

House Course 59-20

Web and Mobile Applications
Week 7: iOS Review, Social, Design

Attendance: <https://goo.gl/GdBi7z>
Attendance will appear later if you miss it

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Midterm Grade

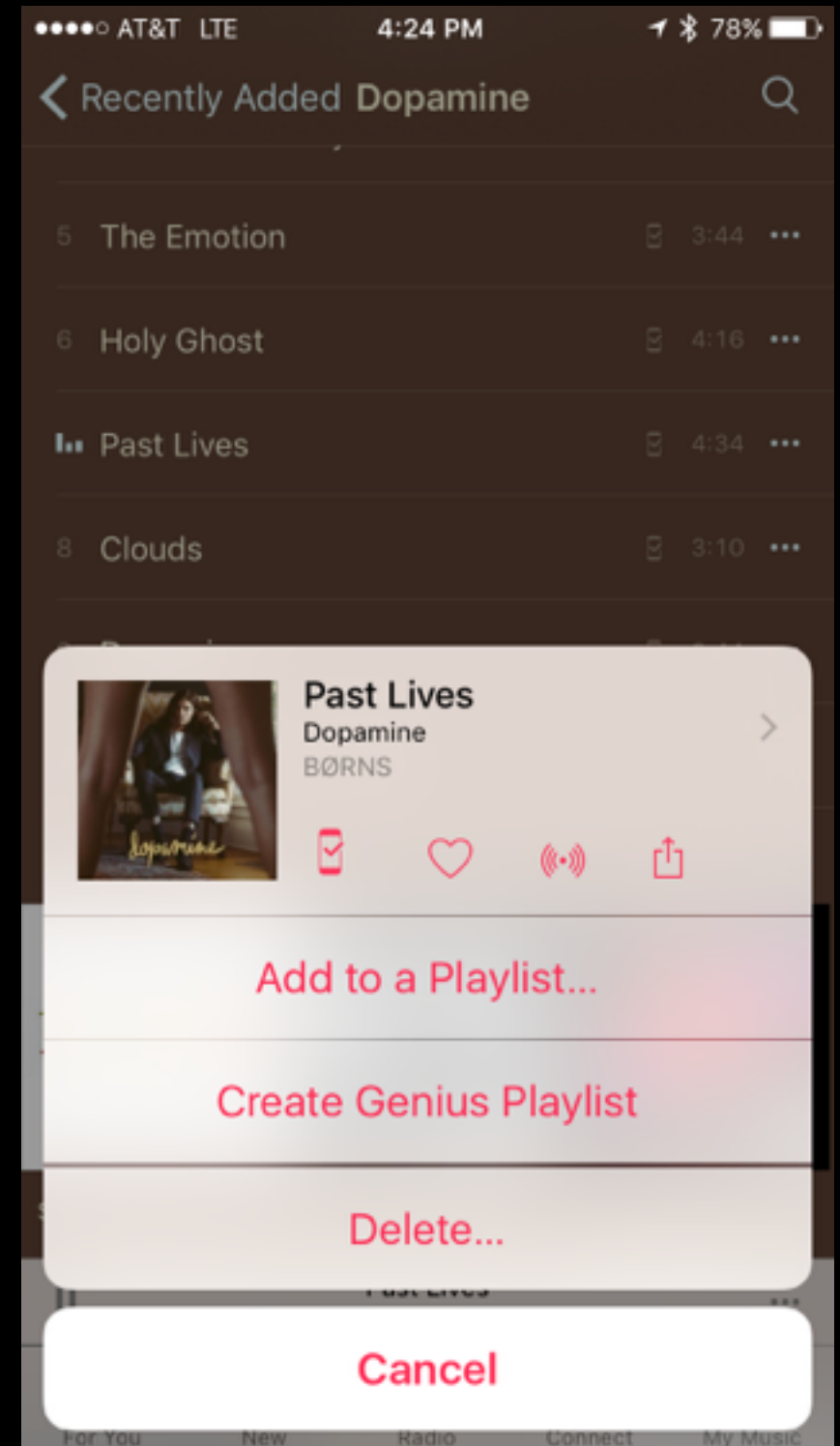
- Required to post midterm S, U grades
- U = ghost on Github and multiple missed classes
- S + warning email = trending towards a U, multiple missed assignments and classes

Attendance

<https://goo.gl/GdBi7z>

Action Sheets

- Display a context menu with actions in your app
- UIAlertController with preferredStyle as .ActionSheet
- Add actions and action handlers with the UIAlertAction class



YikYakClone

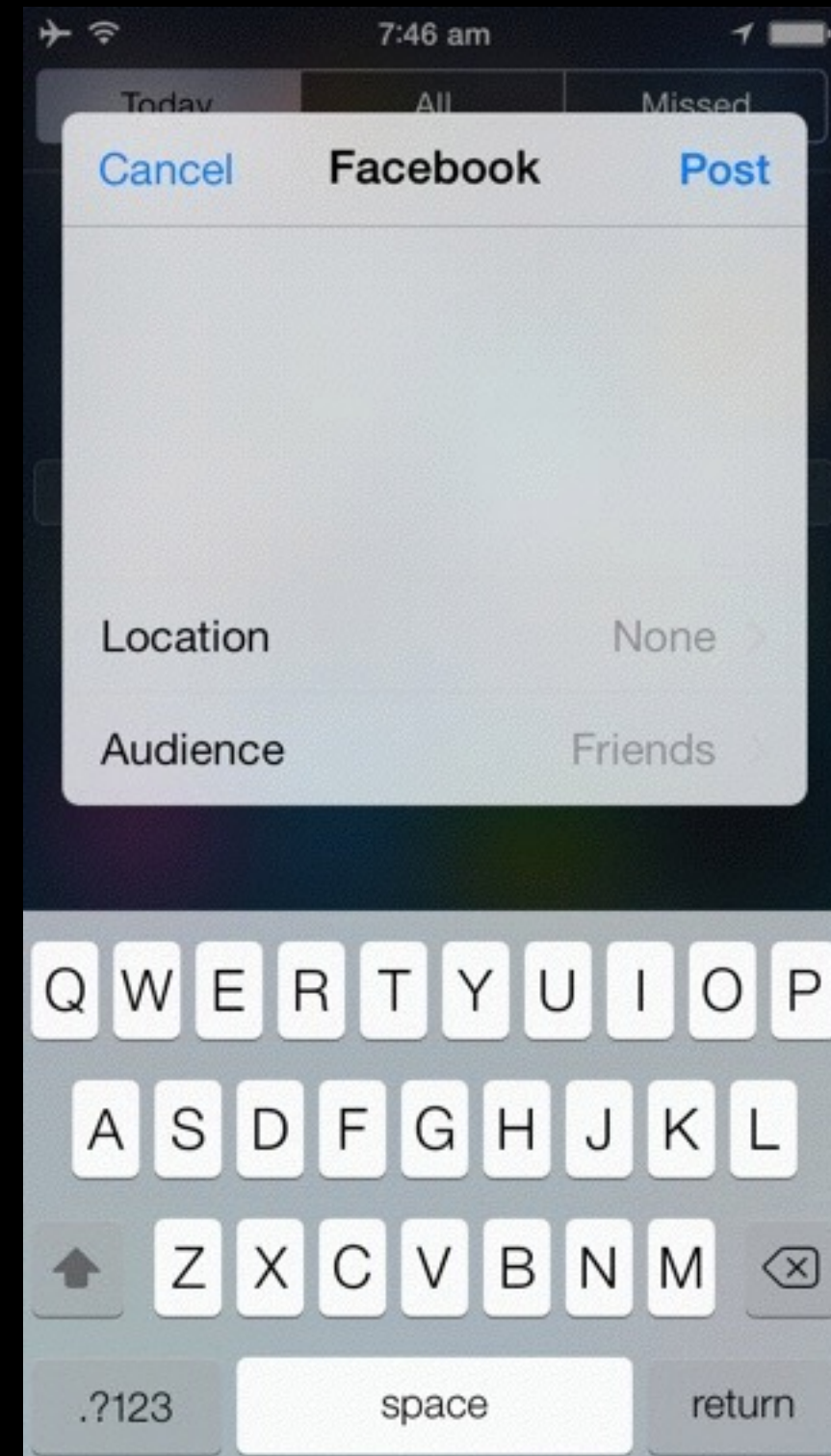
- Change to 'social' branch
- Download .zip from Github
- Open .xcworkspace
- Same code from last time

Linking Frameworks

- We have to explicitly link to additional frameworks that our app needs
- Project Overview -> Build Phases -> Link Binary with Libraries
 - Adds framework dependencies to our app
 - Select from iOS ones or download others from the web

Social Framework

- Lets you integrate various social networking services into your app
 - Facebook
 - Twitter
 - Weibo?



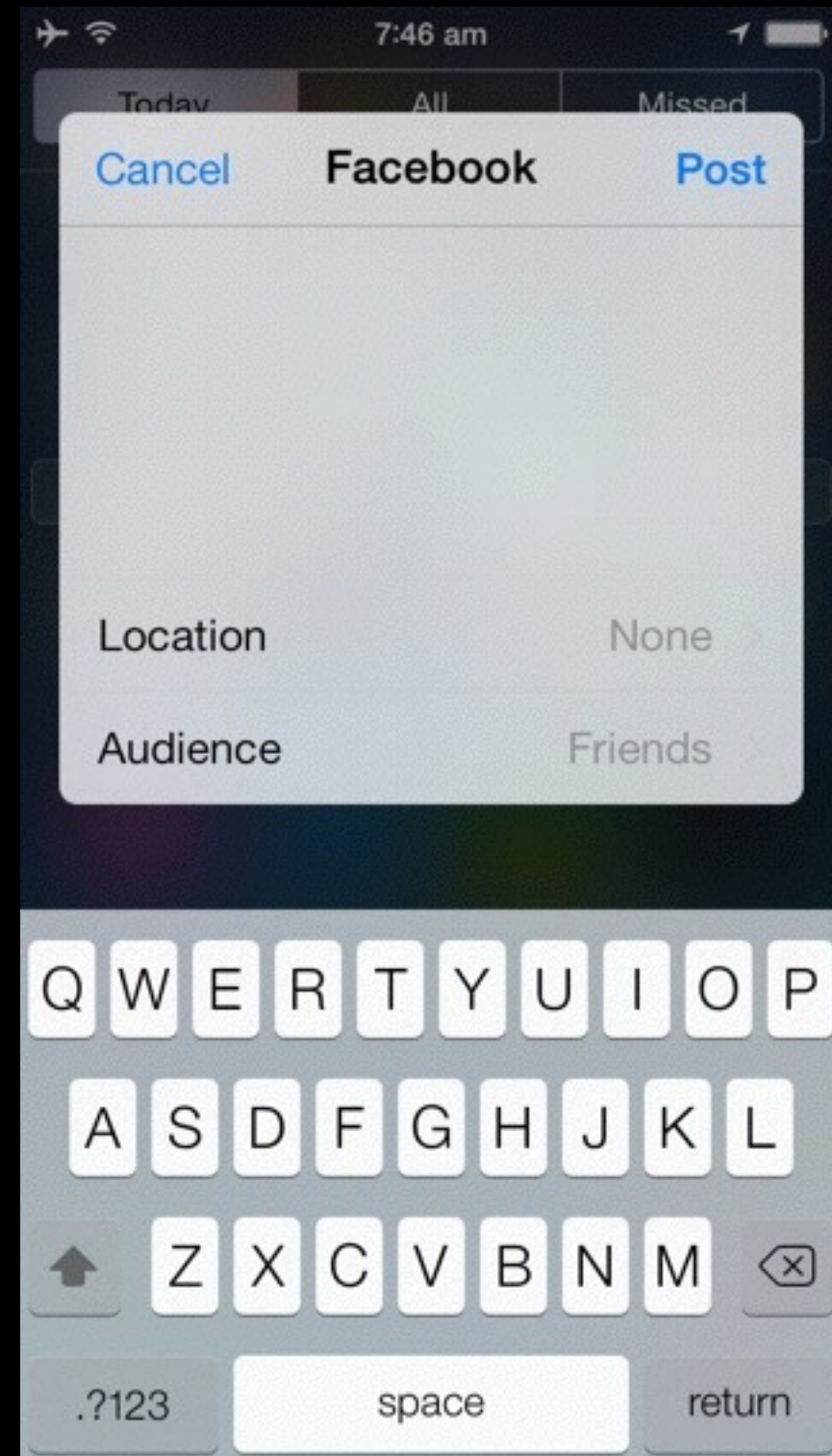
Social Framework

- This is integrated into iOS, you don't handle sign-in
- User must be signed in to social networking services in Settings



SLComposeViewController

- Presents a view to the user to compose a post for various social networking services
- Can add content to the post using `setInitialText`, `addImage`, `addURL`



Social Framework

- Social framework is fairly limited
- Should use SDK for anything beyond posting or getting basic user information
- <https://developers.facebook.com/docs/ios>

Core Graphics

- An API powered by the Quartz drawing engine
- Used by UIView to draw content (drawRect)
- Can be utilized for:
 - Path-based drawing
 - Gradients and shading
 - Image creation

Drawing and Updating the View

– drawRect:

Draws the receiver's image within the passed-in rectangle.

Wrapping up iOS

- We need to move on from iOS
 - It was a lot to learn in a short time
 - In general, how are people feeling?

Wrapping up iOS

- Three major tasks for iOS Development:
 - Learning the Swift language
 - Mastering abstractions and big ideas (MVC, Object-Oriented, delegation, etc.)
 - Mastering frameworks (CoreGraphics, CoreLocation, Social, etc.)

Wrapping up iOS

- Other interesting topics to look at:
 - Localization & Internationalization
 - Touch Events, UIGestureRecognizer
 - Core Motion
 - Testing

Continuing with iOS

- Stanford iTunes U Course - [https://
itunes.apple.com/us/course/developing-ios-8-
apps-swift/id961180099](https://itunes.apple.com/us/course/developing-ios-8-apps-swift/id961180099)
- Ray Wenderlich - [https://
www.raywenderlich.com/category/ios](https://www.raywenderlich.com/category/ios)
- Post to Piazza with questions!
- We'll provide code examples and 1-on-1 help for projects

Projects

- Teams of 1-3 (post on Piazza)
- Short, two-paragraph proposal containing:
 - Purpose/audience
 - Topics and frameworks you intend to include
 - Estimated timeline and delegation of tasks
 - Due Wed 3/16 for response by next class