

MOBILE DEVELOPMENT

CREATE AN XCODE PROJECT

William Martin
Head of Product, Floored

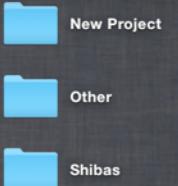
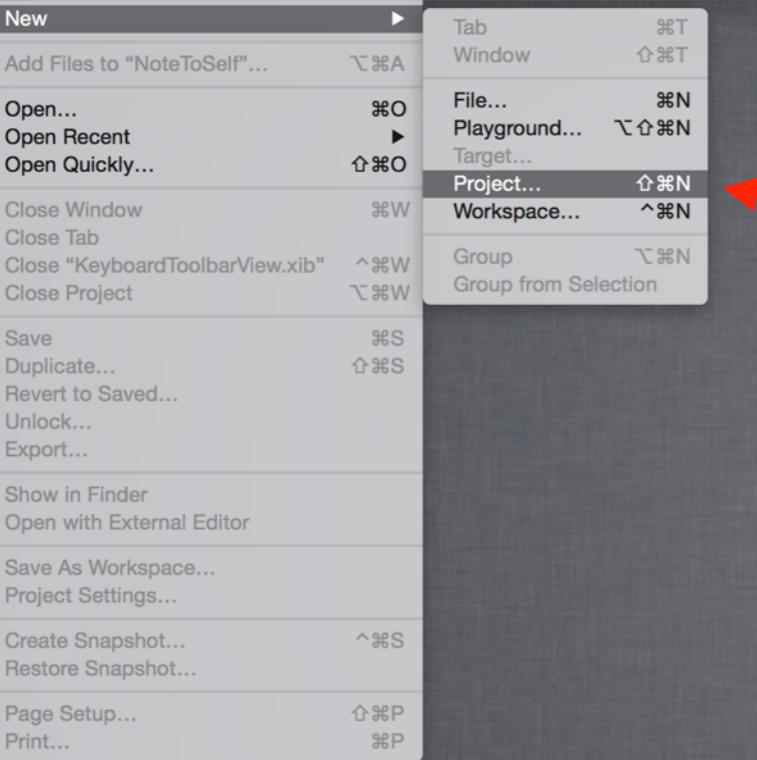
CREATE AN XCODE PROJECT

LEARNING OBJECTIVES

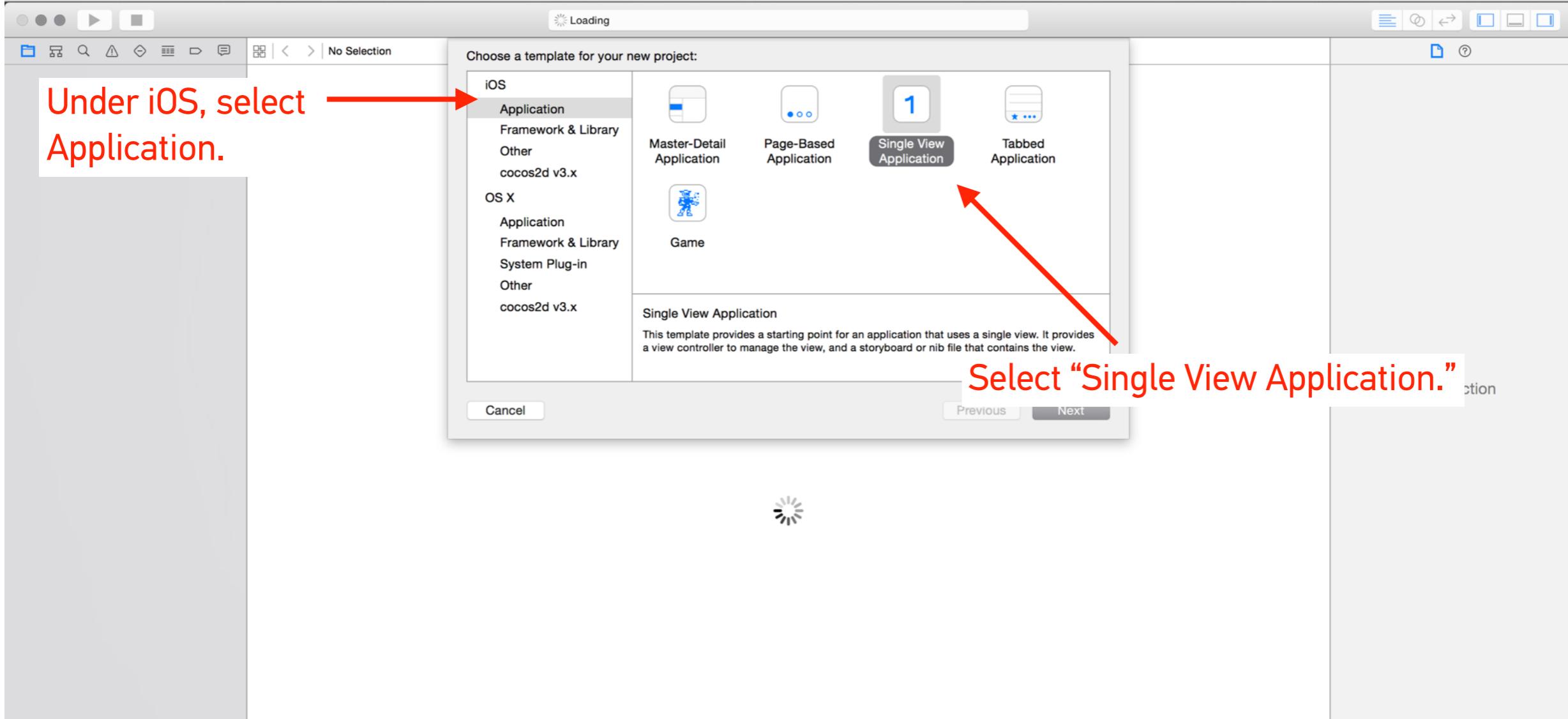
- Create an Xcode project.
- Disable Auto Layout if necessary.

CREATE AN XCODE PROJECT

CREATING A NEW XCODE PROJECT



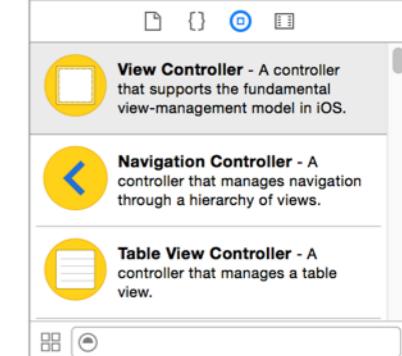
Start creating a project by opening Xcode and going to File > New > Project...

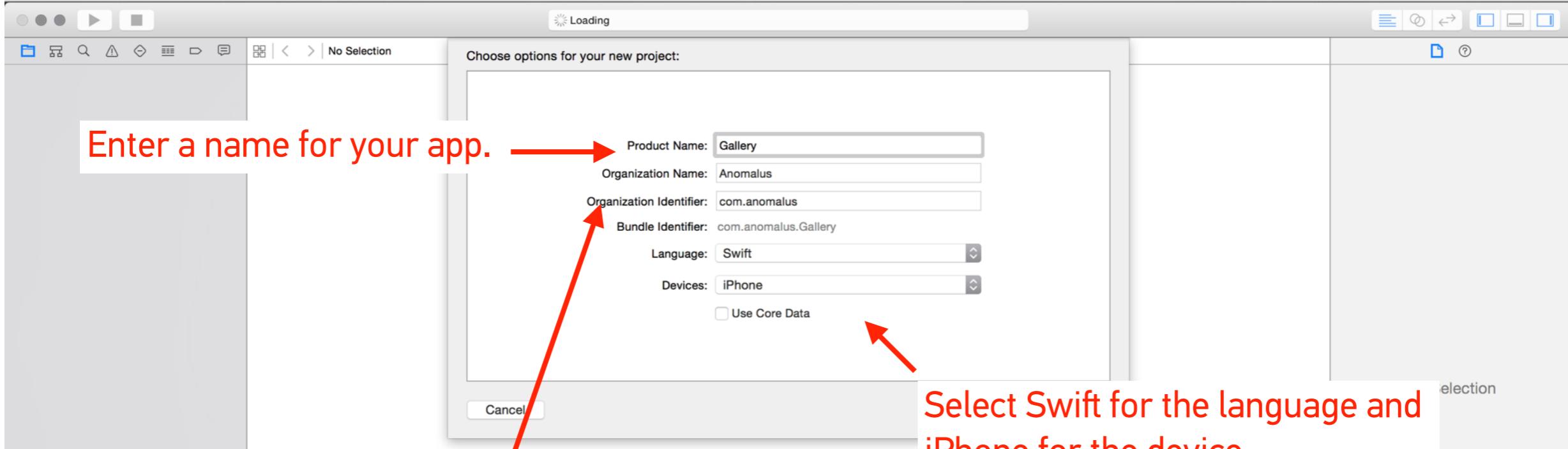


Under iOS, select Application. Under iOS, select Application.

Select “Single View Application.”

There are several Application templates available. While they’re intended to be convenient starting points for various kinds of apps, they turn out to be more trouble than they’re worth. We’ll always start with the Single View Application template.



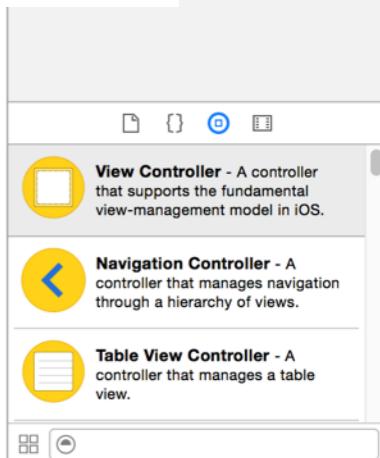


Enter a name for your app.

Enter an “Organization Name” and “Identifier.”
This helps Apple reference your app with a unique
name. The Identifier is of the form:
“com.OrganizationName”.

Select Swift for the language and
iPhone for the device.

Uncheck Use Core Data unless
you’re working on a project that
explicitly needs it.



Loading

No Selection

Working

Search

Favorites

- Recent
- Applications
- awmartin
- Dropbox
- General Assembly
- Google Drive
- iCloud Drive
- Desktop
- Documents
- Downloads
- Movies
- projects
- Projects - Current
- Working
- All My Files

_Scratch MOB 4

DogGallery

DogGallery App Originals

DogGallery App Slides

StreetEasyEmbed

No Selection

Source Control: Create Git repository on My Mac
Xcode will place your project under version control

Add to: Don't add to any project or workspace

New Folder Cancel Create

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

Pick a place to store your app.

Gallery > iPhone 6

Gallery: Ready | Today at 5:08 PM

General Capabilities Info Build Settings Build Phases Build Rules

Identity

Bundle Identifier: com.anomalous.Gallery
Version: 1.0
Build: 1
Team: None

Deployment Info

Deployment Target: 8.4
Devices: iPhone
Main Interface: Main
Device Orientation: Portrait
 Upside Down
 Landscape Left
 Landscape Right
Status Bar Style: Default
 Hide status bar

App Icons and Launch Images

App Icons Source: AppIcon
Launch Images Source: Use Asset Catalog
Launch Screen File: LaunchScreen

Embedded Binaries

Add embedded binaries here

Linked Frameworks and Libraries

Name Status

Add frameworks & libraries here

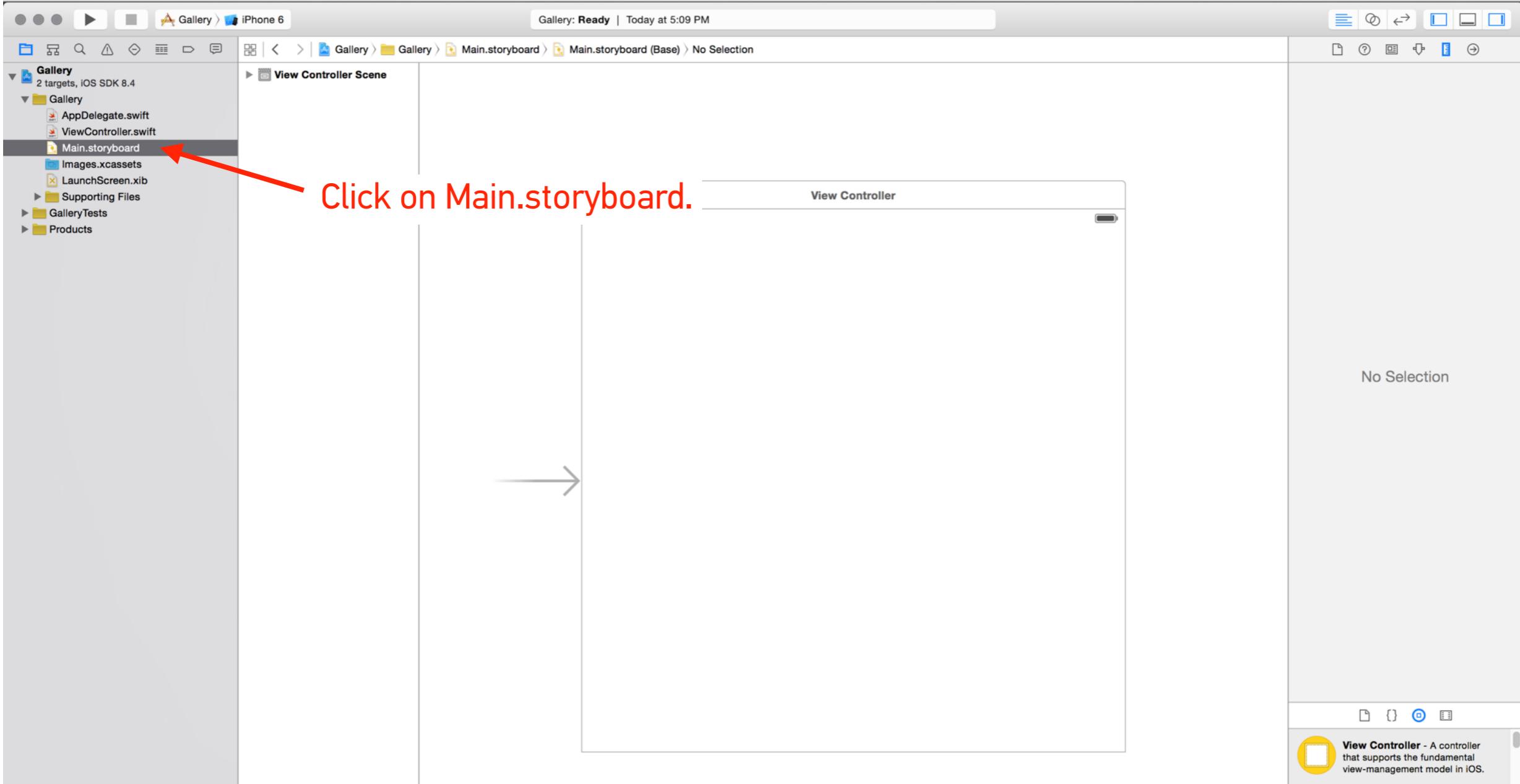
Identity and Type
Name: Gallery
Location: Absolute
Full Path: /Users/awmartin/Working/General Assembly/Working/Gallery/Gallery.xcodeproj
Project Document
Project Format: Xcode 3.2-compatible
Organization: Anomalous
Class Prefix:
Text Settings
Indent Using: Spaces
Widths: Tab 4 Indent 4
Wrap lines
Source Control
Repository: --
Type: --
Current Branch: --
Version: --
Status: No changes
Location:

View Controller - A controller that supports the fundamental view-management model in iOS.
Navigation Controller - A controller that manages navigation through a hierarchy of views.
Table View Controller - A controller that manages a table view.

You should be presented with a screen like this.

REVIEW: YOUR APPS

DISABLING AUTO LAYOUT



For the first half of the course, we won't be using Auto Layout.
So before the Midterm Project, do this for every app you create.

-  **View Controller** - A controller that supports the fundamental view-management model in iOS.
-  **Navigation Controller** - A controller that manages navigation through a hierarchy of views.
-  **Table View Controller** - A controller that manages a table view.

Gallery > iPhone 6 Gallery: Ready | Today at 5:09 PM

View Controller Scene

View Controller

- Top Layout Guide
- Bottom Layout...
- View
- First Responder
- Exit
- Storyboard Entry Point

Identity and Type

Name Main.storyboard

Type Default - Interface Build...

Location Relative to Group

Base.lproj/Main.storyboard

Full Path /Users/awmartin/Working/General Assembly/Working/Gallery/Gallery/Base.lproj/Main.storyboard

Interface Builder Document

Opens in Default (6.2)

Builds for Project Deployment Tar...

View as iOS 7.0 and Later

Use Auto Layout

Use Size Classes

Global Tint Default

Localization Show

Target Membership Show

Source Control

Repository --

Type --

Current Branch --

Version --

Status No changes

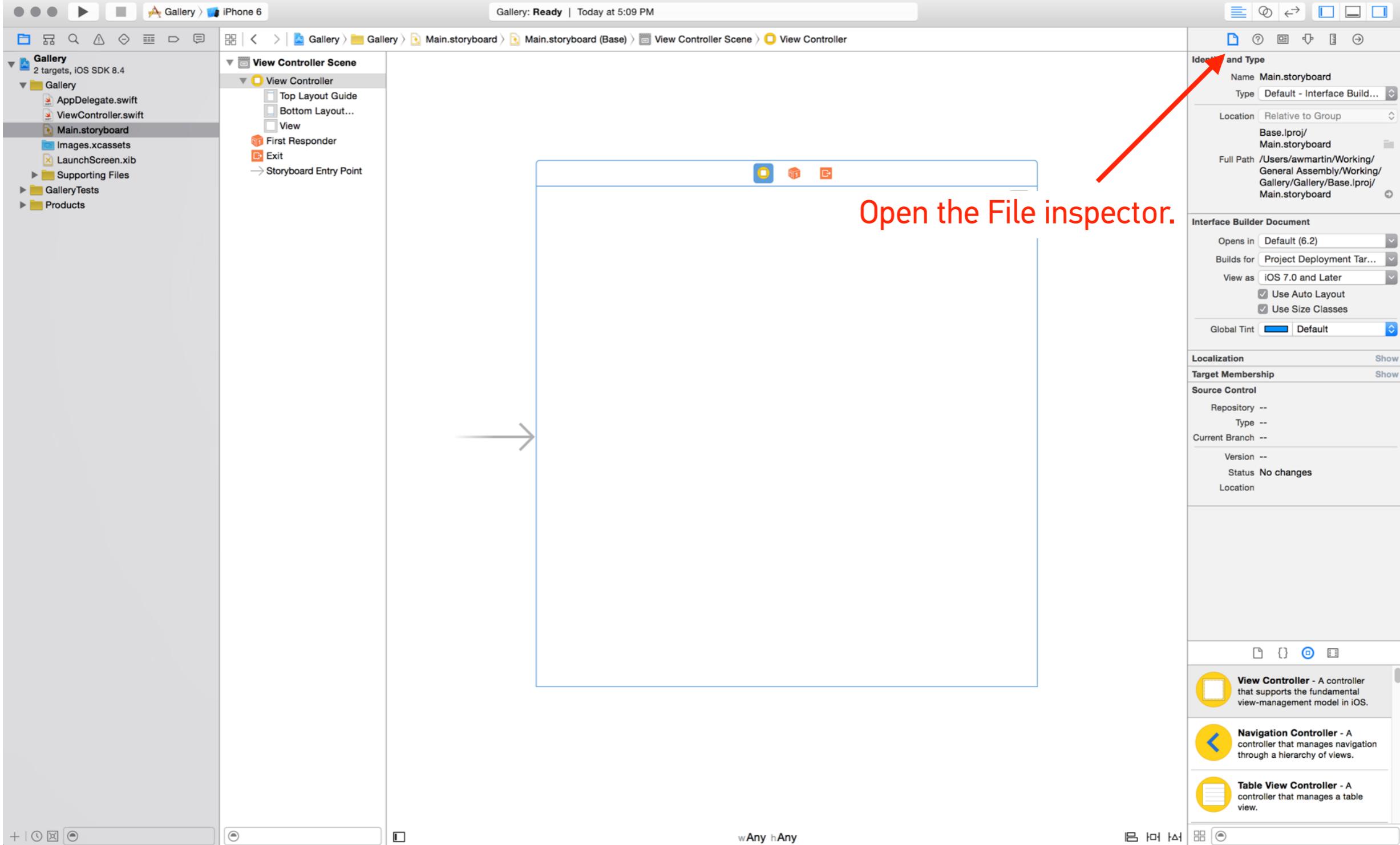
Location

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

Click on the View Controller here to select it.



Gallery > iPhone 6 Gallery: Ready | Today at 5:09 PM

View Controller Scene

View Controller

- Top Layout Guide
- Bottom Layout...
- View
- First Responder
- Exit
- Storyboard Entry Point

Identity and Type

Name Main.storyboard

Type Default - Interface Build...

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Base.lproj/Main.storyboard

Full Path /Users/awmartin/Working/General Assembly/Working/Gallery/Gallery/Base.lproj/Main.storyboard

Interface Builder Document

Opens in Default (6.2)

Builds for Project Deployment Tar...

View as iOS 7.0 and Later

Use Auto Layout

Use Size Classes

Global Tint Default

Localization Show

Target Membership Show

Source Control

Repository --

Type --

Uncheck “Use Auto Layout.”

View Controller - A controller that supports the fundamental view-management model in iOS.

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Table View Controller - A controller that manages a table view.

Gallery > iPhone 6

Gallery: Ready | Today at 5:09 PM

View Controller Scene

Using Size Classes Requires Auto Layout

Disabling size classes will limit this document to storing data for a single device family. The data for the size class best representing the targeted device will be retained, and all other data will be removed. In addition, segues will be converted to their non-adaptive equivalents.

Keep size class data for: iPhone

Cancel Disable Size Classes

Identity and Type

Name Main.storyboard

Type Default - Interface Build...

Location Relative to Group

Base.lproj/Main.storyboard

Full Path /Users/awmartin/Working/General Assembly/Working/Gallery/Gallery/Base.lproj/Main.storyboard

Interface Builder Document

Opens in Default (6.2)

Builds for Project Deployment Tar...

View as iOS 7.0 and Later

Use Auto Layout

Use Size Classes

Global Tint Default

Localization Show

Target Membership Show

Source Control

Repository --

Type --

Current Branch --

Version --

Status No changes

Location

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

Click "Disable Size Classes." Don't worry about what this means yet.

A red arrow points from the text "Click 'Disable Size Classes.'" to the "Disable Size Classes" button in the modal dialog.

Gallery > iPhone 6 Gallery: Ready | Today at 5:09 PM

View Controller Scene

View Controller

View

First Responder

Exit

Storyboard Entry Point

Identity and Type

Name Main.storyboard

Type Default - Interface Build...

Location Relative to Group

Base.lproj/Main.storyboard

Full Path /Users/awmartin/Working/General Assembly/Working/Gallery/Gallery/Base.lproj/Main.storyboard

Interface Builder Document

Opens in Default (6.2)

Builds for Project Deployment Tar...

View as iOS 7.0 and Later

Use Auto Layout

Use Size Classes

Global Tint Default

Localization Show

Target Membership Show

Source Control

Repository --

Type --

Current Branch --

Version --

Status No changes

Location

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

Your View Controller should take on a more iPhone-like proportion.