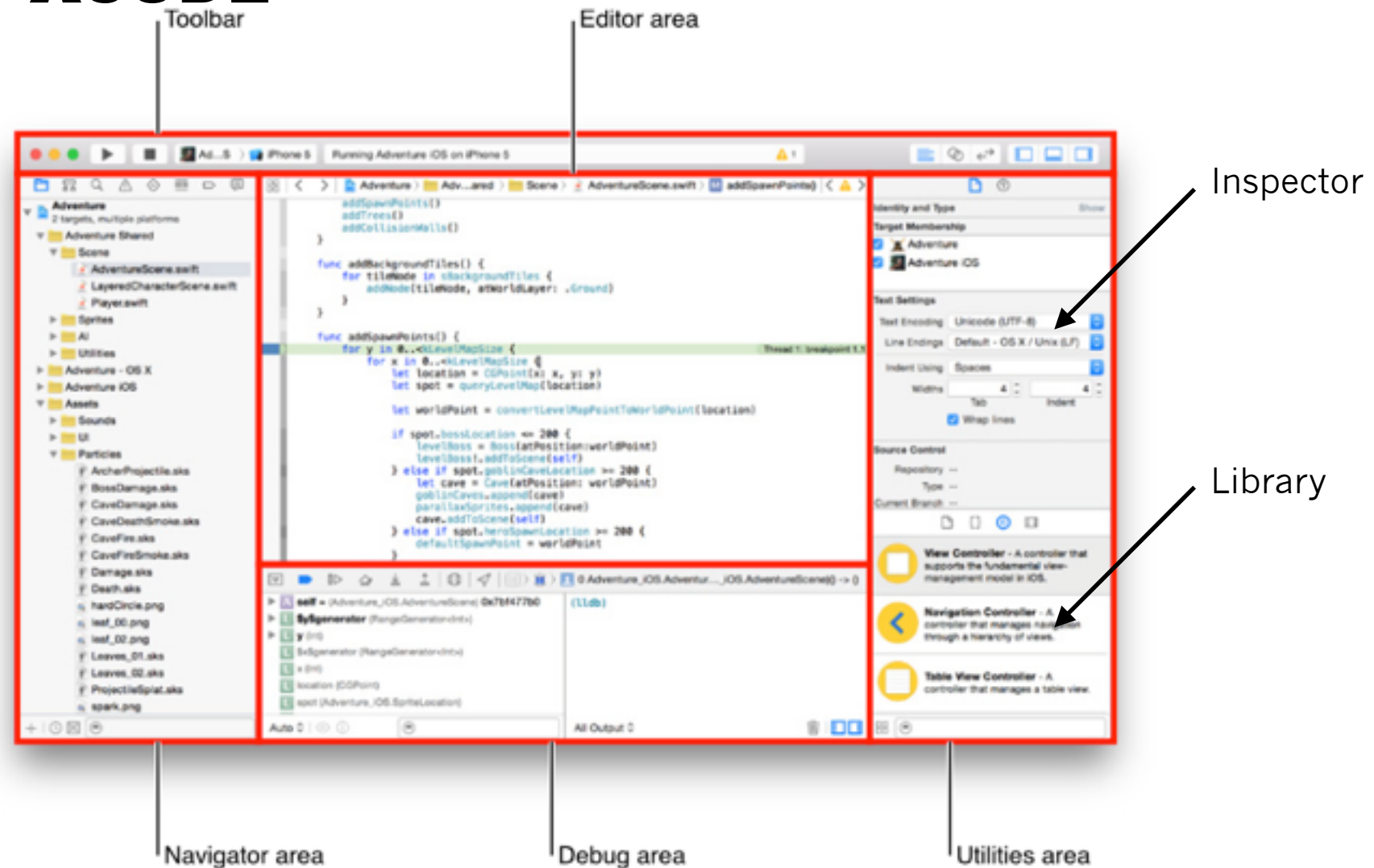
GETTING STARTED

WHAT IS XCODE?



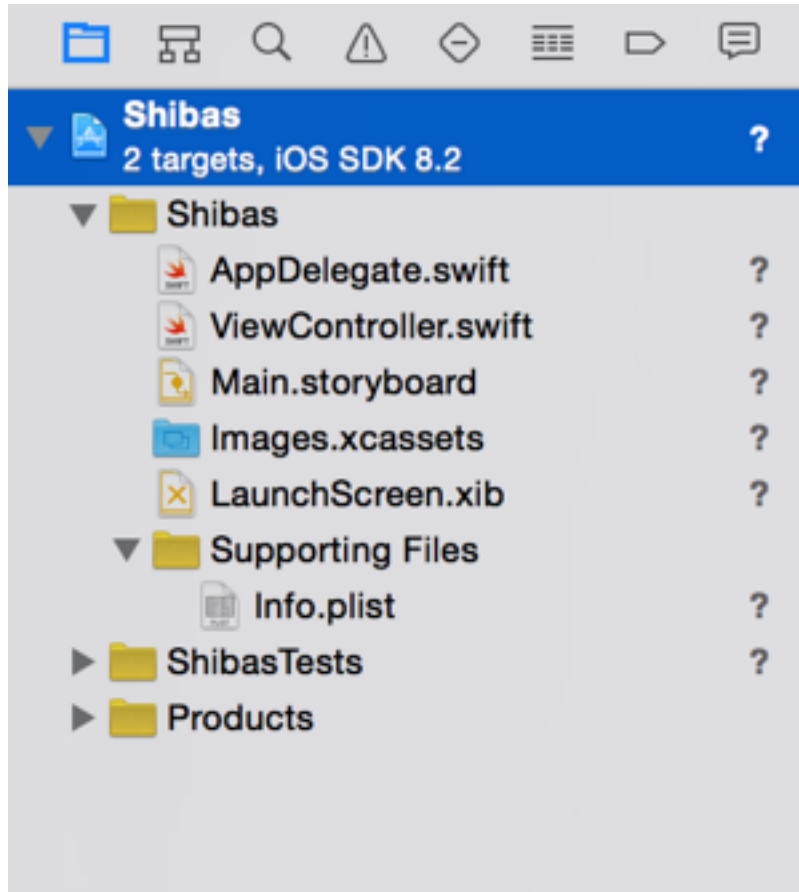
GETTING STARTED

NAVIGATING XCODE



GETTING STARTED

FILE TYPES



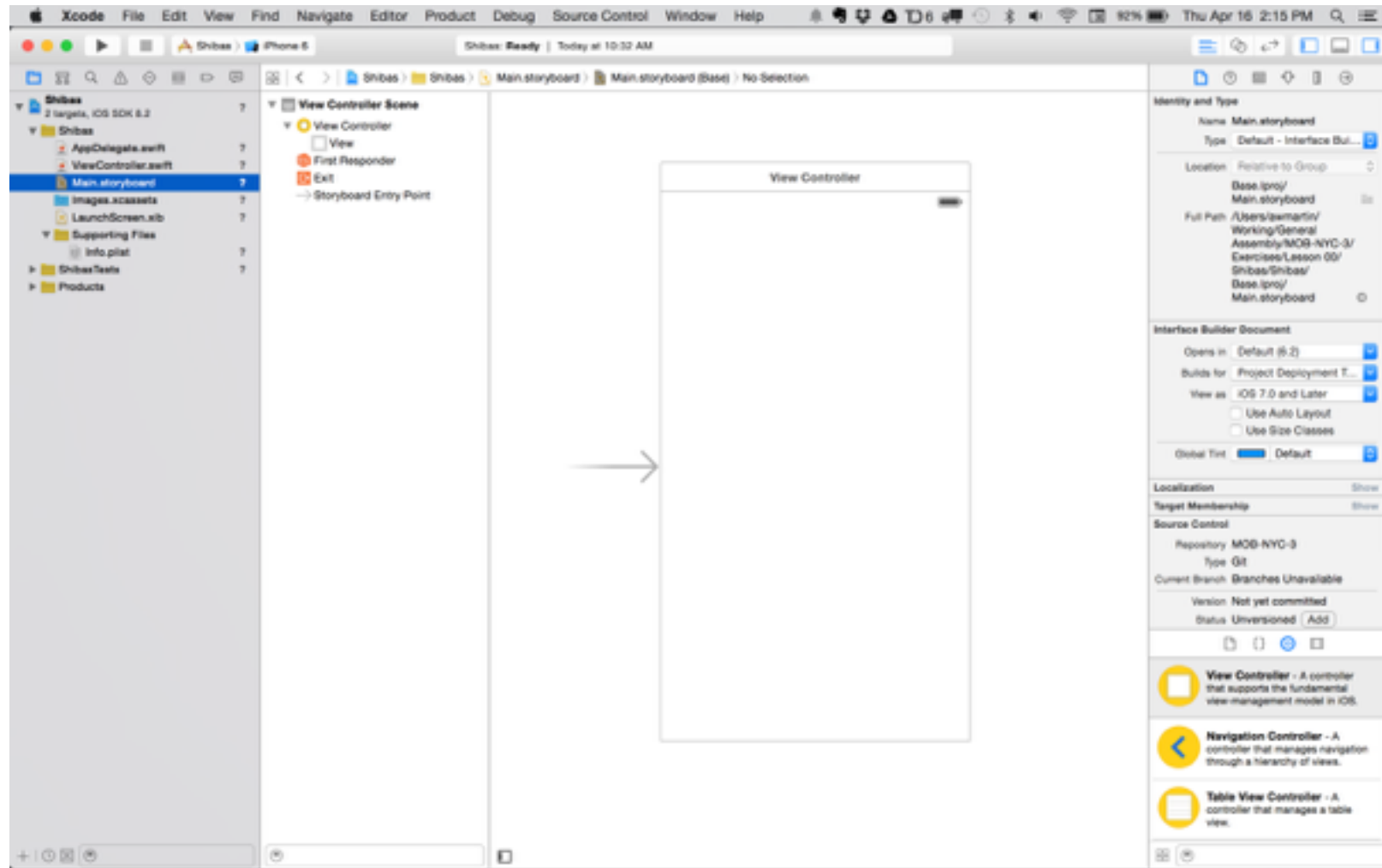
- .swift
Swift source code file
- .storyboard
an Interface Builder “storyboard” file
- .xib
an Interface Builder “NIB” file
- .plist
a “property list”

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 |
| 5 min | 2. Set up the UI |
| 15 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

CLASS REVIEW

- How often do students submit assessments?
- What is a typed language? Is Swift typed?
- What is the difference between a compiled and scripted language?
Which one is Swift?
- How does layout sizing work?
- What are requirements for deploying to device?

GETTING STARTED

GIT/GITHUB, HOMEWORK, SUBMISSION

GETTING STARTED

GITHUB

- A social network for sharing and collaborating on code
- What we'll use to get slides, submit homework, post resources, collaborate on the final project
- Free, as long as what you post is public

GETTING STARTED

GIT

- The ‘pipes’ that power github
- Many developers use the command line, though we’ll use an app
- A general-purpose ‘version control’ tool that lets us:
 - Back up
 - Revert
 - Collaborate
 - ...our code

GETTING STARTED

GITHUB WALKTHROUGH

GETTING STARTED

Q&A

GETTING STARTED

RUNNING AN APP ON YOUR DEVICE

GETTING STARTED

RUNNING APP ON DEVICE

- Deploying app to device and publishing app to store requires participating in the developer program (\$99/year)
- Get UDID number (<http://whatsmyudid.com/>)
- Add device to Xcode (Windows->Devices)
- Create development certificate and provisioning profile