



Hello world!

Build your own iOS APP !

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

Today

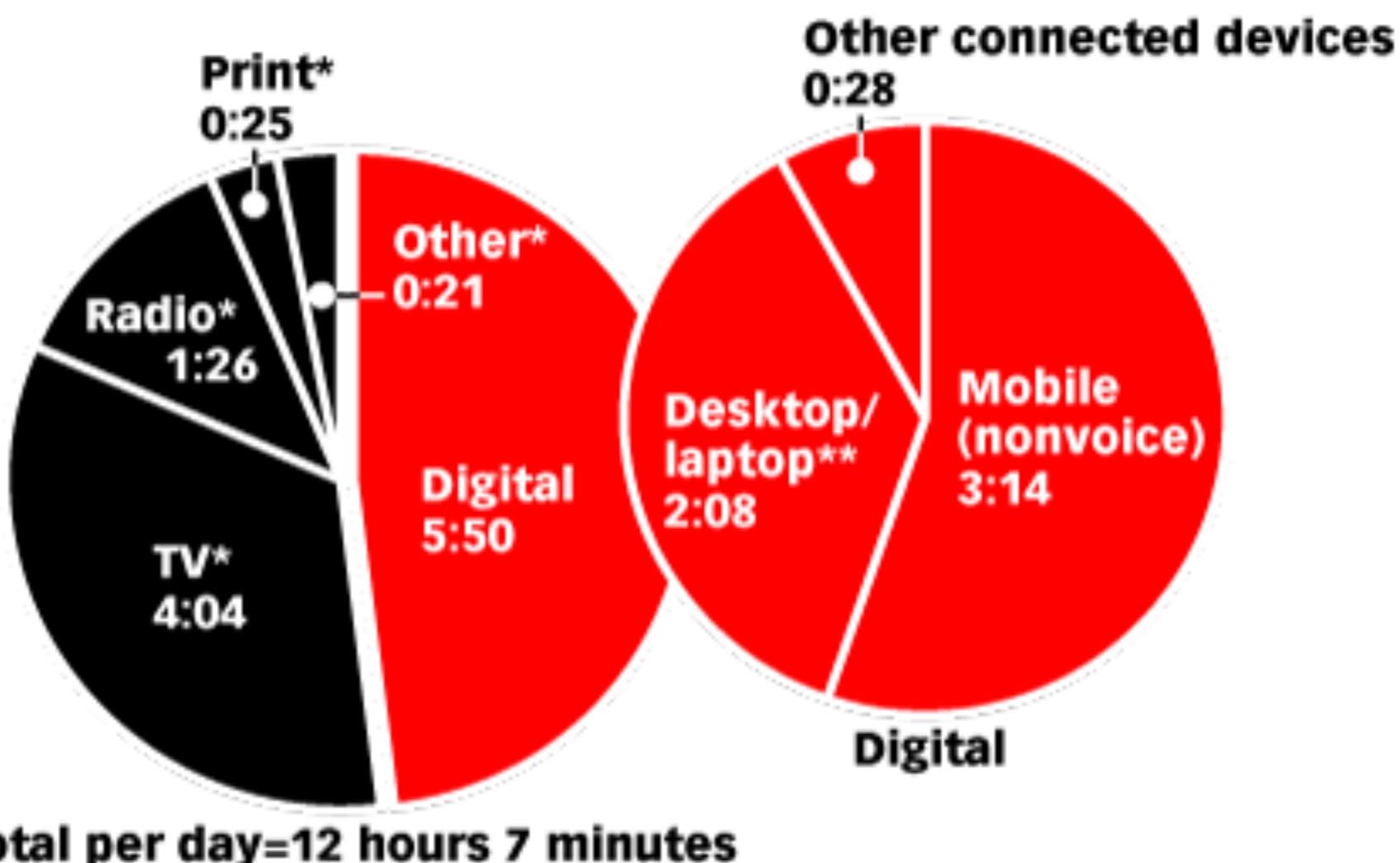
- Introduction
- About Mobile App Development & the App Academy by Daniël
- Introduction to iOS development by Jolijn
- Building an app together!
 - Wire frames assignment
 - Introduction to xCode
 - Live coding
- What happens now & Questions
- Kyrill van Seventer, TAA Student about participating in a Hackaton & creating an Augmented Reality App.



CODING ON
THE BEACH

Average Time Spent per Day with Major Media by US Adults, 2017

hrs:mins



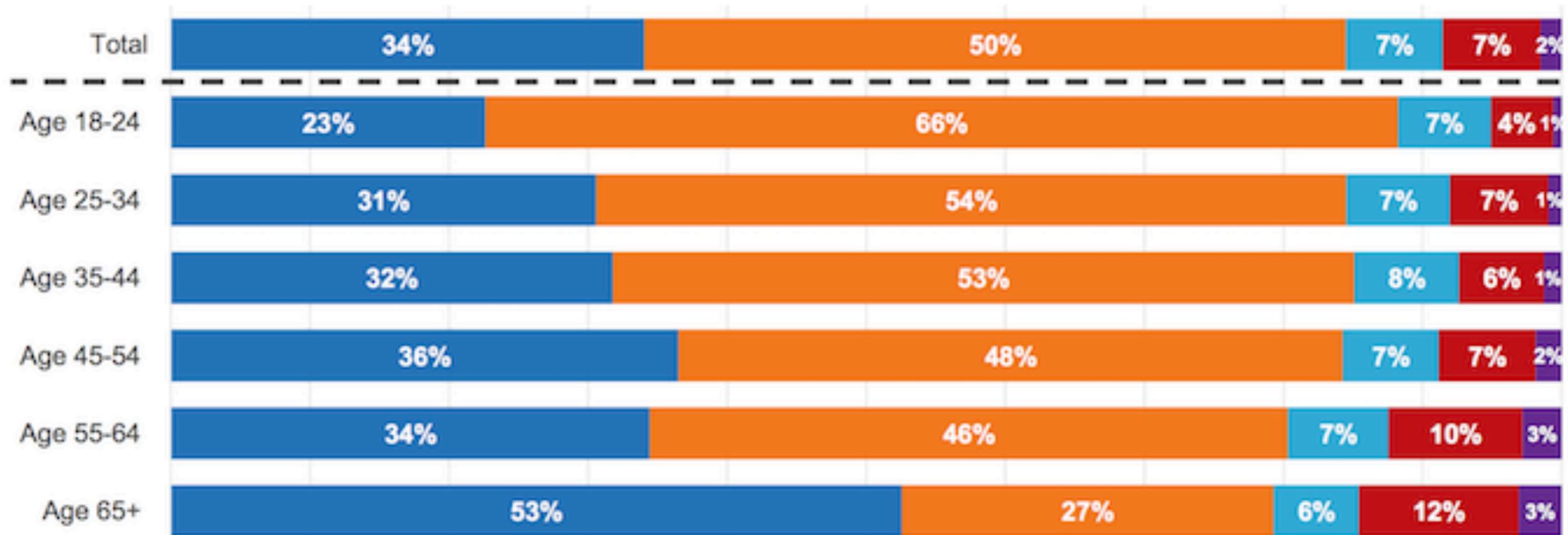
Note: ages 18+; time spent with each medium includes all time spent with that medium, regardless of multitasking; for example, 1 hour of multitasking on desktop/laptop while watching TV is counted as 1 hour for TV and 1 hour for desktop/laptop; *excludes digital; **includes all internet activities on desktop and laptop computers

Source: eMarketer, April 2017

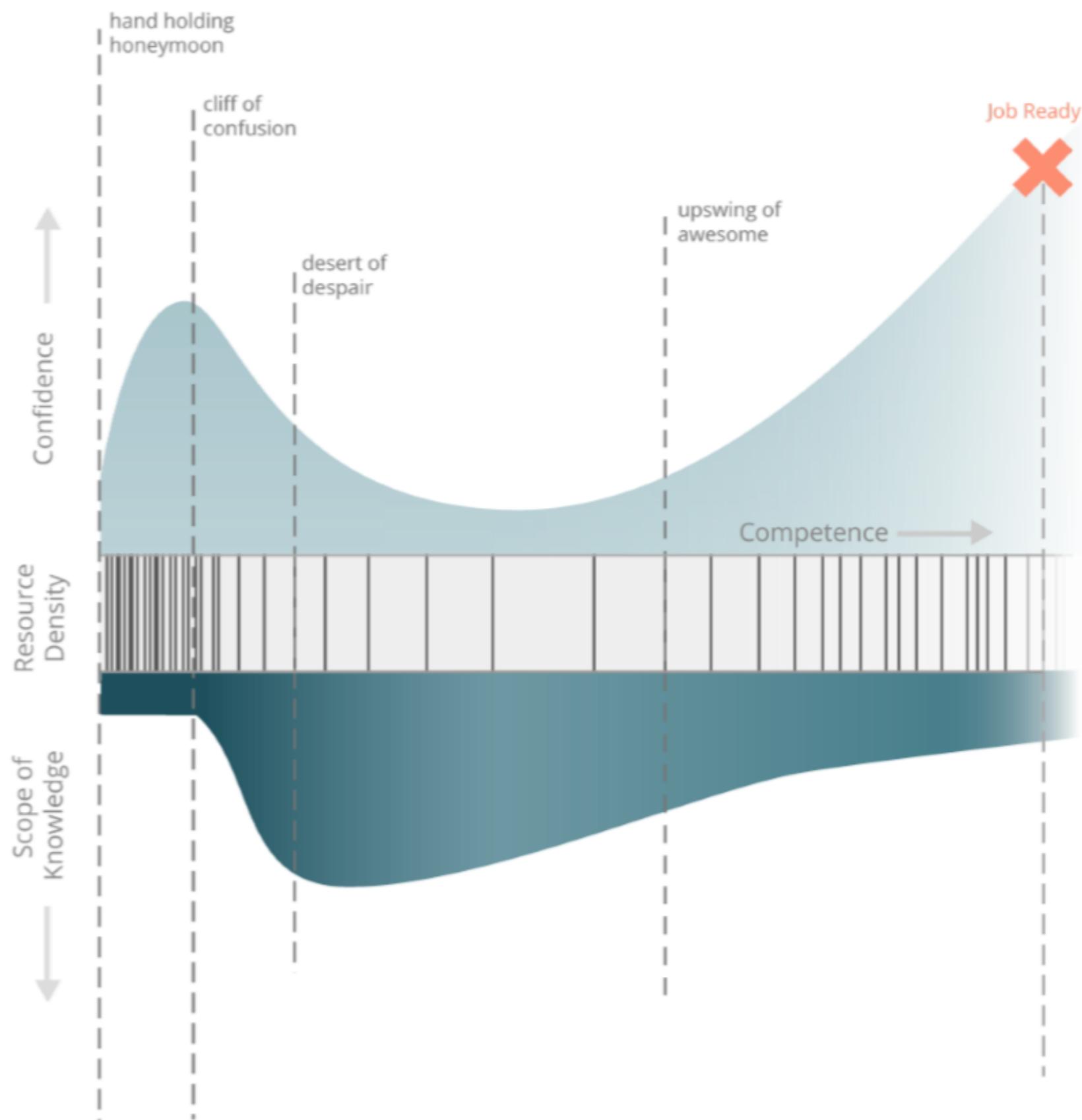
Share of Platform Time Spent by Age

Source: comScore Media Metrix Multi-Platform & Mobile Metrix, U.S., Age 18+, June 2017

■ Desktop ■ Smartphone App ■ Smartphone Web ■ Tablet App ■ Tablet Web



Why learning to code is hard?



“Everybody in this world should learn how to program a computer, because it teaches you how to think.”

- Steve Jobs

hello@theappacademy.nl





CODING ON
THE BEACH

MOBILE APP DEV BOOTCAMP, FEB-MARCH 2018 8-WEEK COURSE + HOTEL RESORT ON CURAÇAO

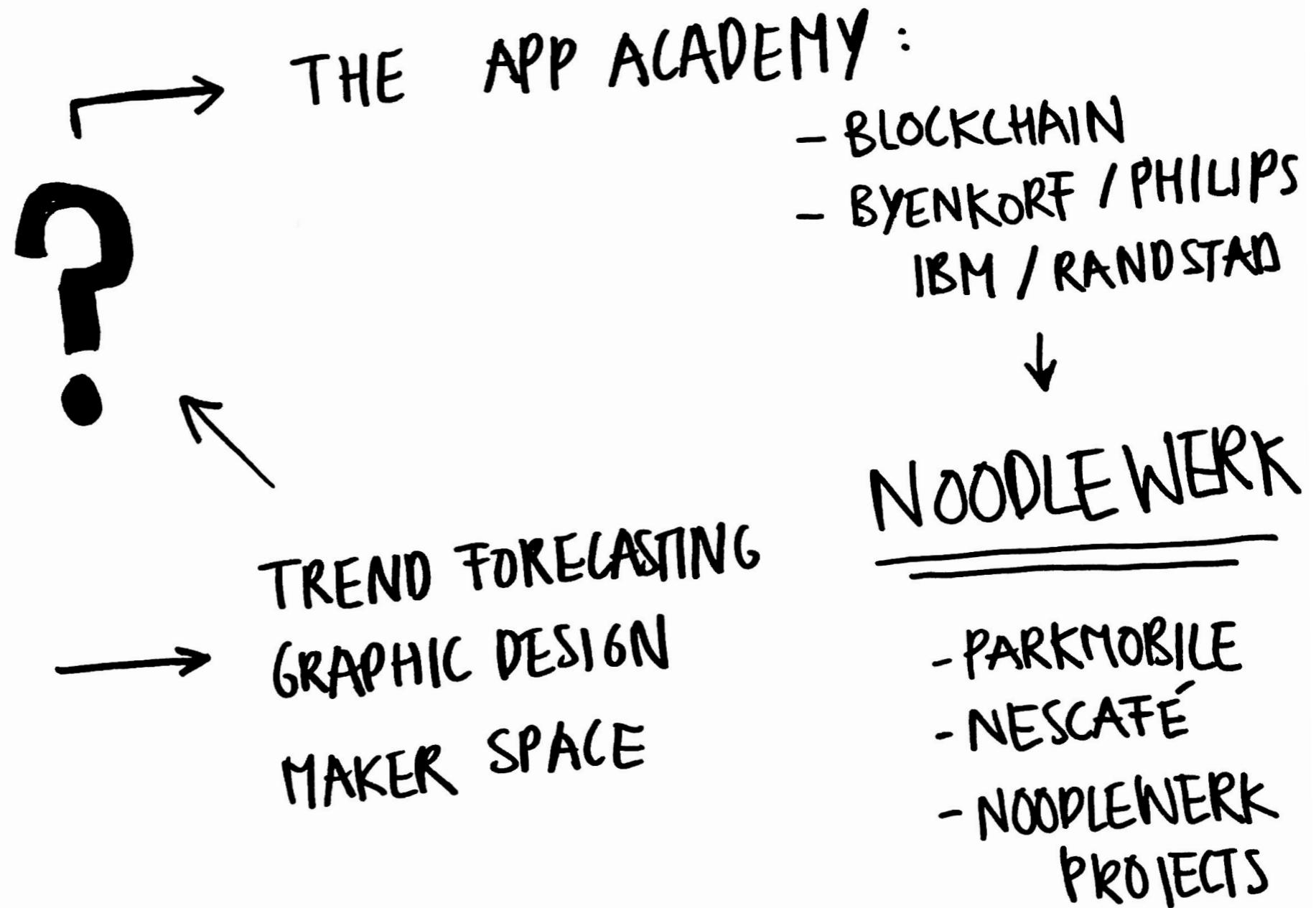
# students	early bird price	student discount	tuition / student	excl. 21% VAT/BTW
1 student	€ 9950	10%	€ 8955	€ 7400
2 students	€ 9950	15%	€ 8458	€ 6990
3 students	€ 9950	20%	€ 7960	€ 6579
4 students	€ 9950	25%	€ 7463	€ 6167
enrolment	APPLICATION DEADLINE: DECEMBER 15th, 2017			

1.0 Introduction to iOS development

Life Path

Bachelor
Fashion & Design
@
AMFI

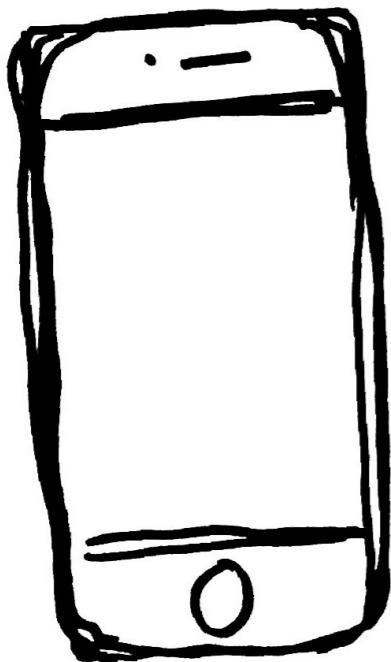
↓
THEESIS ABOUT
the future
of the Industry



ios development

- ~~BUILDING project~~ -

- CREATION -



phone + OS

FOUNDATION

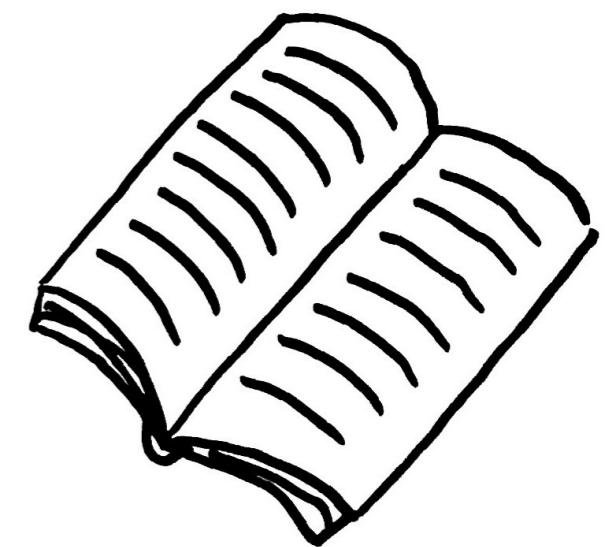
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xCode + Swift

TOOLS

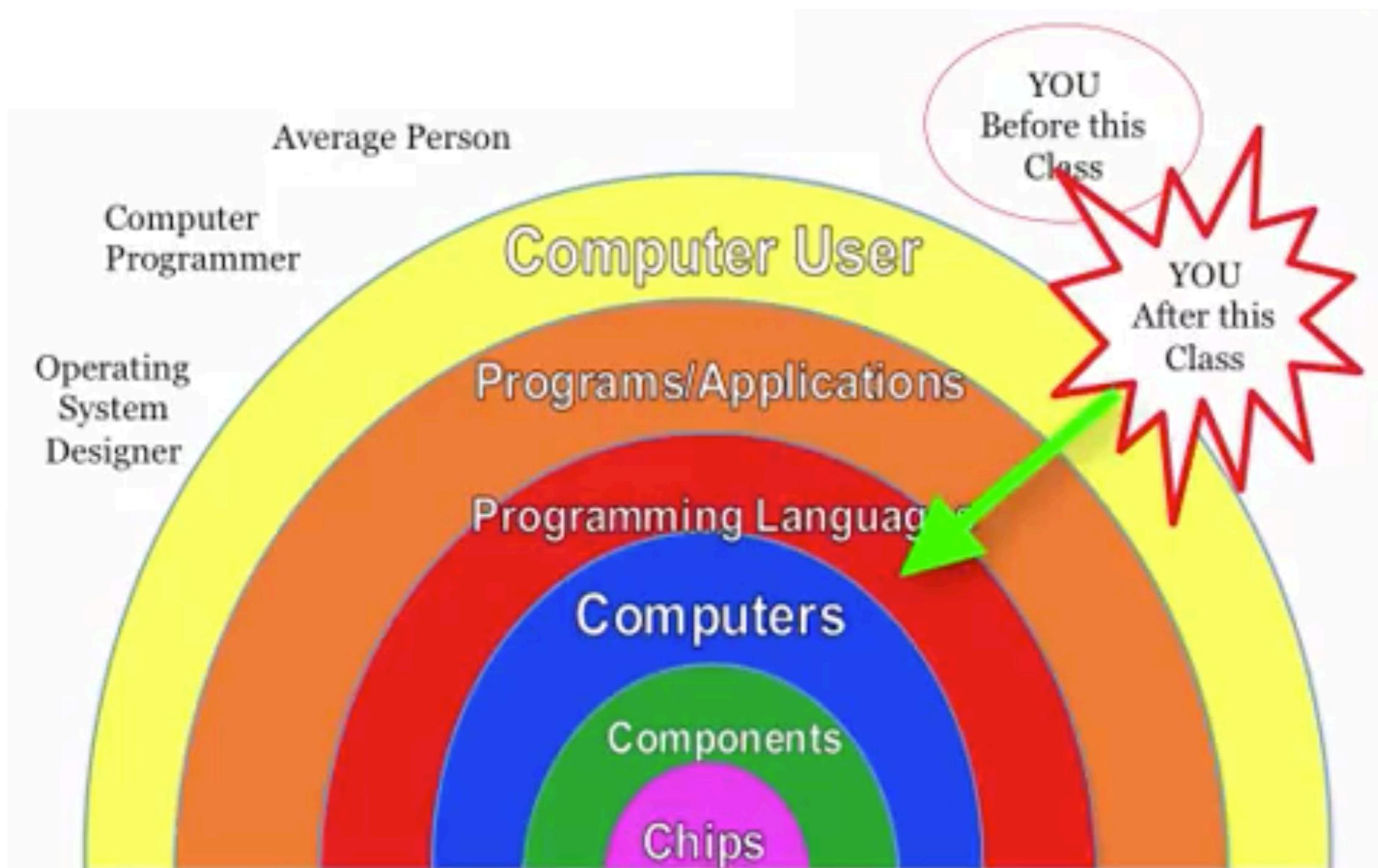
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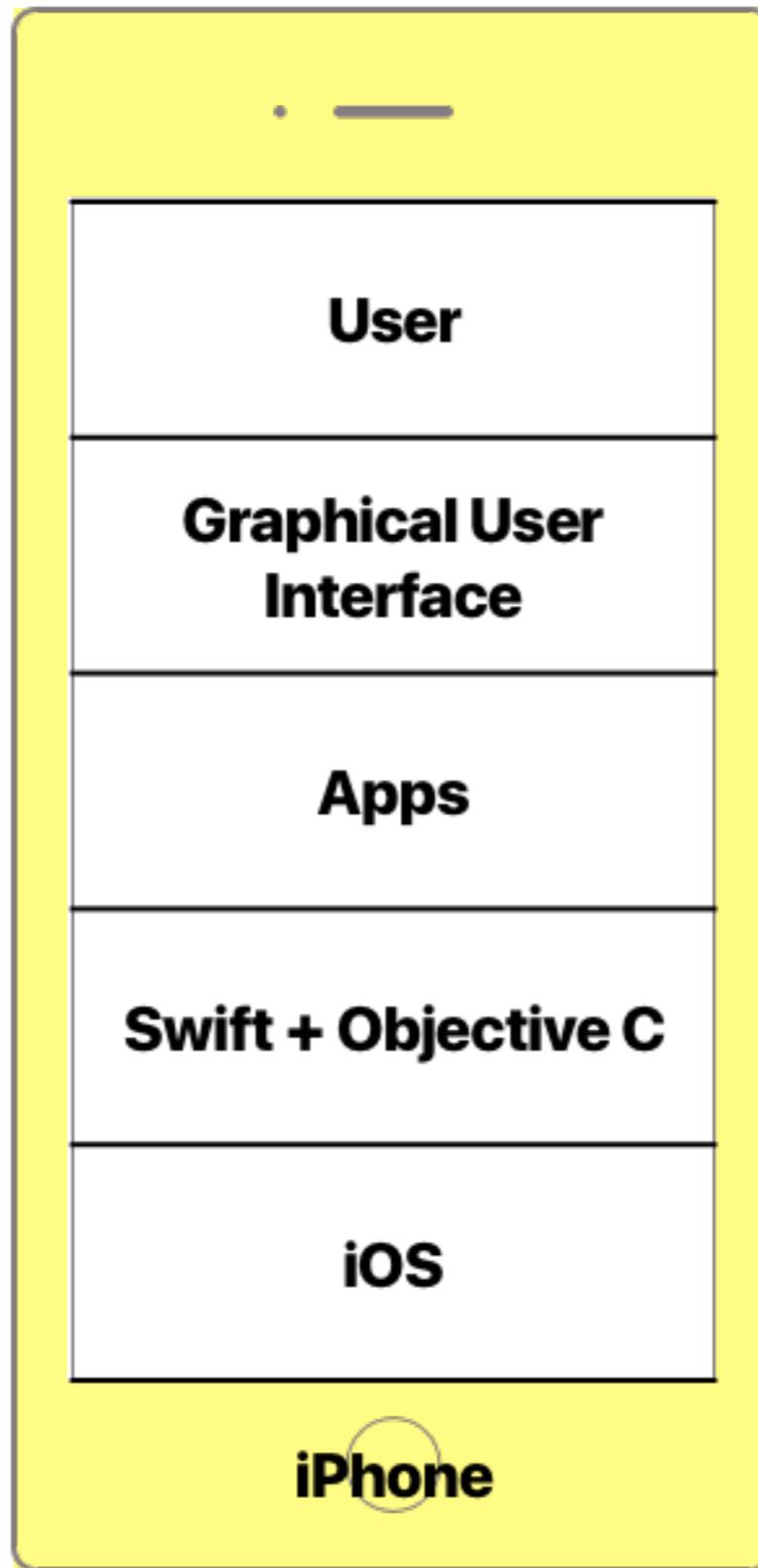


documentation +
FRAMEWORKS

KNOWLEDGE

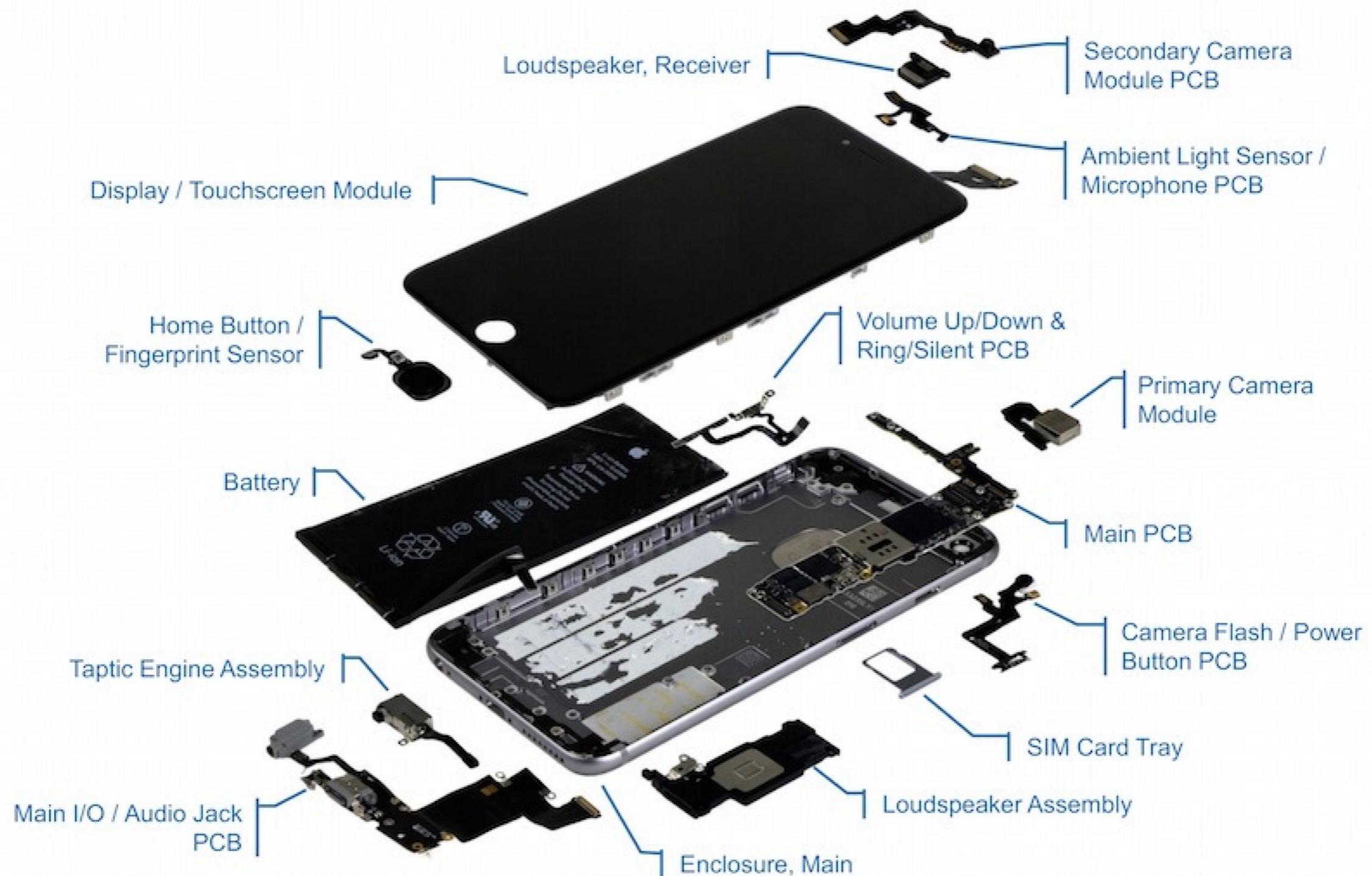
Levels of Abstraction





Levels of abstraction: iOS

The iPhone



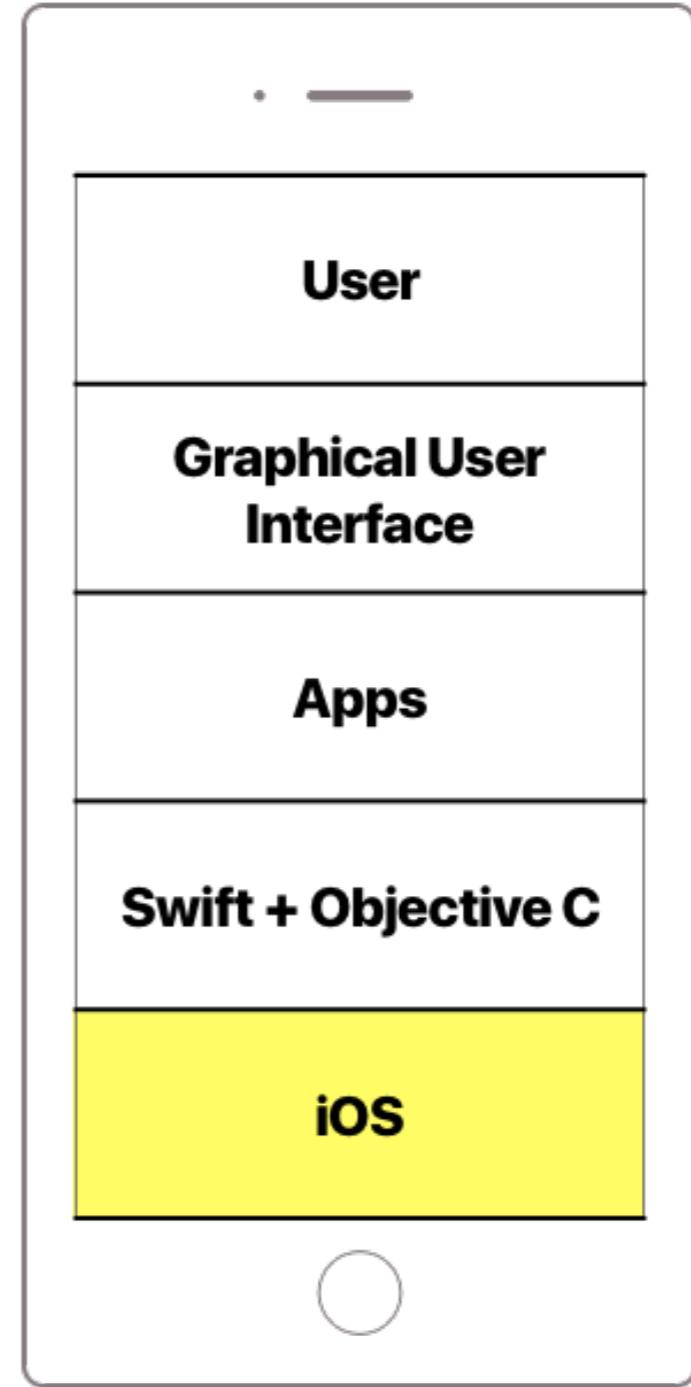
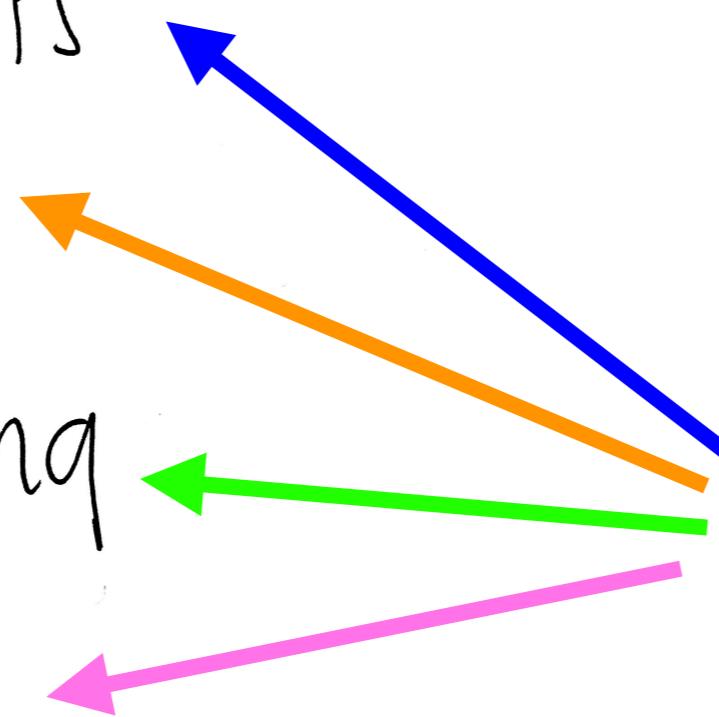
iOS + iOS SDK

Touch events

Camera

Networking

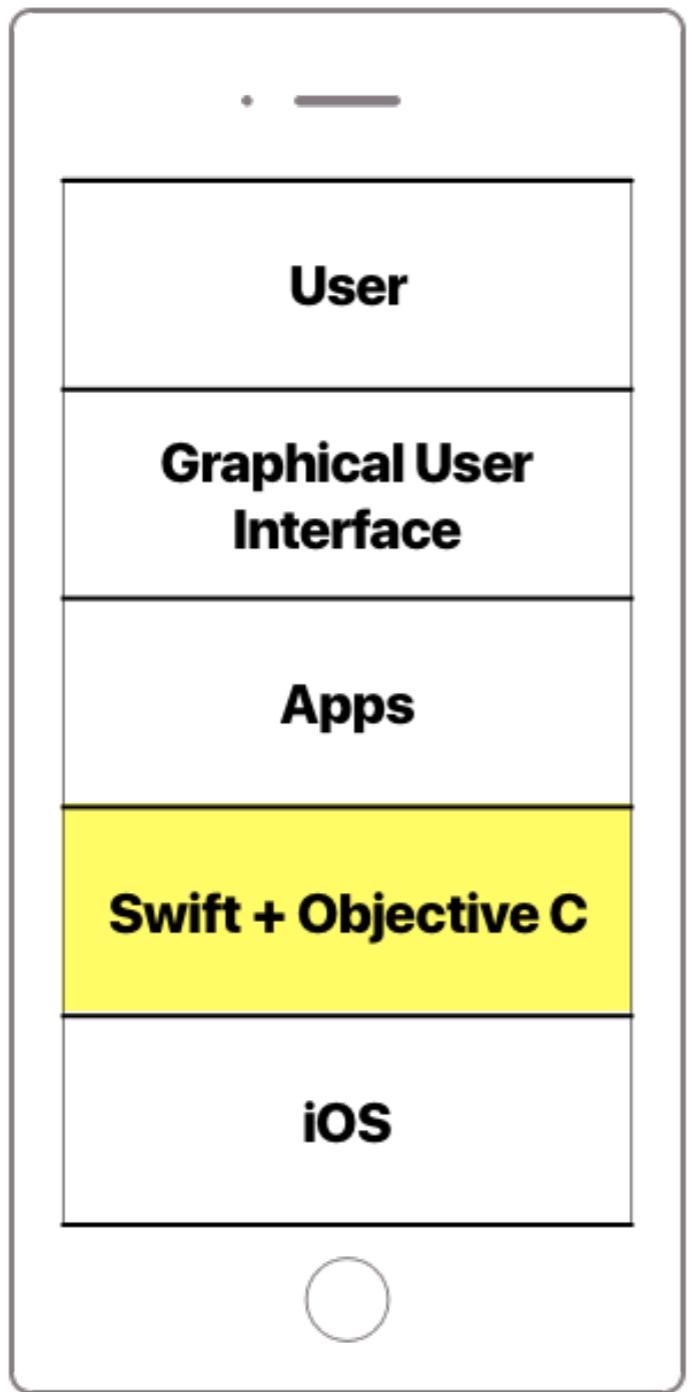
graphics



iPhone

Operating the phone

Swift



- Born in 2014
 - Follow-up of Objective C
 - Still in development
current version = 4.0
 - Safe
 - fast
 - Expressive
- } MODERN !

```
// Created by Jolijn Friederichs on 18-11-17.  
// Copyright © 2017 The App Academy. All rights reserved.
```

```
import Foundation

class TestCode: NSObject {

    var myName = "Jolijn"

    func printMyName() {
        print("Hi, my name is: \(myName)")
    }

    func sayHelloWorld() {
        print("Hello World!")
    }

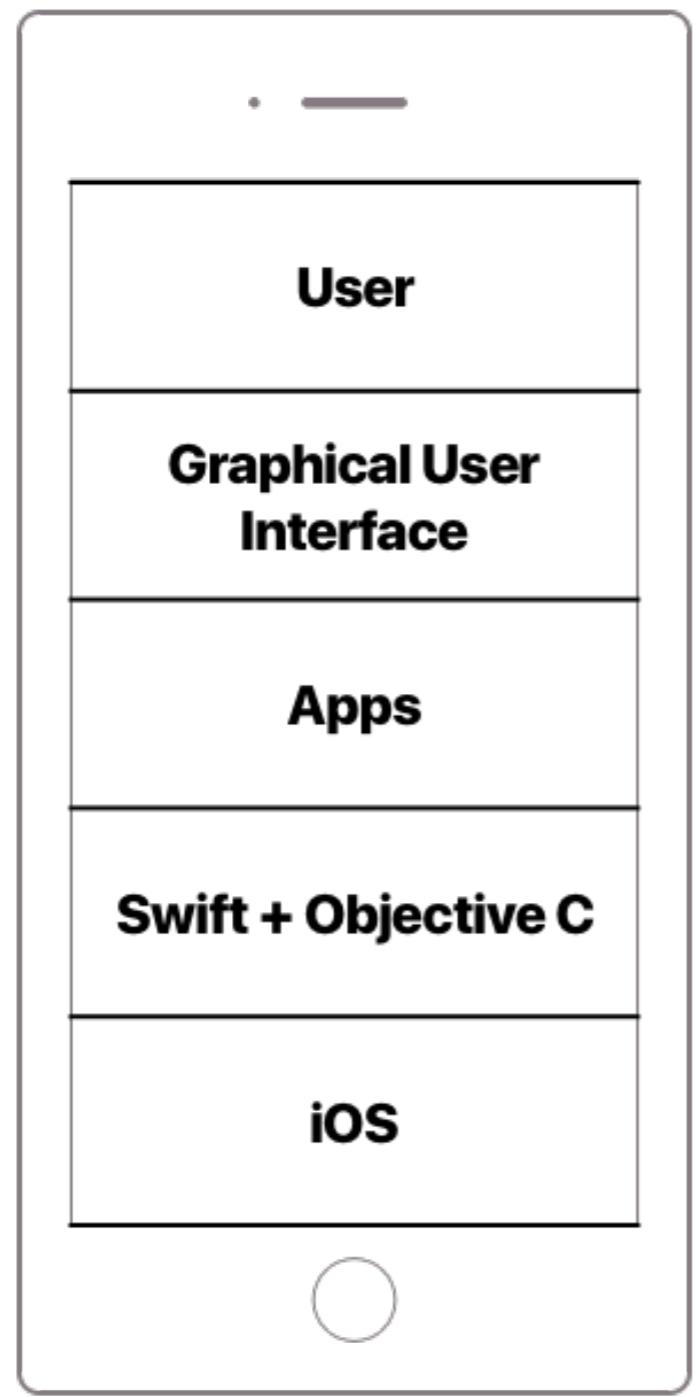
    func calculate1Plus1() {
        print("1 + 1 = \(1 + 1)")
    }

    func printMessage() {
        printMyName()
        sayHelloWorld()
        calculate1Plus1()
    }
}
```

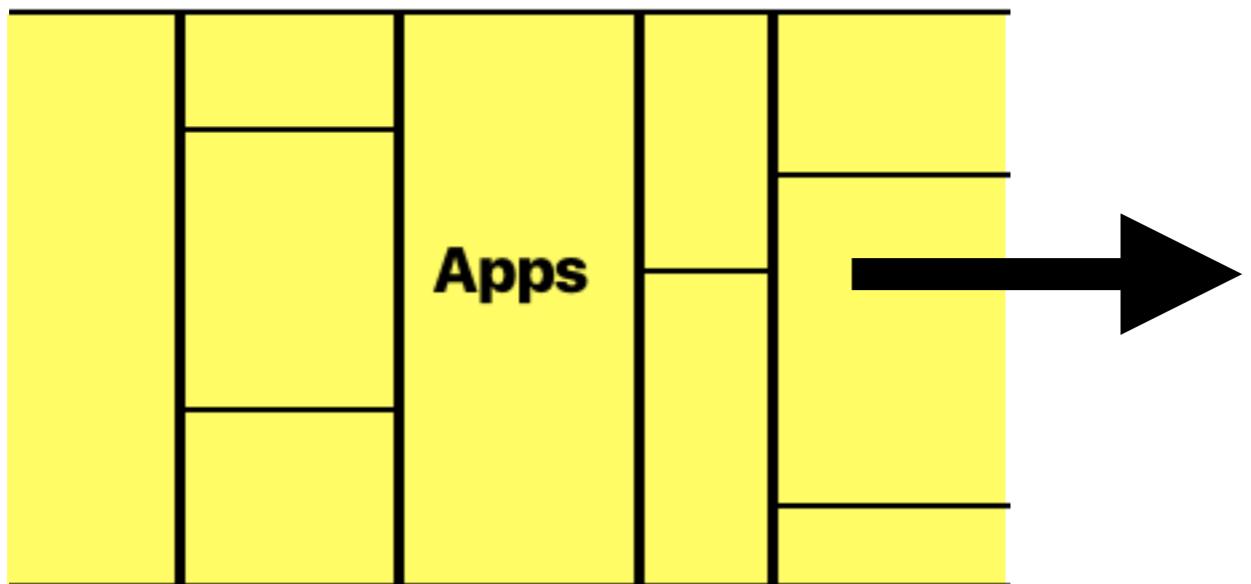
```
▶ ⏹ ⏸ ⏵ ⏶ | ⏷ ⏸ ⏵ | ⏷ RainbowApp
```

Example

```
Hi, my name is: Jolijn  
Hello World!  
1 + 1 = 2
```

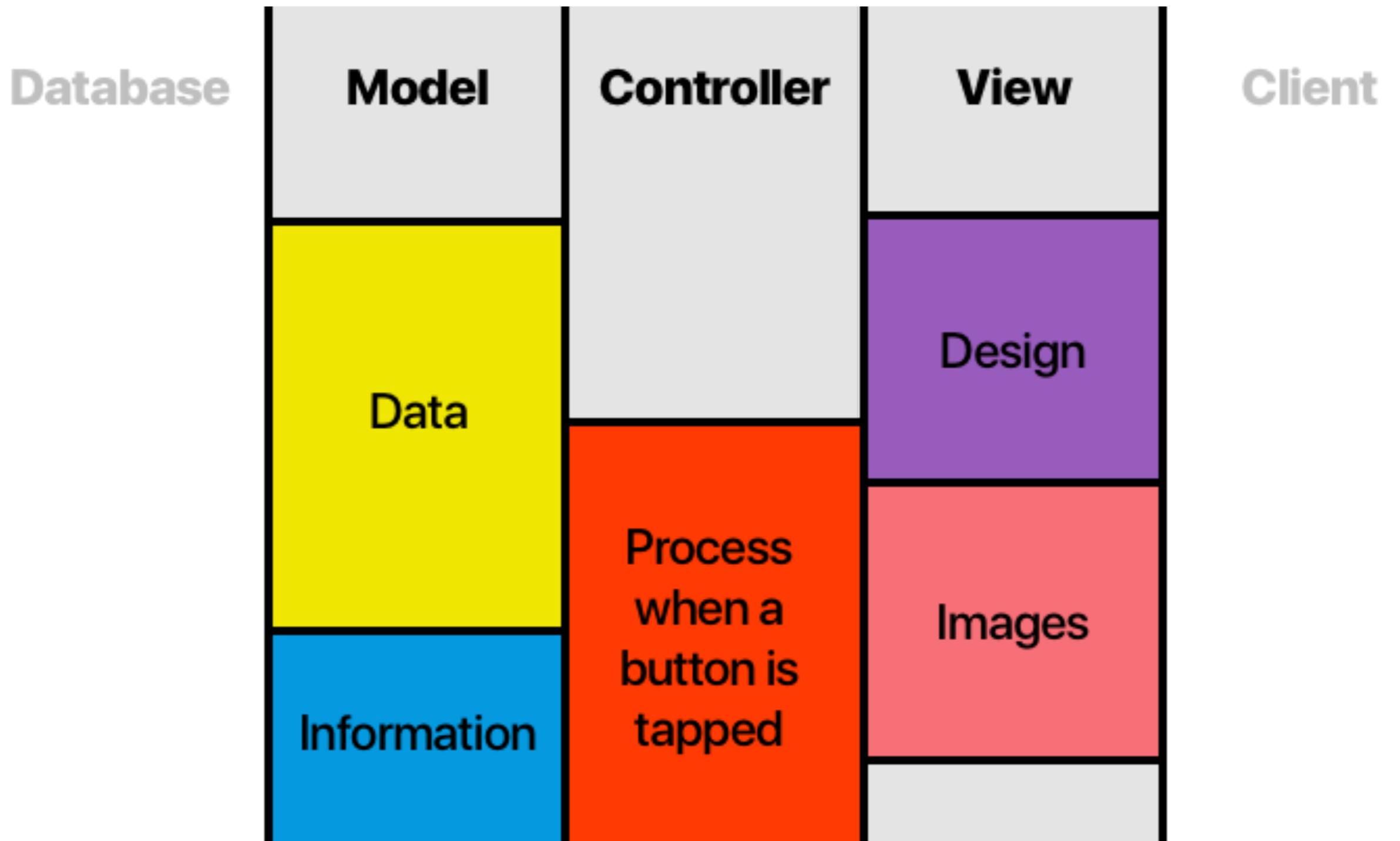


Graphical User Interface



Swift + Objective C

App Structure



```
class TestCode: NSObject {

    var myName = "Jolijn"

    func printMyName() {
        print("Hi, my name is: \(myName)")
    }

    func sayHelloWorld() {
        print("Hello World!")
    }

    func calculate1Plus1() {
        print("1 + 1 = \(1 + 1)")
    }

    func printMessage() {
        printMyName()
        sayHelloWorld()
        calculate1Plus1()
    }
}
```

Example

The Apple Library

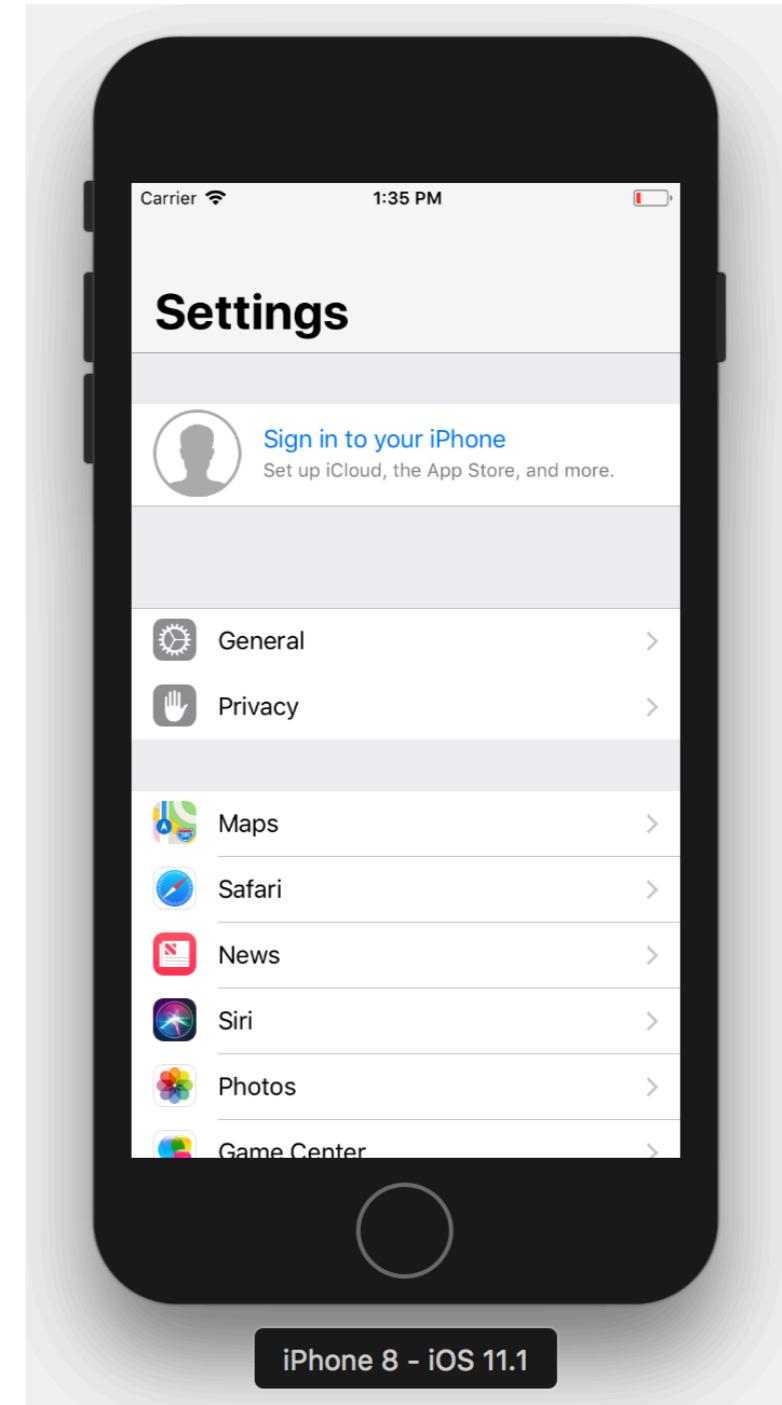
iOS standard

- Apple Frameworks

- Apple Documentation

Custom

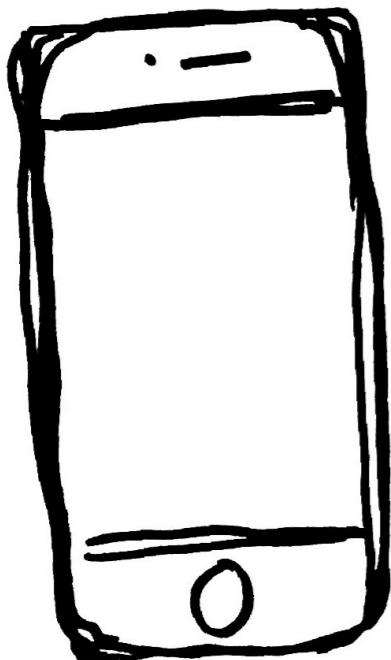
- Online developers
Community
- own knowledge



ios development

- ~~BUILDING project~~ -

- CREATION -



phone + OS

FOUNDATION

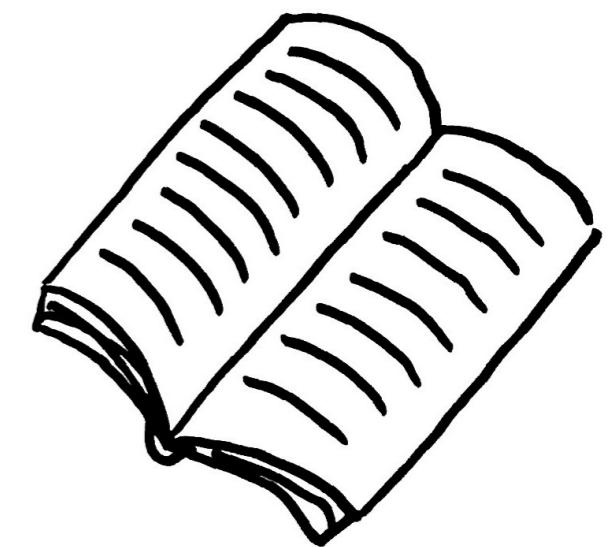
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xCode + Swift

TOOLS

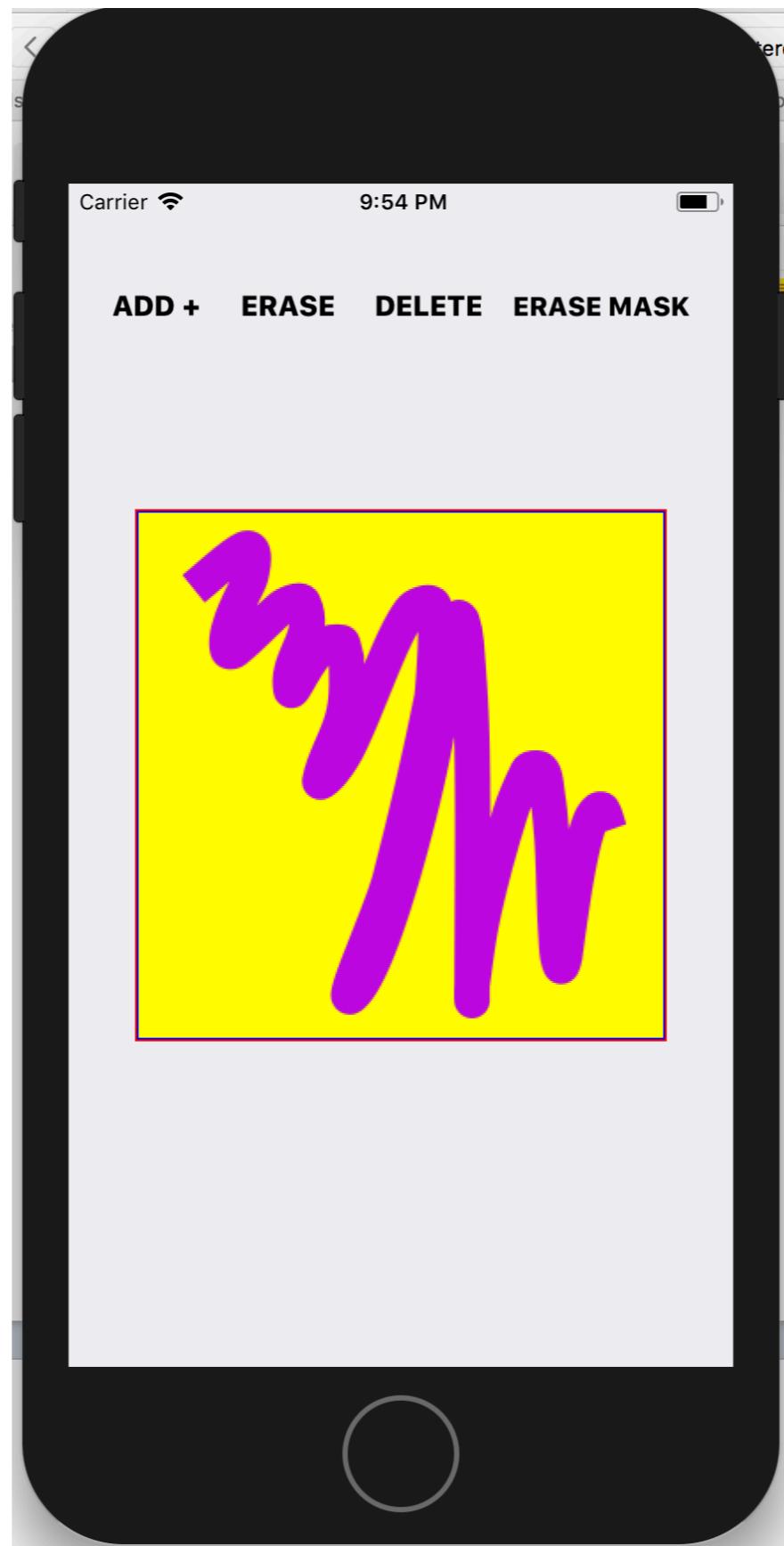
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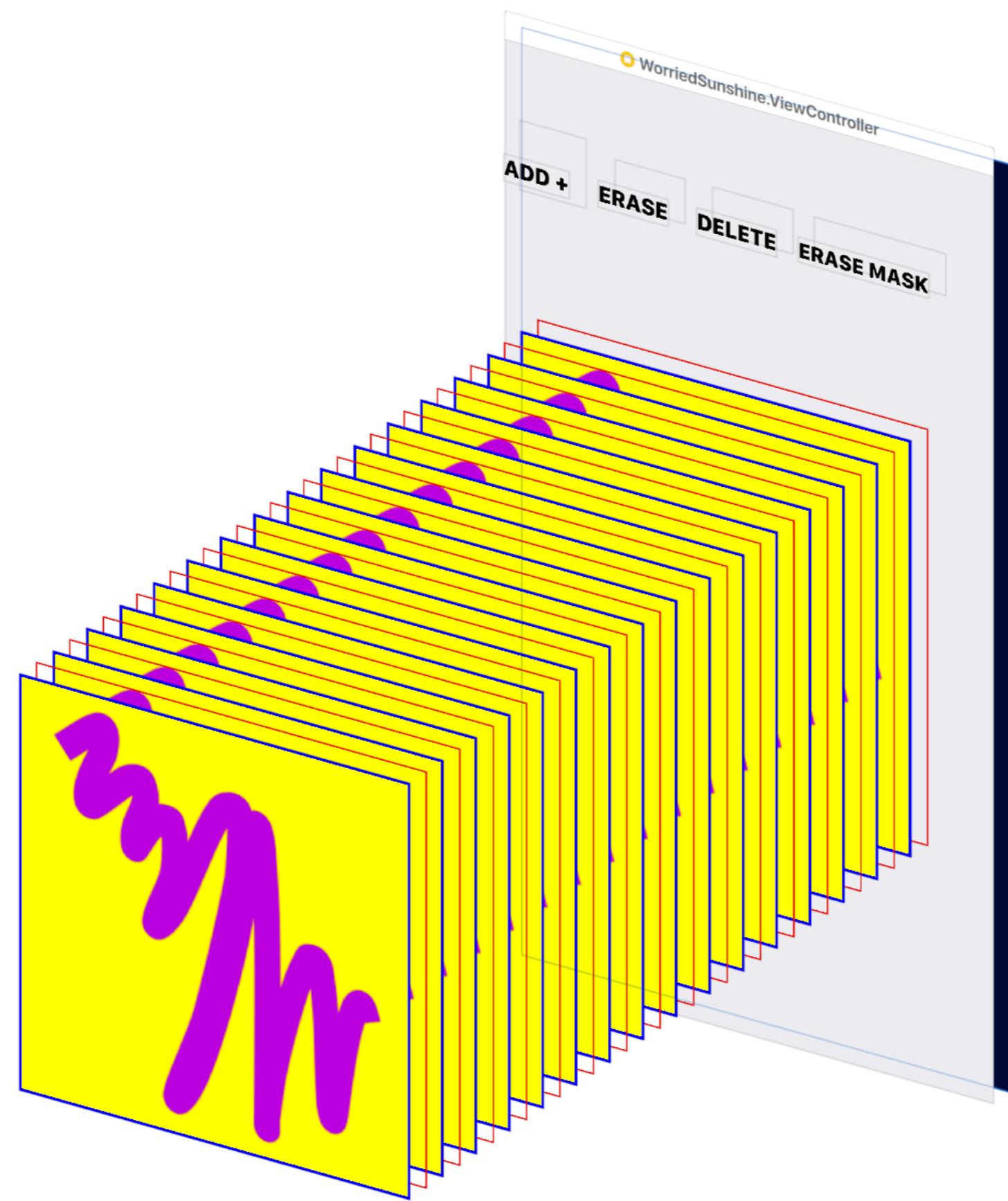


documentation +
FRAMEWORKS

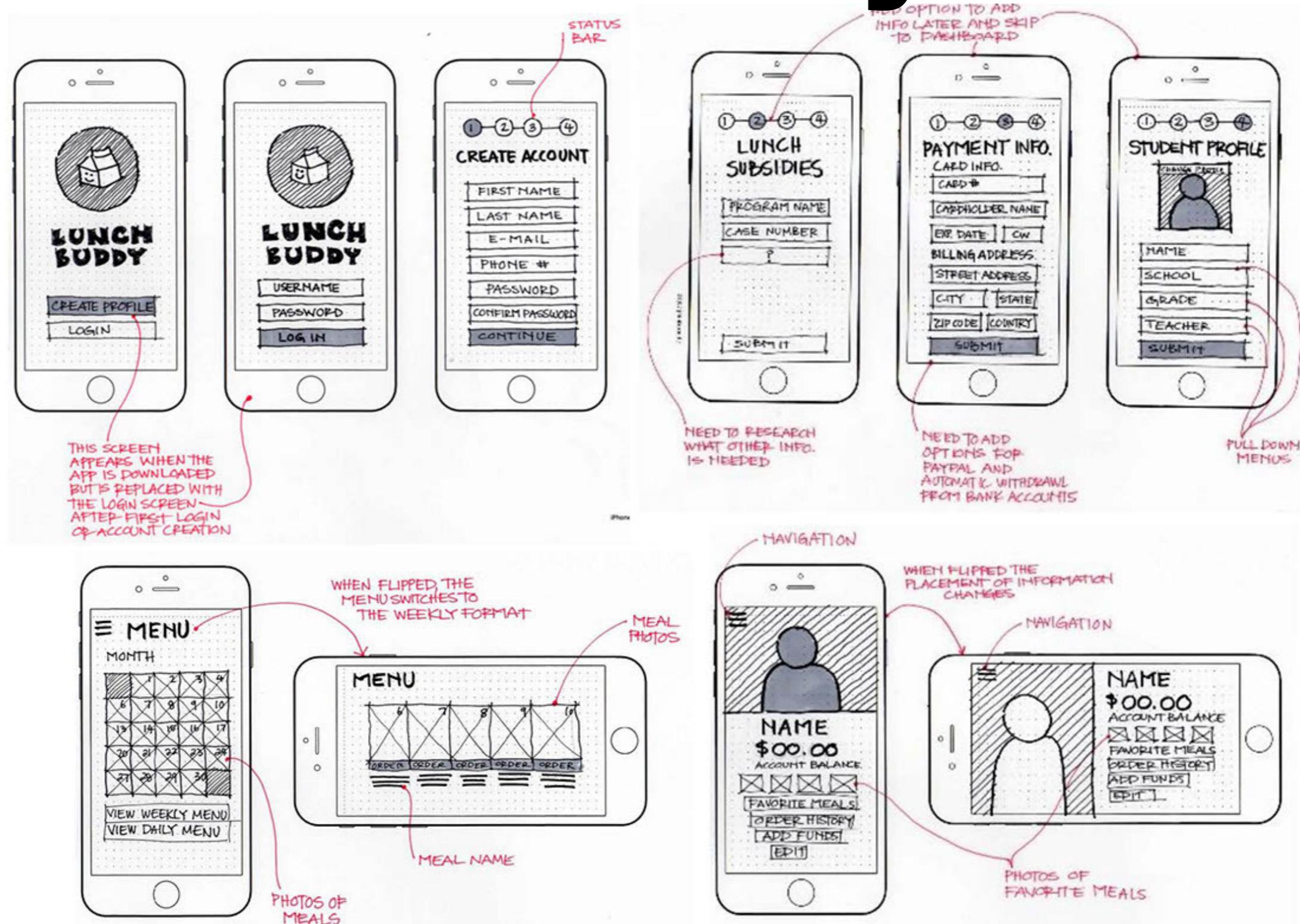
KNOWLEDGE

2.0 Building an iOS App

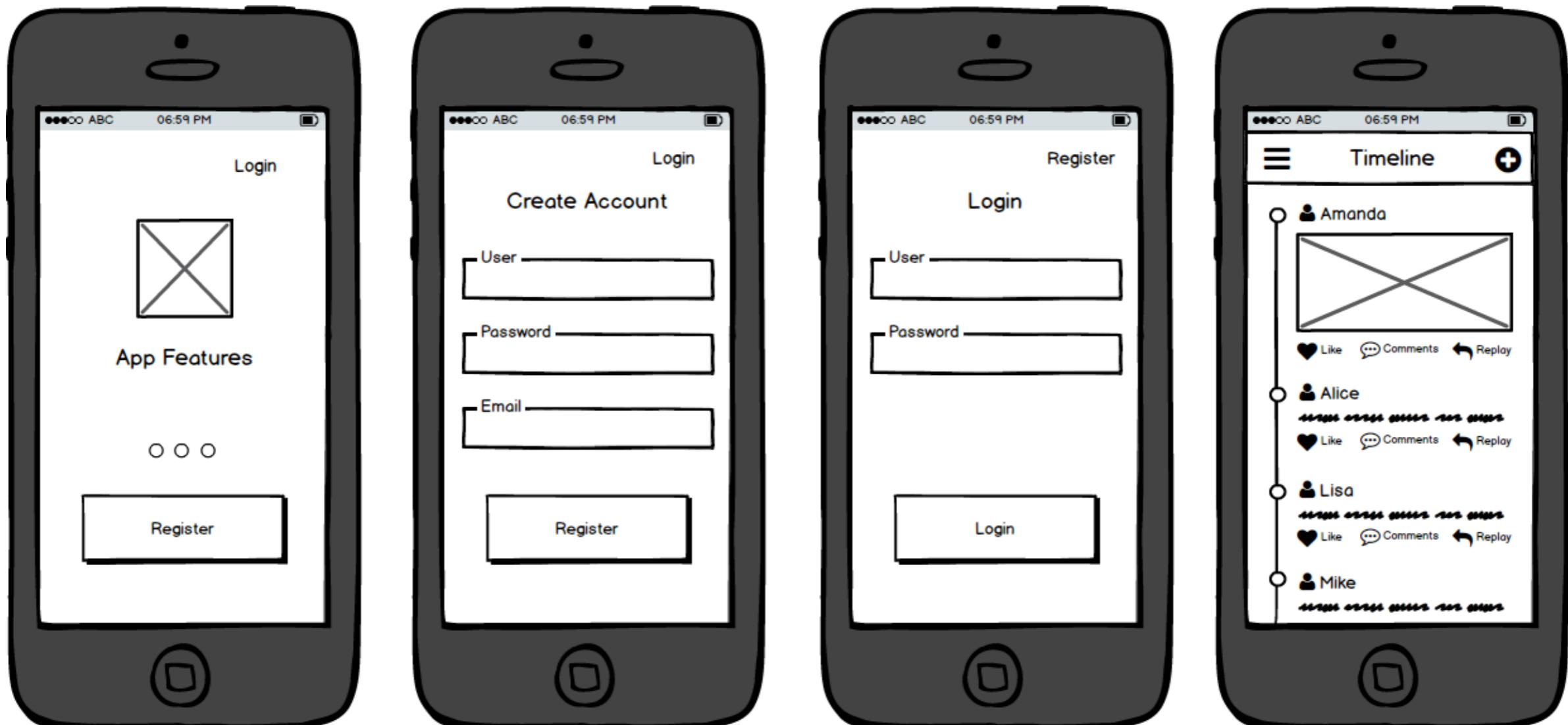




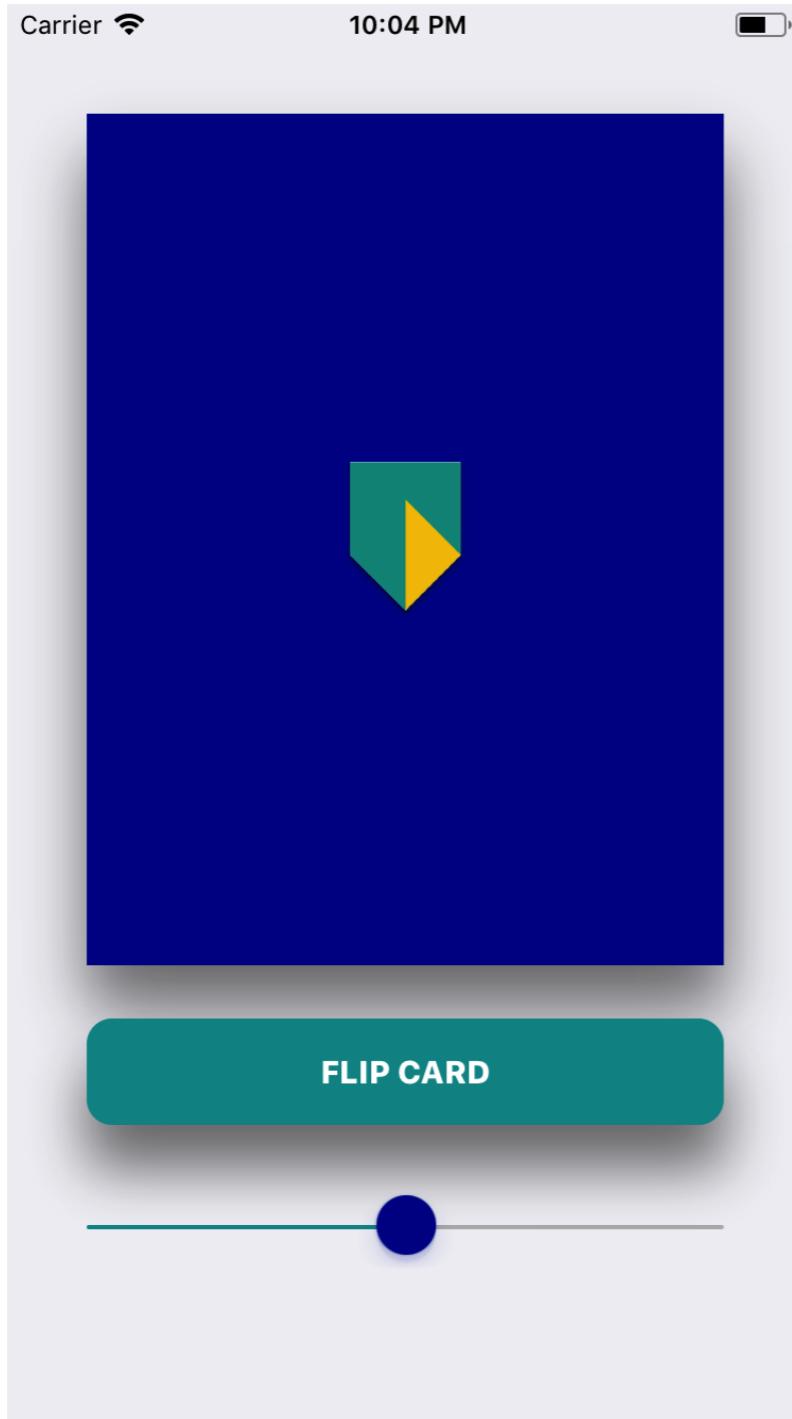
Think before you do



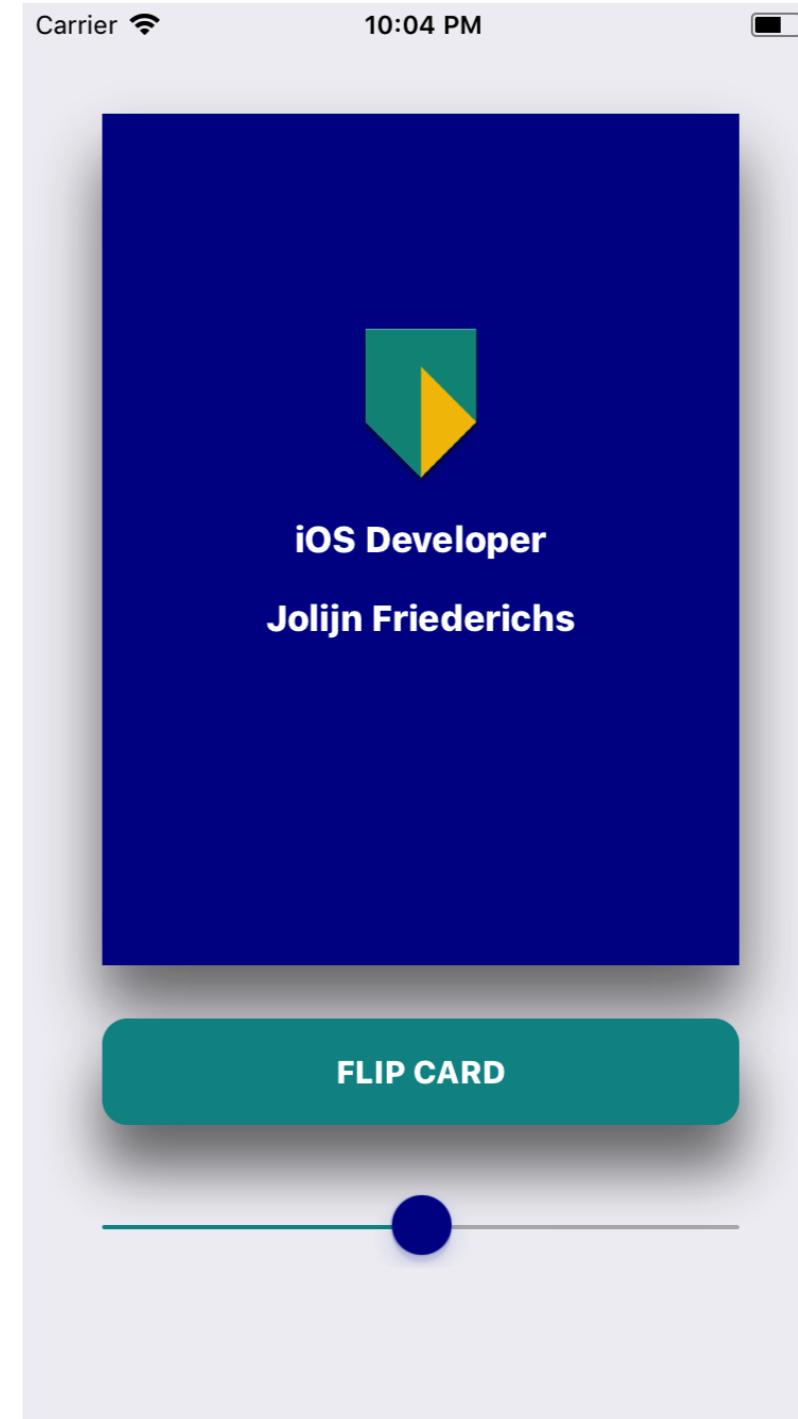
Draw before you code



Assignment



Front



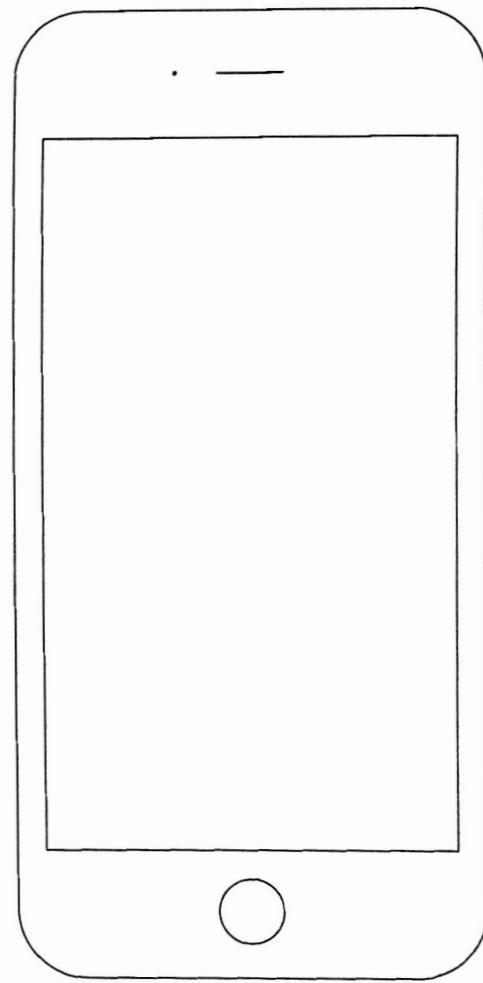
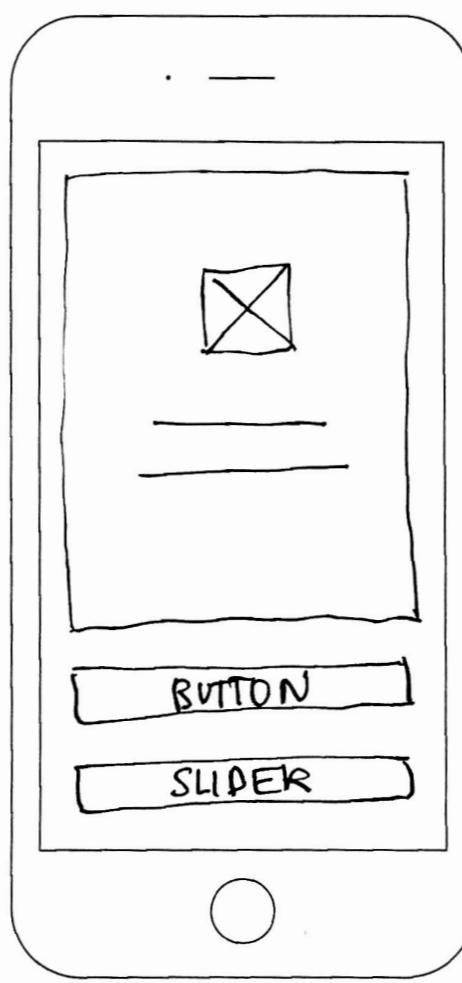
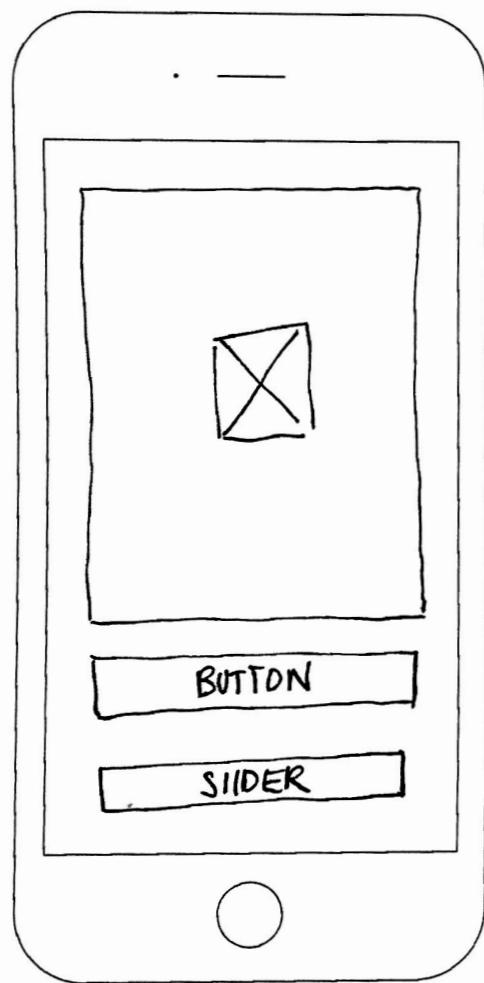
Back

Assignment

23 Hello World!
19/11/2017



NOTES



Let's build an app!



xCode

What now?

Debugging

Testing

User testing

Deployment

Sharing experiences

Questions?

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

Kyrill van Seventer, TAA Student

**About participating in a
Hackaton
& creating an Augmented Reality
App.**