

iOS Workshop: Development Tool

iReka Soft

[https://developer.apple.com/library/content/
referencelibrary/GettingStarted/DevelopiOSAppsSwift](https://developer.apple.com/library/content/referencelibrary/GettingStarted/DevelopiOSAppsSwift)

1. Xcode 8



Welcome to Xcode



Get started with a playground

Explore new ideas quickly and easily.



Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.



Check out an existing project

Start working on something from an SCM repository.



Show this window when Xcode launches

No Recent Projects

Open another project...

Choose a template for your new project:

iOS

watchOS

tvOS

macOS

Cross-platform

Filter

Application

1

Single View
Application



Game



Master-Detail
Application



Page-Based
Application



Tabbed
Application



Sticker Pack
Application



iMessage
Application

Framework & Library



Cocoa Touch
Framework



Cocoa Touch
Static Library



Metal Library

Cancel

Previous

Next

Choose options for your new project:

Product Name:


Team: 

Organization Name: 

Organization Identifier:

Bundle Identifier:

Language: 

Devices: 

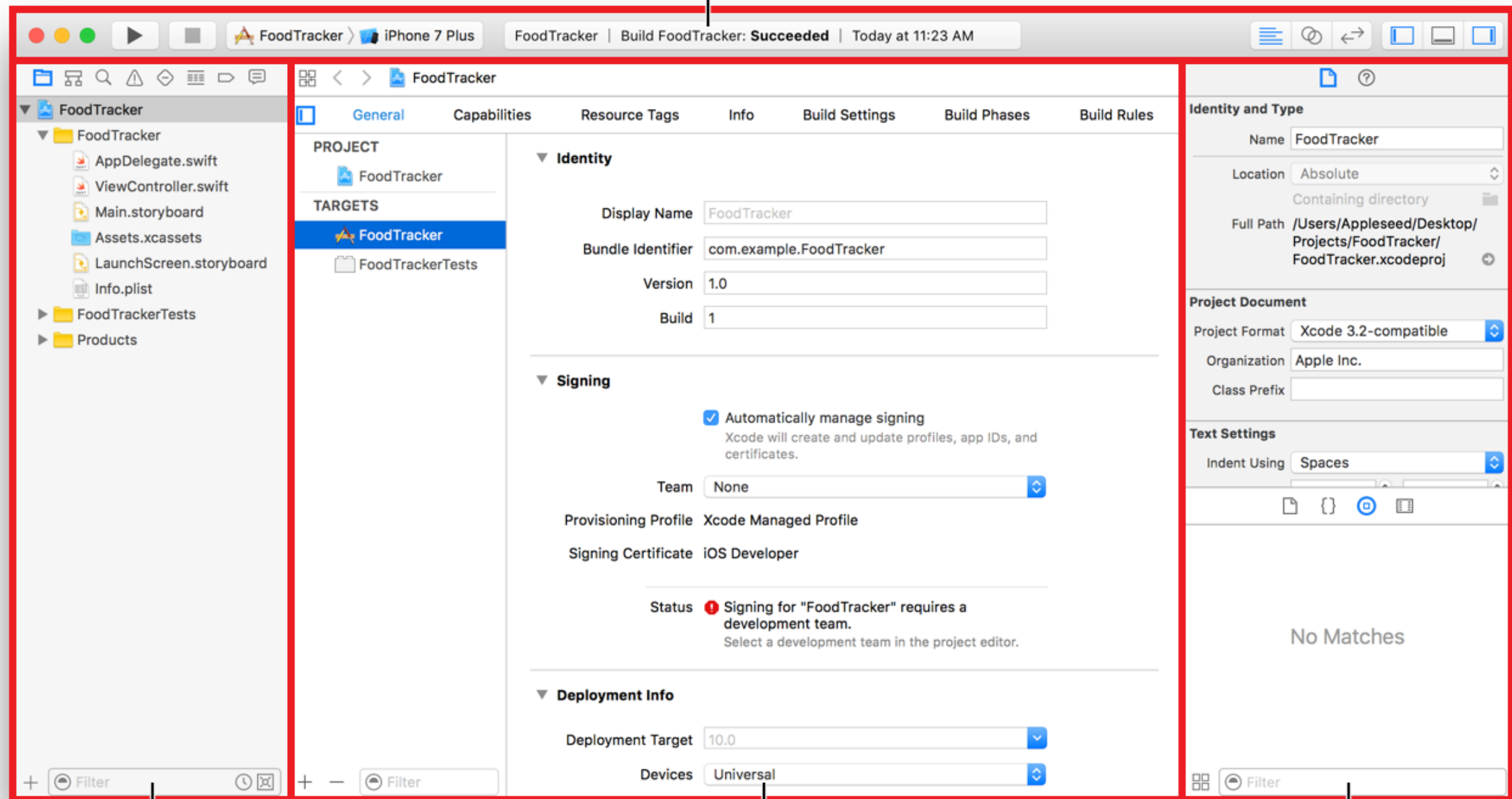
- ☐ Use Core Data
- ☒ Include Unit Tests
- ☐ Include UI Tests

Cancel

Previous

Next

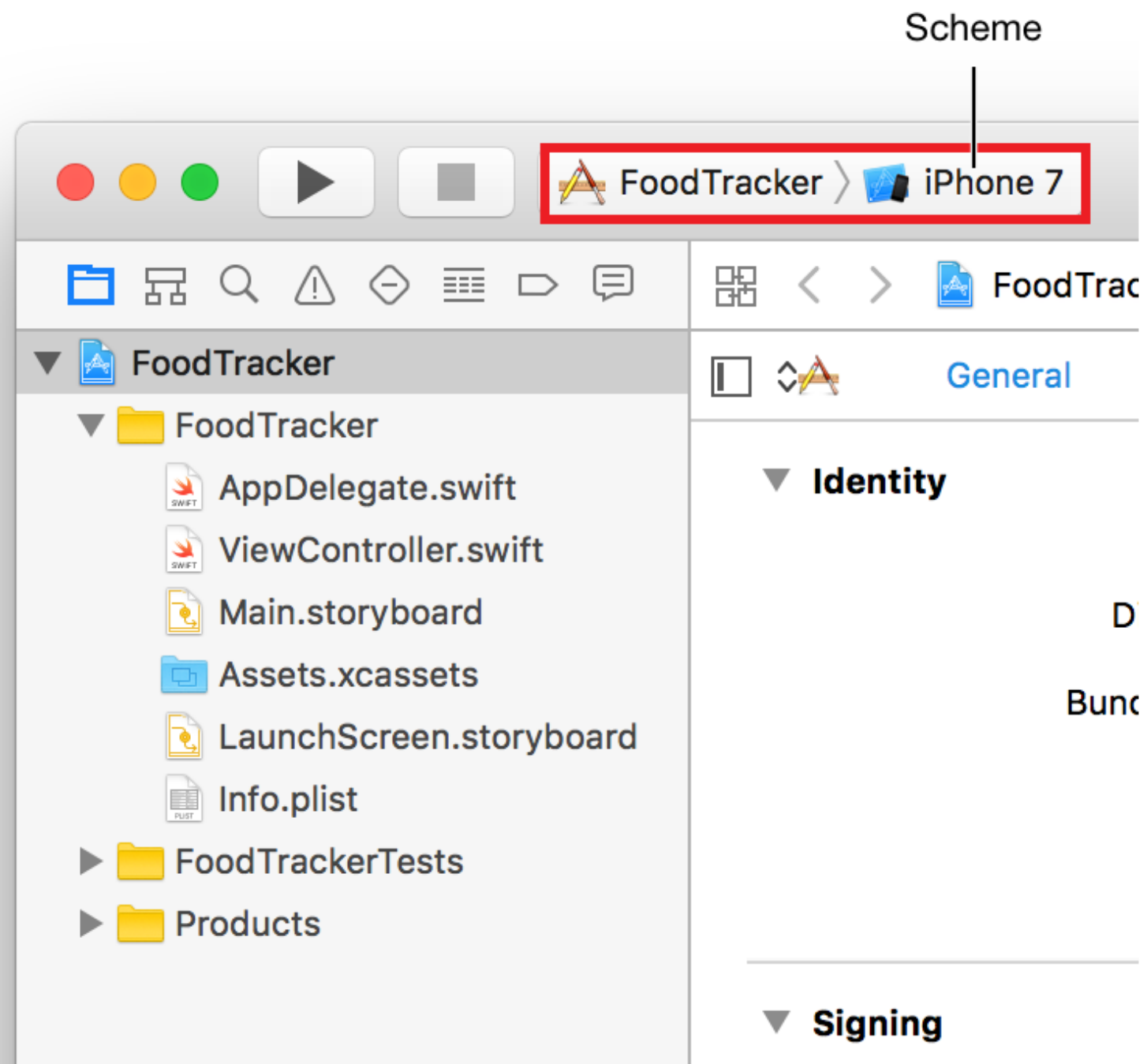
Toolbar

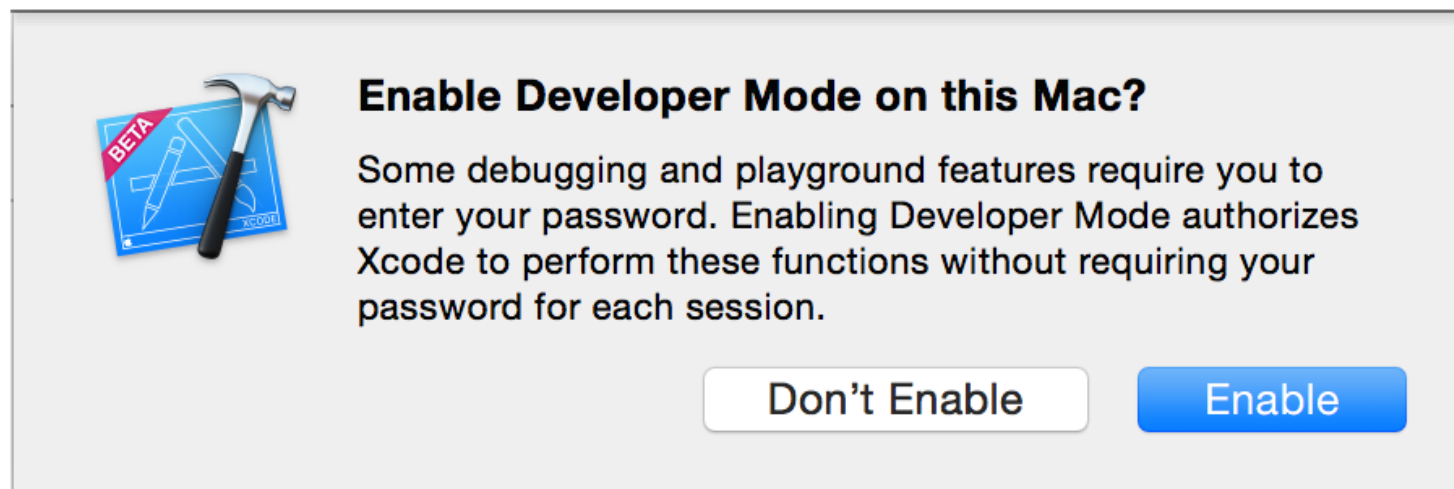
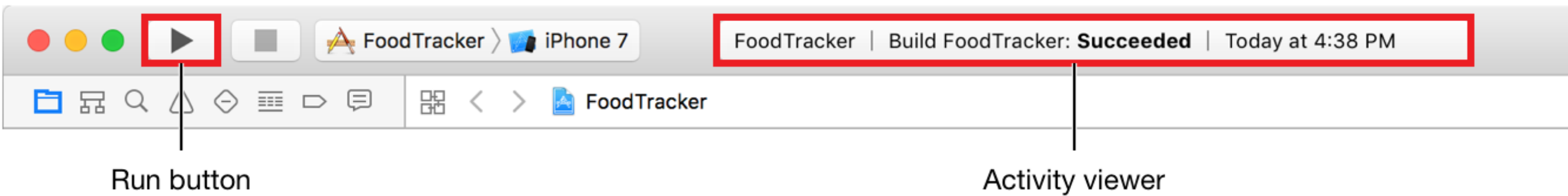


Navigator area

Editor area

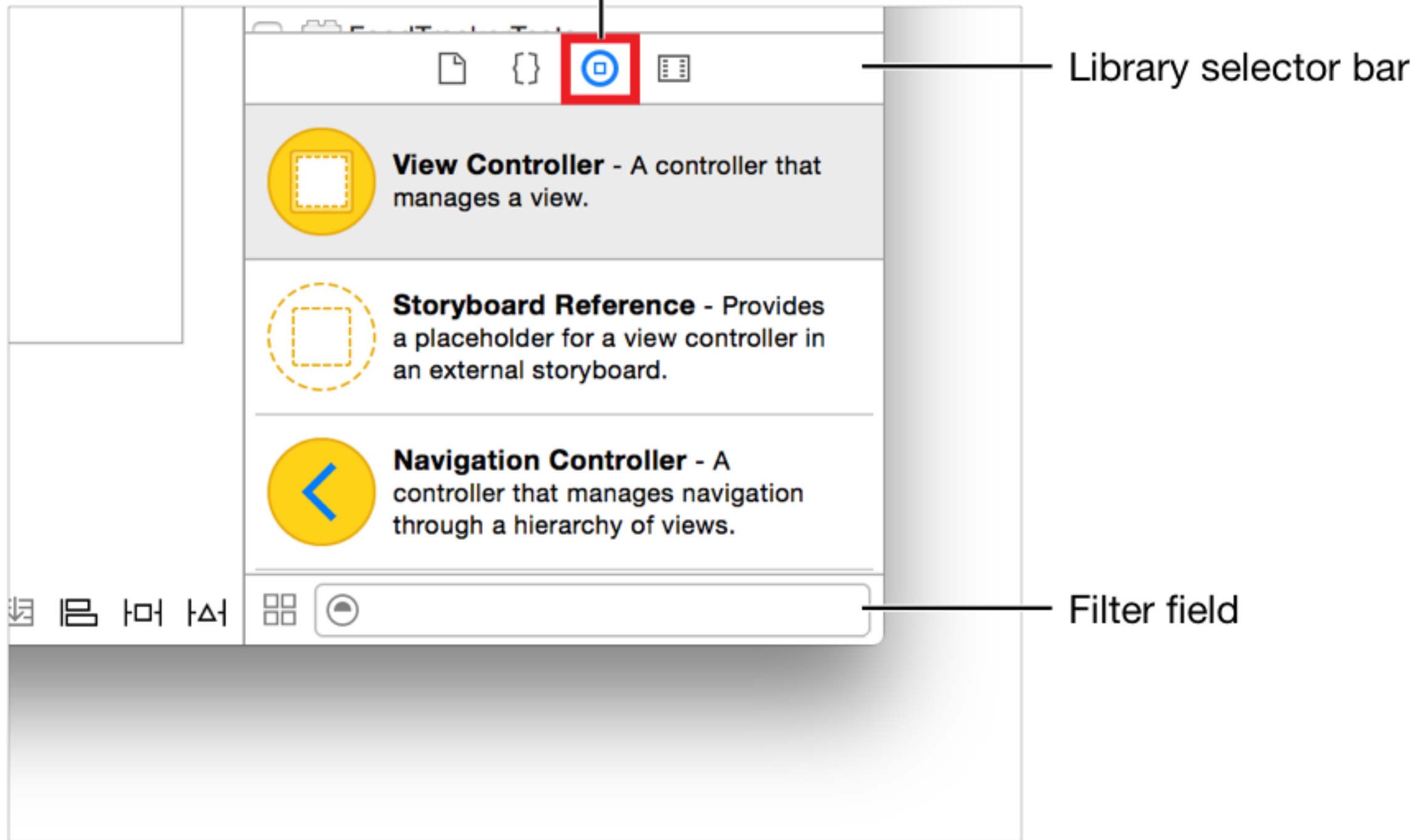
Utility area

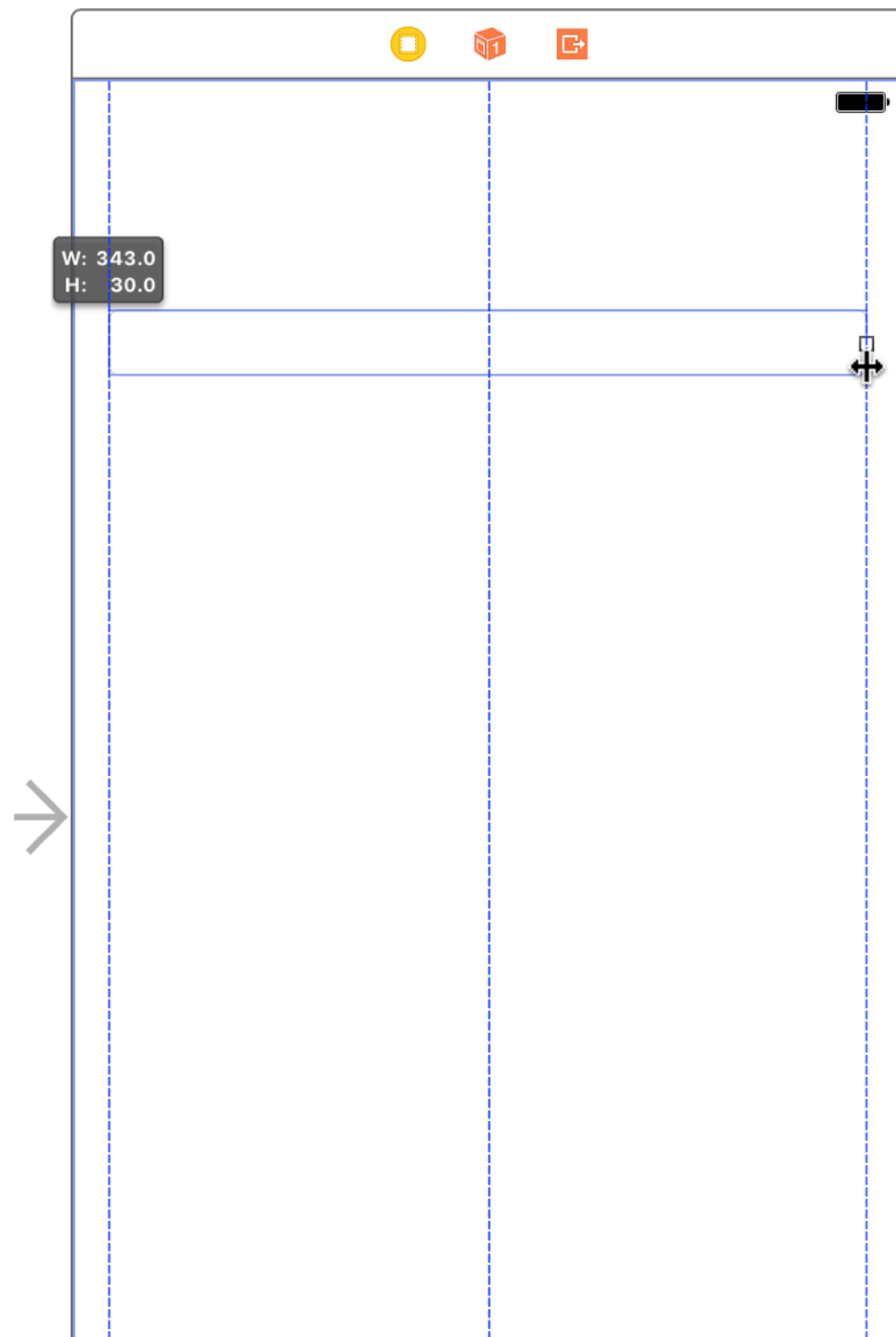




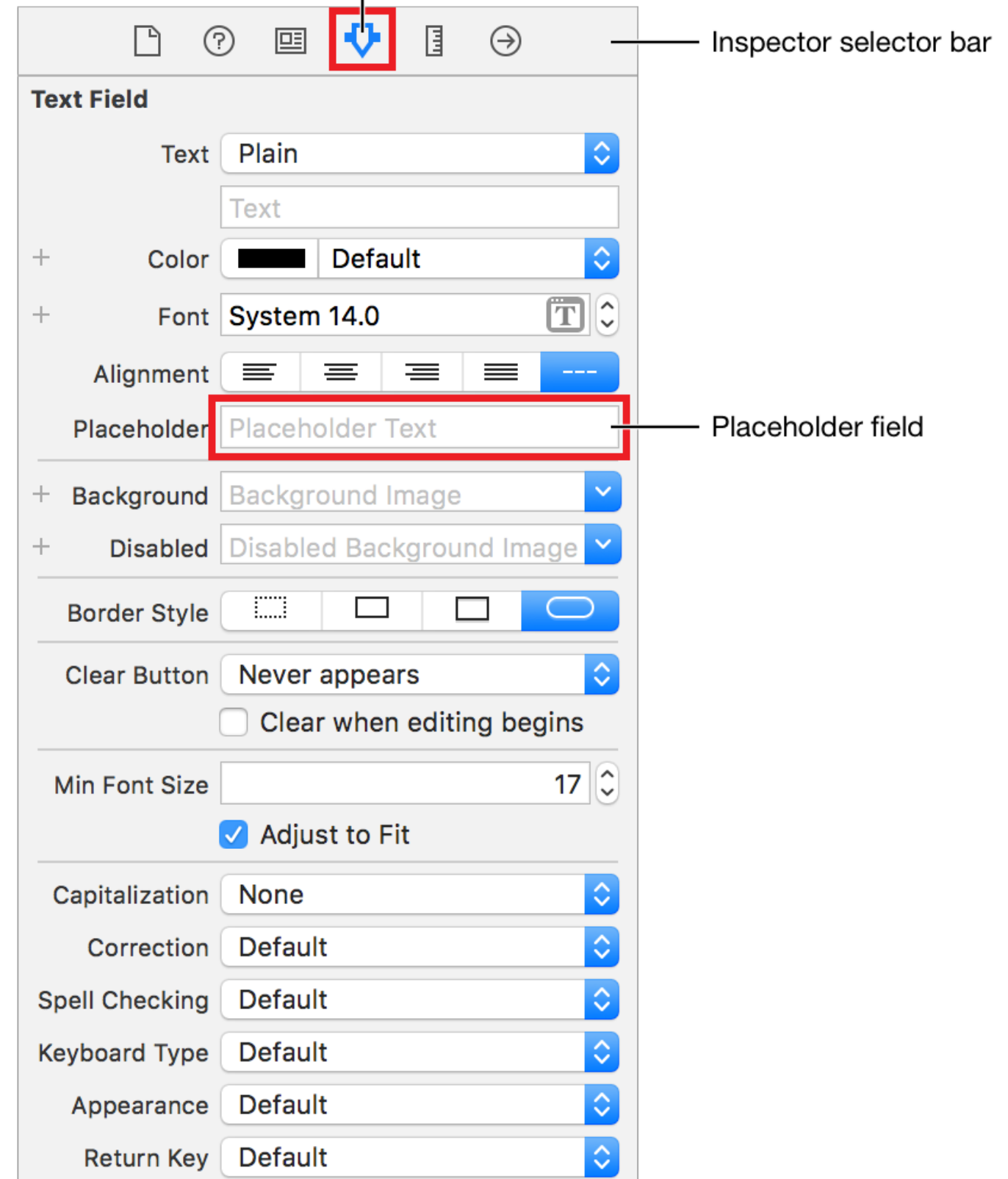
2. Build the Basic UI

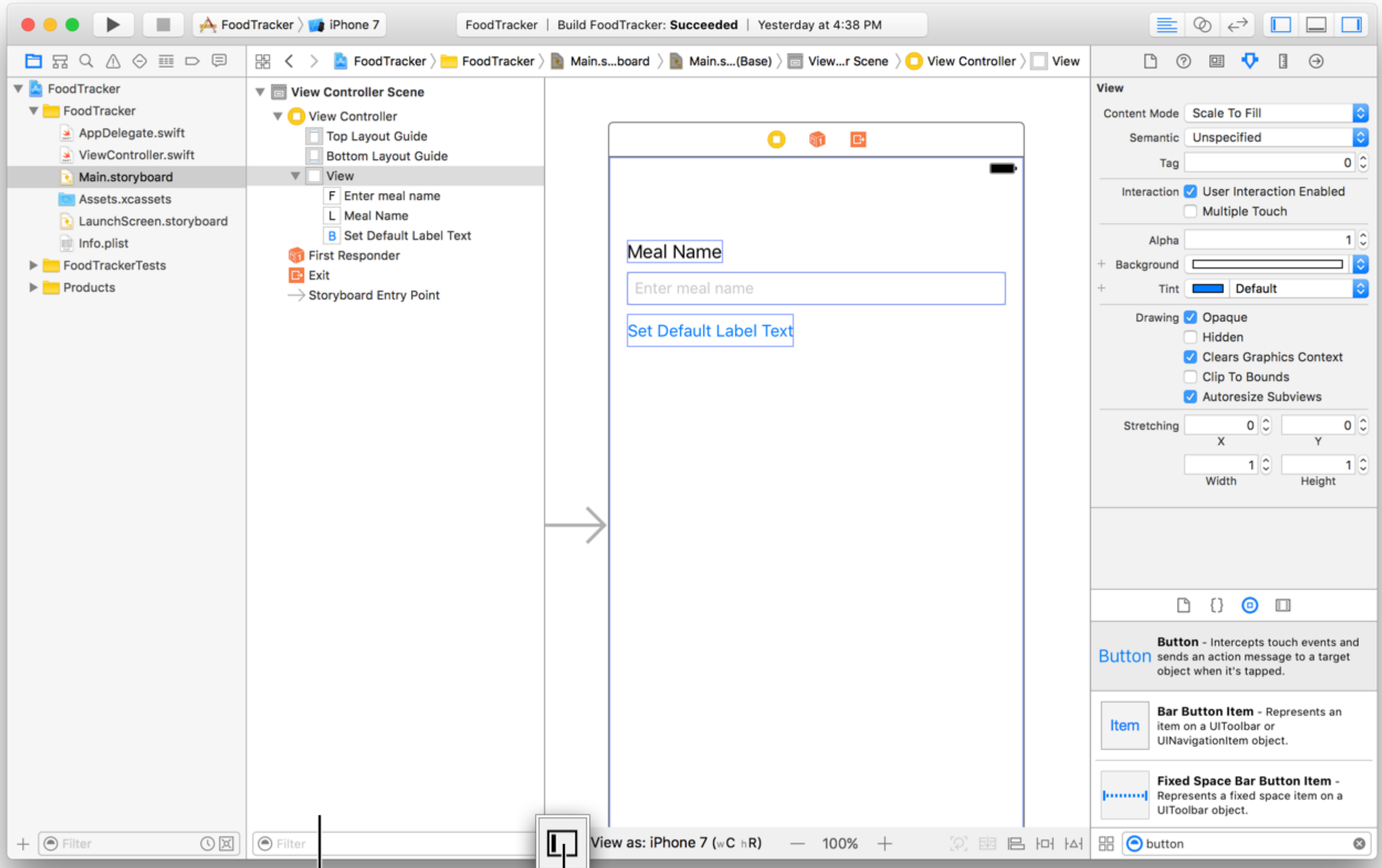
Object library





Attributes inspector

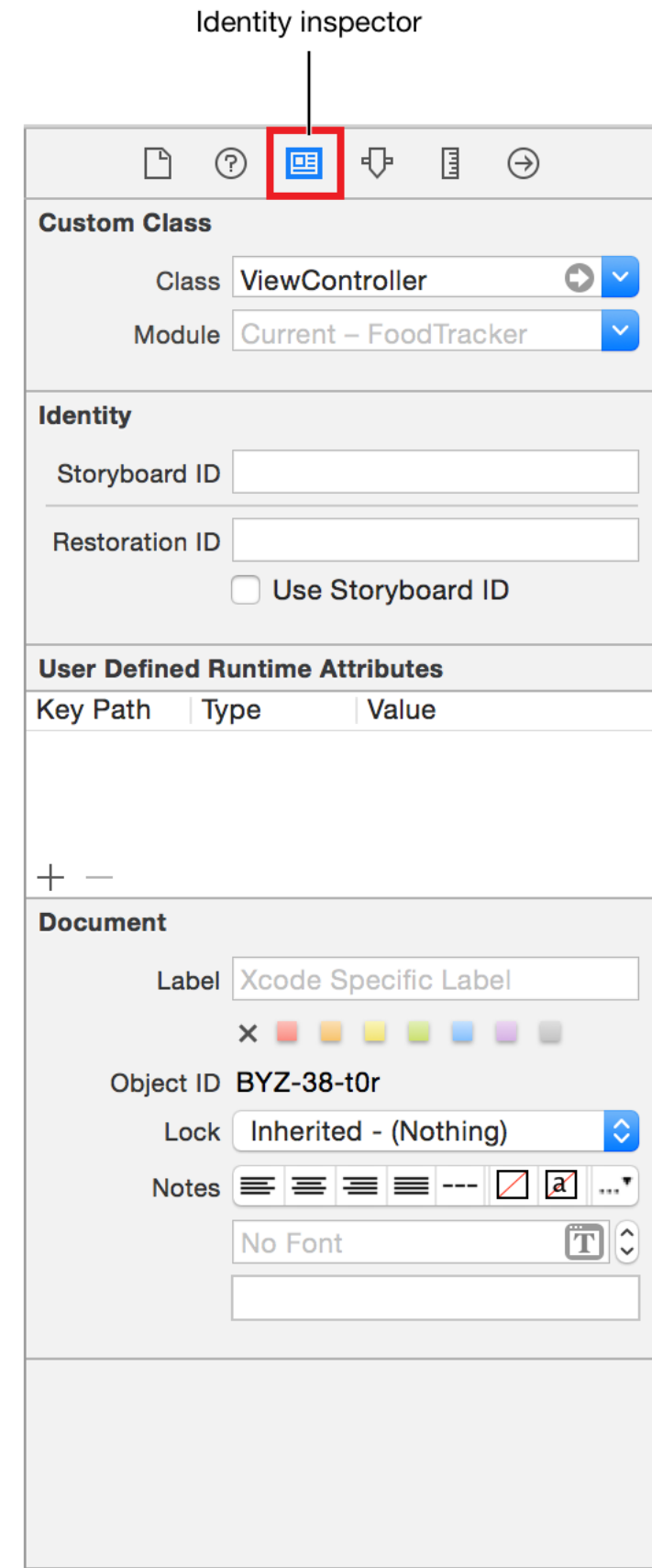
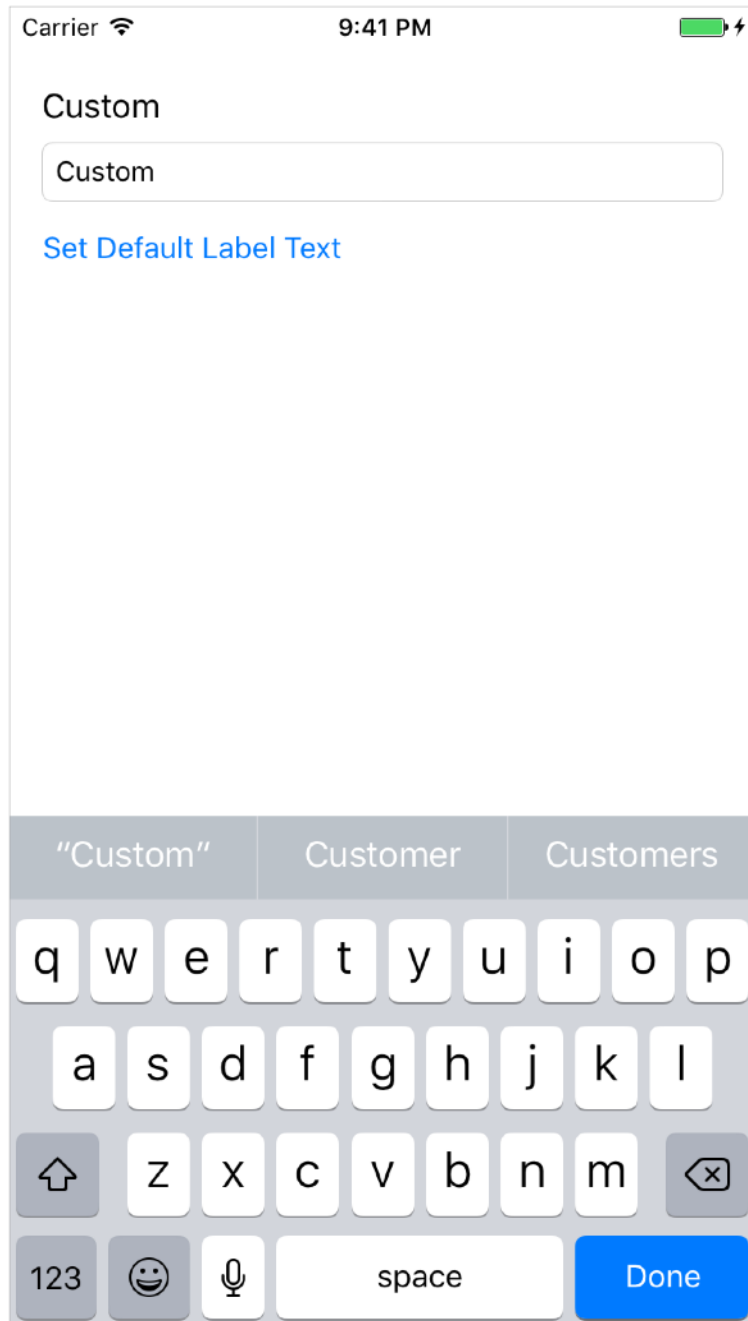




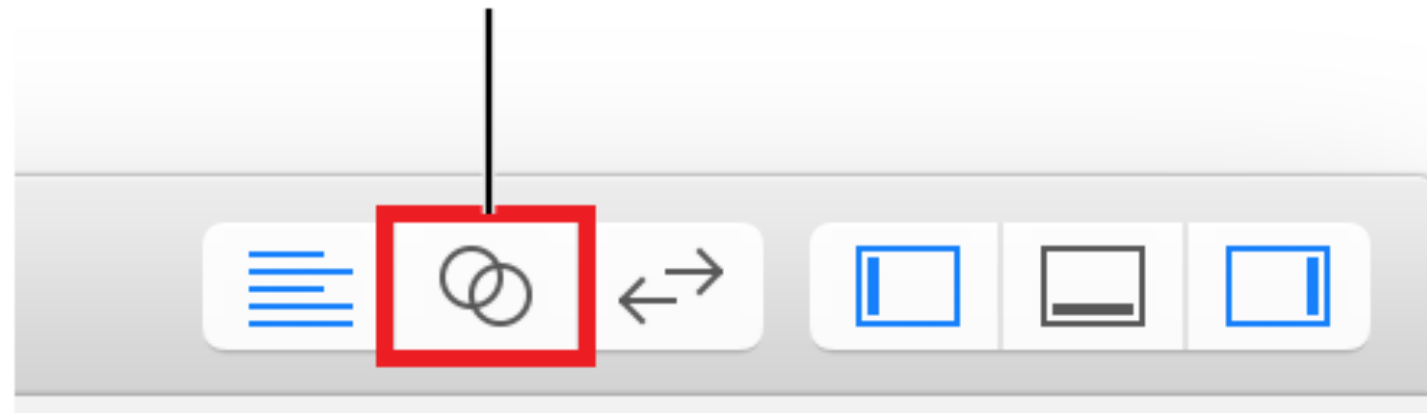
Outline view

Outline view toggle

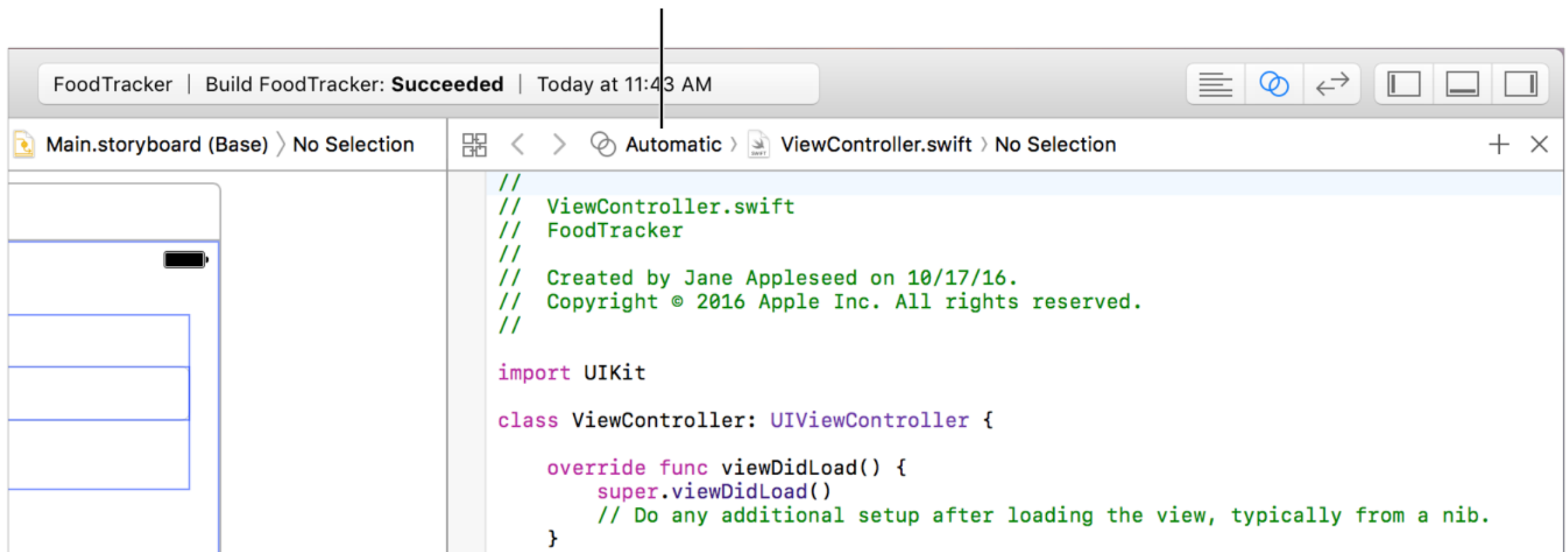
3. Connect the UI to Code



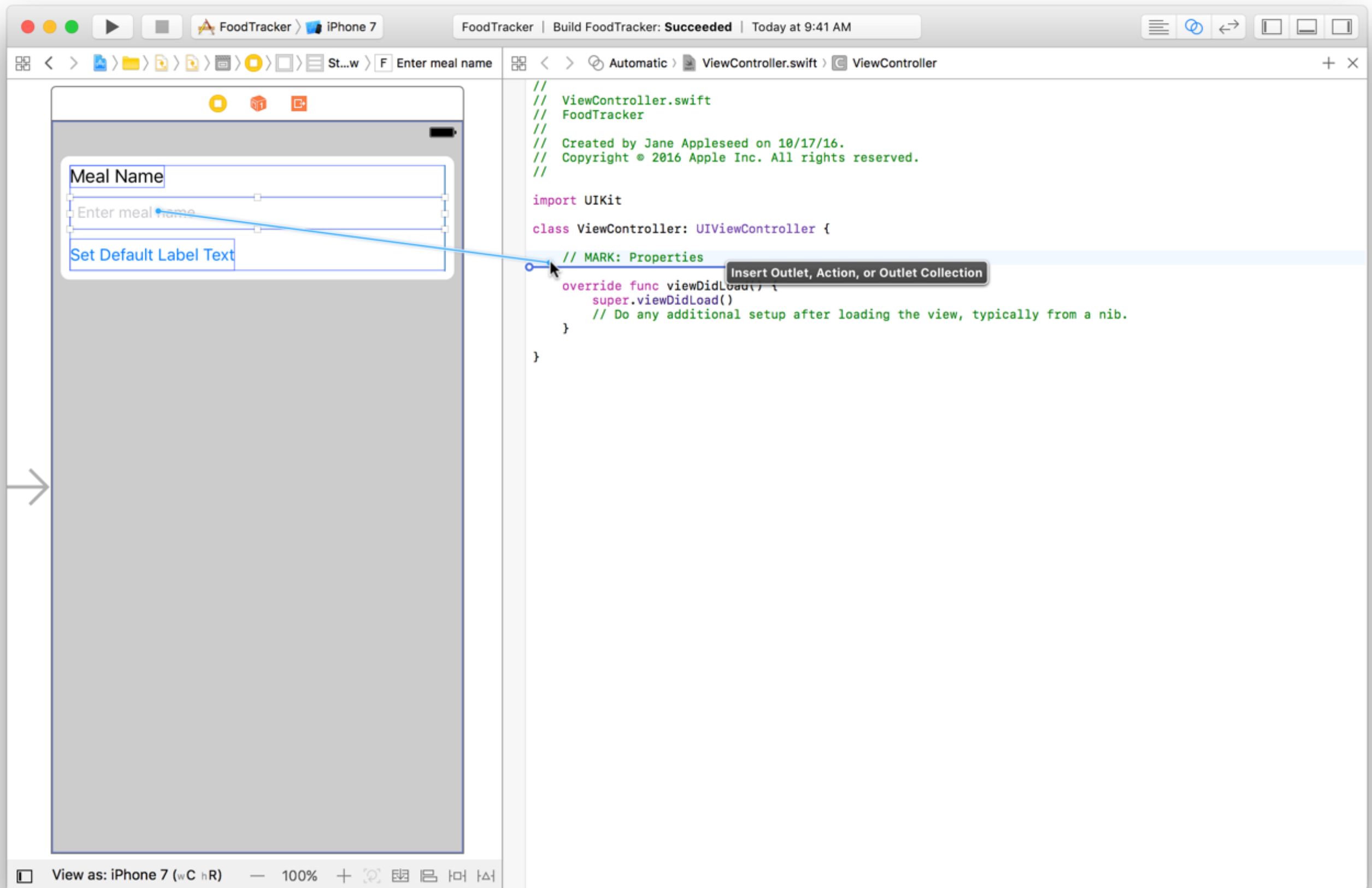
Assistant editor

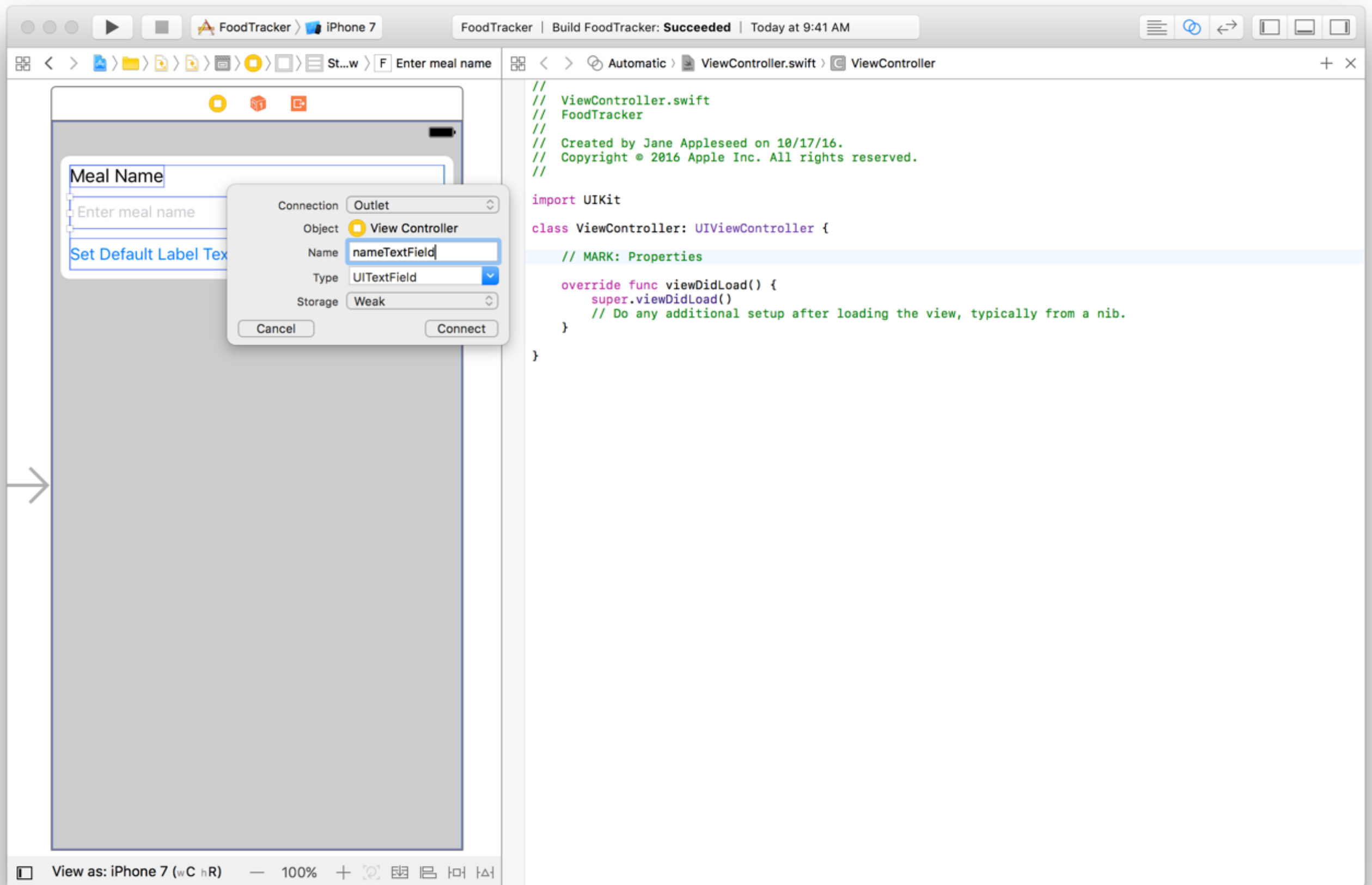


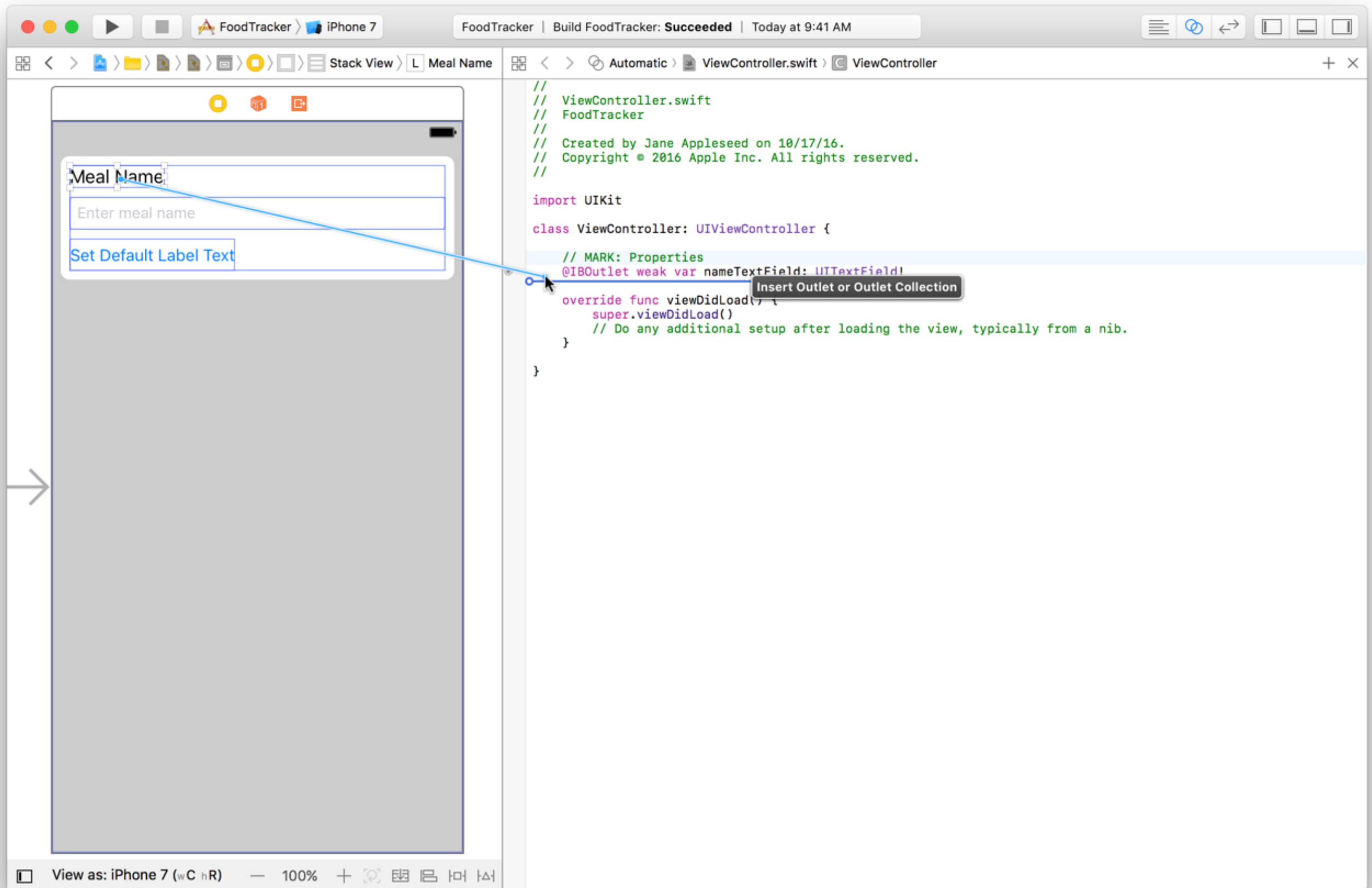
Editor selector bar

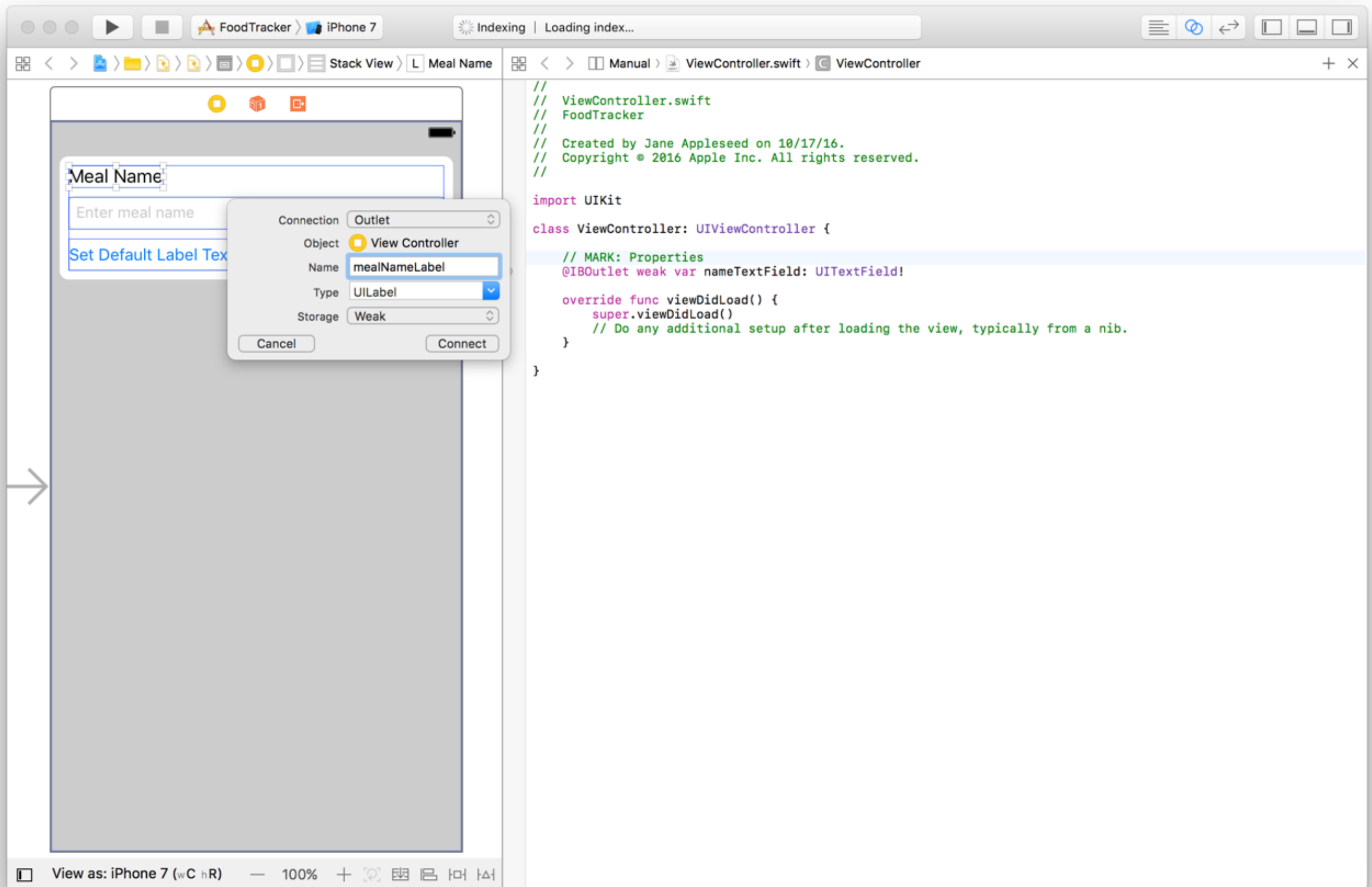


3.1 Make the Outlet

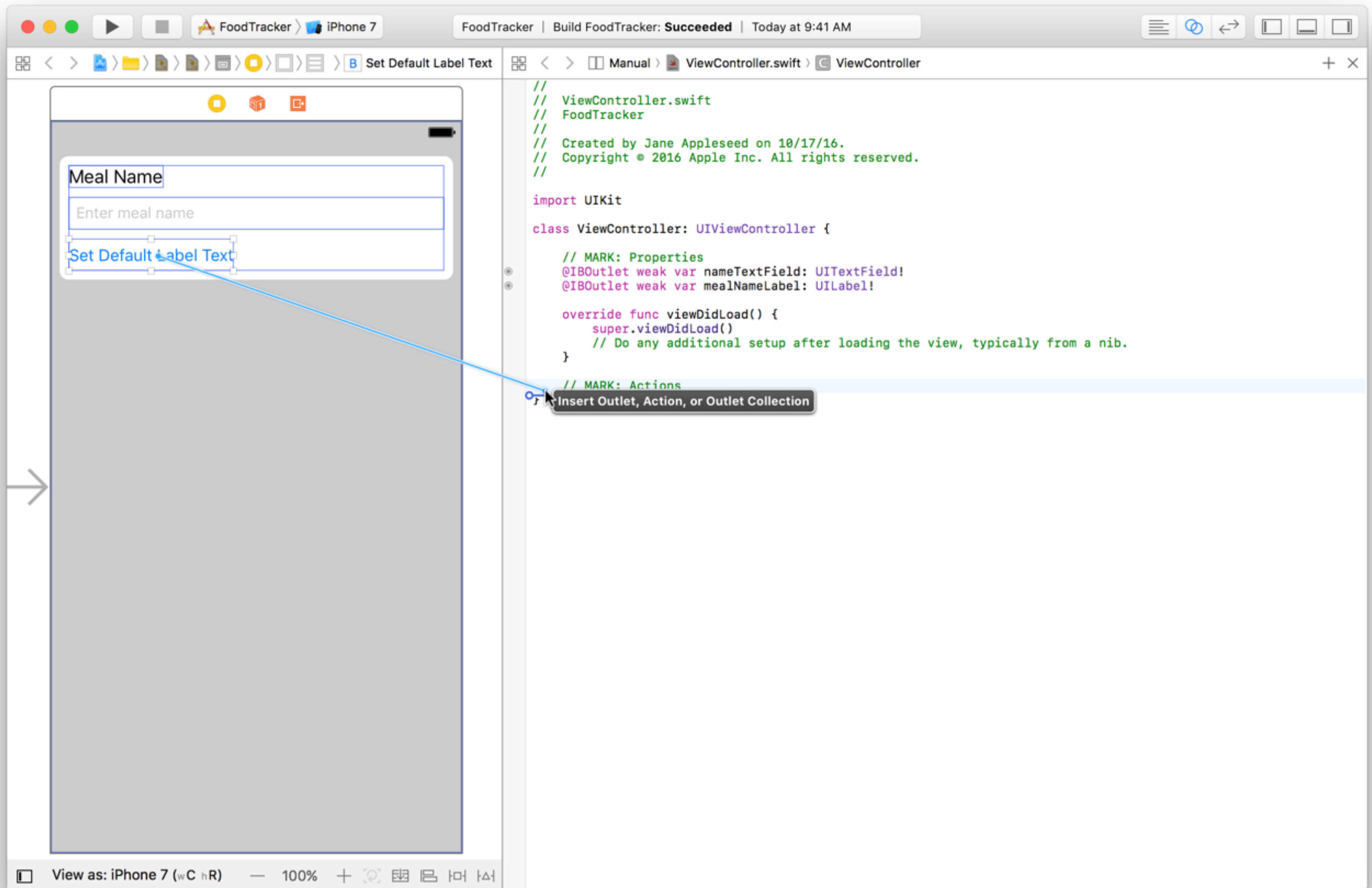


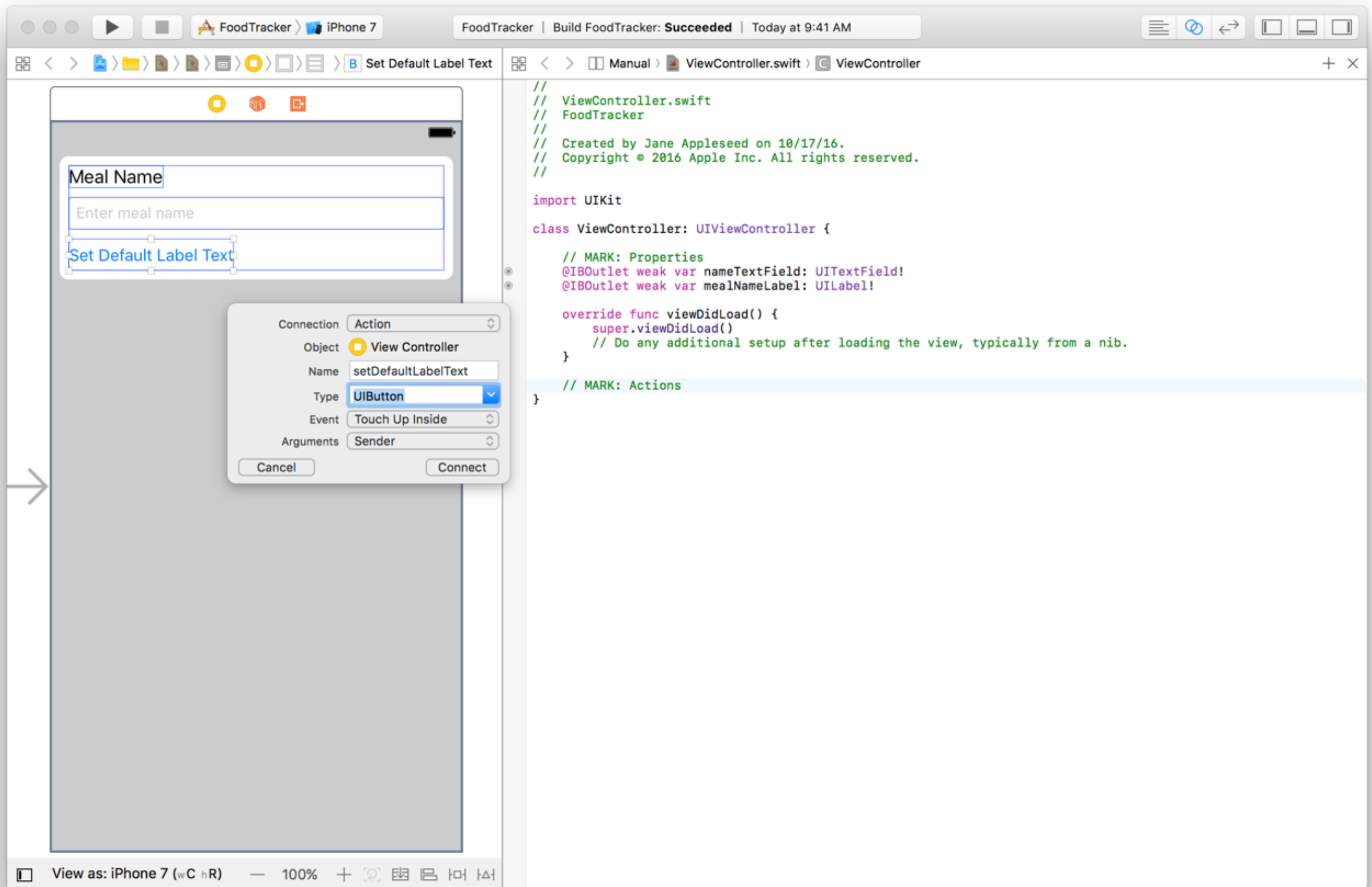






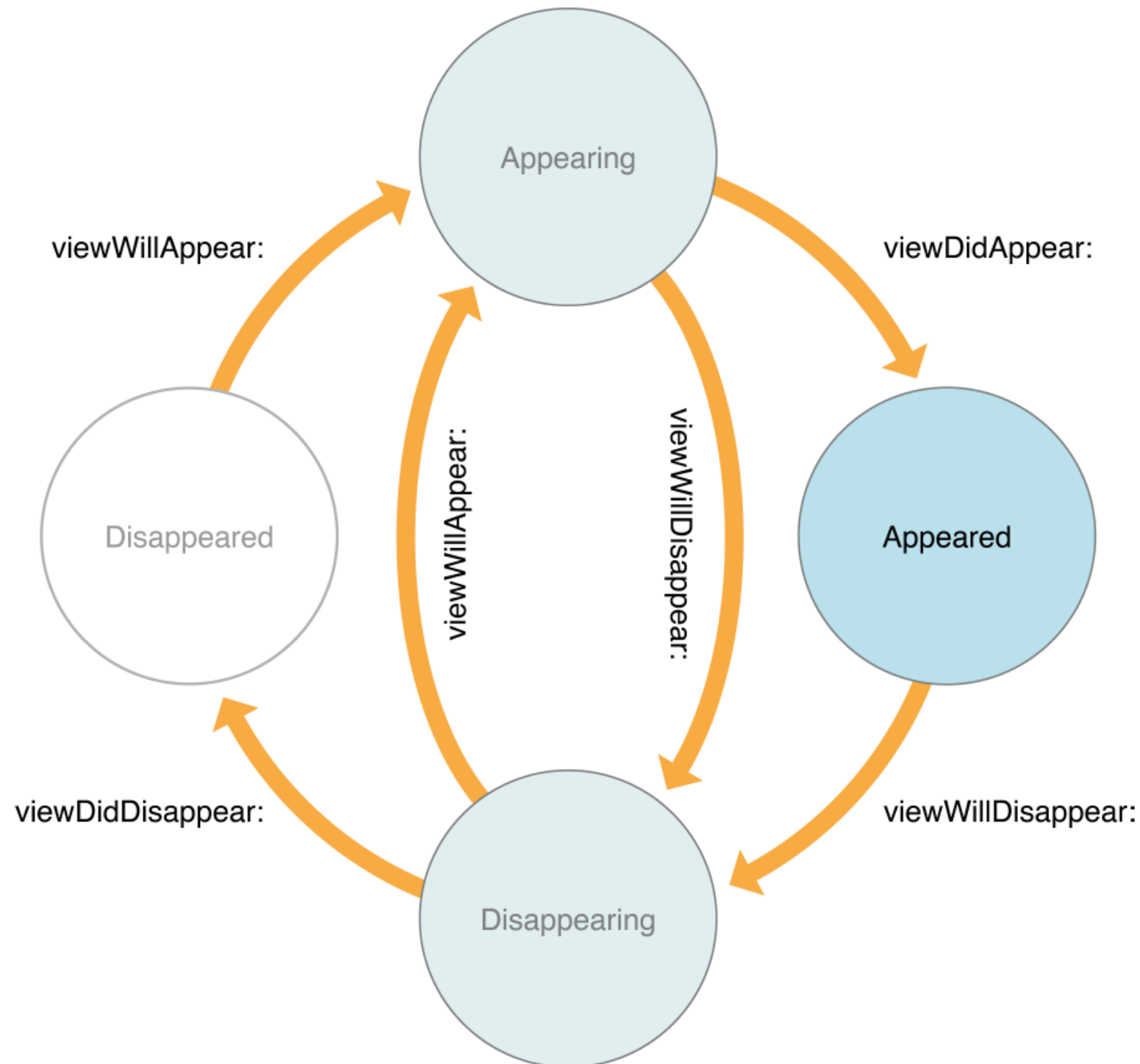
3.1 Make the Action





4. Work with View Controllers

Understand the View Controller Lifecycle



viewDidLoad() — Called when the view controller's content view (the top of its view hierarchy) is created and loaded from a storyboard.

viewDidLayoutSubviews() - Called to notify the view controller that its view has just laid out its subviews.

4. Swift 3

4. Design Patterns

“Thank you. ありがとうございます”

– *Hijazi*