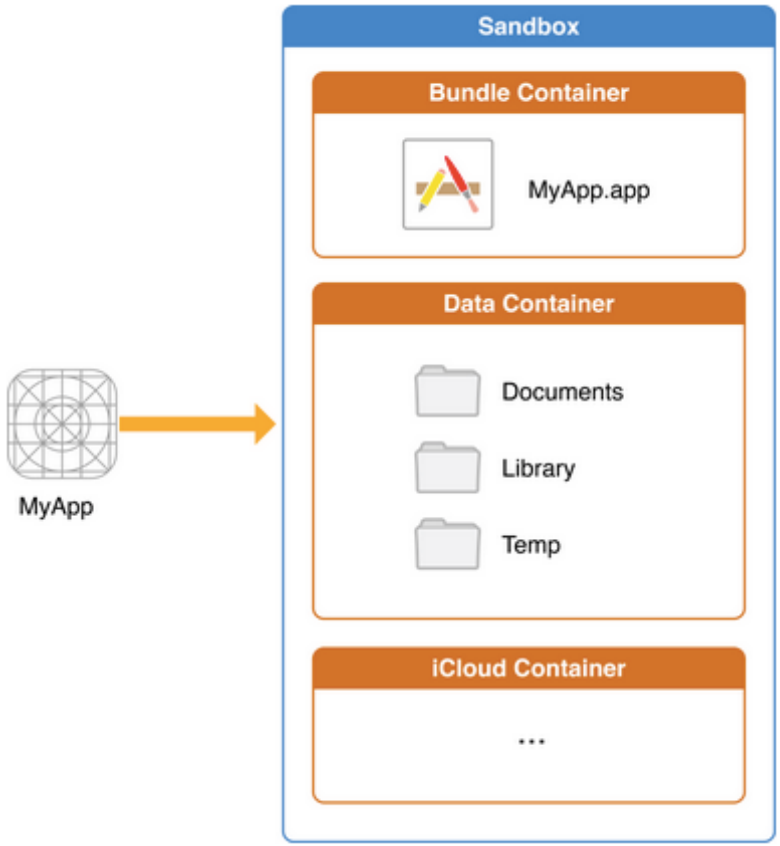
iOS development using Swift

Class 7

iOS Dev Fundamentals

App Sandbox & Directory Structure



App Sandbox & Directory Structure

- Sandbox: Can't access file system outside
- User files stored in app's Documents directory
- Documents/Inbox: Access files app was asked to open by outside entities
- Library subdirectories for file you don't want exposed to user
- tmp is for temporary file you don't need to persist

Separation of Concerns

Why?

- Simplify development and maintenance
- Increase reusability of code
- Allow for different components to be updated independently

MVC

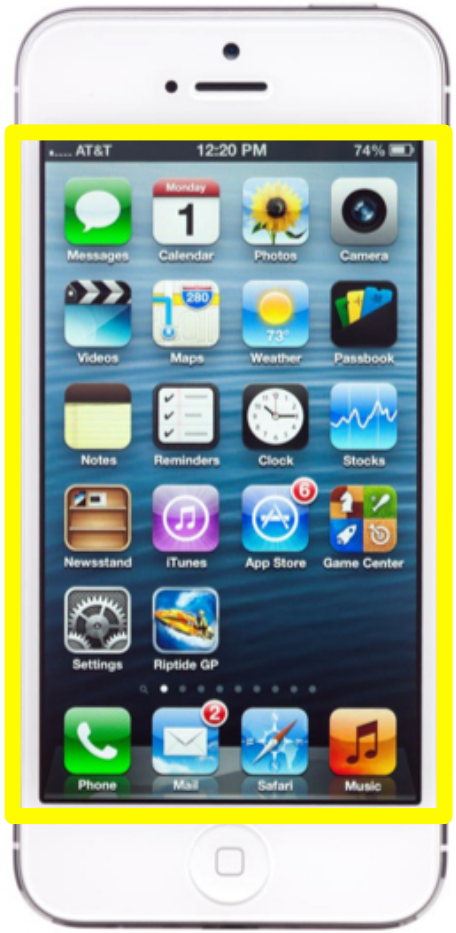
- Model
  - Organizes data elements and standardizes how the data elements relate to one another
- View
  - Output representation of information
- Controller
  - Accepts input and converts it to commands for the model or view

UIView ...

- Apps show their UI on screen using UIView objects
- UIViews can have subviews
- An example of UIView: UIButton
- UIView objects handle events

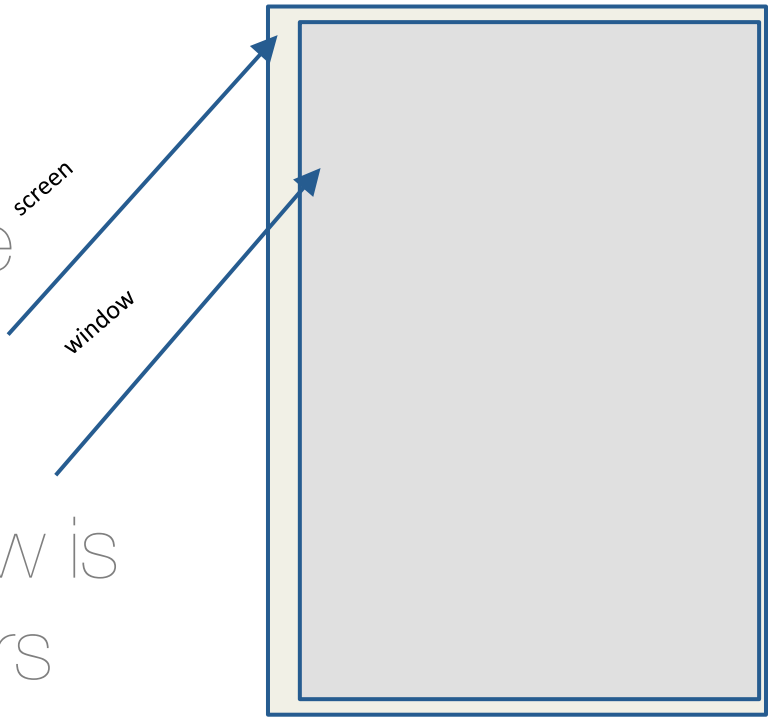
UIScreen

An object representing the bounding rectangle of the device's screen is available to us



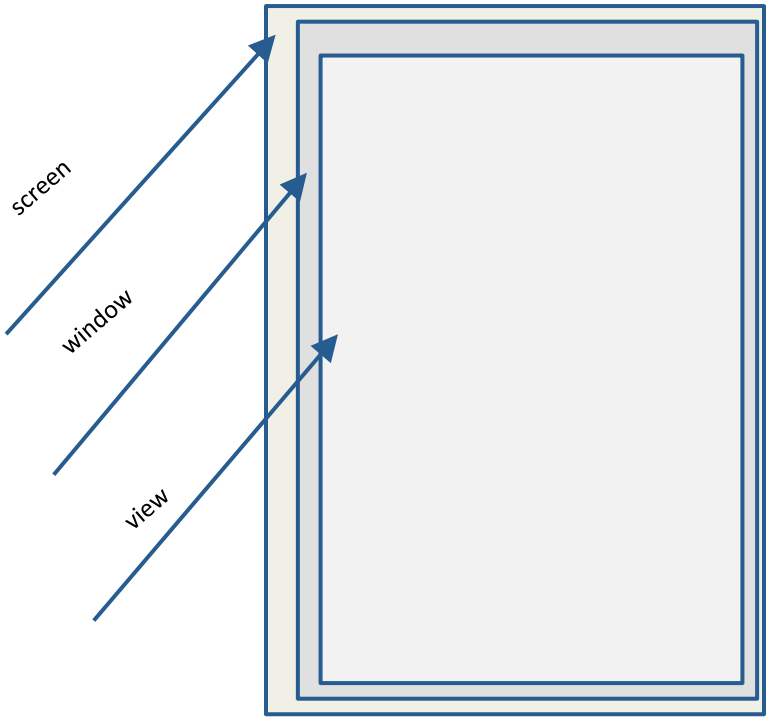
UIWindow

- Defines an object that manages and coordinates the views an app displays on a device screen
- If you connected an external monitor, you would need two UIWindows
- A UIWindow has a single 'rootView'
- The 'key & visible' window is shown on top of all others



UIView

The UIView class defines a rectangular area on the screen



View Geometry

- Frame
- Center
- For subviews, the coordinate system is relative to their superviews
- If parent view's size changes, all subviews will be affected