**Notes of “iOS 10 App Development Essentials”**

**Type**

Book

**Topic**

Swift

**Notes**

Has two different main UIs, one a code editor and the other the GUI. The code is to be linked to the GUI objects.

View controllers are used to link the code with the storyboard GUI.

XCode has built in instruments which allow it to monitor and debug the application.

Info.plist contains all the permissions used throughout the app

Resources should go in the assets folder

Two Storyboards, One for Launch Screen and the other for the Main Application

XCode has a built in function for converting and updating code. This helps within the maintinence stage which is the most resource heavy stage.

**Usable Quotes or Figures**

Can use Swift or Objective C

SFSpeechRecogniser included in Apple framework

Speech Kit includes speech synthesis

Simple interface

**Summary**

A brillant guide for beginners who are trying to learn how to use XCode. It provides a detailed guide from the installation of the software to example projects. This guide is perfect to be used for referencing throught the implementation stage. In combination with Apple’s official documentation, it will provide a large information database which will support the developer throughout the implementation stage. XCode contains a built in conversiton function which allows code to be automatically updated or converted. This is a great feature that reduces the amount of work to be done within the maintence stage of the project.