Let's make an interface.

Apple supports two ways of building user interfaces:

— Programmatic layout
— Interface Builder

In Interface Builder you build interfaces with a tool called a Storyboard

Why use a storyboard?

Form follows function

Interface Builder lets you build visual things in a visual way.

Why use a storyboard?

Objective-C and Swift are `compiled languages`**.**

Why use a storyboard?

That means, if you want to change the size of a button by 1 point, you will need to re-build your entire app to see what that looks like.

Making a button

```
let buttonFrame = CGRect(x: 0, y: 0, width: 50, height: 50)
let button = UIButton(frame: buttonFrame)
button.backgroundColor = UIColor.blackColor()
view.addSubview(button)
```

This isn't true for front-end web development.

Let's build a small app interface.

In this lesson, I'm going to cover:

- Interface Builder
- Storyboards
- Segues
- IBOutlets
- IBActions

Let's look at Xcode.

Key Takeaways: What is a Storyboard?

- **Interface Builder is a tool in Xcode that lets you build screens in a visual way.**
- **Each sequence of screens is represented by a** `Storyboard`

Key Takeaways: Segues

- **To move from one screen to another, use a `segue`.**
- **To make a segue, control-drag between a button and a new `View Controller`**

Key Takeaways: IBOutlets

— `IBOutlets` **let you connect Storyboard views to files of code.**

-To make an IBOutlet, control-drag from a view to a file.

Key Takeaways: IBActions

- `IBActions` also let you connect Storyboard views to files of code.
- They let us program things to happen when the user interacts with a Storyboard view.
- To make an IBAction, control-drag from a view to a file.

Important Troubleshooting Notes:

For IBOutlets and IBActions to work, you need to set the IB `View Controller` to have the name of the file you are dragging the outlet or action to.

You can delete actions and outlets after you make them.

Key Takeaways: XML

- Storyboards aren't not code -- they just let Apple write interface code for you.
- Apple writes storyboards in a language called `xml`.
- Keep this in mind but this will be more relevant to you later.

Tips

- Don't rush - play around
- Use the menu on the upper right to show different parts of Xcode
- Google everything

Let's do a lab:

http://bit.ly/1LRwVfS