

Day four, iOS Prep course

Part one:

After creating the project I want you to showcase and review the swift style guide. [GitHub - raywenderlich/swift-style-guide: The official Swift style guide for raywenderlich.com.](https://github.com/raywenderlich/swift-style-guide)

Inform them that we will be following this throughout the course but not to be too concerned about it now.

Update the file structure -

Create the resources file and walk through chaining the info.plist. Create a view controllers folder and a storyboard folder with the corresponding files

Lay out the views:

Navigate to the storyboard file and walk the students through the following items. Objects library, Attributes inspector, size inspector, and connections inspector.

Open the object library and drag out four labels, embed them into a stack view, and constrain 8 top, 8 leading, 8 trailing. Explain what a stack view is and why we chose to use one.

Update the labels to each have the name of the property we want to put in there.

Showcase how if they do this, run the simulator, and see the (name) name in parentheses then they know something is not populating properly.

Create the `housesArray` on the `ViewController` and explain that our goal is to sync this array with the labels we just created. Drag out the corresponding outlets. Explain that dragging the outlets creates that connection of this file and the code file.

In the `viewDidLoad` manually update the text of a single outlet. Explain that all we need to do is set the text property of the label to the proper string value. Ask them how we can do that? Manually add the text to each outlet. Ask them if that is effective and reusable. Ask them if we can use control flow and loops to make that more usable.

Create the `displayHouses` method and call it in the view did load. Be sure to add the

proper //MARKS and have the file organized correctly. Spend time walking through the goals of this function and how it's working. Spend special time on the index counter and why we need it.

After you have a working `displayHouses` function, break an outlet connection. Showcase the SIGABRT error and how to read that error message. Showcase the connections inspector and fix the issue.

Part two: Tableview intro

When we have relating content it may be better to use a tableview, commonly referred to as a list view. Explain that we will go more in-depth on how these work during week one of the course.

Add a tableview to the storyboard and contain accordingly. Be sure to add a tableview cell and drag an outlet from the tableview. Set the cells reuse identifier (It's okay to go really fast on the table part, we will spend time on it later)

For the tableview, let's not use the same array. Let's practice a new collection type we just learned, the `Dictionary`. Create the `Hogwarts` dictionary. Showcase how it is an array of dictionaries with a key of `name` and a value of the name of each house.

Adopt and conform to the tableview datasource and delegate protocols. Add the protocol stubs and briefly explain how these are necessary to even use a tableview.

Complete the `numberOfRows...` method.

Send the students the icons necessary (found in the assets folder on this project).

Complete the `cellForRowAt` method spending time on each line necessary.

Build and run. This is the end of this afternoon project