

3.0 Lesson - Your First iPhone App

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3.1 Lecture - Your First iPhone App With Physics Based Animation

[Watch how physics animations look](#) on your iPhone app. In this lesson you will learn how to animate UILabels (i.e. text labels) using Swift code and spring physics.

3.2 Tutorial - Create a New Xcode 7 Project Using Swift 2

Create

3.3 Tutorial - iPhone App Flow 101

3.4 Tutorial - Design the Button and Label UI

3.5 Tutorial - How to Connect App UI to

Code

3.6 Tutorial - What Is Auto Layout and How to Add Auto Layout to Your UI

3.7 Tutorial - How to Programmatically Add a UILabel Using Swift 2

3.8 Tutorial - Add Animation to Your UILabel Programmatically

3.9 Tutorial - Make It Physical With Spring Physics Animations

3.10 Bug Fix - How to Fix 3 Common Crashes in Xcode 7

3.11 Bug Fix - How to Fix 2 Common Swift Code Errors

3.12 Speed Coding - How to Add UILabels Programmatically in Swift

3.13 Speed Coding - How to Animate Your iPhone App Using Spring Physics

3.14 Tutorial - Install Your App on Your iPhone - No Apple Developer Program Required

3.15 Code Exercise 1 - Hide the Labels on App Launch

3.16 Solution 1 - Hide the Labels on App Launch

3.17 Code Exercise 2 - Change the Welcome Name Using a UITextField

3.18 Solution 2 - Change the Welcome

Name Using a UITextField

3.19 Quiz - Your First iPhone App (10)