

00. Intro

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- Hello everyone! Welcome and congrats on passing entrance exam!
- I'm going to take attendance check...

01

Who are we?

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- for the starters, let's introduce us, lecturers and mentors
-

Skopje



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Filip Stojanovski

iOS Engineer
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- this year, iOS academy is held on three locations
- 8 lectures, some from here in Zagreb, Skopje, and Ljubljana
- Each location will have mentor/lecturer who will be on your disposal
- It doesn't mean you cannot ask mentor from any other location, so feel free to ask
- In Skopje you'll meet:

Ljubljana



Dejan Skledar

iOS Engineer
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Zagreb



Josip Zavada

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Filip Gulan

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- Josip & Luka are our last year academy graduates
- don't need to write anything down
- presentation afterwards on Github and Slack
- mandatory, recorded, miss one or two

**Official language on the
course is English**

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- Before I continue with the presentation, a short notice
- lectures, communication in public channels like Slack/mail, PR reviews
- but on each location you can use domestic language for consultations with mentors

02

Why iOS?

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- online & onsite
- if you have any questions feel free to ping the mentor on your location during the lecture and we'll answer it
- just pause the lecture
- let's now start

**You don't have a choice
anymore**

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iOS Pros

- much simpler platform to develop for than Android
 - less device and OS fragmentation
 - better tooling
 - easy to learn language
- sexy UI/UX and animations
- higher revenue, increased demand
- Java free

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- dozens of manufacturers of Android and many more screen sizes
- Apple in control of hardware and software
- closed system, more secure, higher revenue due to fact you need to buy the app

iOS Cons

- high entry cost (hardware, developer license)
- closed platform?
- longer review time?
- Xcode issues

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- laptops on Academy
- platform not open sourced, Android is but bugs still piling up
- describe the review process
- complete IDE, bunch of features, while on Android you need to setup multiple tools - gradle, maven, emulators...

03

Course goals

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- what we'll be doing during these four weeks
-



How to make an app for Apple hardware

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- focus on iOS and iPhone apps
- but you'll be able to quickly switch to any other type of platform
- same language, same tooling, same or similar frameworks



Swift

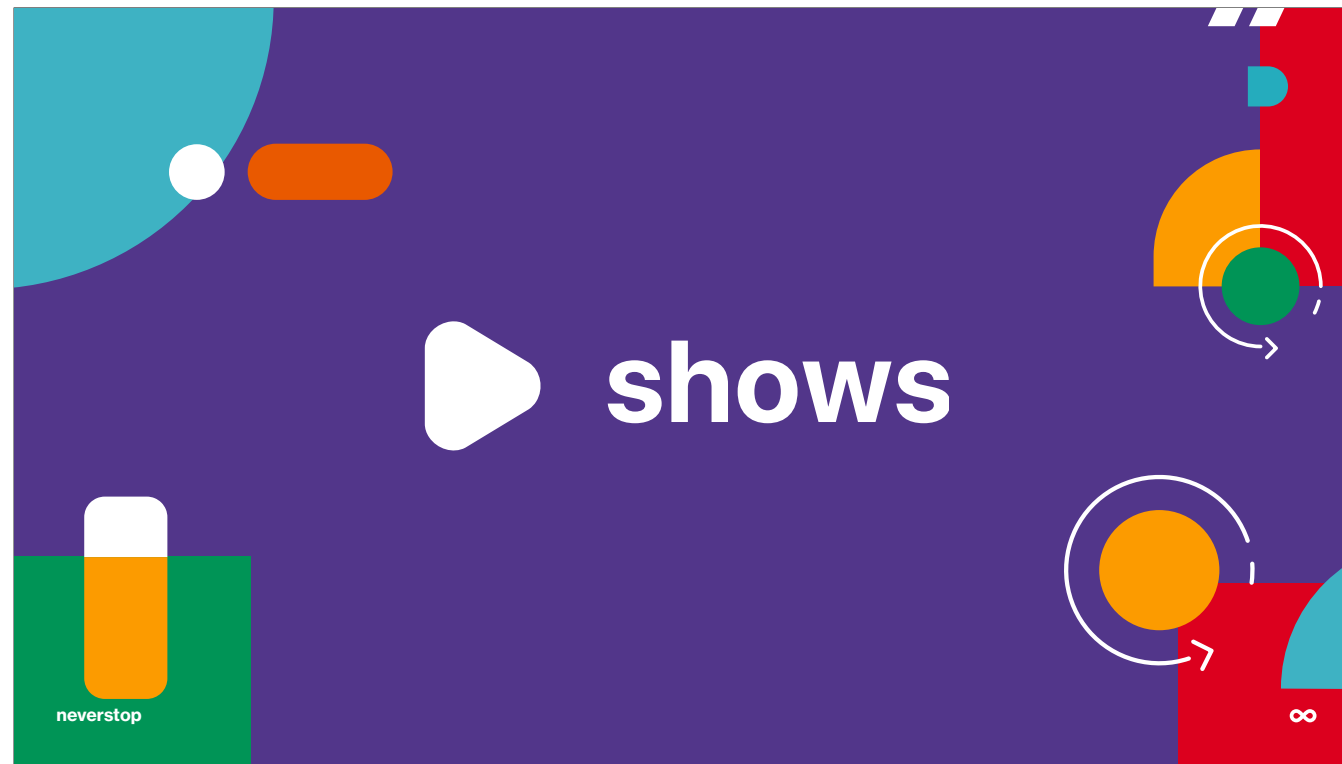


Xcode

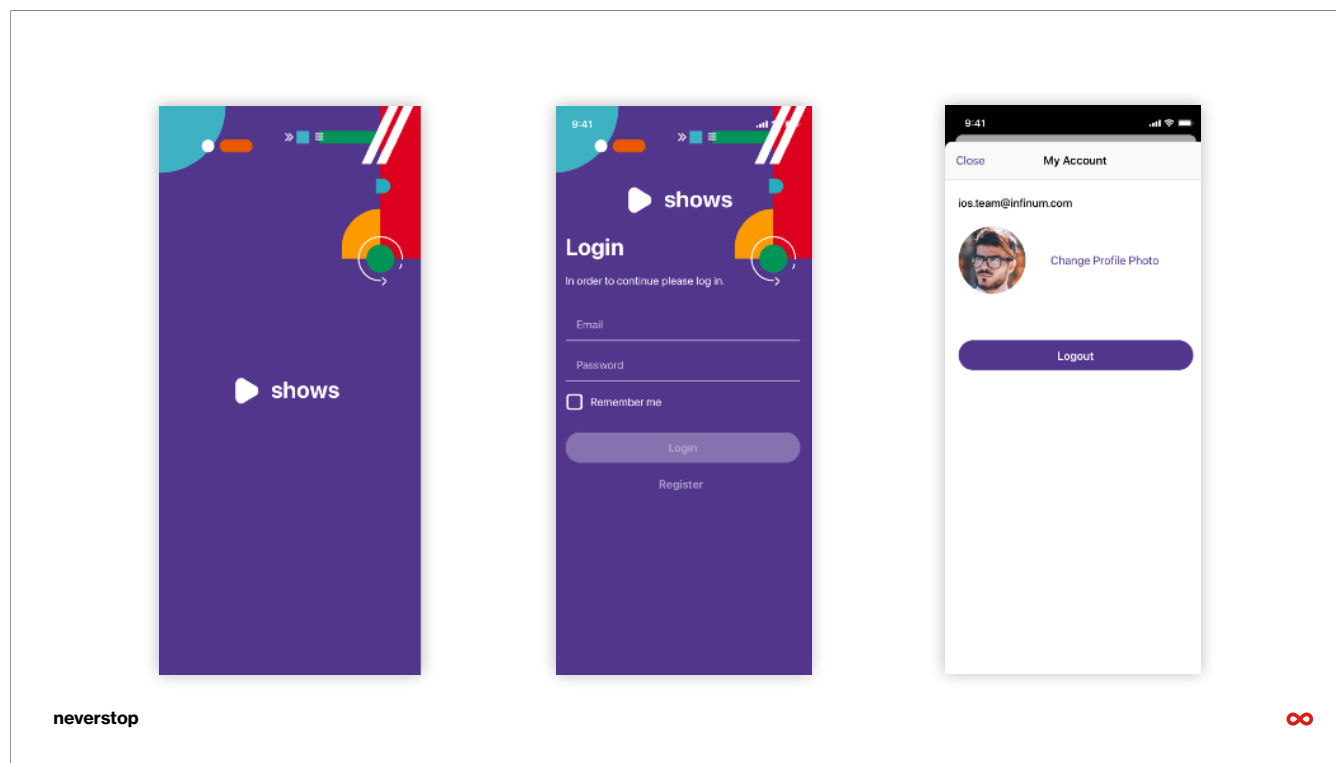
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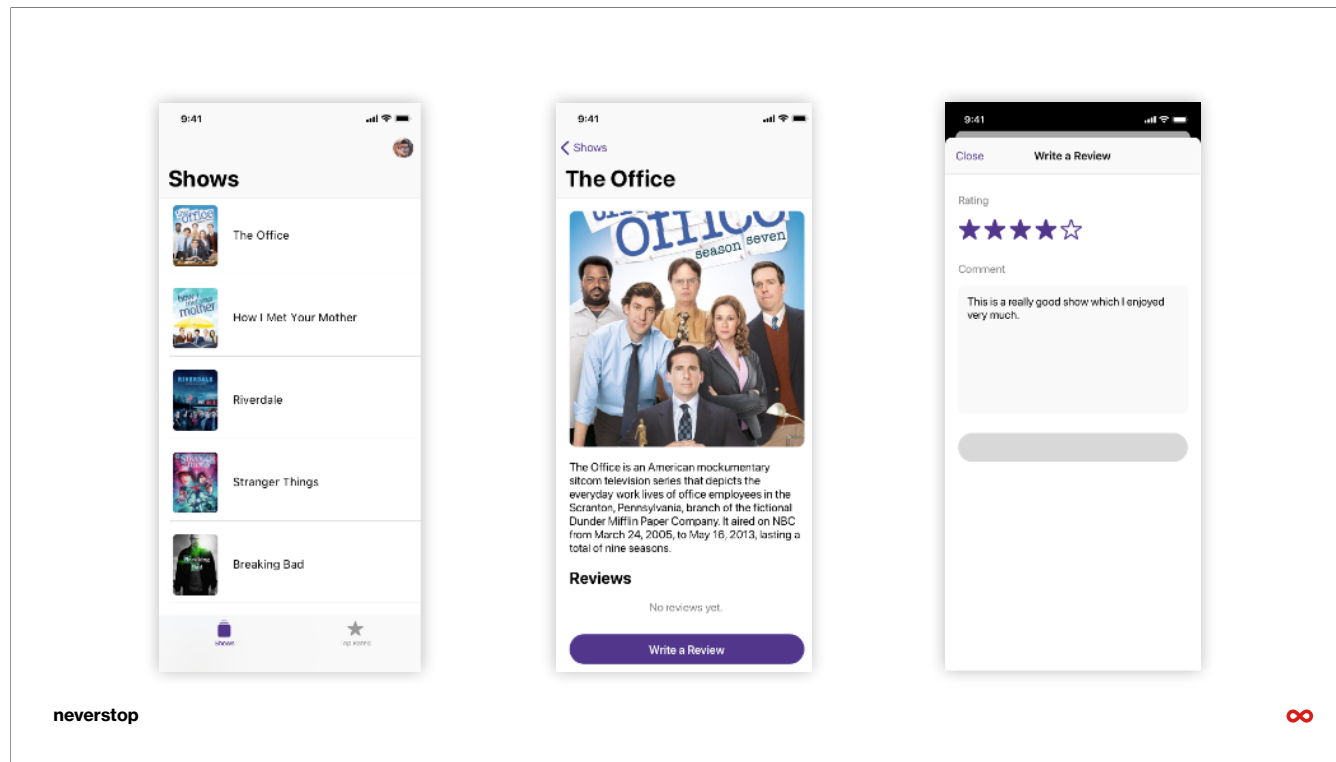
- Swift, relatively young, 8 years old, open sourced
- similar to Kotlin & Rust, much easier to learn
- no semicolons
- Xcode as a tool, AppCode as an alternative, not much of a choice



- whole app at the end of the course
- show to your friends
- connect with the API



- TV Shows - login, register
- connect on API



- list all shows
- show some details about it
- leave a review
- all features we have in day to day client apps
- better approach than having just the theory
- you'll own the code, have it on GitHub, have full fledged project, show off it or use it as a code sample for interview

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Materials

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GitHub

- everyone gets a private repo
- branches are a must
- best (easiest) to use* Xcode built-in Git client

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- you all got GitHub Classroom invitation
- we'll go through more details a bit later in lecture
- Terminal, Xcode GUI
- don't fear the Git, we have everything covered in lecture

Materials

- on GitHub after every lesson
- PDF presentations
- playgrounds*
- home assignments
- extras*
- **<https://github.com/infinum-academy/ios-materials-2022>**

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- materials are on the GitHub repo, central place

Home assignment

- **mandatory**
- TV Shows app
- deadline
 - MON, WED -> Next WED by 23:59
- completed after a pull request on GitHub
- help in person or remotely

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- mandatory,
- every week two assignments
- coding the TV Shows app feature by feature

Need help?

- Stack Overflow, as usual
- ask on Slack or send an email
- ask us IRL (or any other iOS dev)
- stop by our office
 - weekly appointment slots
 - or work from our office - ping any iOS dev for help

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Good luck!

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