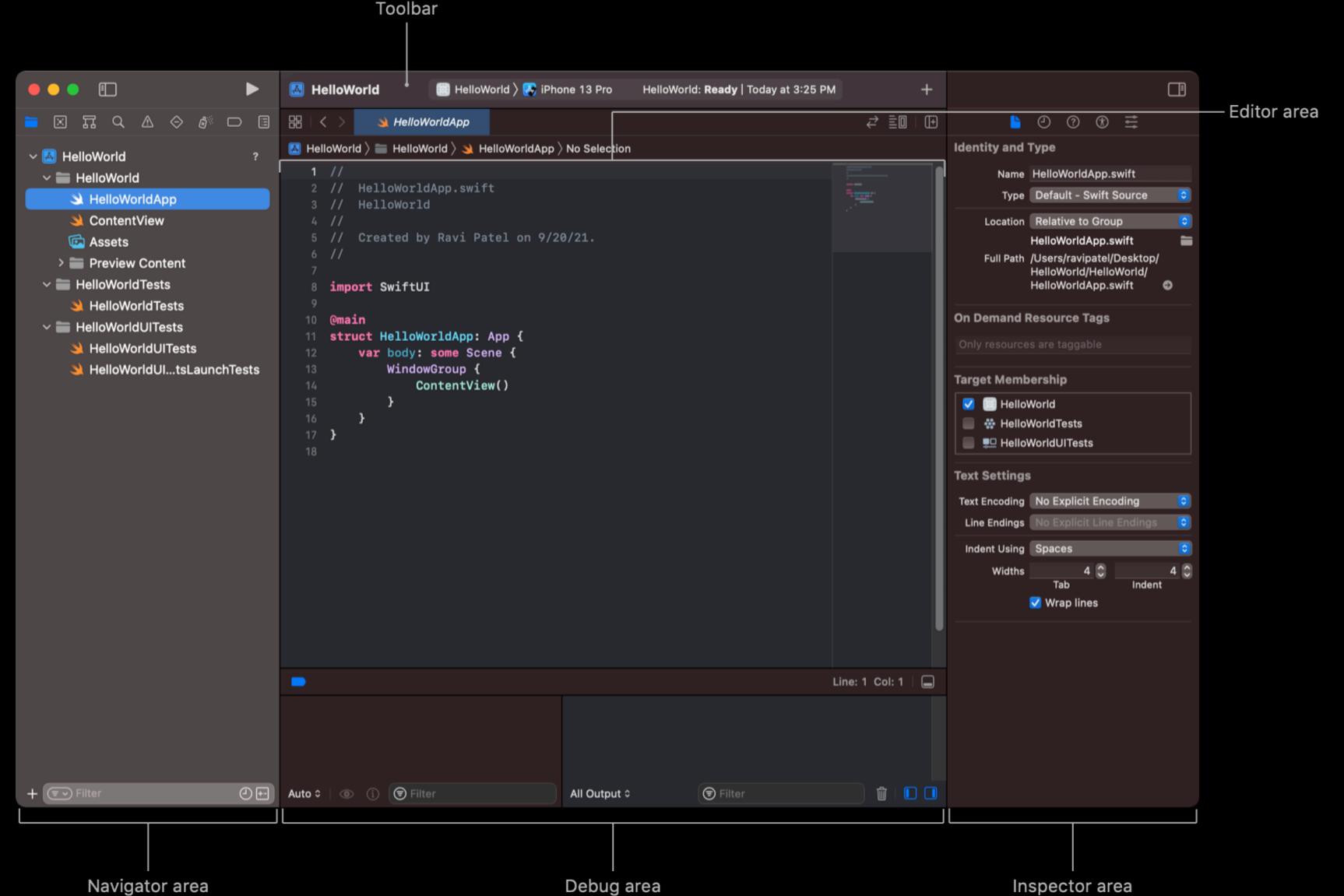
Introduction to UIKit Project in Xcode

Things You Need to Know

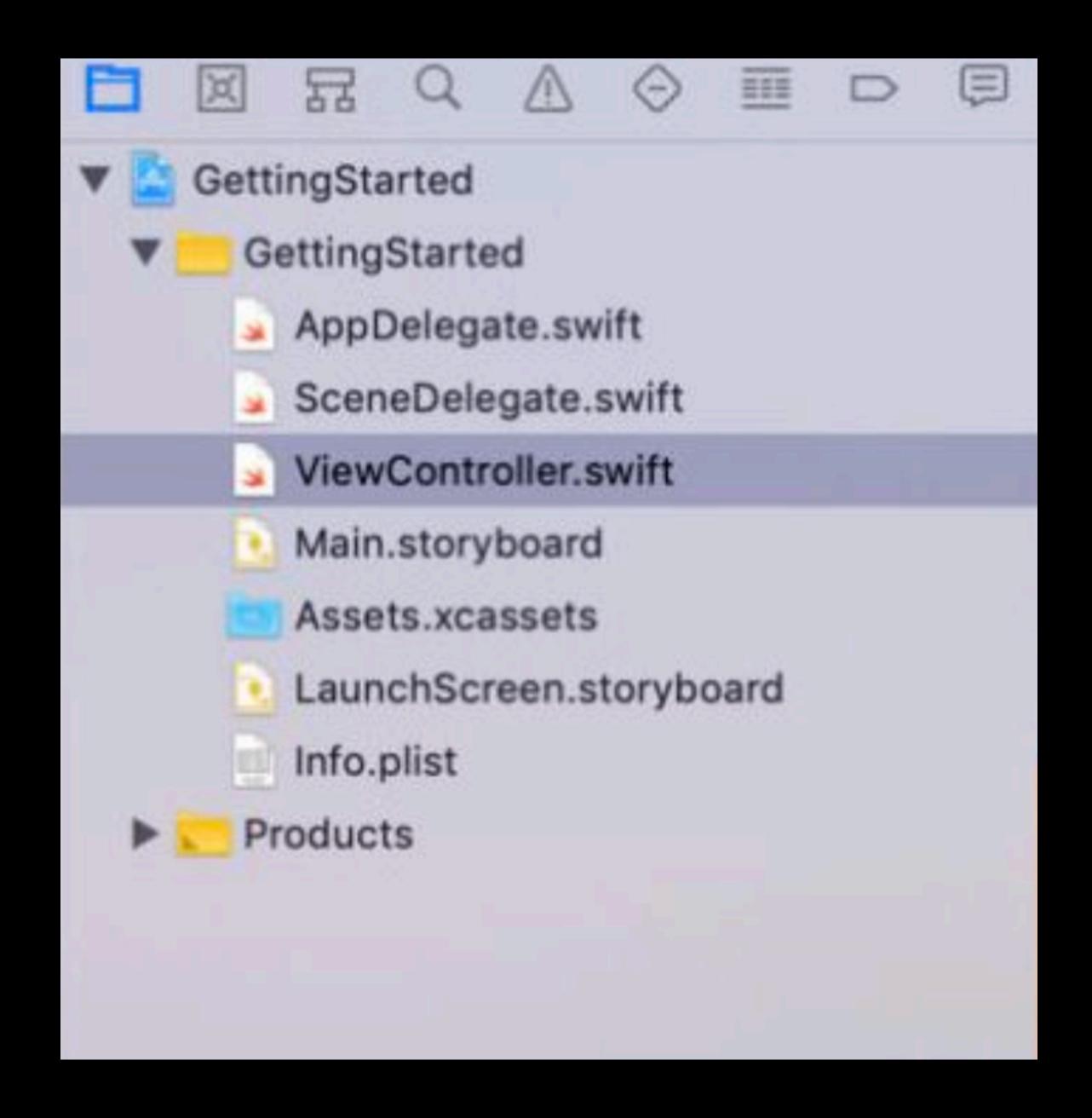
- We use Xcode as Integrated Development Environment to develop Apple platform apps
- Since 1990s most developers used Objective-C as language to develop apps
- Then... at 2014, Apple release Swift as language and replace to Objective-C to develop apps

Xcode Interface along with UlKit Project



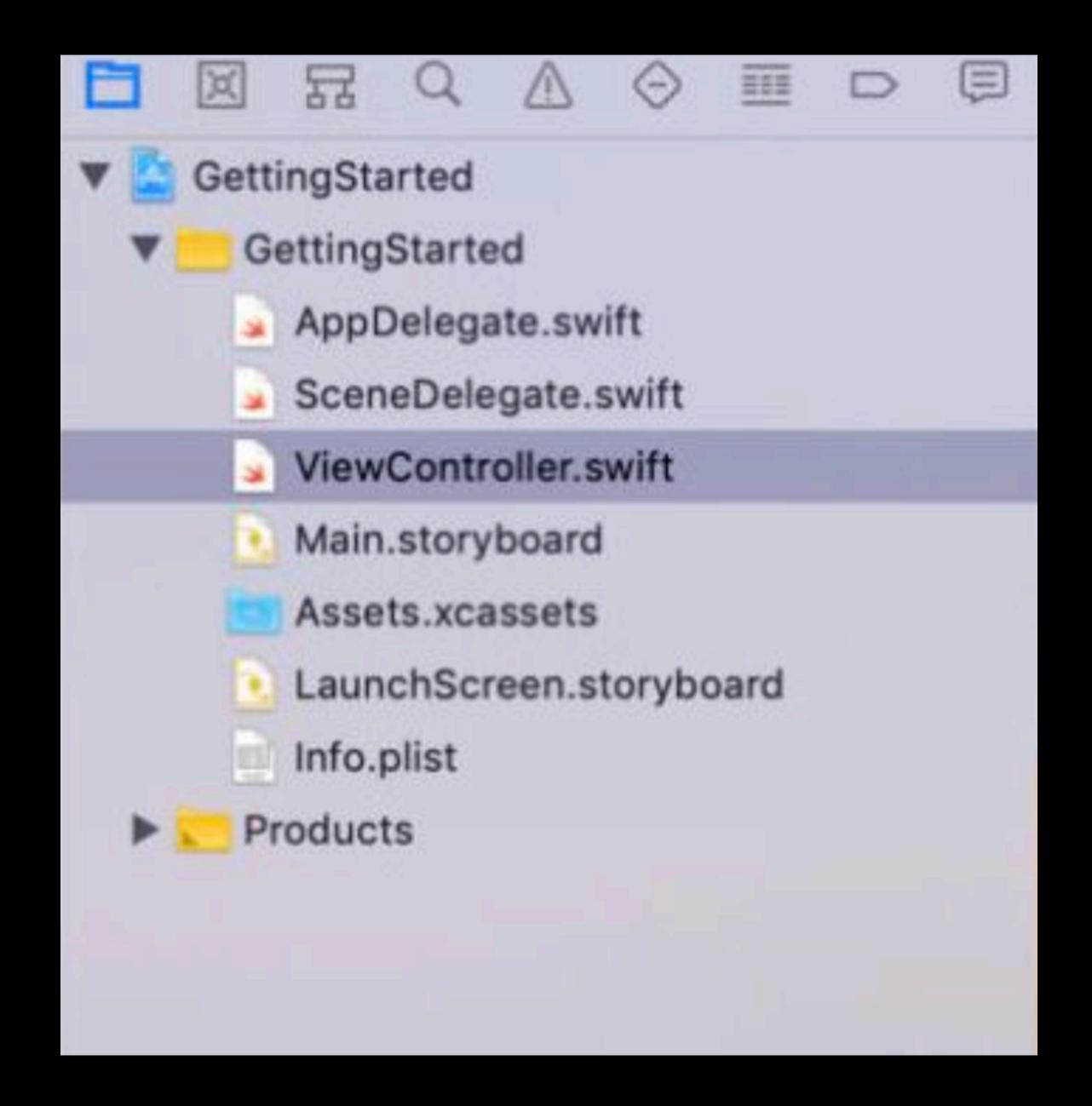
Xcode + UlKit The file types

- xcodeproj is the project settings of an apps
- storyboard & xib is to design part of app using Interface Builder
- swift contains your code



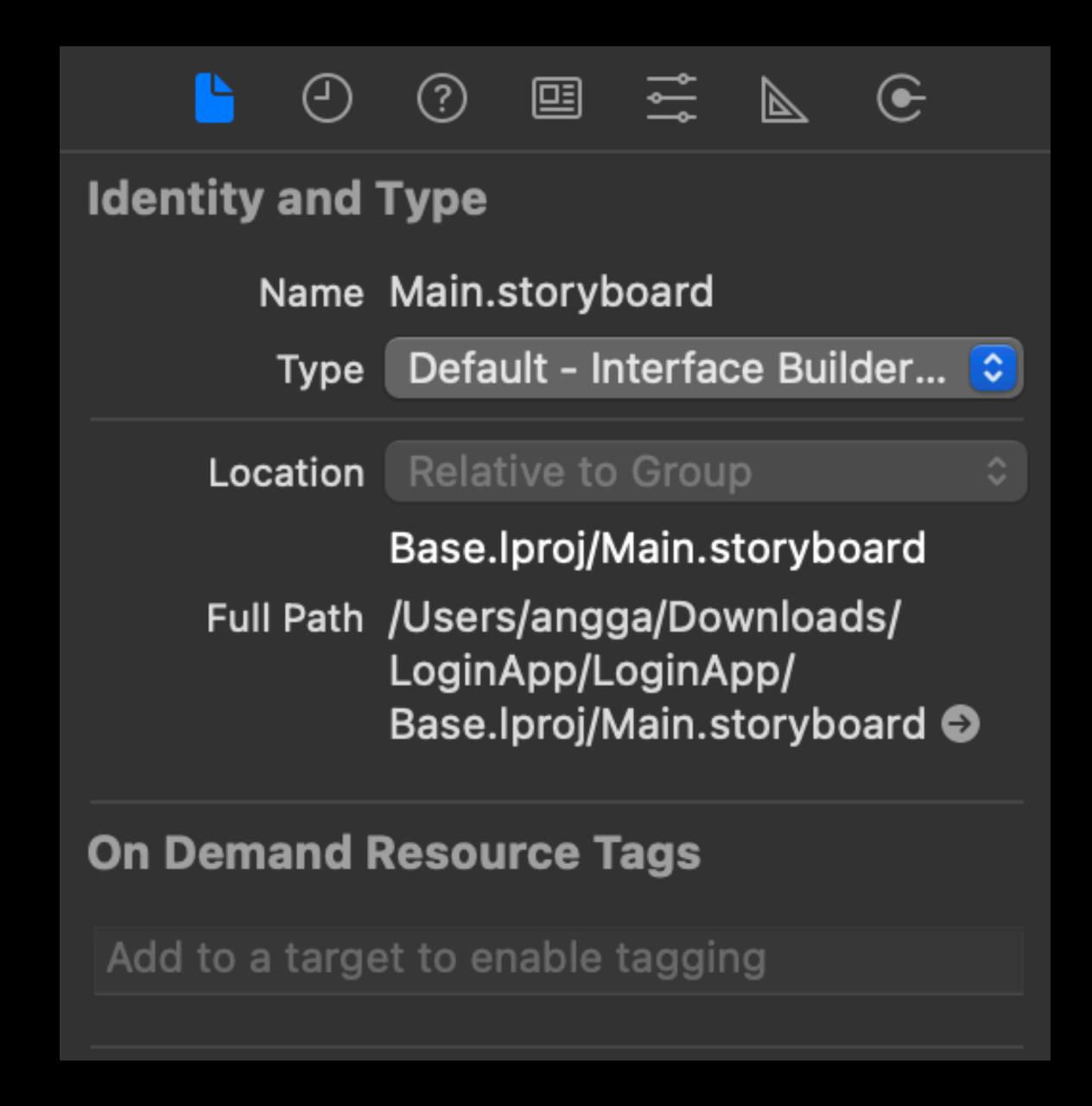
Xcode + UlKit The file types

- plist contains list of properties and settings of app
- xcassets contains your assets such as images and color sets



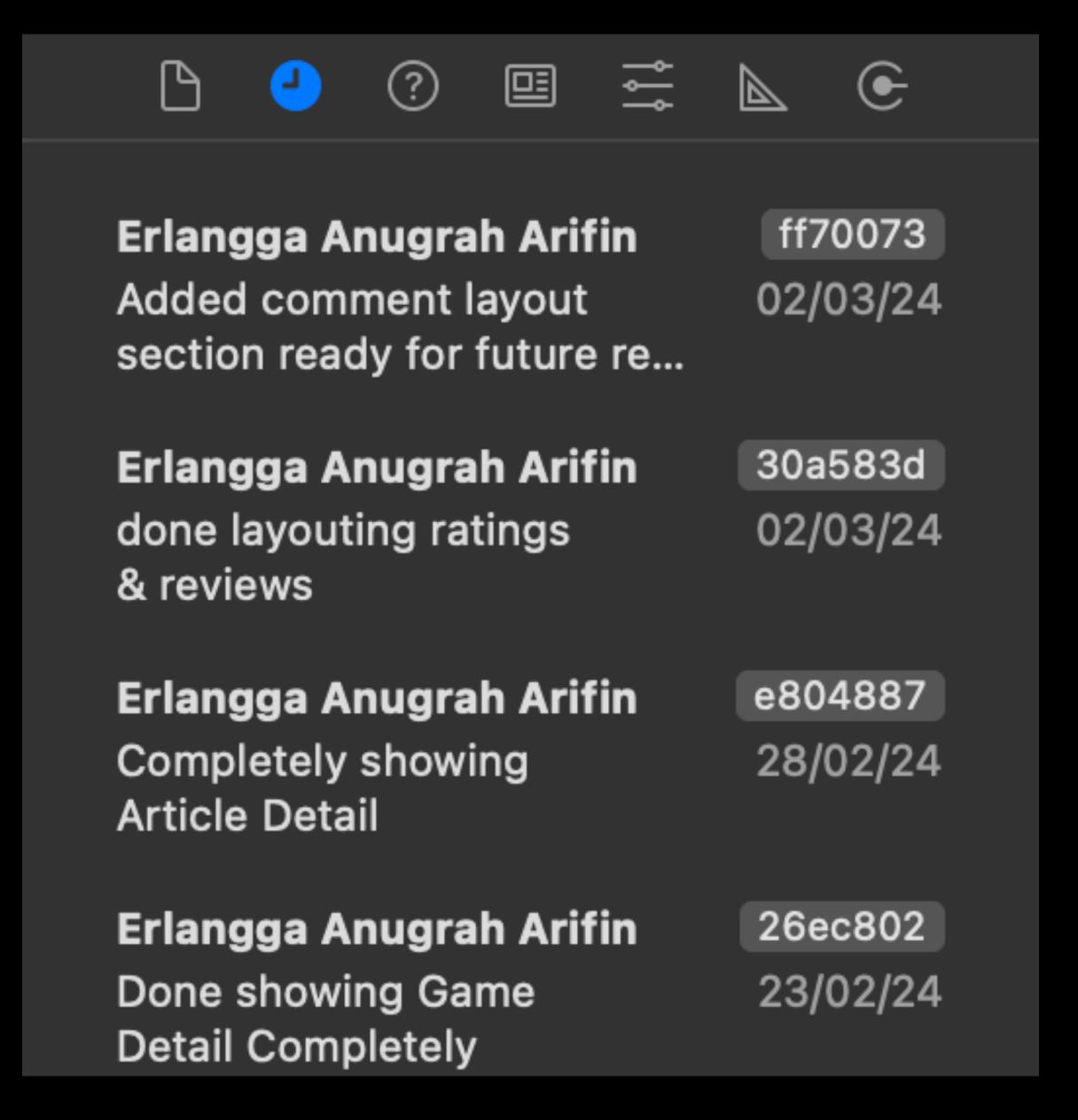
Identity inspector page

- To locate project file's location and relation to the project
- To set minimum target deployment for current file
- To set a localization language for current file
- To set current file settings such as spacing, indent size, etc



History inspector page

- To track history about changes inside current file
- Another way to check Git history without needed 3rd party app



Help inspector page

- If you confuse about current file meaning this may help
- To help inform what's the meaning of selected lines of code
- To help developer how to use the code













Quick Help

Summary

A control that executes your custom code in response to user interactions.

Declaration

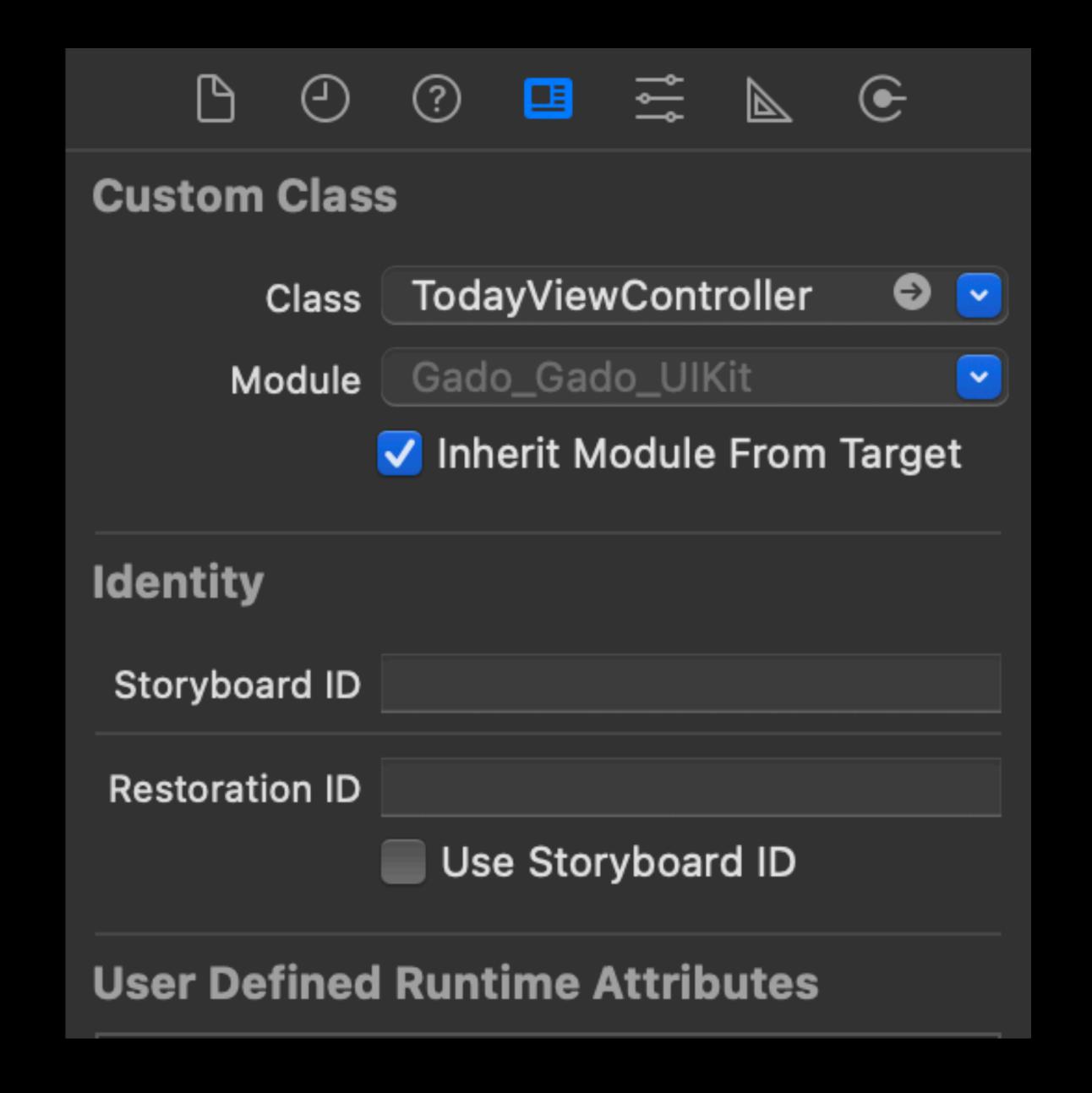
@interface UIButton : UIControl

Discussion

When you tap a button, or select a button that has focus, the button performs any actions attached to it. You communicate the

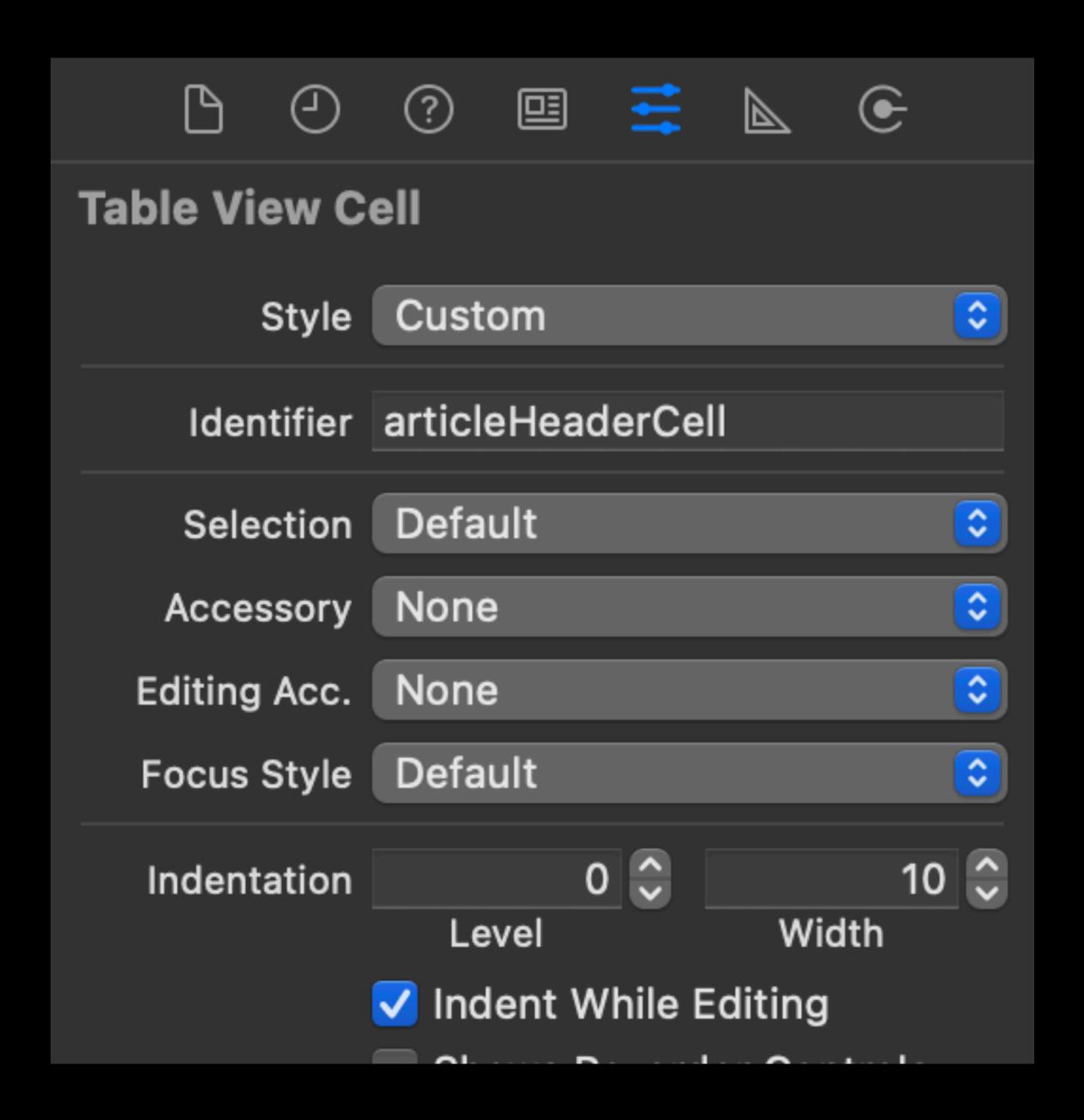
Identity inspector page

- Help developer to modify properties of UI elements
- Connects UIViewController's code to current class file that inherit UIViewController classes
- Specify some codes when on runtime
- Give current Storyboard ID custom string identity
- Specify properties for accessibility use



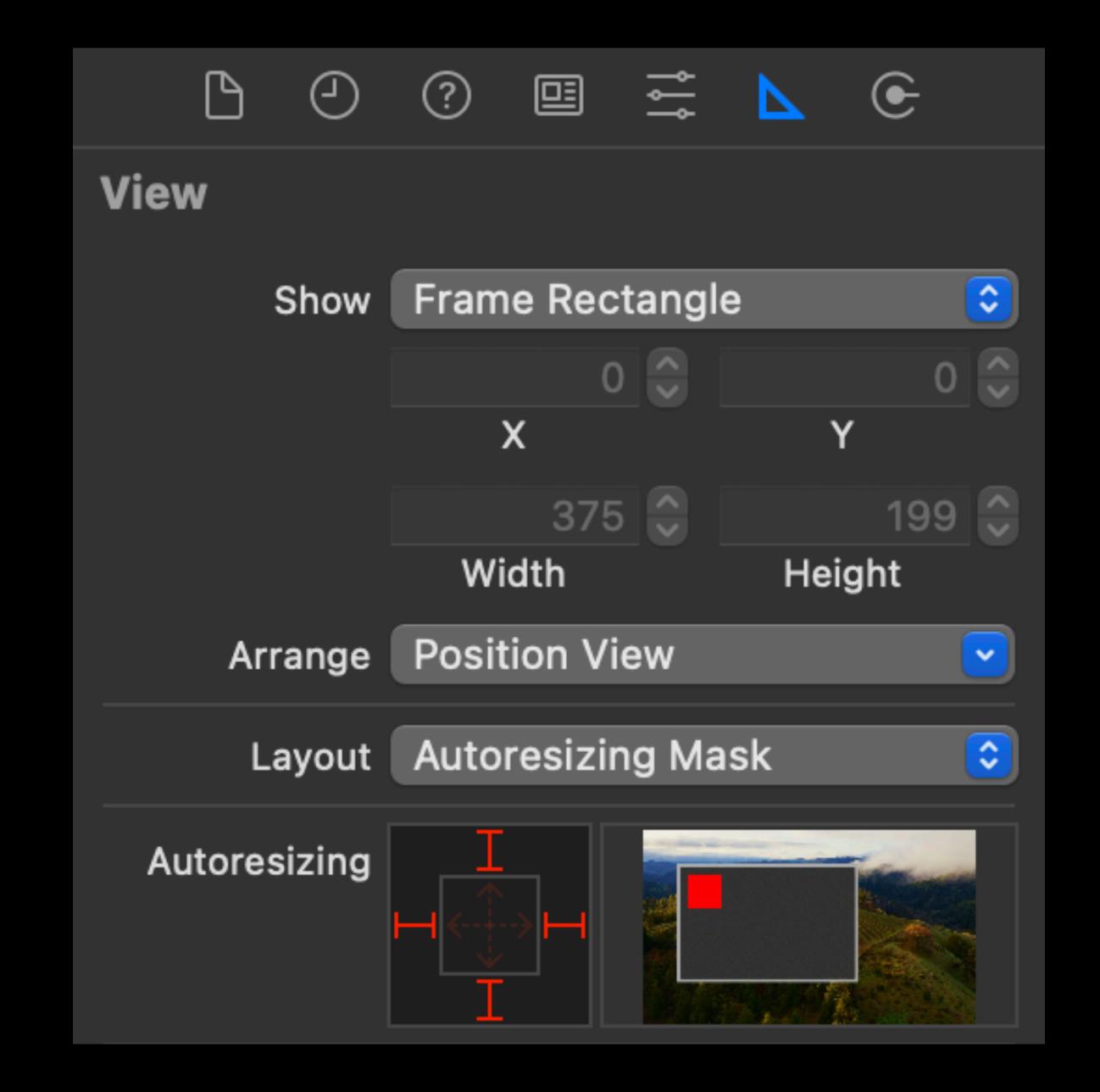
Attribute inspector page

- Modify selected UI Object properties
- Used to modify UIViewController default behaviour such as Navigation Bar, Tab Bar, etc
- Give string identifier to some UI Component Objects



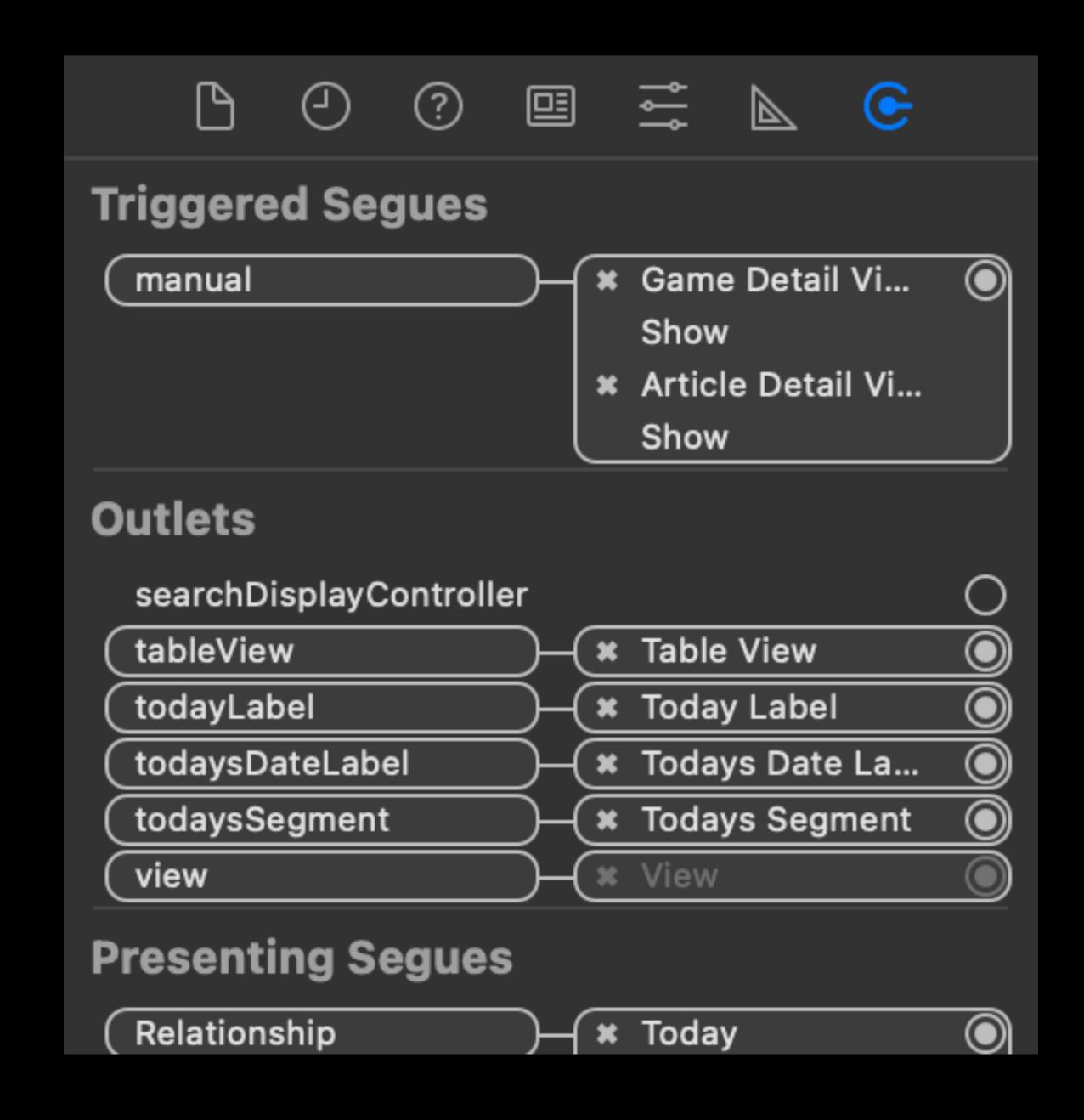
Xcode + UlKit Size inspector page

- All about UI Component Objects
- Set constraint layouts
- Set layout margin
- Set auto resizing
- Set hugging priority
- Set compression priority
- etc



Connections inspector page

- Identify current UIViewController's UI Component Object outlets
- Manage which Objects are connected to UIViewController's outlet
- Handle events in an Ul Component Object
- Handle segues in a UIViewController



Thanks For Your Attendance Today!