MOBILE DEVELOPMENT 4
GETTING STARTED

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LEARNING OBJECTIVES

‣ explain the goals and purpose of the course,

‣ describe Xcode and Interface Builder,

‣ explain the four filetypes that comprise most Swift-powered iPhone apps,

‣ perform the workflow between Xcode and the iOS Simulator,

‣ add Views to an iPhone app interface with Interface Builder,

‣ add media (images) to an iPhone app and use them in an interface,

‣ outline the basic components of an iPhone app,

‣ label the Xcode IDE window, and

‣ *create a working iOS app.*

GA INTRO

MEET YOUR INSTRUCTORS

STUDENT INTRODUCTIONS

1. WHAT WAS IT LIKE WHEN YOU FIRST USED AN IPHONE? WHAT HAPPENED?

2. WHAT'S YOUR PREVIOUS PROGRAMMING EXPERIENCE? IF NONE, WHOM DO YOU KNOW WHO PROGRAMS?

3. WHAT'S YOUR FAVORITE APP AND WHY?

4. WHAT DO YOU DO? WHY ARE YOU TAKING THIS COURSE? WHAT ARE YOUR GOALS?

SYLLABUS AND PRE-WORK DEBRIEF

CLASS INFORMATION

‣ Amount of work expected for class

‣ Processes for getting recent class resources

‣ Submitting homework
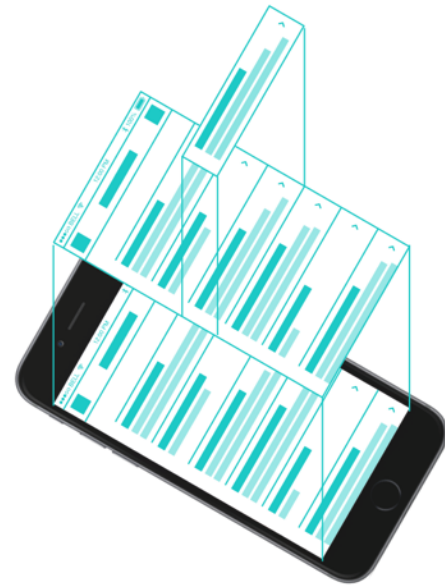
‣ Final project

‣ Syllabus and learning goals

GITBOOK

HTTP://MOBBOOK.GENERALASSEMB.LY/

DEVELOPMENT WORKFLOW

ANATOMY OF AN IPHONE APP

UI Design

Data Model

Persistent Storage

UI Code

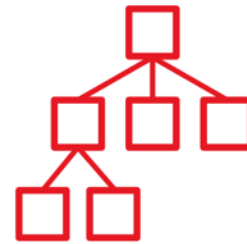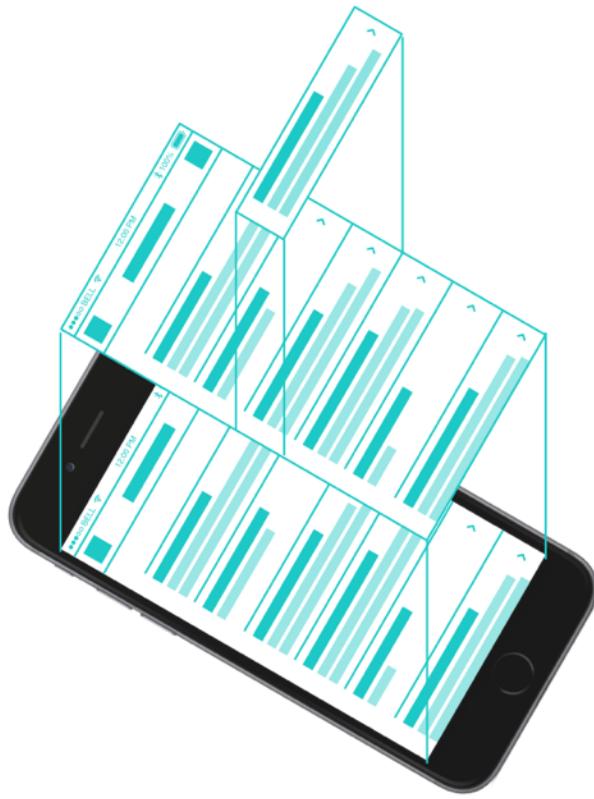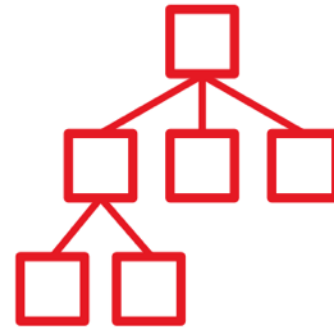Core App Logic

iOS frameworks

3rd-party code

Networking + Communication
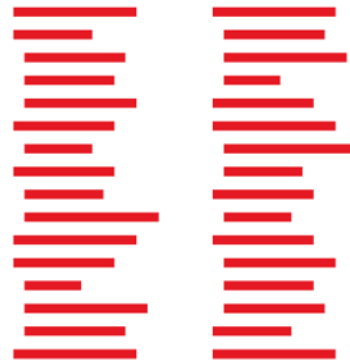
UI Design

UI Code

Data Model

Core App Logic

⚙ iOS frameworks

🗔 3rd-party code

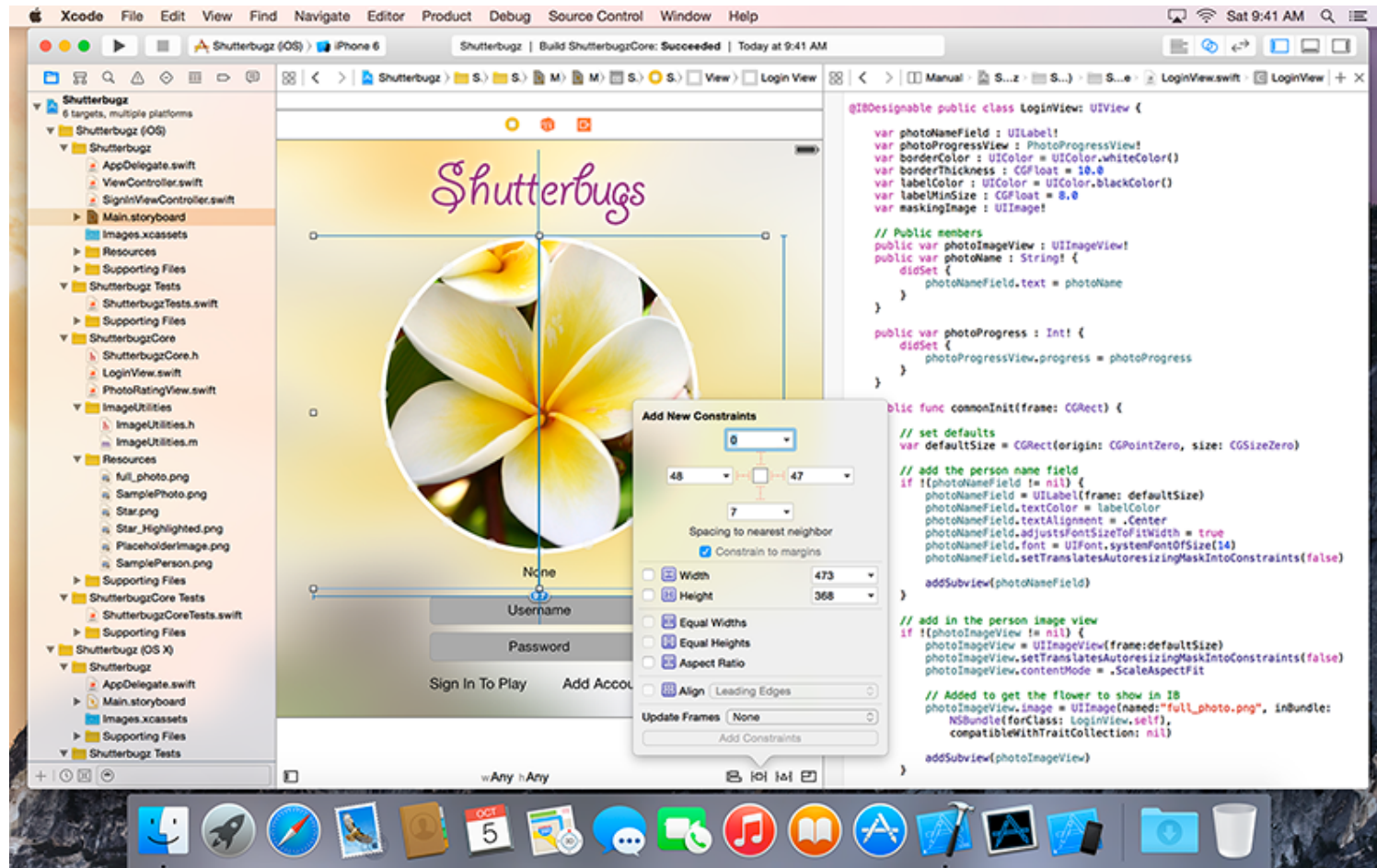Persistent Storage

Networking +
Communication

DEV WORKFLOW OVERVIEW

‣ Launch Xcode

‣ Create new project

‣ Briefly discuss the different project templates

‣ Add user interface elements to project

‣ Change user interface element properties

‣ Build / run the app / test it
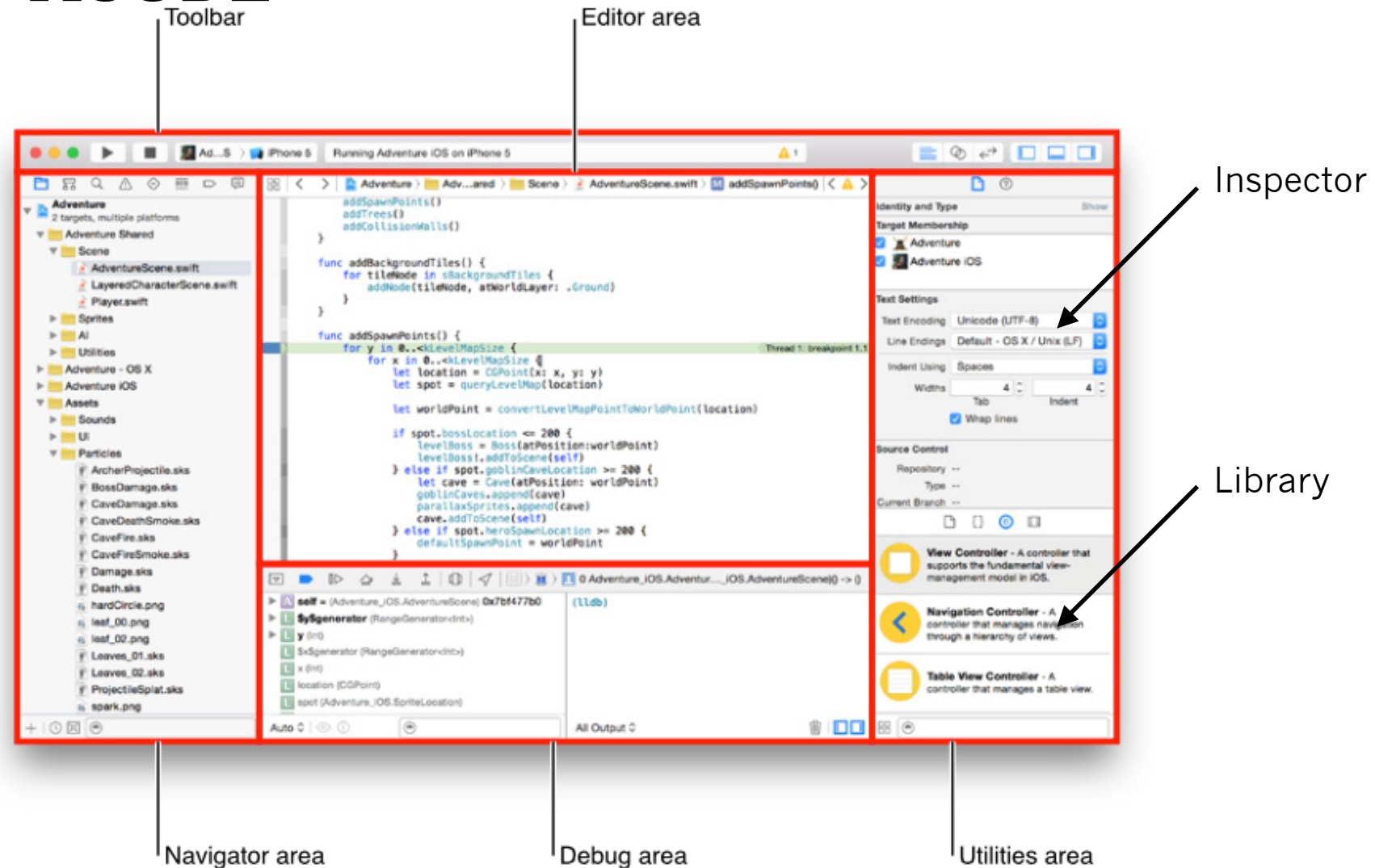
‣ Iterate

‣ Post to Github when done

GETTING STARTED

WHAT IS XCODE?

NAVIGATING XCODE

Toolbar

Editor area

Inspector

Library

Navigator area

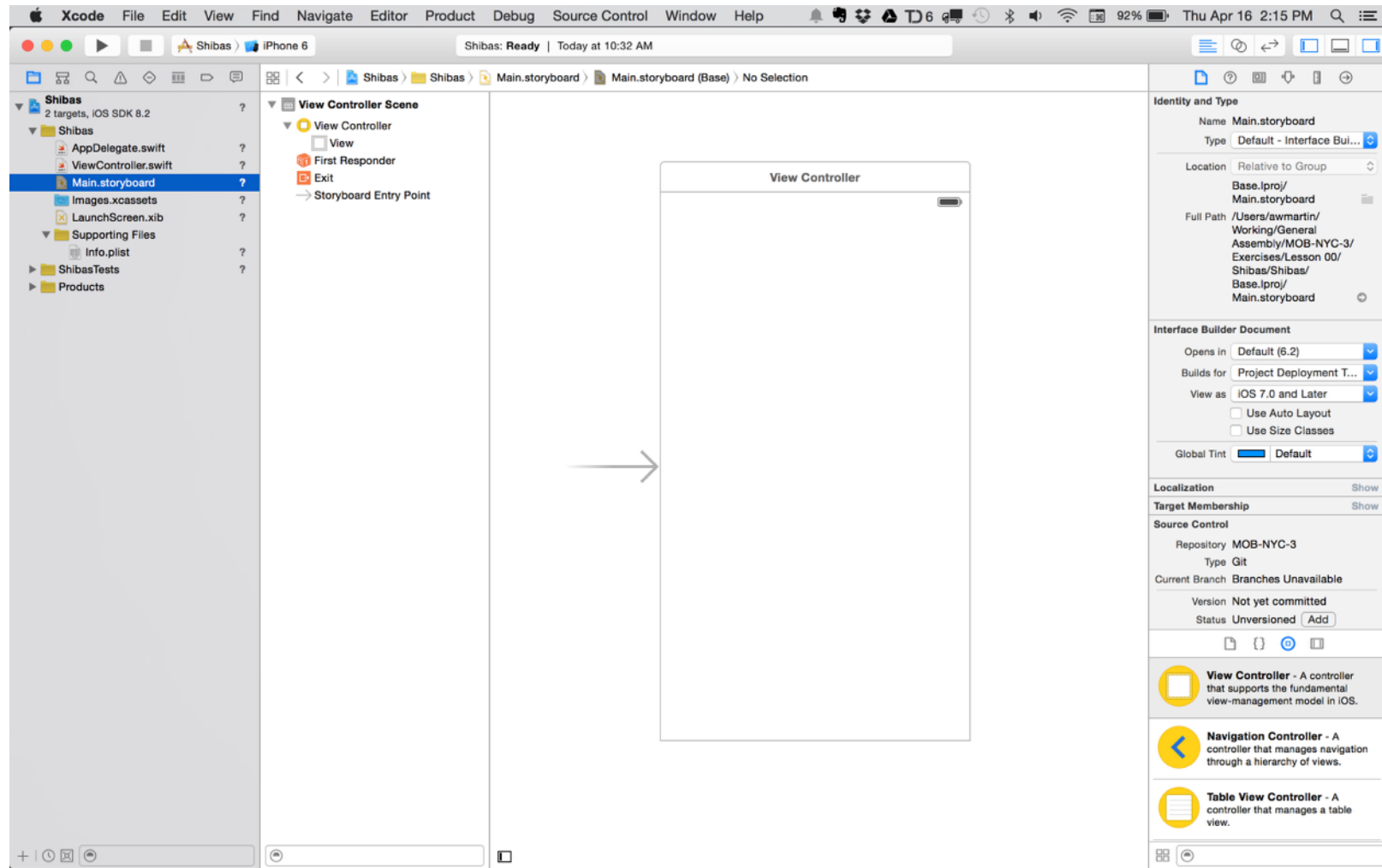Debug area

Utilities area

FILE TYPES
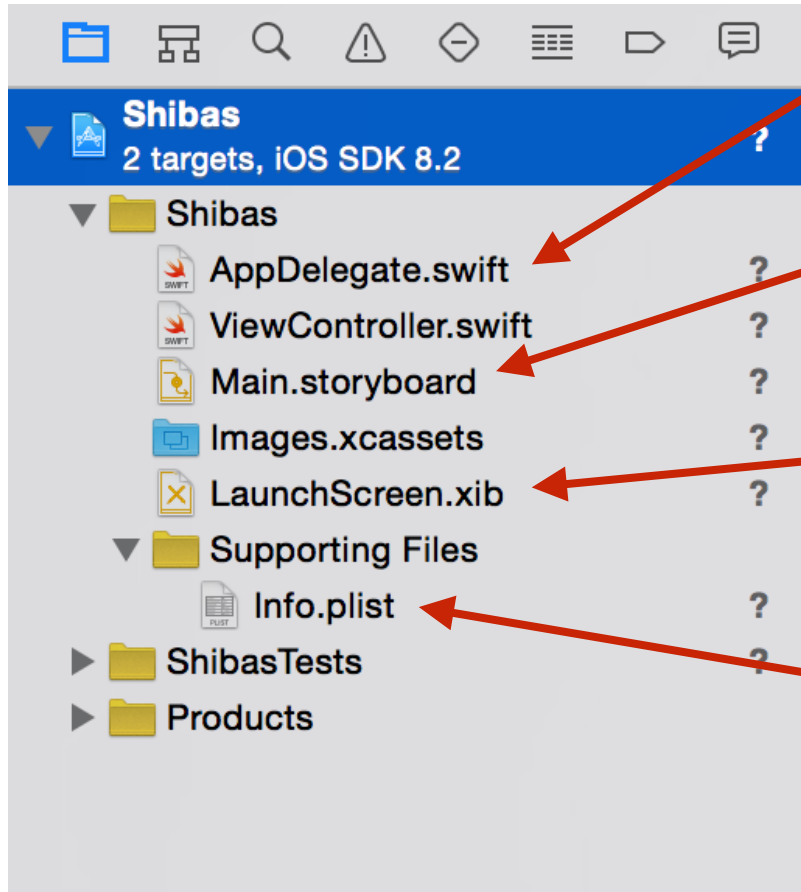
‣ .swift
Swift source code file

‣ .storyboard
an Interface Builder "storyboard" file

‣ .xib
an Interface Builder "NIB" file

‣ .plist
a "property list"

GETTING THINGS ON THE SCREEN

GETTING STARTED

INTERFACE BUILDER

GETTING VIEWS ON SCREEN

‣ To start understanding iOS apps, we'll first tackle 'views' on the screen

‣ Almost everything we see on screen is a **view.**

‣ There are lots of kinds of views:

  ‣ Buttons, labels, tables, images, etc

‣ There are several ways to lay things out on screen, we'll cover these later in class

  ‣ Until then, our views may look a little misaligned.

VIEWS ON THE WHITEBOARD

CODE ALONG: TO XCODE!

ACTIVITY

EXERCISE

KEY OBJECTIVE(S)

Learn the flow of building a new project. Add UI elements to project and modify their properties.

TIMING

5 min	1. New project
10 min	2. Set up the UI
20 min	3. Download and place photos

DELIVERABLE

A new project with at least 10 photos of a topic (e.g. shiba inus), laid out in a scroll view.

RUNNING YOUR APP

RUNNING YOUR APP

‣ Run app on simulator (Cmd + R or click Play)

‣ BONUS: Outline the steps for deploying an app to device

RUNNING AN APP IN THE IOS SIMULATOR

‣ Select iOS version in toolbar area

‣ Select "Build and then Run" in toolbar area (⌘R)

Note

‣ iPad apps only run on iPad simulator

‣ iPhone and universal apps run on both iPad and iPhone simulators

NAVIGATING THE IOS SIMULATOR

‣ To run Simulator without running a project select
  Xcode -> Open Developer Tool -> iOS Simulator

‣ To select the "Home" button on simulator press ⌘ + ⇧ + H

Q&A