

SimpleLoginScreen

Tutorial uploading XCode project on Github:

<http://irenebosque.com/how-to-xcode-and-github/>

XCode->UI(user interface->publish app to App store->downloadable for users)

Create a new Xcode project->IOS->App

Setup project name/app name->Team as personal Apple ID->Organization name->

Organization Bundle identifier(unique ID of your app)->swift->leave everything else unselected->create gitSource->create at a location

Close the sidebars on two sides

Compatibility:

iPhone13

content view:

@State private var identifier_name to define variables

Design the UI in body of ContentView:

```
NavigationView{
  ZStack...
  //design the overall background
  VStack
  //textfields
}
```

Attach the attributes all behind the scopes(colors, frames, sizes, etc.)

SecureField rather than regular TextField to encrypt the user input into black bullet points

NavigationLink{ } allows us to redirect the authenticated and successfully logged in users to enter the user page, which is ShowingLoginScreen, allowing us to program the user login page.

Append to set the navigationBarHidden to true

For the UI background to be more compatible occupying the entire screen.

Create the user authentication function after the navigation view

Use lowercased() method to not have case sensitive

Then call the user authentication function in Button

Run-Time Testing:

Click the play button right next to preview on UI

Click the play button again to switch temporary testing off if want to go back programming

Method Running The Project:

Download the project to local directory

Xcode must be 13.4 and higher versions

Compatible with MacOS Monterey 12.0 and higher versions

Initial Testing Result:

Both username and password authenticated: Screenshot 1.0

Username is authenticated while password is not: screenshot 1.1

Password is authenticated while username is not: screenshot 1.2