



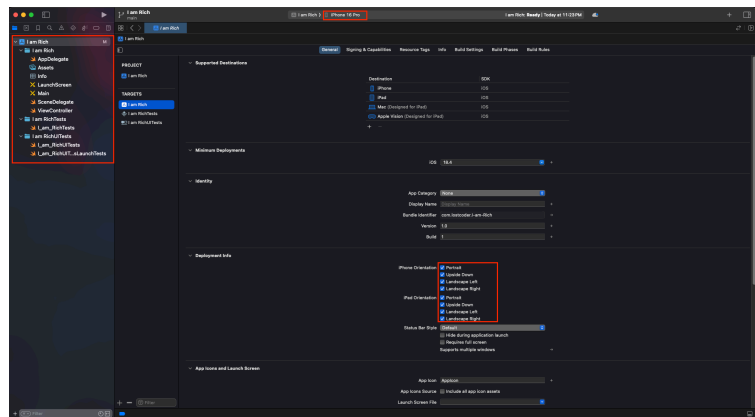
Overview & building the first app

// Notes by - Om

Steps in App development

1. Why the app - Purpose
2. Idea
3. Design
4. Development
5. Test
6. Publish
7. Market - App marketing
how to get customers
8. Update

Xcode overview



iOS Orientation

Helps to fix if the app can be rotated with the phone or do we need to fix a certain orientation (many games have a fixed orientation)

Device to run app on

Present at the top of the window with a variety of options to choose from

Assets

This folder contains all the images or assets

- Just drag and drop new images in the folder
- 1x, 2x or 3x is the number of pixels present, hence 3x is the best
- appicon.co - Resize the pixels

If installation gets stuck

1. Open `Activity monitor`
2. Search for `CoreDeviceService`
3. Terminate it and run the app again

Running an App

Simulator

- Select the model we want to run our app on
- Hit the run button the simulator will start
- The app will show on the iPhone screen and the app will open

Physical device - iPhone

1. Check Xcode and iOS versions
2. Add apple developer account
3. Sign the app
4. Connect iPhone device
5. Trust yourself
6. Build and run your app

First App - *Roll the Dice*

Concepts summary

1. `Aspect fit` : Original image's aspects | `Aspect fill` : Original image aspects but filled into fullscreen | `Scale fill` : Image is stretched to fill whole screen
2. `opt key + drag element` : Used to copy an element multiple times
3. If we want to use the same color from another place in our app, go to `background`
→ `custom` → `color dropper` → `click on the color`

4. Assistant view includes the design on the left hand side and the code on the right which helps us write the code and design simultaneously
5. `Main.storyboard` - Also known as interface builder
6. `IB Outlet` : Flow is from Code to Interface Builder
7. `IB Action:` Flow is from Interface Builder to the Code
8. `Int.random(in: 0...5)` - Code to generate a random integer between 0 & 5 (both inclusive)
9. If we delete some connection from the `ViewController` but the connection stays in the background files, then the code will fail as the runner tries to reference the previous connection. This connection needs to be manually removed by clicking on the little `line inside a circle` arrow on the right side of the screen after clicking on the element that has the connection