



Hi I'm Matt

Student at Manchester
Learning Swift ~1 year

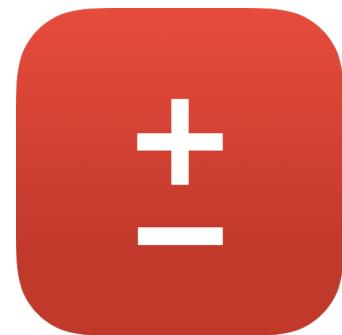
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What I've learnt*
building my first
app in Swift!



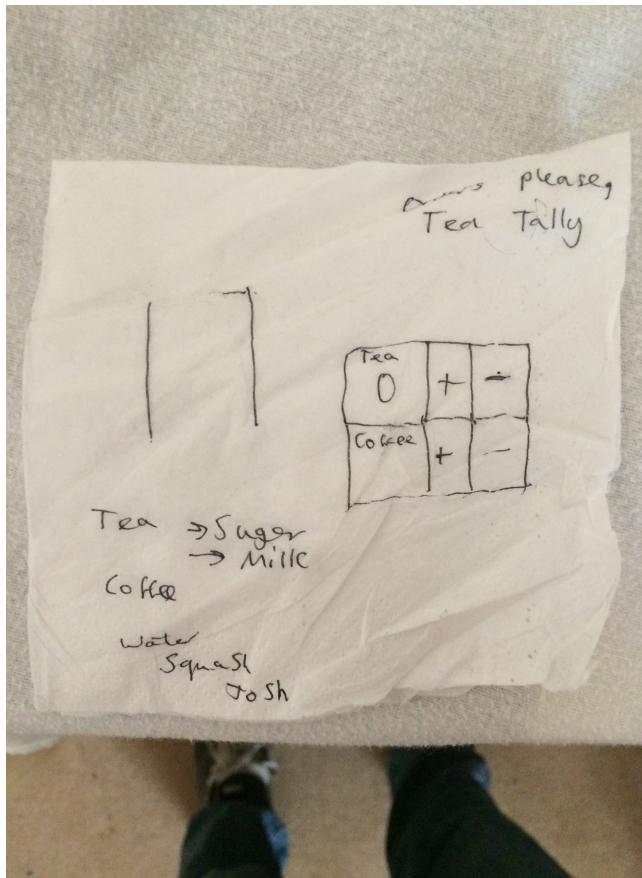
* so far...

The app is called
Countin'



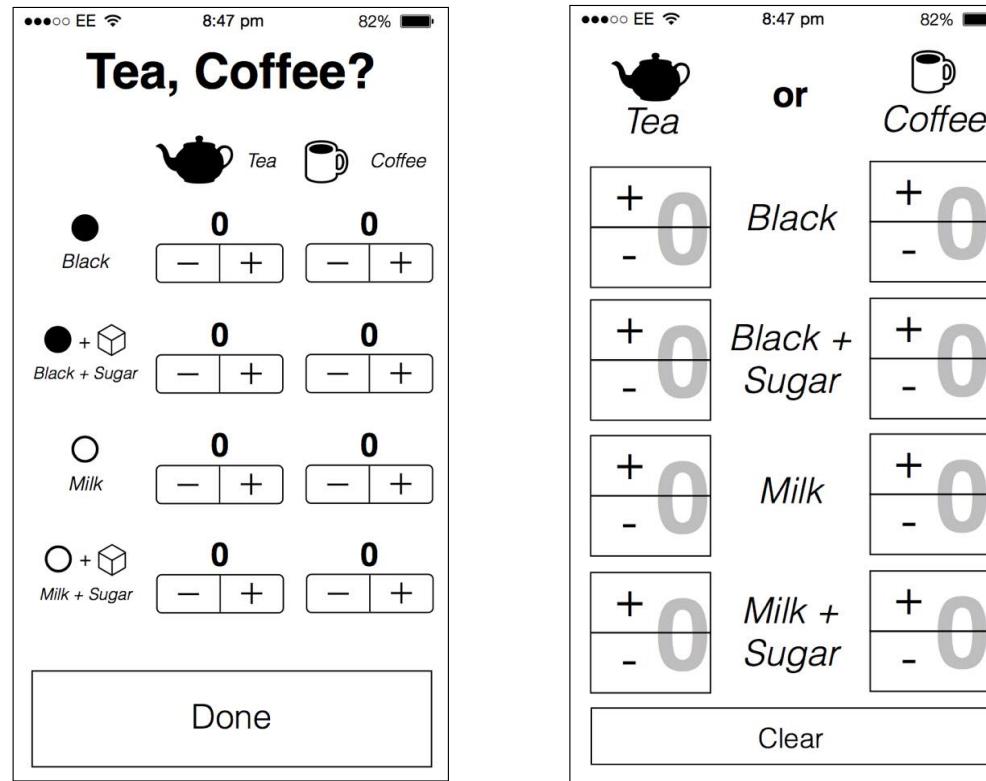
It should be out soon...

Started like this...



and the tea / coffee problem

Early UI prototype



Helps in processing what your app will be / idea development.

Basic prototypes

Used a swift playground to test out ideas

Single counter

Multiple counters

Drawing counters programatically

Tested ideas in seperate projects

Counter Class

```
1 //  
2 // Counter.swift  
3 // Countin  
4 //  
5 // Created by Matthew Spear on 08/07/2015.  
6 // Copyright © 2015 Matthew Spear. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class Counter {  
12  
13     var count = 0  
14  
15     func plus() -> Int {  
16         return ++count  
17     }  
18  
19     func minus() -> Int {  
20  
21         if count > 0 {  
22             return --count  
23         }  
24  
25         return count  
26     }  
27  
28     func reset() {  
29         count = 0  
30     }  
31  
32 }
```

Idea Change

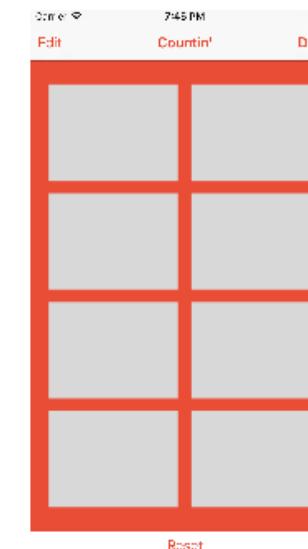
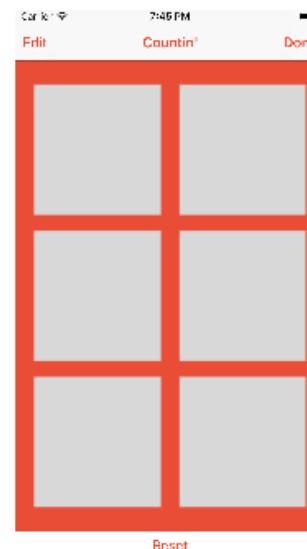
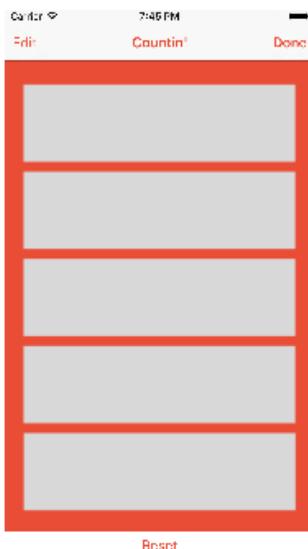
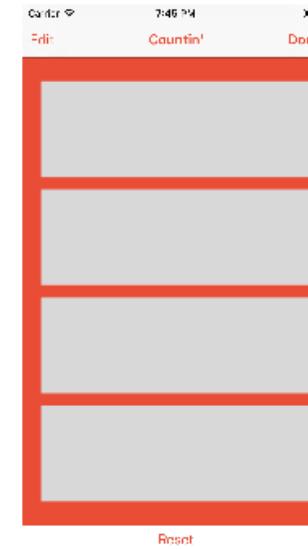
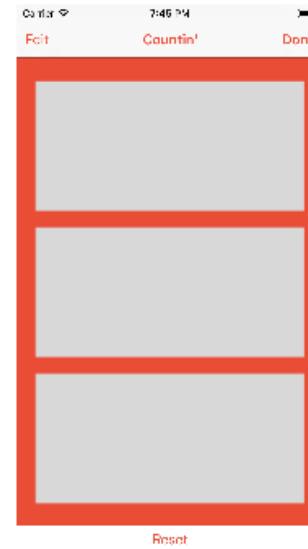
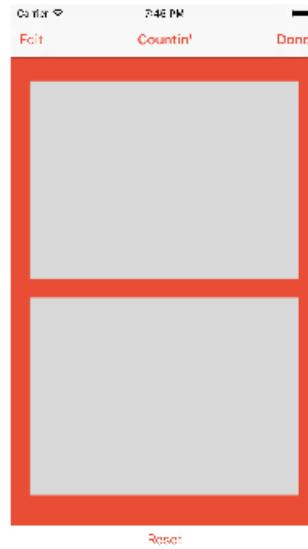
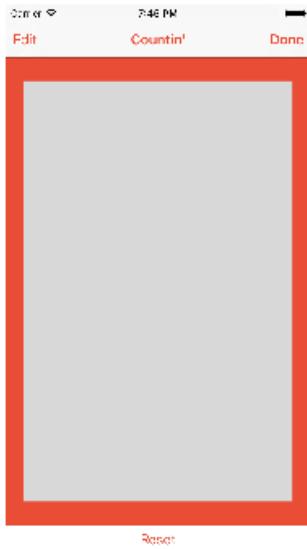
What:

Tallying app focusing on multiple counters

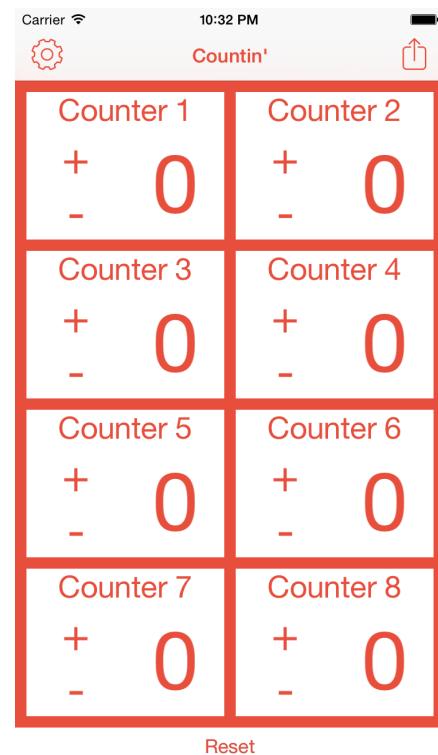
Niches:

- Tally multiple things (single screen, quick)
- Share functionality
- Elegant and simple design

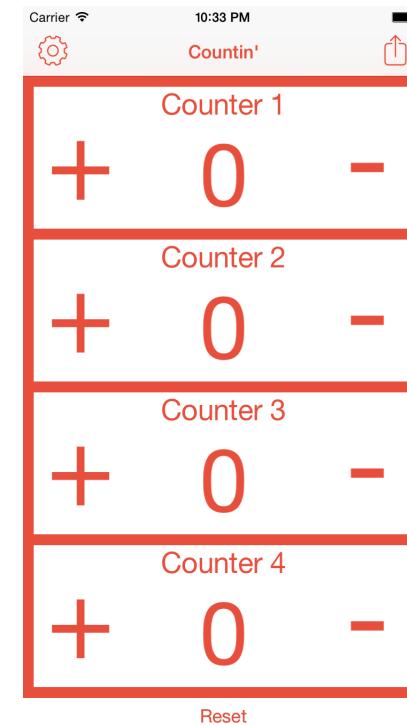
Counter Layout



Counter types



Standard



Long

Pseudocode

Draw Counter() {

 Make grid

loop through counters {

 name label
 plus button
 minus button
 value label

}

}

[Imagine the app demo here]



TestFlight

If you'd like to try it out,
grab me afterwards and
I can add you to the list!

A few learning outcomes...

Validate Your Ideas

Spend time validating your idea,
prototyping / get a landing page
first and start to gain a following to
validate your ideas.

When you get stuck...

Try writing the problem out on paper or drawing a diagram

So have a notepad at your desk available for jotting down notes

Sometimes it's good to just walk away and take a break!

Get a Mentor / Help

Reach out to people who know what they are doing, get a mentor (codeUp Manchester).

Get them to look at your code / skim for any common or easily correctable mistakes.

Focus on functionality

Build the Minimum Viable Product (MVP) first then expand and iterate on it.

In my app, I focused on building out the colours and polish features way too early on when the core functionality wasn't finished.

Core functionality first - Don't worry about how it looks until it works!

Fail Fast and Fail Often

The quickest way we learn is from our mistakes. Be willing to make mistakes and don't give up.

Understand the system your are using - I made a big mistake, I started building in Swift 2.0 and it didn't support use within iTunes Connect.

Questions?

The talk has happened, but feel free to email me with any follow up questions, I would love to answer them!

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Thanks for Listening!



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