

iOS app cheat sheet

Introduction

Building an app requires a clear understanding of relevant concepts needed to start with development. In this reading, you'll explore the concepts required to help you get started with development.

AppDelegate

The **AppDelegate** is effectively the foundation of an app and manages some interactions with the system.

SceneDelegate

Starting from iOS 13 and later, **SceneDelegate** takes some responsibilities from **AppDelegate**. **SceneDelegate** is responsible for what's displayed on the screen regarding user interface (UI) and data.

ViewControllers

ViewControllers presents content users can interact with on the screen. These are the only components that deliver interactive content to the user. A **ViewController** represents something an application can do, and an application often does several things. This means that most applications provide more than one **ViewController**.

UIViews

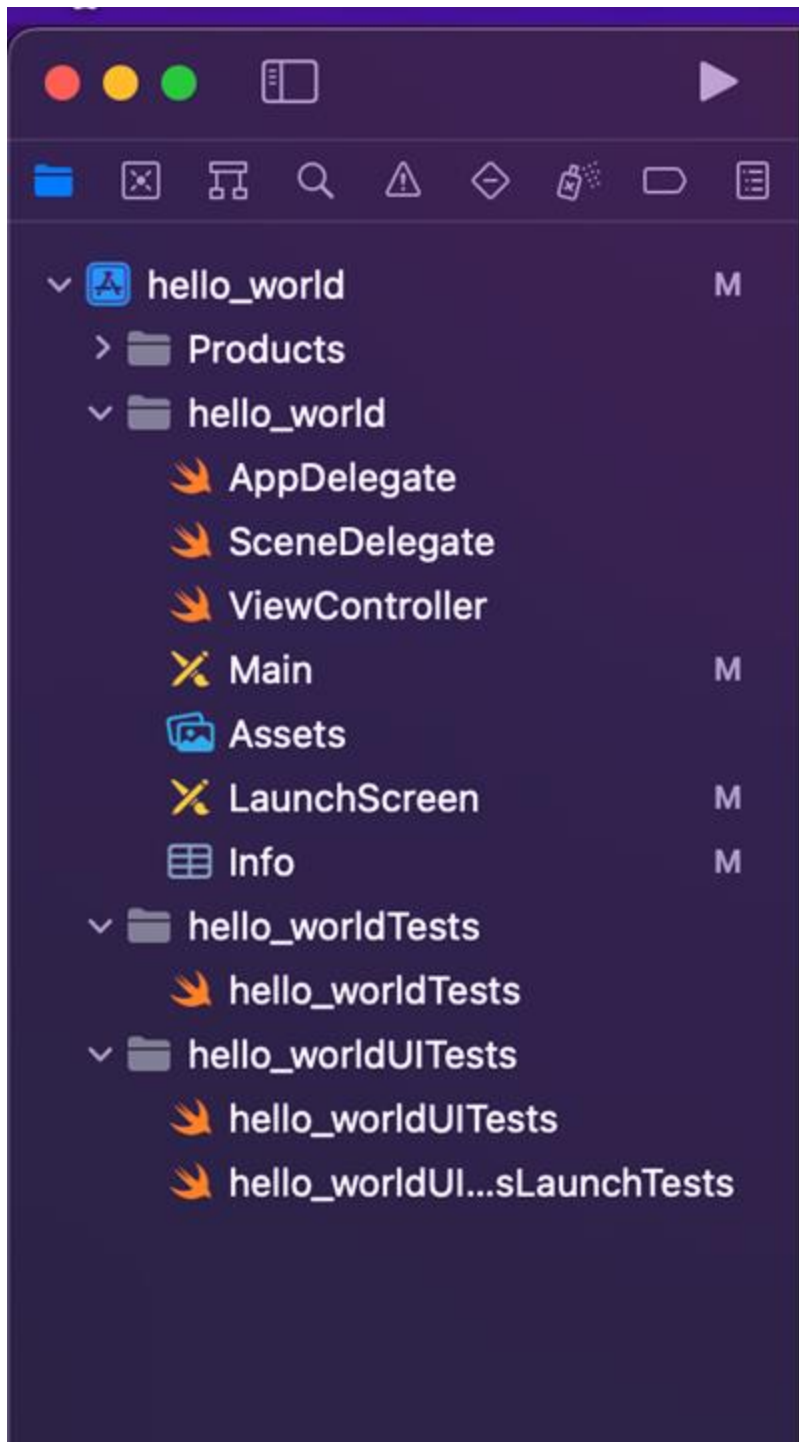
In iOS, **UIViews** are almost indivisible elements that draw themselves to the screen. They can display images, text, and more. Combining all these views forms a design interface that serves a purpose for the user.

Storyboard files

In Xcode, each storyboard is represented by a **.storyboard** (dot storyboard) file. These user interface files serve as blueprints for the interface that an application presents to the user.

Project files

Xcode project files belong to one of three main categories: configuration, code, and resource. Configuration files define the project structure, code files provide the logic, and resource files represent everything else.



Clicks and long clicks

By default, all **Views** detect clicks and long clicks. Users can tap and interact with them.

Conclusion

You should now be familiar with the key concepts required to start developing apps.