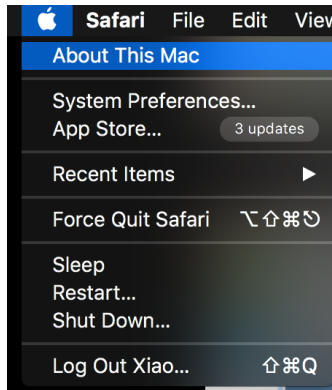


Getting Started with iOS Development

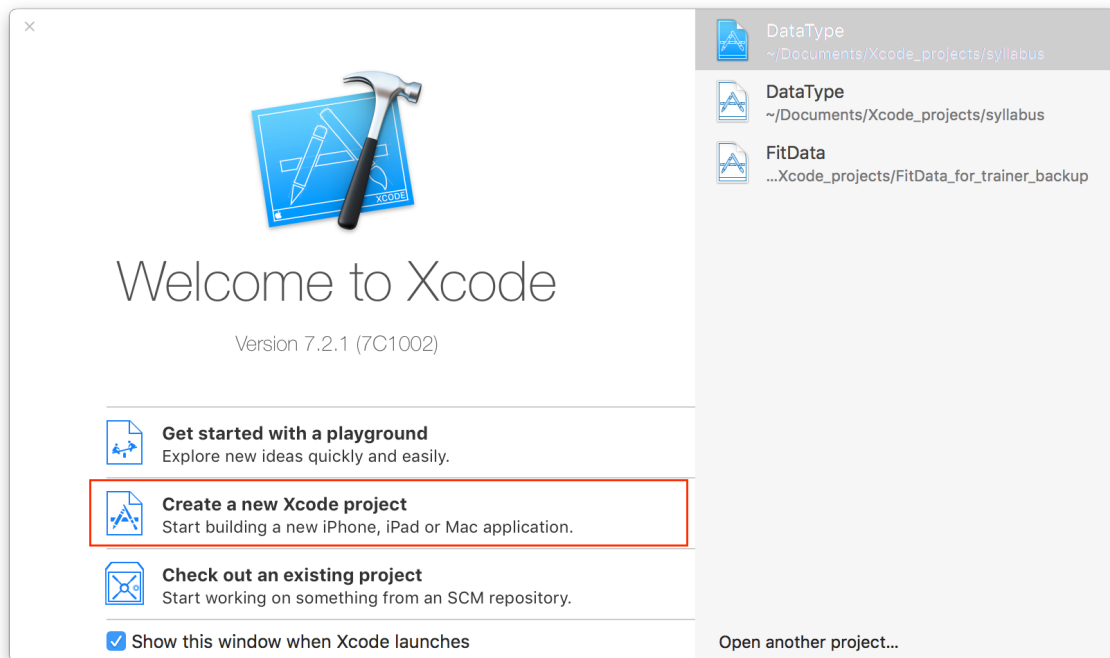
This document is intended to get your machine ready for iOS development. The development tool for iOS and OS is called Xcode. As a developer you need to ensure that you are running the latest version of OS and Xcode. Tap “About This Mac” to check the current version of your OS. By the time of the course, you should have updated your OD to El Capitan.



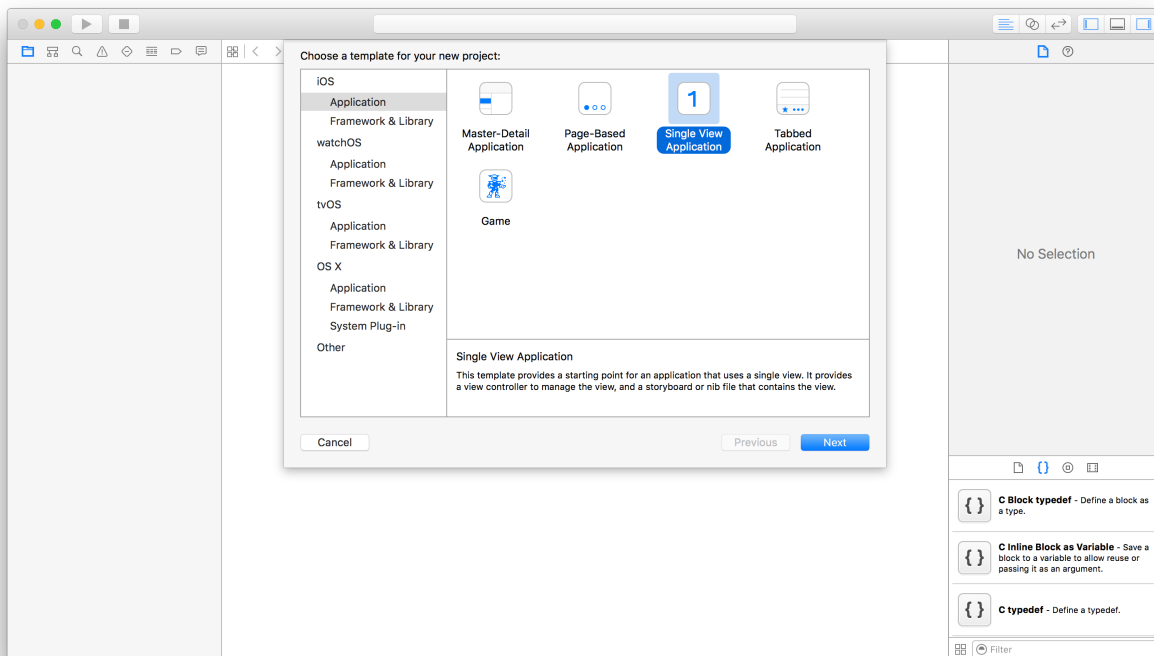
Next, go to App Store, search for Xcode and install it. By the time of the course you should have installed Xcode 7.3. The installation may some time, since Xcode is a really big app.



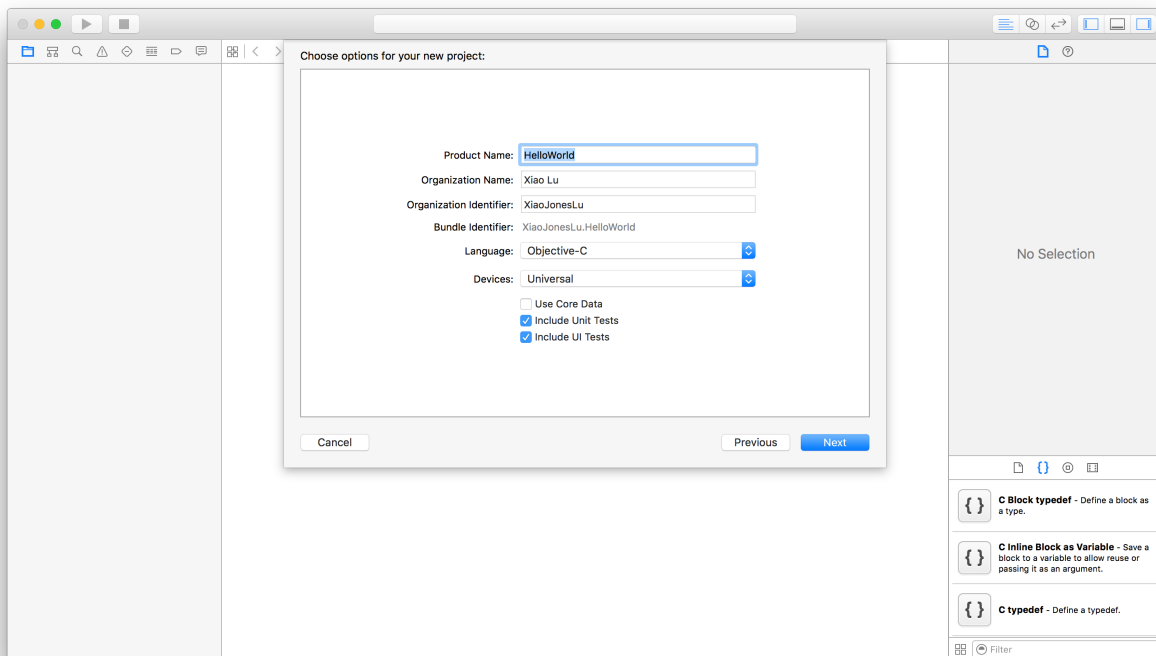
Open Xcode, and you should see the panel shown below. Select “Create a New Xcode Project.”



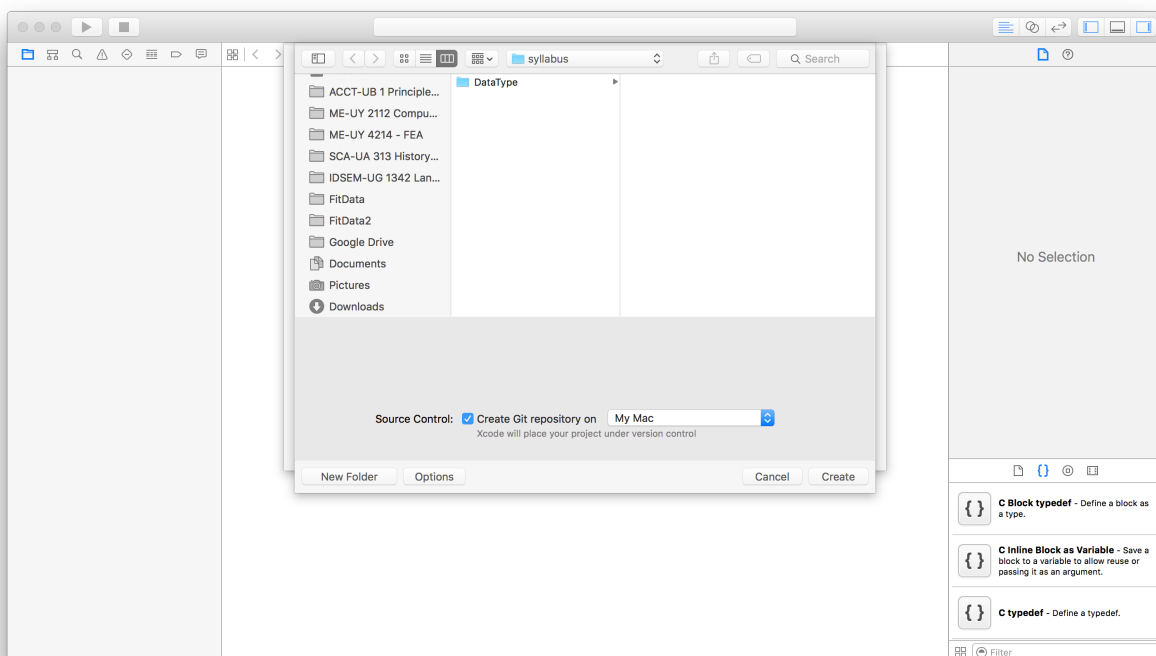
Select “Single View Application.” This is the simplest form of app, and it is the best place to start with.



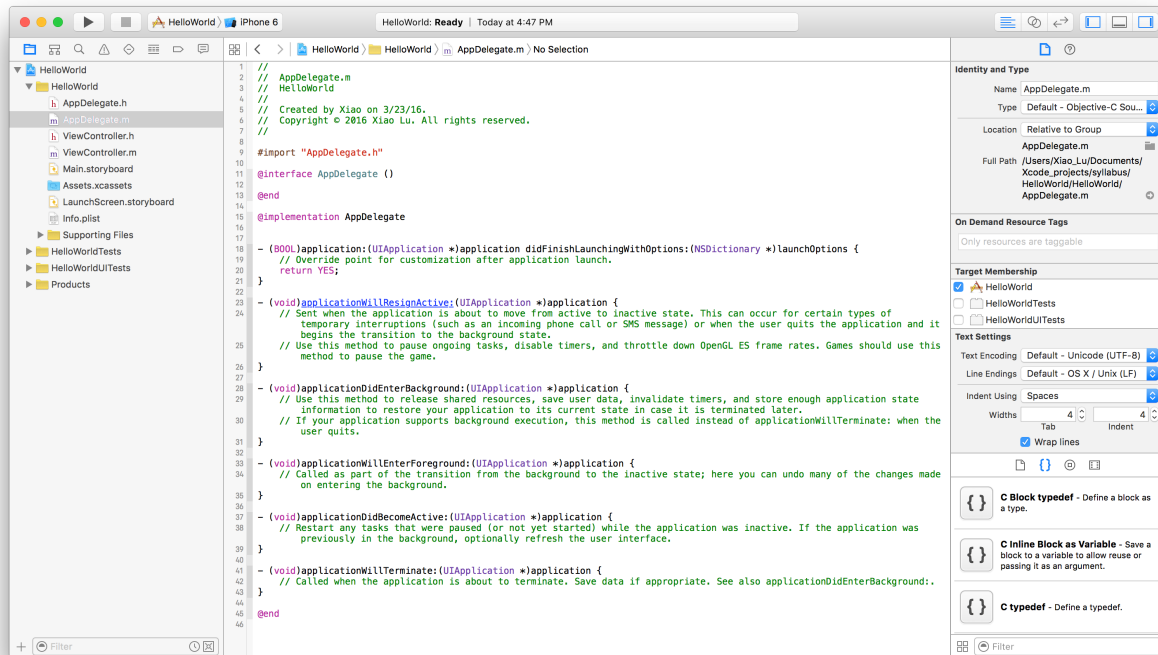
Enter “HelloWorld” in the “Product Name” field. Enter anything in the “Organization Name” field and “Organization Identifier” field. These two fields uniquely identify your developer team/ organization, and the app you are about to create. Make sure Objective-C is selected in the “Language” dropdown box. “Universal” is selected in the “Devices” dropdown box. Uncheck “Use Core Data,” and check “include Unit Tests” and “include UI Tests.”



Choose the directory where you want to save the project. Confirm by tapping “Create.”



Xcode creates some default configuration for you. Open the file AppDelegate.m, and you should see the code shown below.



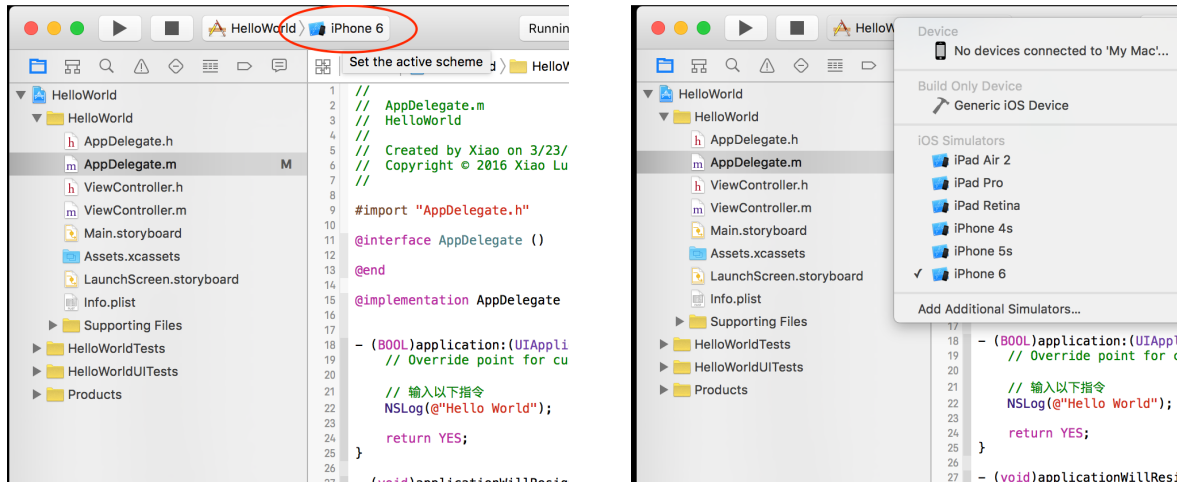
Find the following section of code:

```
17
18 - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
19     // Override point for customization after application launch.
20     return YES;
21 }
22
```

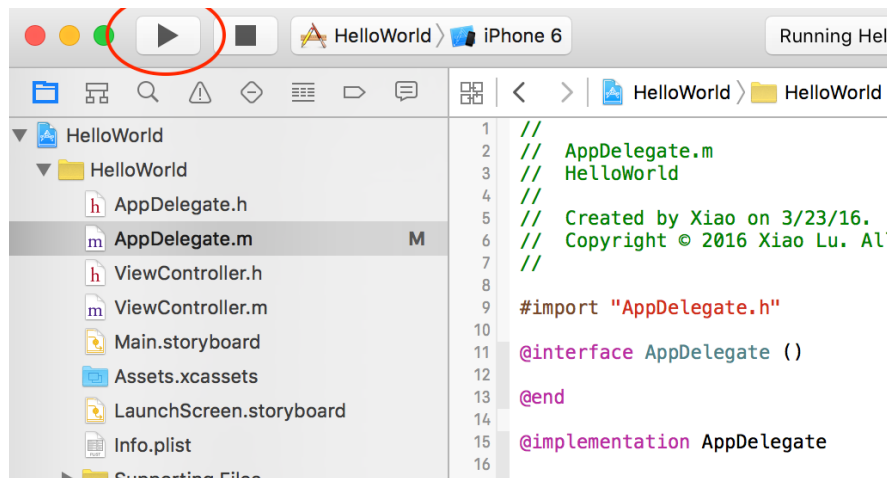
Insert the a line of code “NSLog(@"Hello World");” right above “return YES;”. DO NOT forget the semi-colon “;”. The modified code is shown below:

```
17
18 - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
19     // Override point for customization after application launch.
20
21     // 输入以下指令
22     NSLog(@"Hello World");
23
24     return YES;
25 }
```

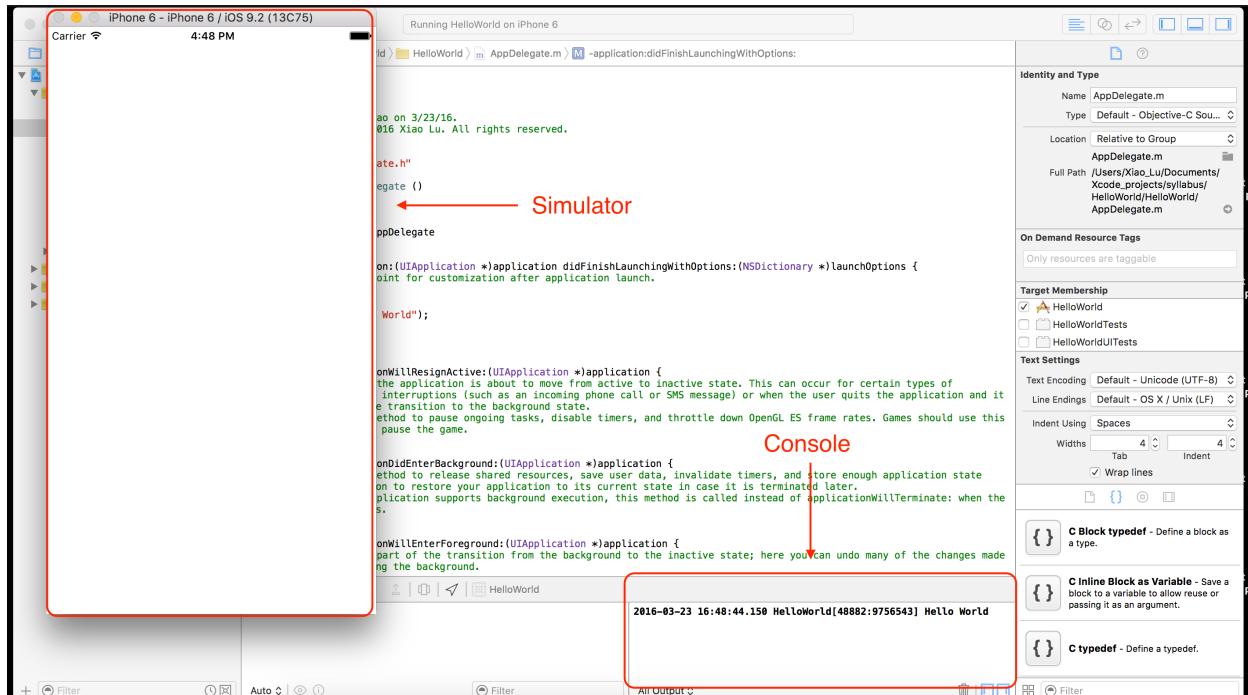
Tapp the red-circle region shown in the lower left picture. Choose any of the iOS simulators (shown in the lower right picture). Your list of simulators will look different from mine, but it does not matter.



Tao the “Run” button (shown in the red circle below). Xcode should build the app and run it in the simulator you have just chosen.



The simulator will open automatically. The simulator shows you a blank screen because you have not added anything to the app. The console should also open automatically. It will jump up from the bottom of the Xcode.



Take a closer look at the console, it prints a line of message with the following structure: “year-month-date hour-minute-second HelloWorld[xxxxx:xxxxxxx] Hello World”. The last part “Hello World” is the content you put in the “NSLog(“”);” method earlier. Console is a useful tool to output information from your code.

Congratulation if you have reached this far. Your Xcode, simulators should now be ready to do some serious iOS programming!