

HOW TO IOS



NORTH ALABAMA WEB DEVELOPERS

NOVEMBER 12, 2014

NSHUNTSVILLE

NEXT TALK: TUESDAY
AT CURSE

WHAT ARE WE DOING HERE

- ❖ Overview of development for iOS
- ❖ Phrasebook — help you learn to be able to learn
- ❖ Enable SODD

OBJECTIVE C VS SWIFT

WHY OBJ C

- ❖ Swift is less than a year old
- ❖ Swift is still changing
- ❖ Best practices are still being figured out
- ❖ Easier to get help on Objective C

NATIVE OR
CROSSPLATFORM?

WHAT YOU'LL NEED TO DEVELOP

- ❖ A Mac
- ❖ Xcode - free on the Mac App Store
- ❖ \$99?

PAID ACCOUNT

- ❖ Test on device
- ❖ Distribute on the App Store
- ❖ Access to betas

HELLO WORLD

NO CODE?

NOMENCLATURE

- ❖ Xcode
- ❖ Interface builder
- ❖ Storyboards, nibs, xibs

HELLO WORLD
WITH CODE

NOMENCLATURE, PART 2

- ❖ NS - NSString, NSRange, NSURL, NSData
- ❖ UI - UIView, UIButton, UIImage, UIColor
- ❖ UIKit vs AppKit

OBJ C IS C

❖ `int x = 3;`

❖ `while(x < 10) {x+
+;};`

❖ `struct thing *pt;`

❖ `double y[100];`

❖ `if(3 > 4) {;};`

OBJ C IS C WITH OBJECTS

- ❖ `NSObject *thing = [[NSObject alloc] init];`
- ❖ `NSString *bad80sGreeting = @"Word Up";`
- ❖ `NSArray *things = @[@"Winona", @33, @YES];`

OBJ C IS C WITH MESSAGING

- ❖ `NSMutableString *changing = [bad80sGreeting mutableCopy];`
- ❖ `[changing setString:@"Hi"];`
- ❖ `int x = changing.length;`

ANATOMY OF AN OBJECT

- ❖ `file.h` -> header file
 - ❖ `@interface ... @end`
- ❖ `file.m` -> implementation file (like `.c`)
 - ❖ `@implementation ... @end`

HEADER EXAMPLE

```
#import <UIKit/UIKit.h>

@interface CustomViewController : UIViewController

+ (NSString *)customDescription;

- (UIColor *)preferredColor;

@property NSString* author;

@end
```

IMPLEMENTATION EXAMPLE

```
#import "CustomViewController.h"

@interface CustomViewController ()

@end

@implementation CustomViewController

+ (NSString *)customDescription{
    return @"Made for demos";
}

- (UIColor *)preferredColor{
    return self.view.backgroundColor;
}

@end
```


MVC

- ❖ Model - bring your own
- ❖ View - UIView
- ❖ Controller - UIViewController

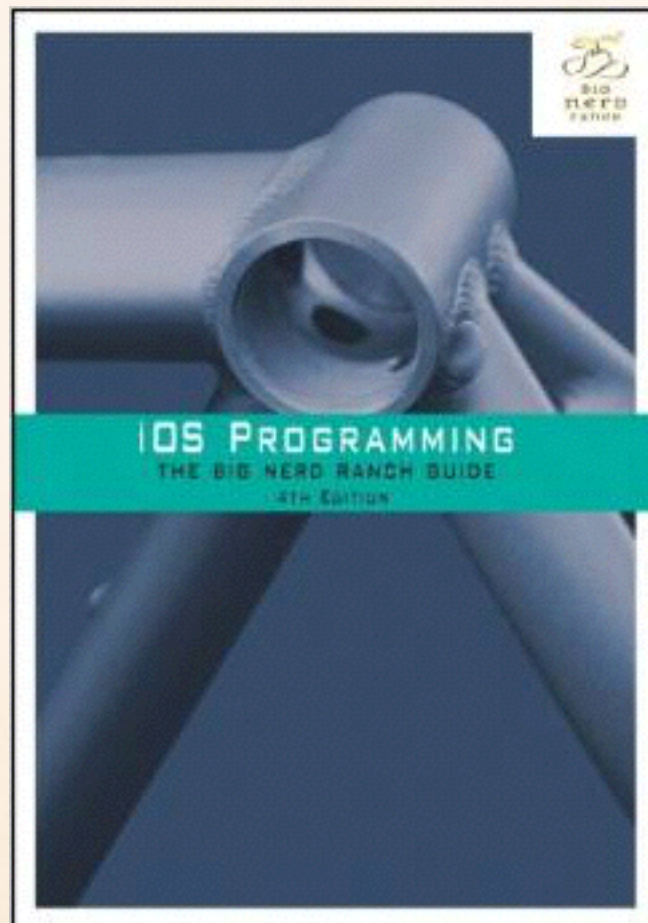
VIEW LAYOUT- 2 WAYS

- ❖ Views can contain views
- ❖ Absolute positioning: give the view precise attributes: x, y, width, height
- ❖ Autolayout: tell how the view should appear in relation to other views

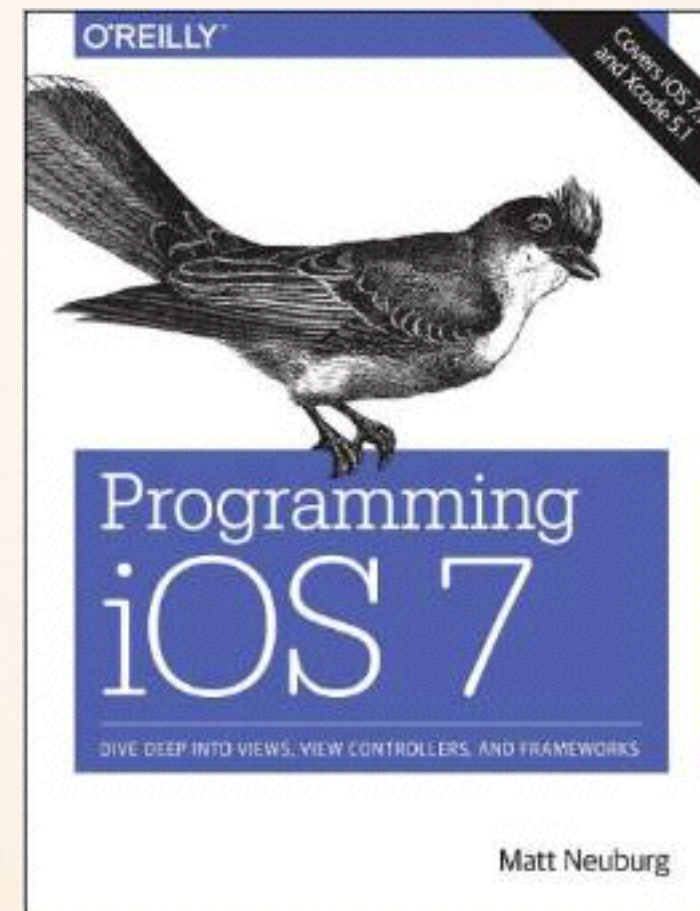
AND NOW BACK TO....
HELLO WORLD
WITH CODE

WHERE DO WE GO
FROM HERE

BOOKS



Big Nerd Ranch Guide



Matt Neuburg

ONLINE RESOURCES

- ❖ <https://developer.apple.com/library/ios/documentation/>
- ❖ <http://www.raywenderlich.com>
- ❖ <http://nsscreencast.com>
- ❖ iTunes U, Code School, Udacity, etc.

TOOLS

- ❖ Dash - documentation view
- ❖ AppCode - especially if you know IntelliJ

OTHER DESIGN PATTERNS

- ❖ Delegation
- ❖ Target-Action
- ❖ Command
- ❖ Chain of Responsibility

THE END?