**Topic: Handling UI Events**   
(Previous topic: Into to Mobile Development)

Intro

* See how everyone is doing on the lab assignment
* Discuss the code review process and due date

UI Architecture

* MVC (loosely- where’s the model?)
* Storyboard– look at it for phoneword
  + ViewController- loads and unloads content view hierarchies
    - Screen
      * Content View Hierarchy
        + Root view

Subviews

Events

* Outlets and Actions vs. .NET style events
* Look at event handlers in PhoneWord, ViewController.cs, ViewDidLoad
* Look at the delegate, event, lambda examples
* FirstResponder, responder chain – events bubble up the hierarchy to the screen.
* iOS app architecture
  + MVC
    - Model: A class or set of complex classes that just hold data
    - View: Just presents the information (like a web page)
    - Controller: Responds to user input and does processing
* Development Environment for Xamarin iOS
  + Xamarin Studio or Visual Studio
    - Based on MonoDevelop (Windows, Linux, OS-X)
    - Uses Mono framework, Open-source port of .NET
    - xCode and iOS SDK required
  + Testing
    - Simulator
    - Actual device
* Build Hello iOS (Phone Word) and run it on the simulator (we’ll use iPads later)