



Hello world!

Build your own iOS APP !

Today's goal:

“Get to know The App Academy, get a practical insight on iOS development and a less abstract idea of a developer’s job”

Program

- Introduction
- About the App Academy and the team
- Introduction to iOS development by Jolijn
- Building an app:
 - Wire frames assignment
 - Live coding
- Questions

The App Academy



About Daniel

- Computer scientist
- iOS Developer since 2008
- Teacher at The App Academy

About Jolijn

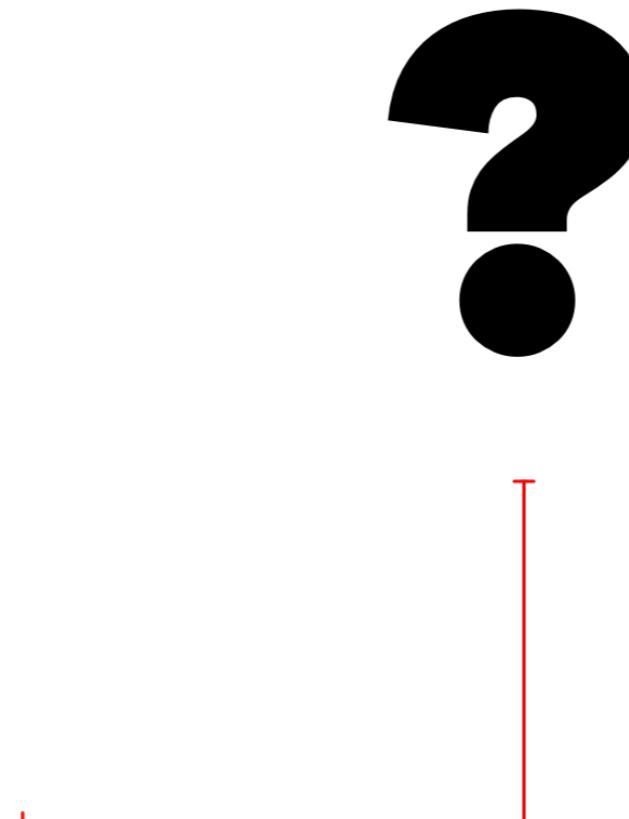
Bachelor
Fashion & Design



Paper on the
digitization of the
fashion industry



Trend forecasting
Graphic design
Maker Space



The App Academy
Blockchain
Bijenkorf / Philips /
IBM / Randstad



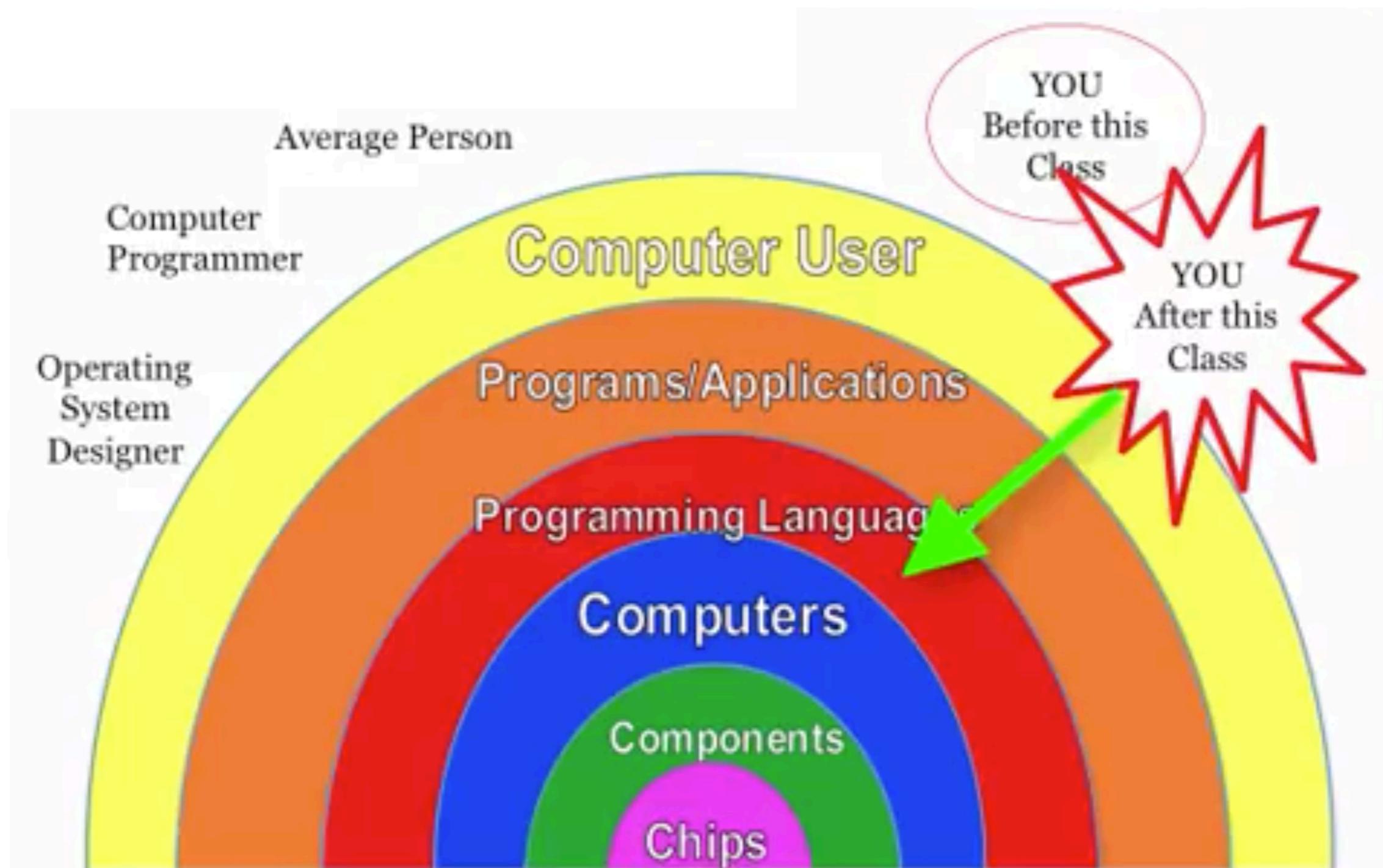
Noodlwerk
Parkmobile
Nescafe
In house projects

1.0

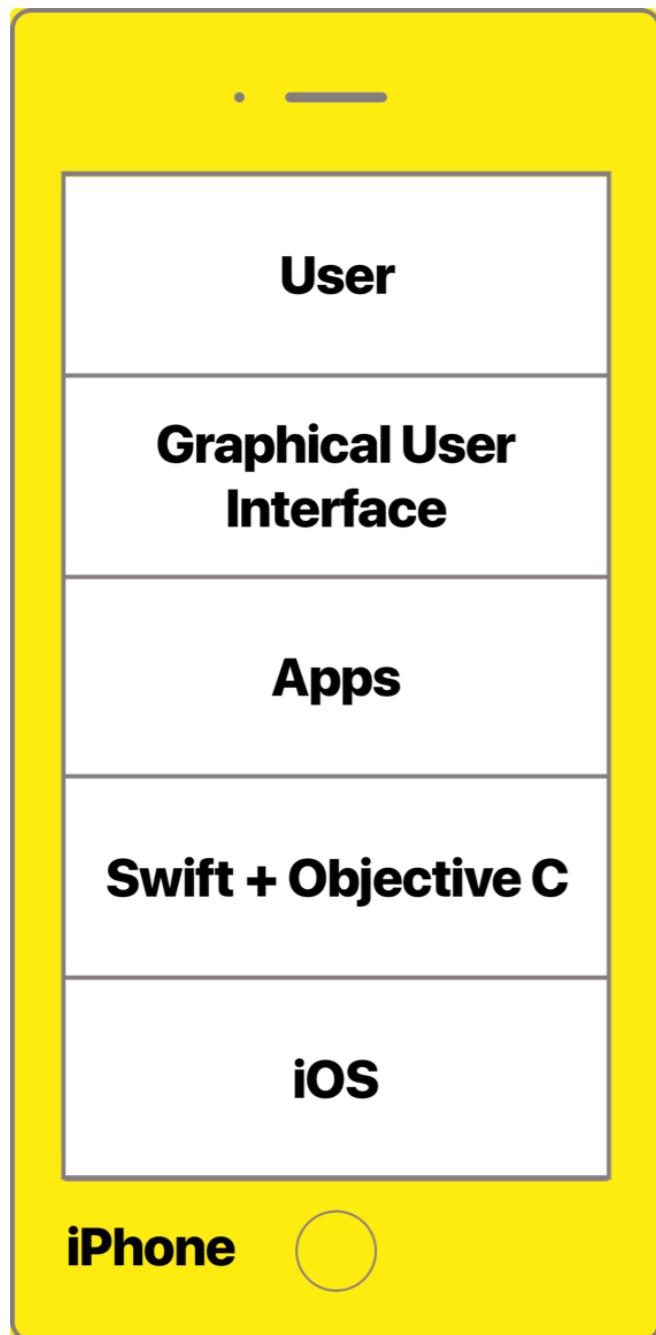
Introduction to the iOS development environment

Software Development

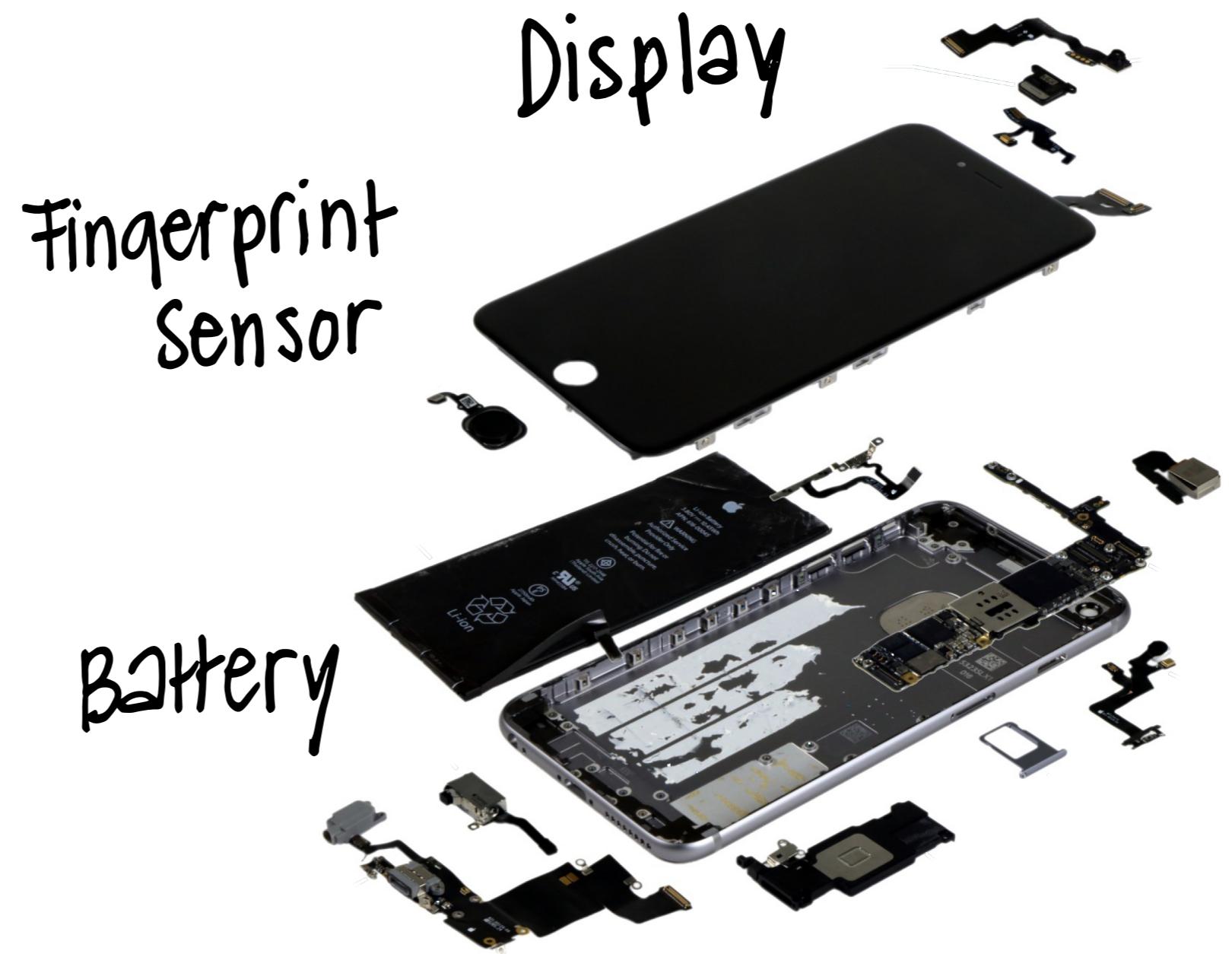
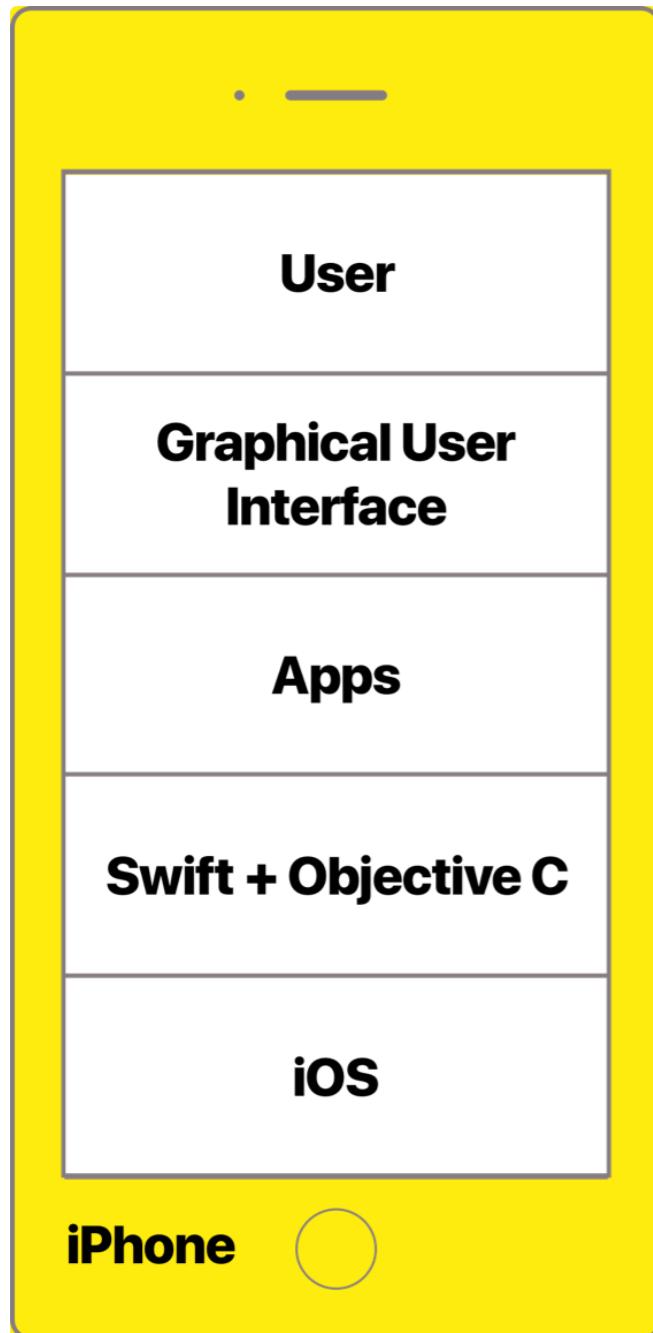
Levels of abstraction



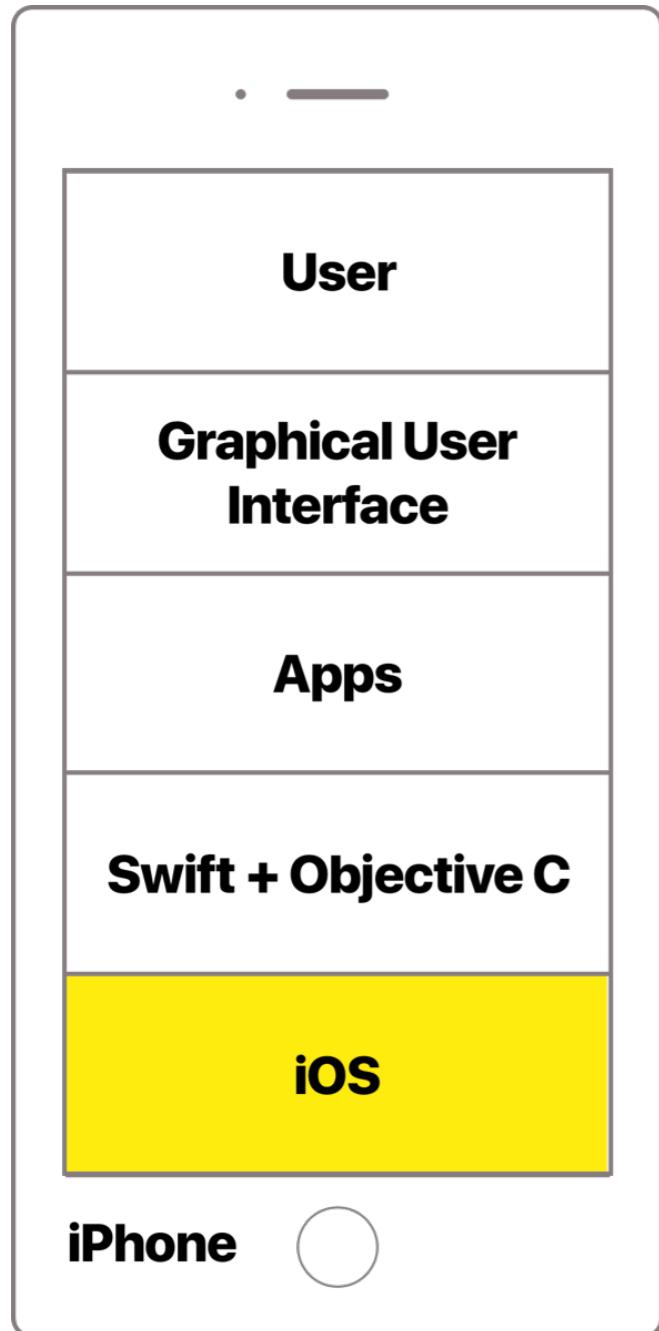
Programming iOS



iPhone

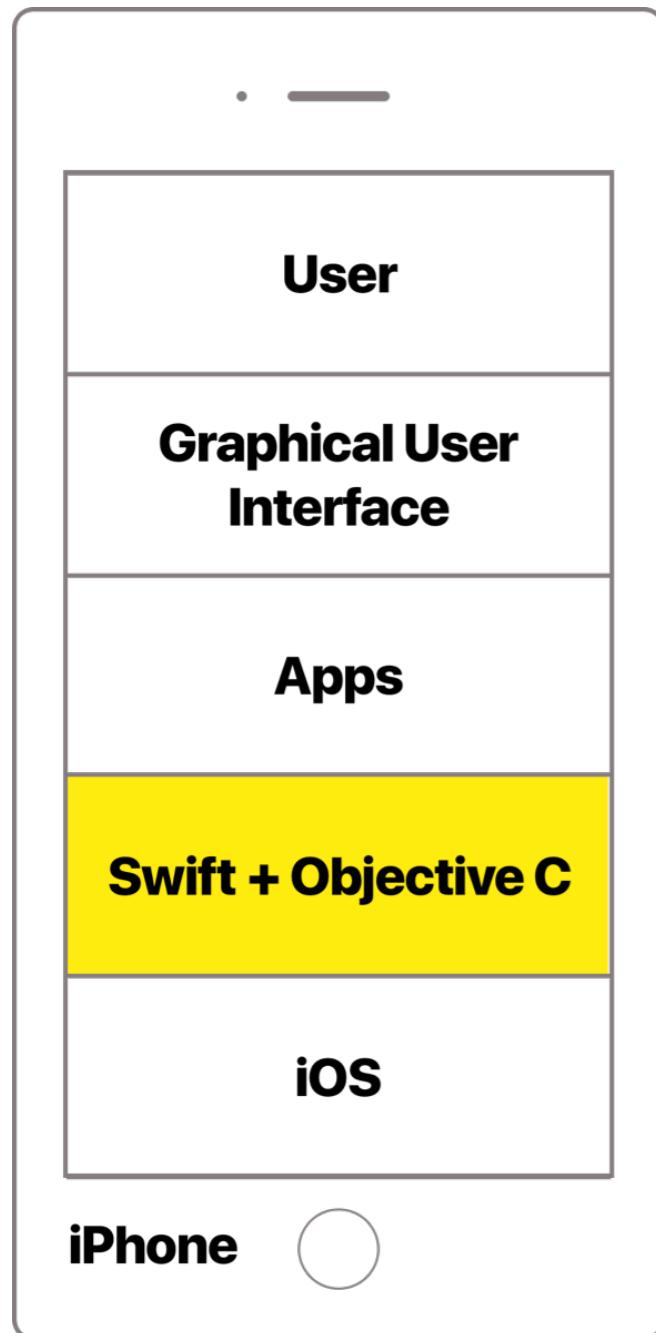


iOperating System

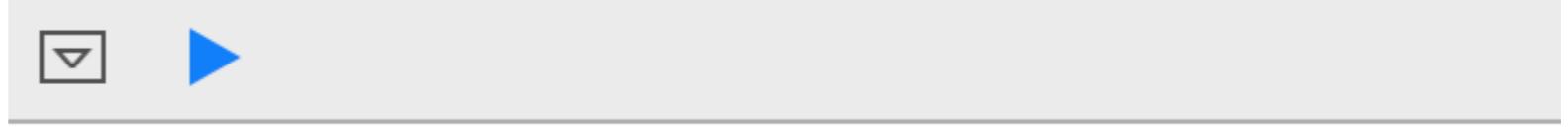


- 👉 Touch events
- 👉 Networking
- 👉 Camera
- 👉 Animations

Swift / Objective C

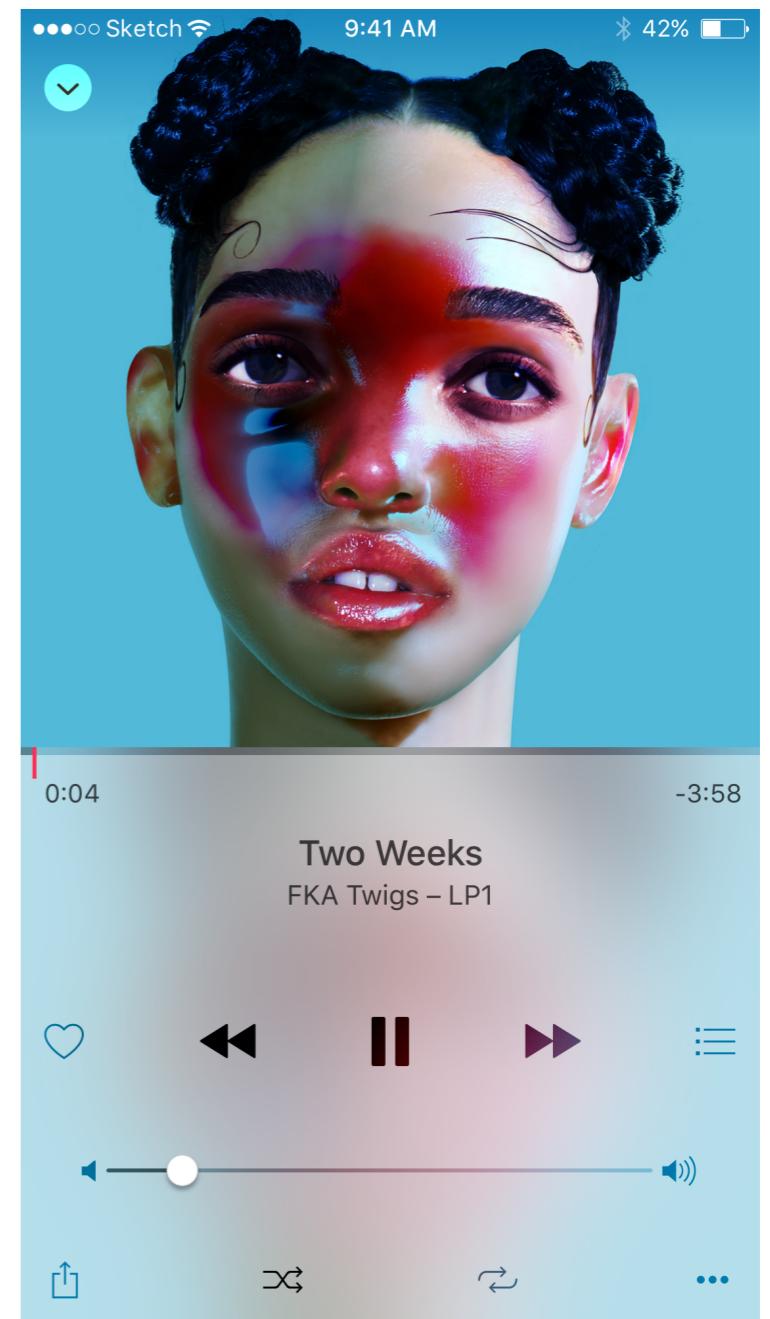
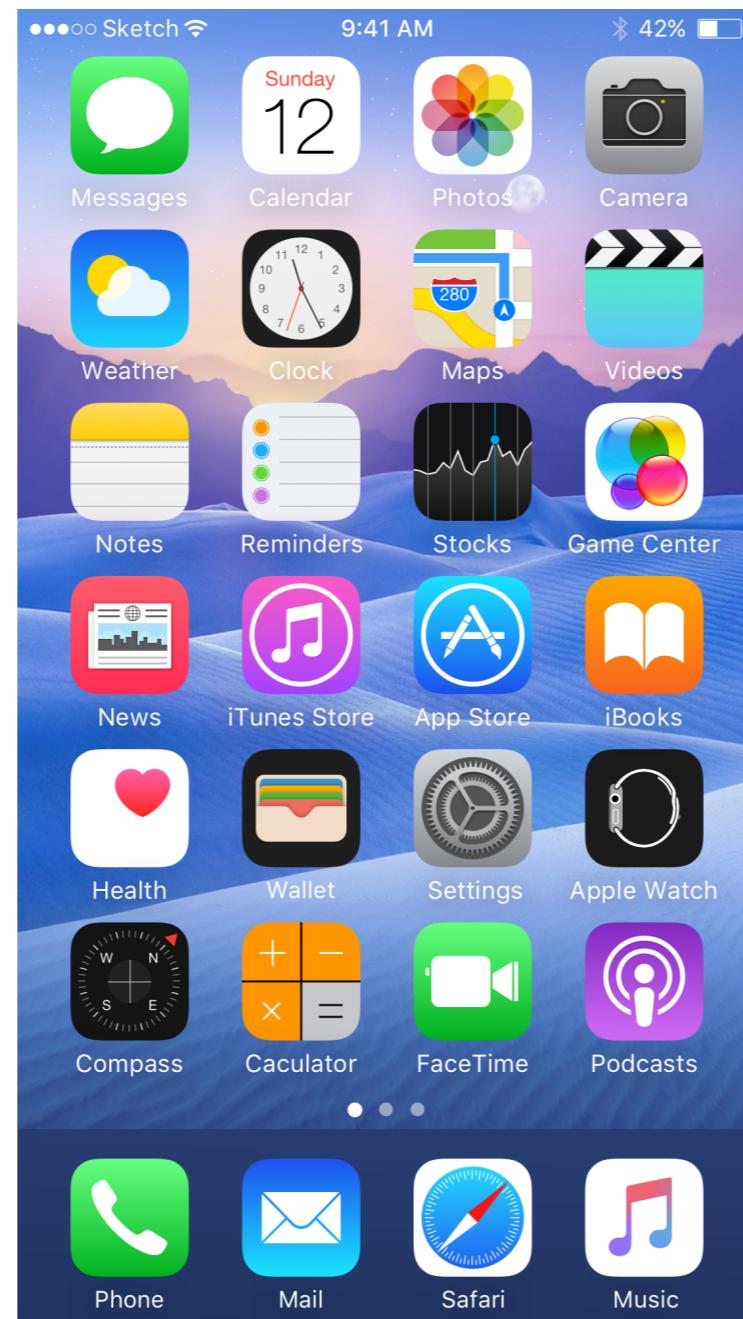
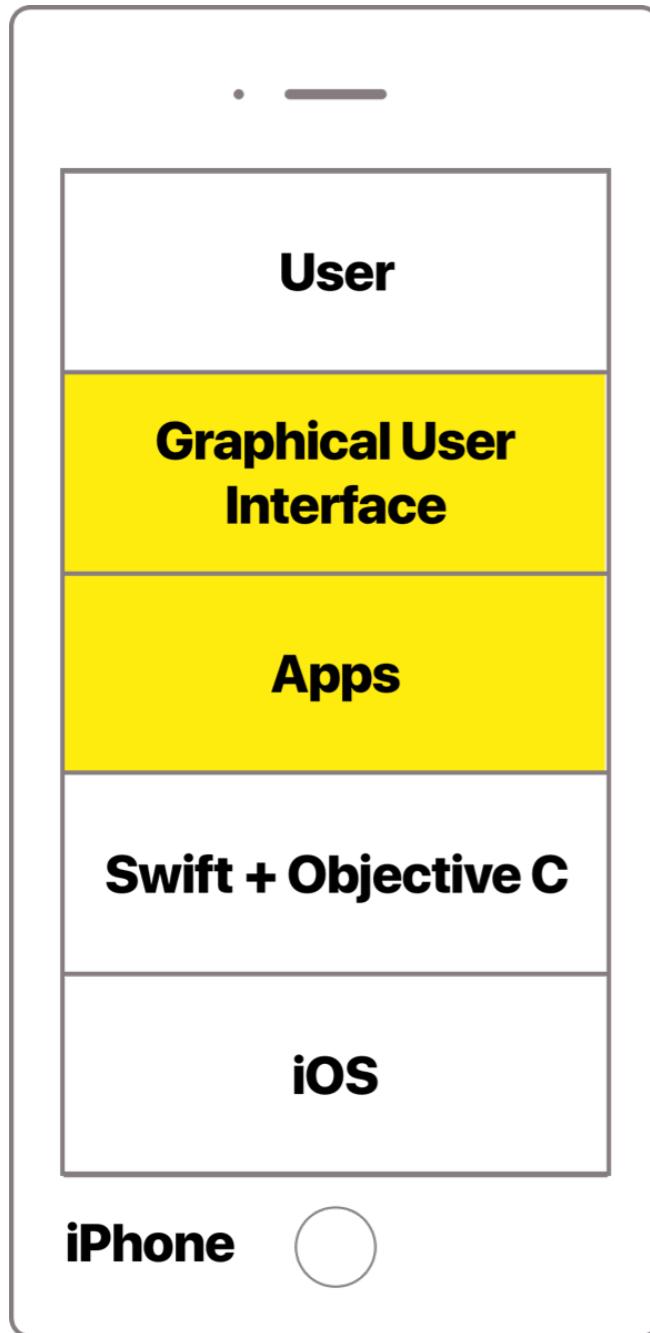


```
5 func sayHello() {  
    print("Hello World!")  
7 }  
8  
9 sayHello()  
10
```

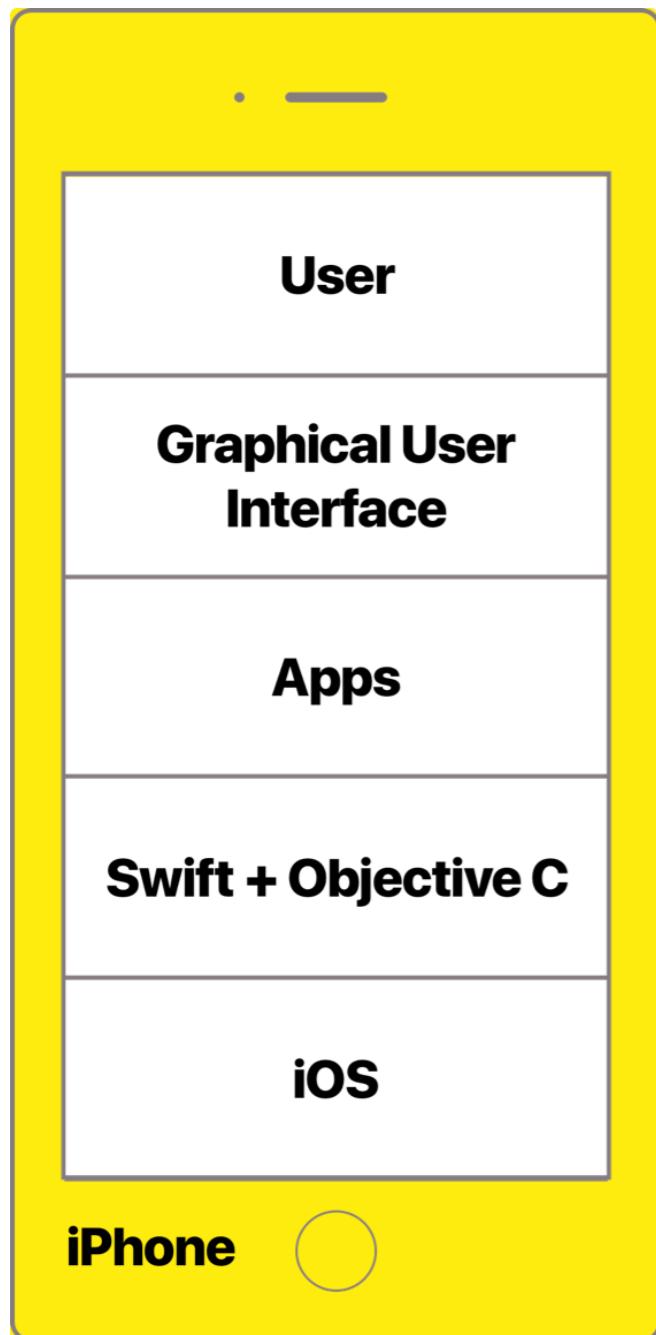


Hello World!

Apps / GUI

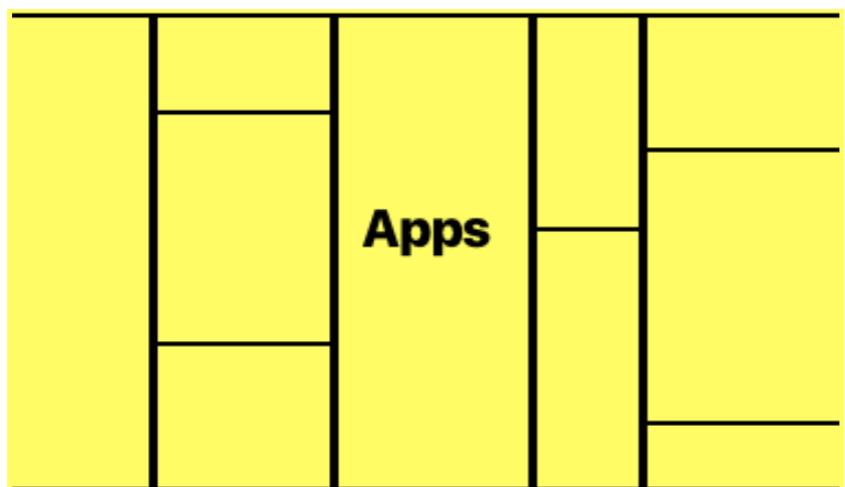


Programming iOS



App

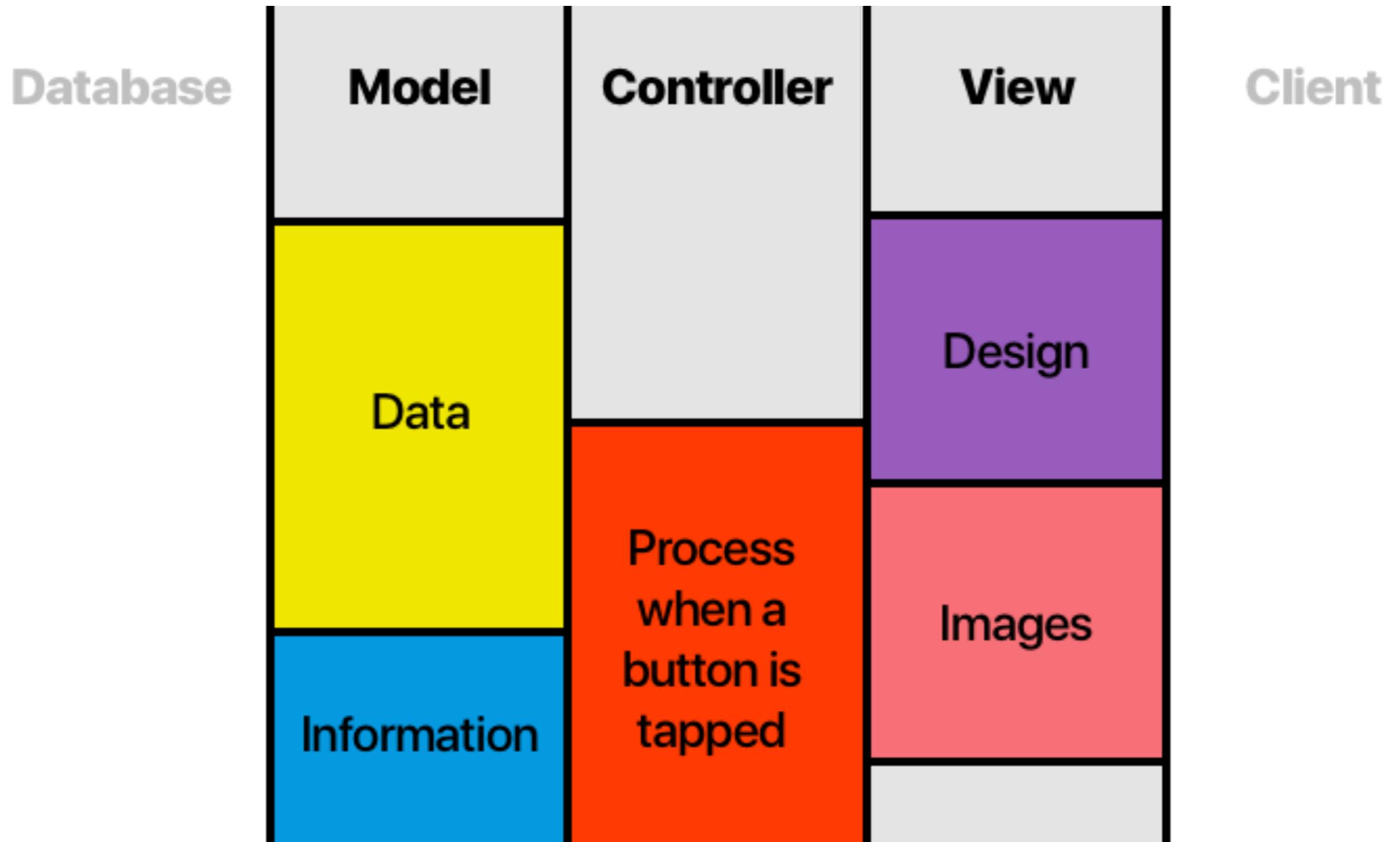
Graphical User Interface



Swift + Objective C



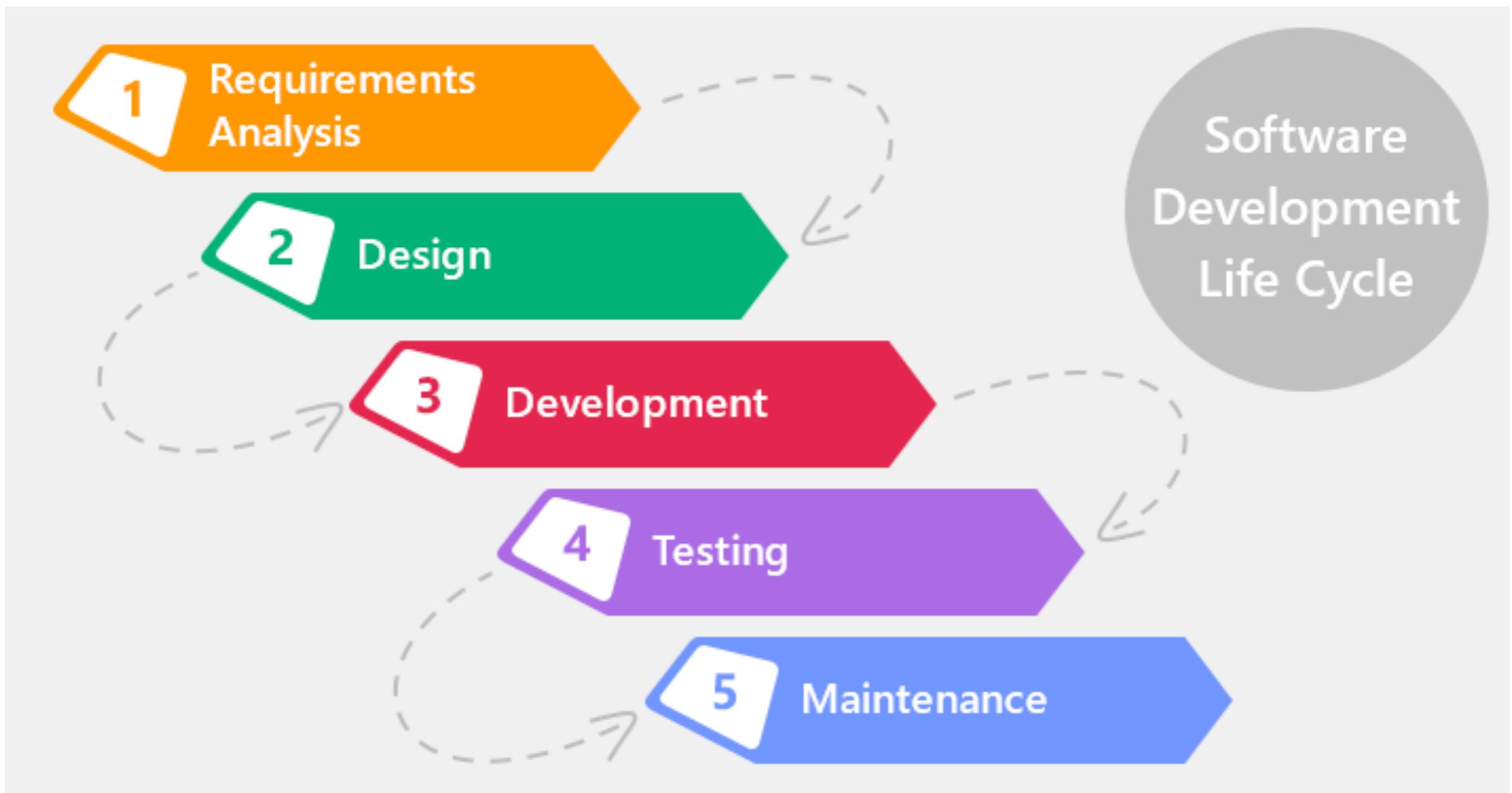
App architecture



2.0

Building an iOS app

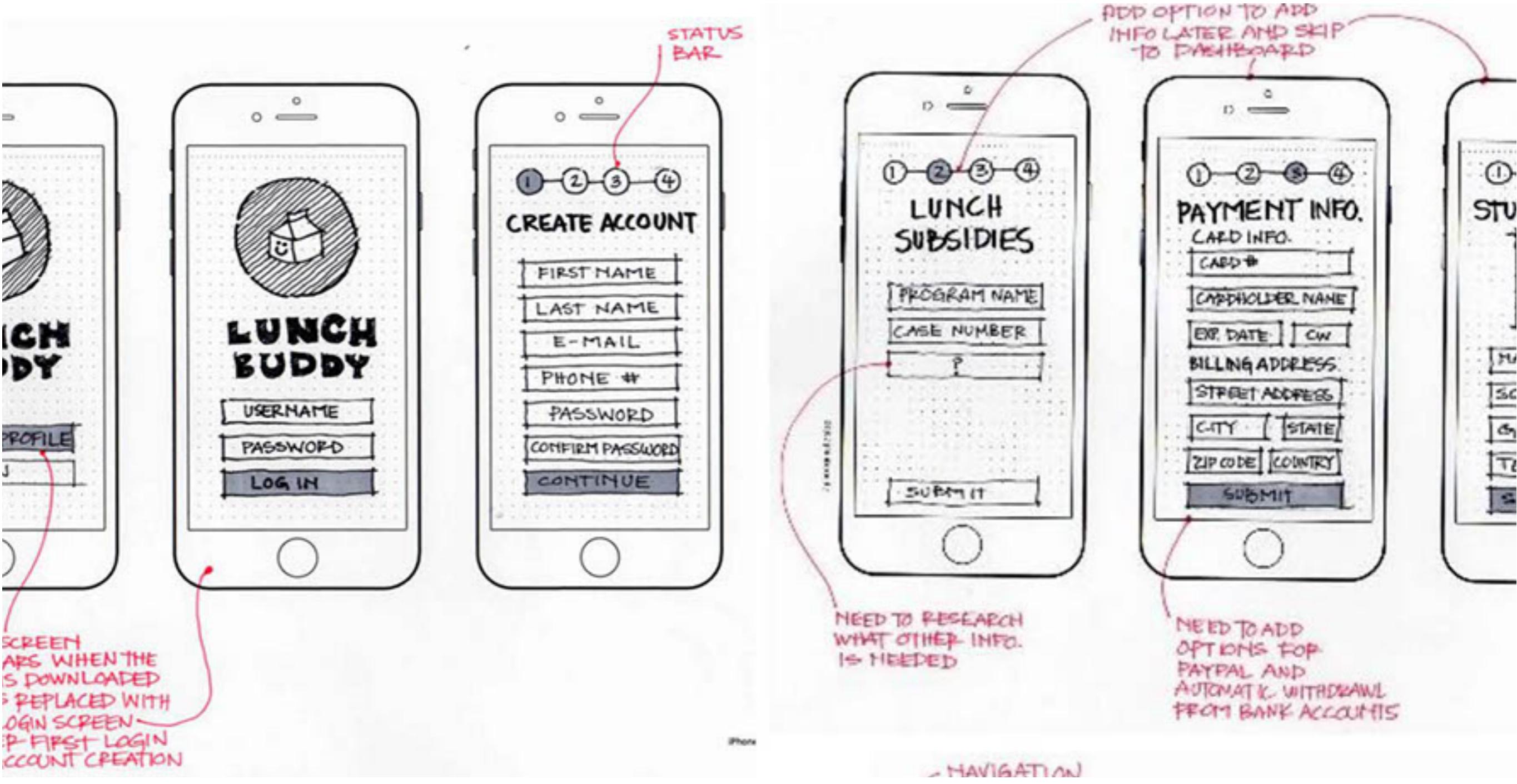
Development lifecycle



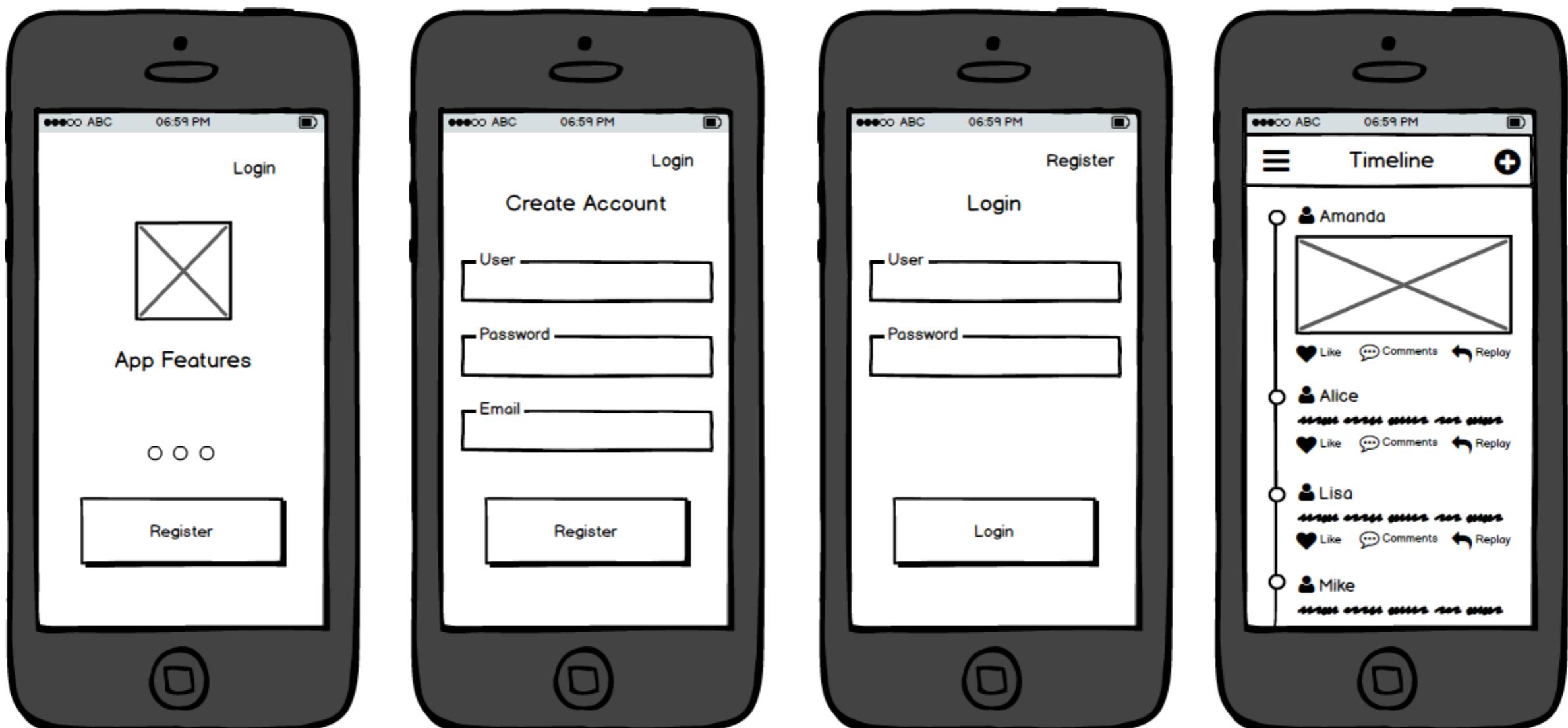
Before we get started

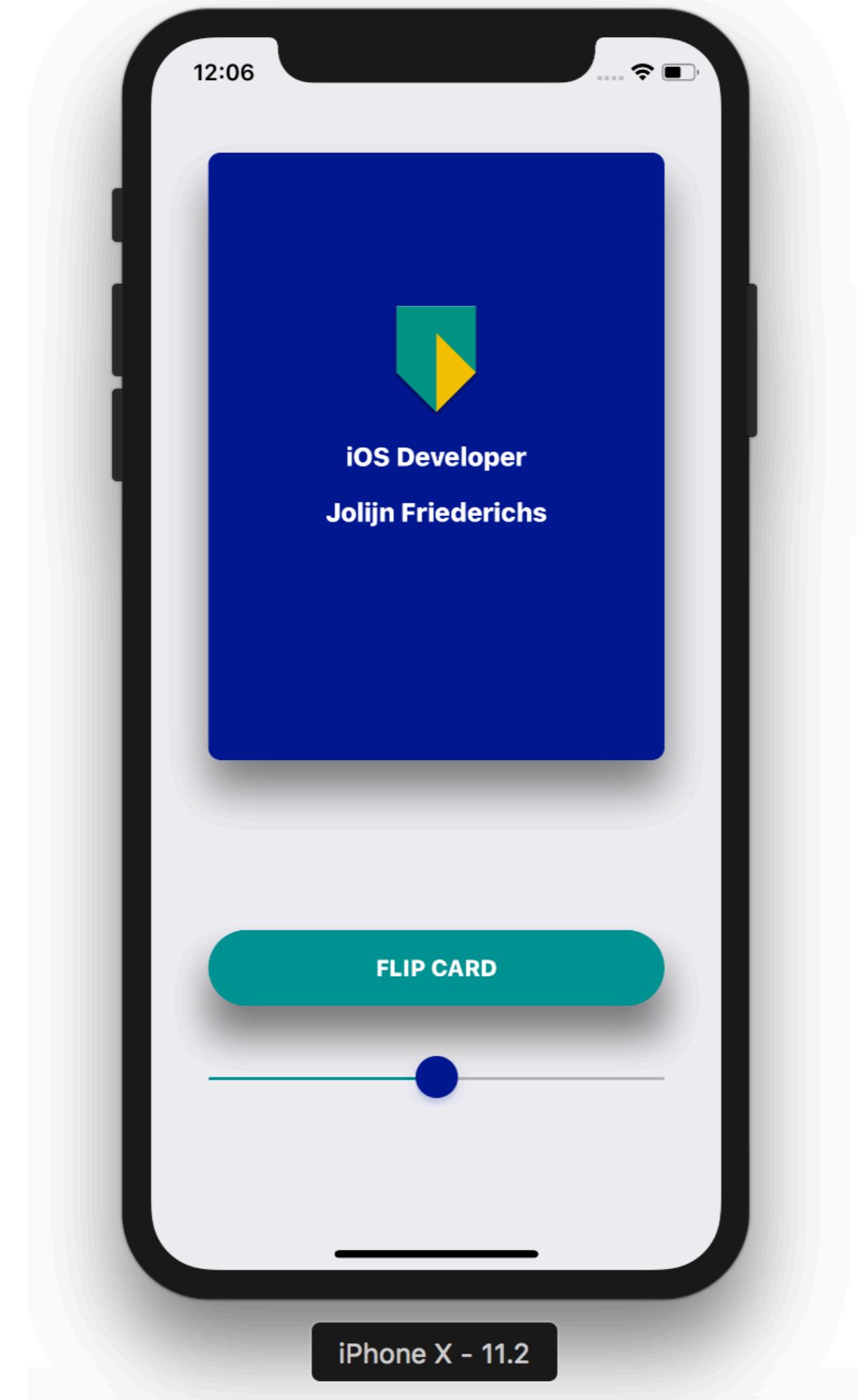
- Basic idea of app -> Wireframes
- Design

Think before you do

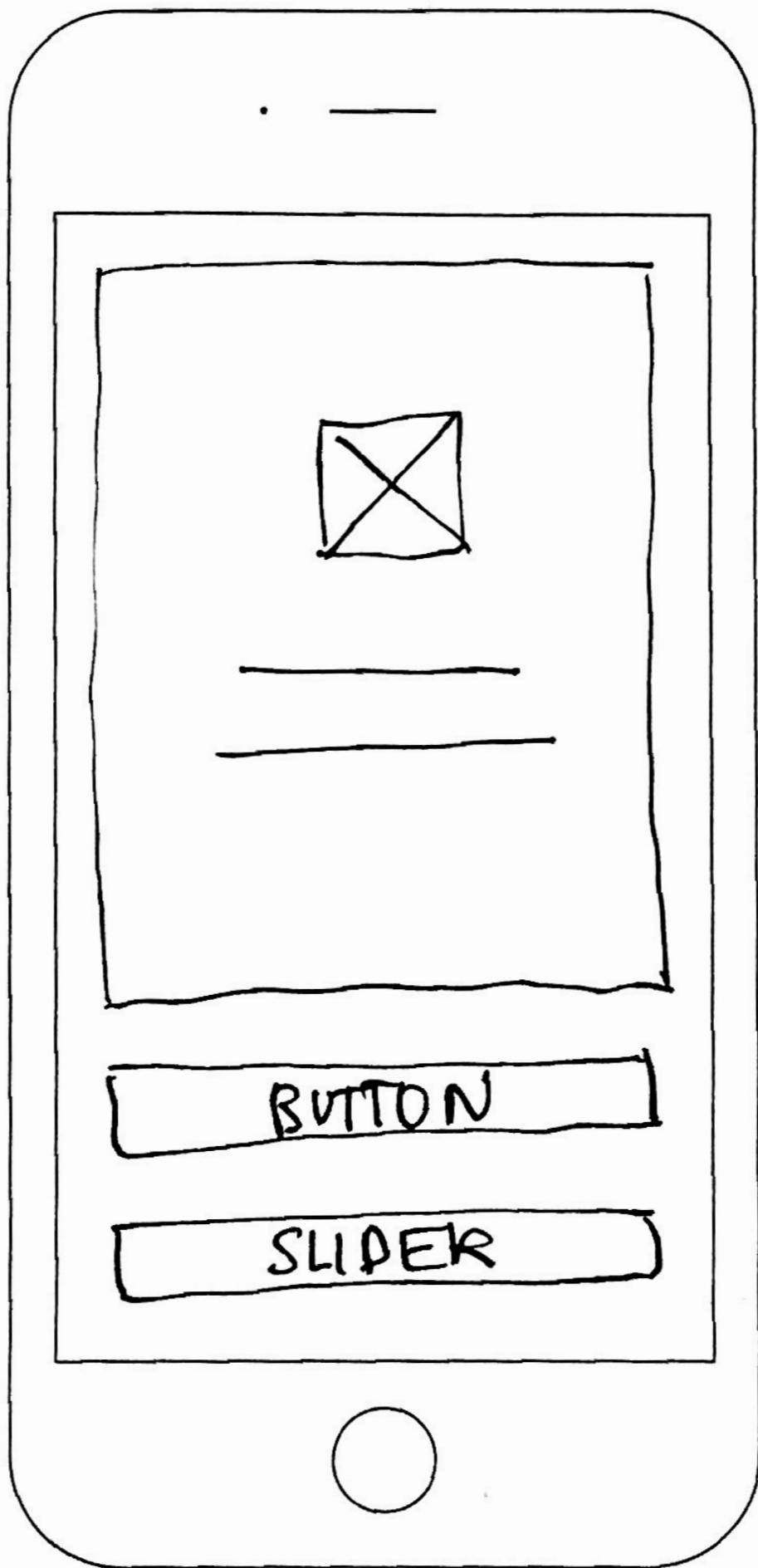


Draw before you code





iPhone X - 11.2



What we need

- Wireframes
- Design
- Macbook
- Xcode

Let's start!



Xcode

Sharing experiences

Questions?

<https://github.com/jolijnFriederichs/HelloWorld>
Project + Documentation