

iPhone App Development

Instructor: Nick and Chris Rivers

Twitter: [@nickthedev](https://twitter.com/nickthedev)



Why learn iOS?

Pros

- Still a developing technology
- High paying contracts
- Looks good on any resume
- Apple pays 1 billion per quarter to developers!

Most important, its cool!



Why learn iOS?

Cons

- App store competition
- Time consuming while learning.

Ways to Make Money

- Build a app for your own business.
- Sell on the app store
- Get a fulltime or contract job (Best way)

Information

Slides -> <http://tinyurl.com/nrivers-slides>

Exercises - > TBA

Workshop Cycle

- I will introduce a new topic
- I do a demonstration
- Then the class gets time to complete an exercise
- Questions at the end of topic

Expectations

- You will learn some of the foundations and key elements in building an ios app
- You will be introduced to Objective-C
- You will walk out with resources and examples to build from

Ready?

Tools

- Integrated Development Environment (IDE): **XCode**
- Language: **Objective-C**

XCode

Navigator - A list of your files

Text Editor - Includes static typing shortcuts and hints

Simulator - Easy to test and view your app

Storyboard - Allows you to build your UI

Console - Log data like in firebug

XCode Tour

Objective-C

Objective-C is a strict superset of the C programming language.

Because of this, iOS apps can be written in C.

ARC

(Automatic Reference Counting)

- Simplifies memory management
- Wasn't available until iOS 5

Demo

UIAlert View

- One of the most common elements of an app.

This is what you will create:

Exercise #1

"UIAlert View Hello World"

<http://tinyurl.com/nrivers-ex1>

Walkthrough

Familiar Syntax

Strings

Javascript:

```
"This is my string"
```

Objective-C:

```
@ "This is my string";
```

Arrays

Javascript:

```
var myCars=new Array("Saab","Volvo","BMW");
```

Objective-C:

```
NSArray *myCars = @[@"Nick", @"Eric", @"Chris", @"Taylor"];
```

More Syntax

If Conditions

```
int people = 2;  
  
if (people > 2) {  
    // Do stuff  
} else {  
    // Do other stuff  
}
```

Loops

```
for (int i = 0; i <= 4; i++) {  
    // Do stuff  
}
```

```
int i = 0;  
while (i <= 10) {  
    // Do stuff  
    i++;  
}
```


More Syntax

Arrays

```
int cars[10];  
cars[0] = 1;  
cars[1] = 2;  
cars[2] = 3;  
cars[3] = 4;  
cars[4] = 5;  
cars[5] = 6;  
cars[6] = 7;  
cars[7] = 8;  
cars[8] = 9;  
cars[9] = 10;
```

```
NSLog(@"Last Car is number %d", cars[9]);
```

More Syntax

Switch Statements

```
int people = 2;  
  
switch(people) {  
    case 2:  
        // Do stuff  
        break;  
    case 3:  
        // Do stuff  
        break;  
    default:  
        // Do stuff  
        break;  
}
```

Origin of NS

Every data type will be prefixed with "NS".

NSArray

NSDictionary

NSString

NSMutableArray

NextStep was an OOP Operating System developed by a previously owned company by Steve Job's (Next Computer).

Therefore at its core, Objective-C is a lot older than you think.

Demo

UITextField

- Take user input
- Send input back to controller
- Present data on the view.

This is what you will create:

Exercise #2

"User Input" **(Keyboard Delegate)**

<http://tinyurl.com/nrivers-exx2>

MVC

Model - Data Information Logic

For example Account

Account -> name

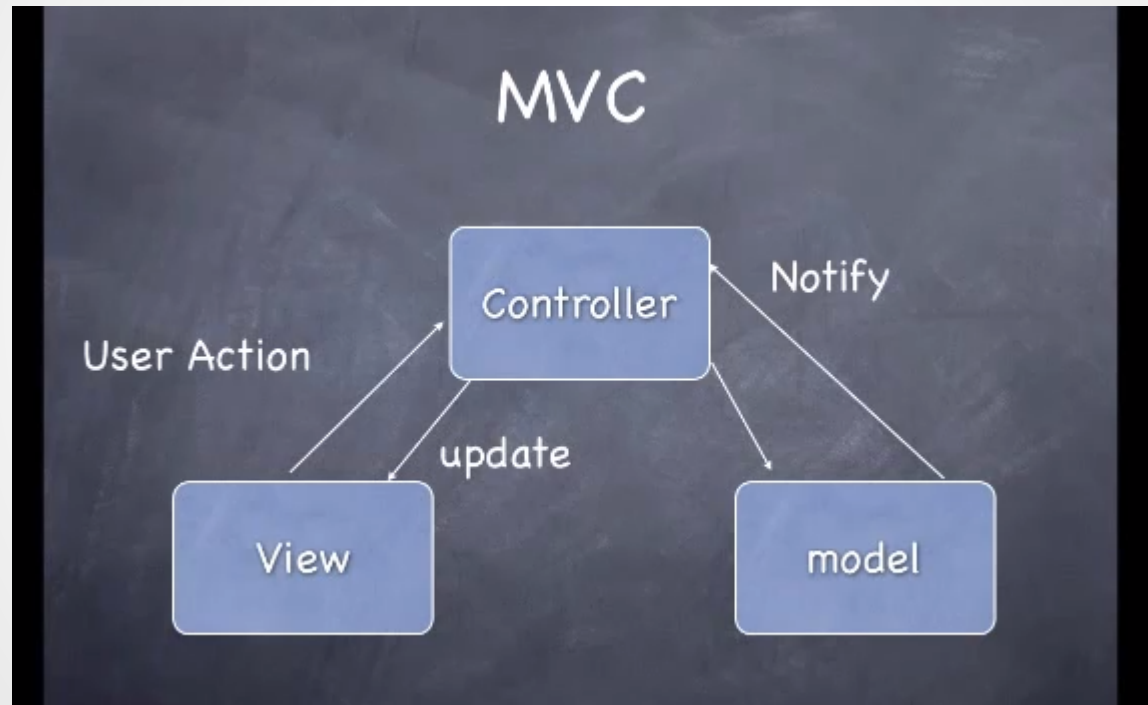
Account -> account number

Account -> balance

View - UI Objects (Buttons, Label, Alerts etc)

Controller - The controller is the brain that brings it all together. It is the glue between the two.

MVC



Actions and Outlets

Actions - Send alerts back to the from the view controller

Outlets - For controller to talk to the view

Storyboard

- Build your interface with UI elements.
- Visually see how your views interact with one another.

Demo

Storyboard

- Visually see elements and views
- Move from view to view

This is what you will create:

Exercise #3

"Storyboard"

<http://tinyurl.com/nrivers-exxxx3>

Demo

UI Elements

- Button
- Switch
- Slider
- UIImage

Exercise #4

"Adding UI Elements"

<http://tinyurl.com/nrivers-exx-4>

Tips to Getting Approved

- Make sure you check for a connection before making requests.
- Make sure there are no errors or warnings.
- No violent or offensive titles
- No pornographic material
- High quality design
- Give specific details in your description
- Be Descriptive in your app details!
- Minimum clickable elements are 44X44

The App Store Process

- Purchase a developer license.
- Provision a device so you can see in production environment. (On your phone or tablet)
- Setup itunes connect. This is where you set up banking and financial information.
- Submit your app. (Usually takes a full week to hear anything) See here: <http://reviewtimes.shinydevelopment.com/>
- Pray.

Thanks For Attending!

You can follow me on Twitter at @nickthedev for future workshops.

Enjoy the rest of your day!