iOS Workshop

Luke Brody

Building Ethos

- Luke Brody
- Pavonine Software (<u>pavonine.co</u>)
- Teleprompter ★★★★★

Technologies

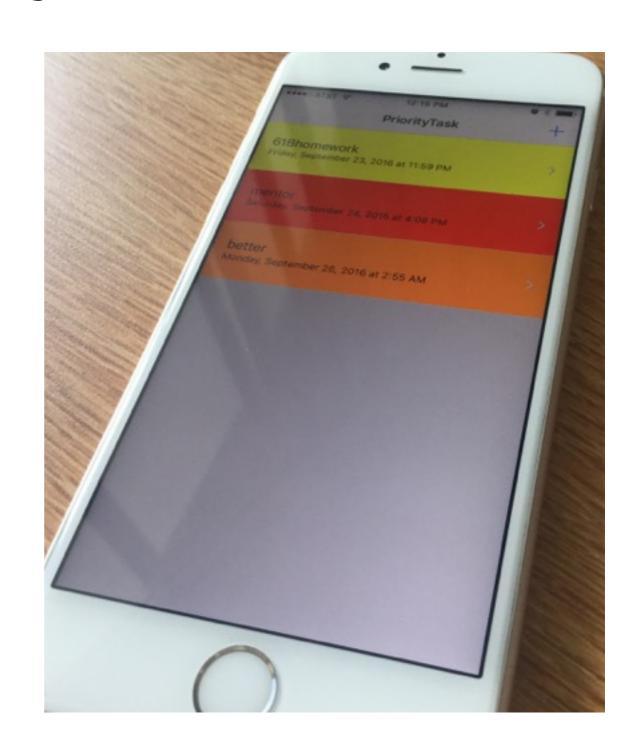
- Language: Swift 3
- Library: Cocoa Touch
 - Foundation
 - UIKit
- IDE: Xcode

Hello, World

Instant Gratification!

PriorityTask

- · Clear knock-off.
- We're going to make this right now!
- Demo the App.



Quick Note

- Feel free to follow along. I'm not going to be precoding anything. There's a completed copy of the project at <u>github.com/spudwaffle/PriorityTask</u>
- Keep questions short and on topic. I'll try to answer off the top of my head, otherwise please consult Google/StackOverflow.

How to Start?

- "Minutes of planning save hours of work."
- 1. Plan the UI.
- 2. Plan the program.
- 3. Implement!

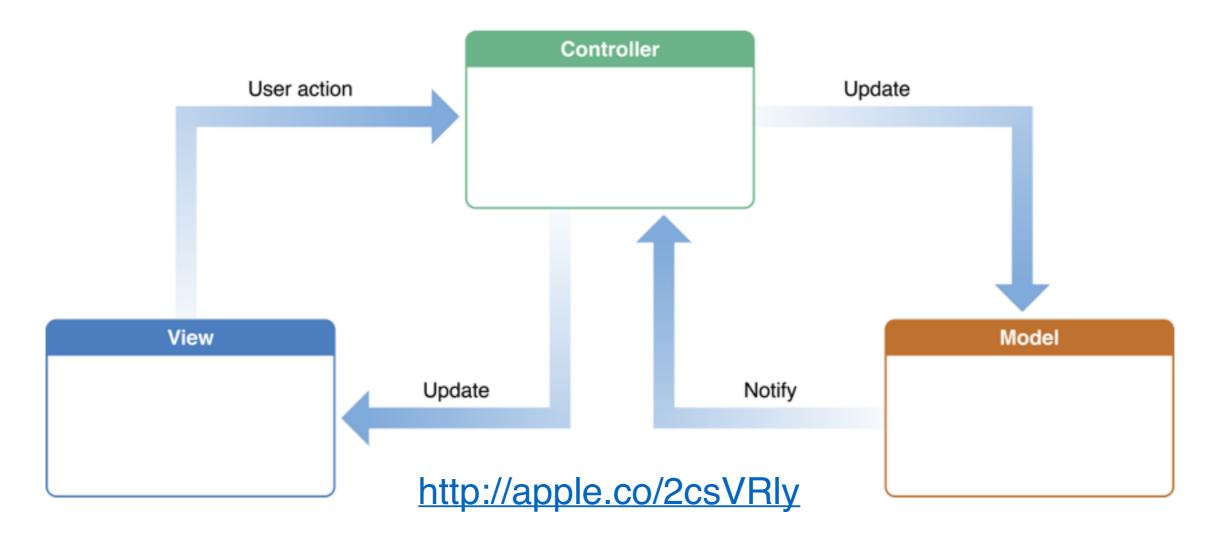
I've done the planning for you in this workshop. Do not neglect it!

Cancel Changes Sac Chages/ PriorityTask Add Task Done Cancel Lask order is based on 7 Make 105 Workshop Task Name By tomorrow at 8PM Pare priority + du "Lite algoritm. 01/01/01 I'll PM KTime Do Hammark Picker By total at 11AM Priority Task colors. Make cookies are based 7 By Friday at mon or when it 15 mess.

How to design the program?

· Model-View-Controller

Cocoa Touch is based around this, will make our lives easier.



Model Layer

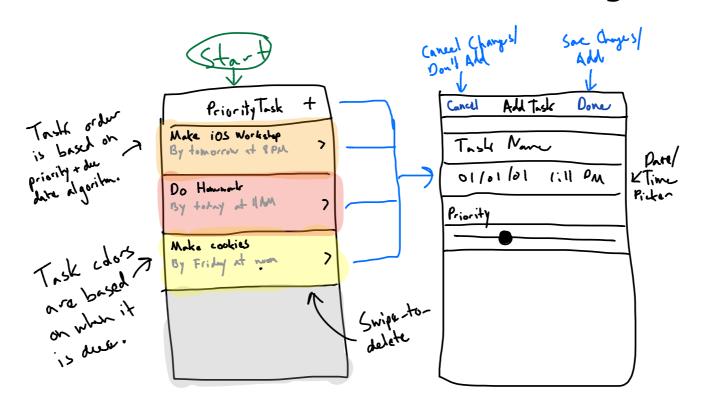
TaskList

- Set of *Task*s -
- → Return ordered list of tasks.
- ★ Delete some task.
- ★ Add some task.
- ★ Save to file.
- **★**Load from file.

Task

- UUID
- Name (String)
- Due Date (Date)
- Priority (0 to 1 incl.)

Controller Layer



ListViewController

- Maintains a TaskList
 - Tells TaskList to save before the app closes.
- Maintains a TableView of tasks.
- Pop open the add task view.

TaskViewController

- Handles a task. (Or no task at all.)
- Shown, calls back with a new task if one is created.

Model

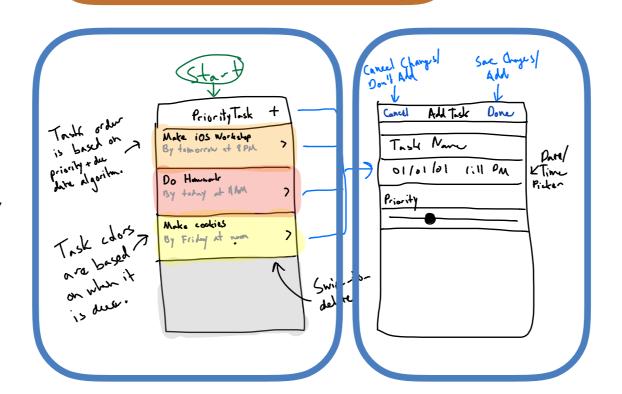
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View



Controller

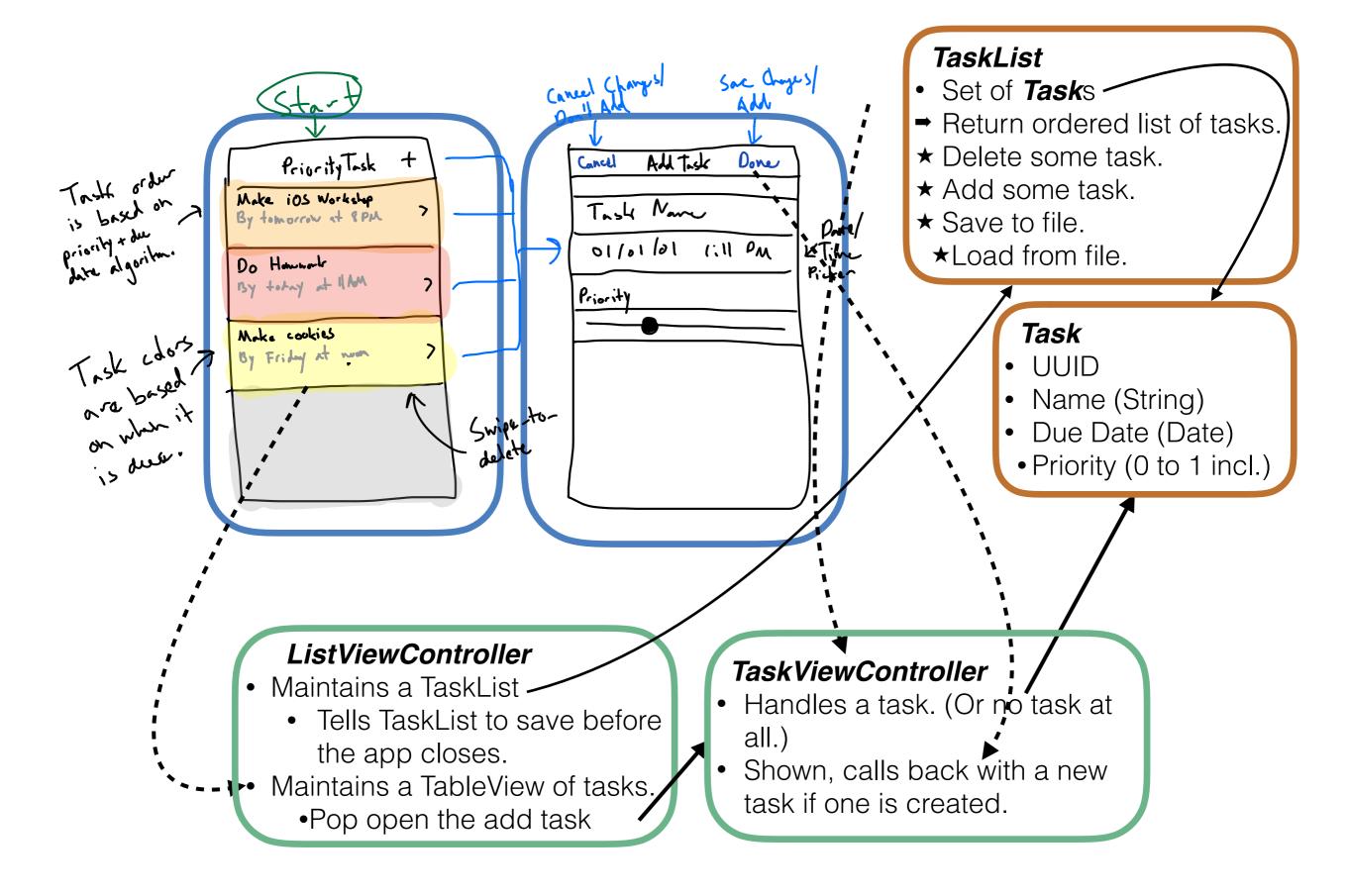
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Synthesis - The Master Plan



Planning Complete Let's start coding!