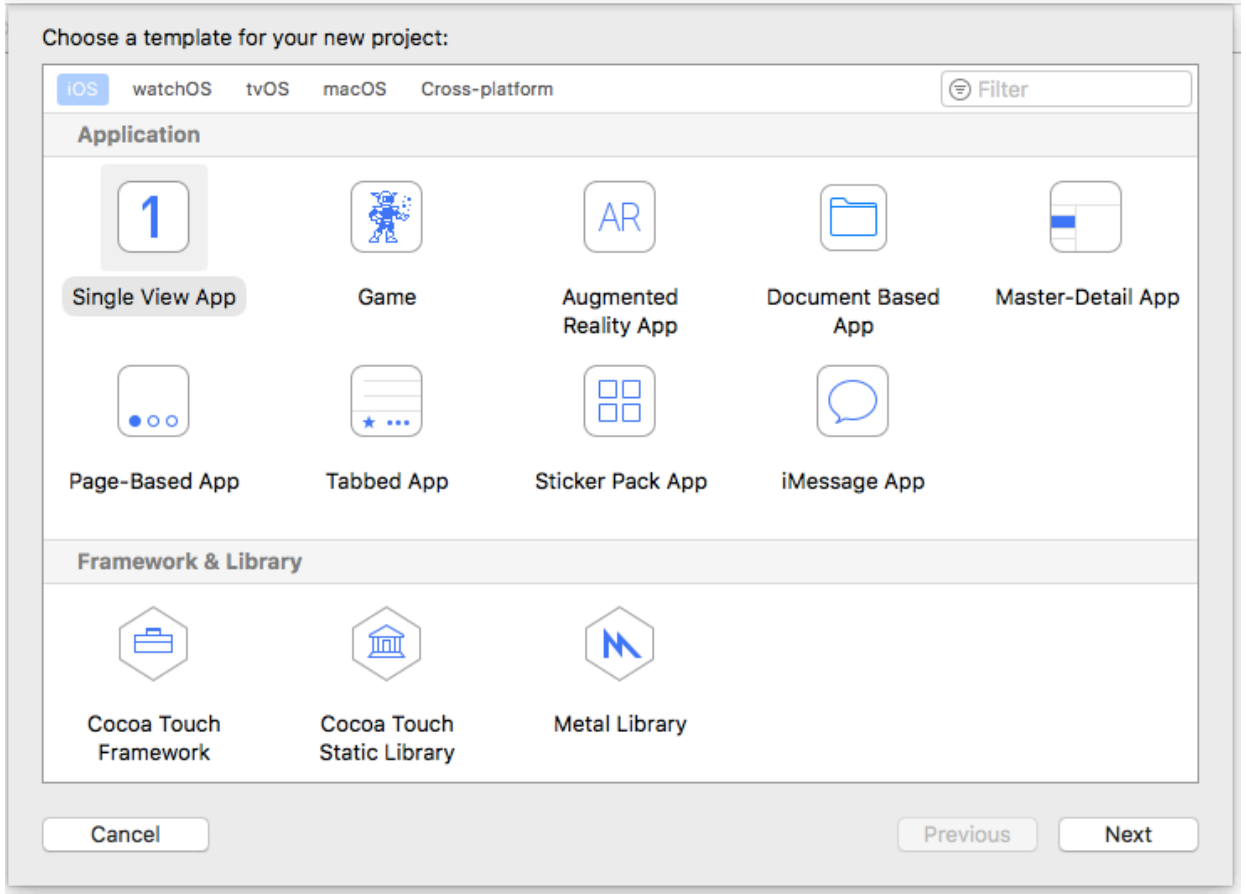
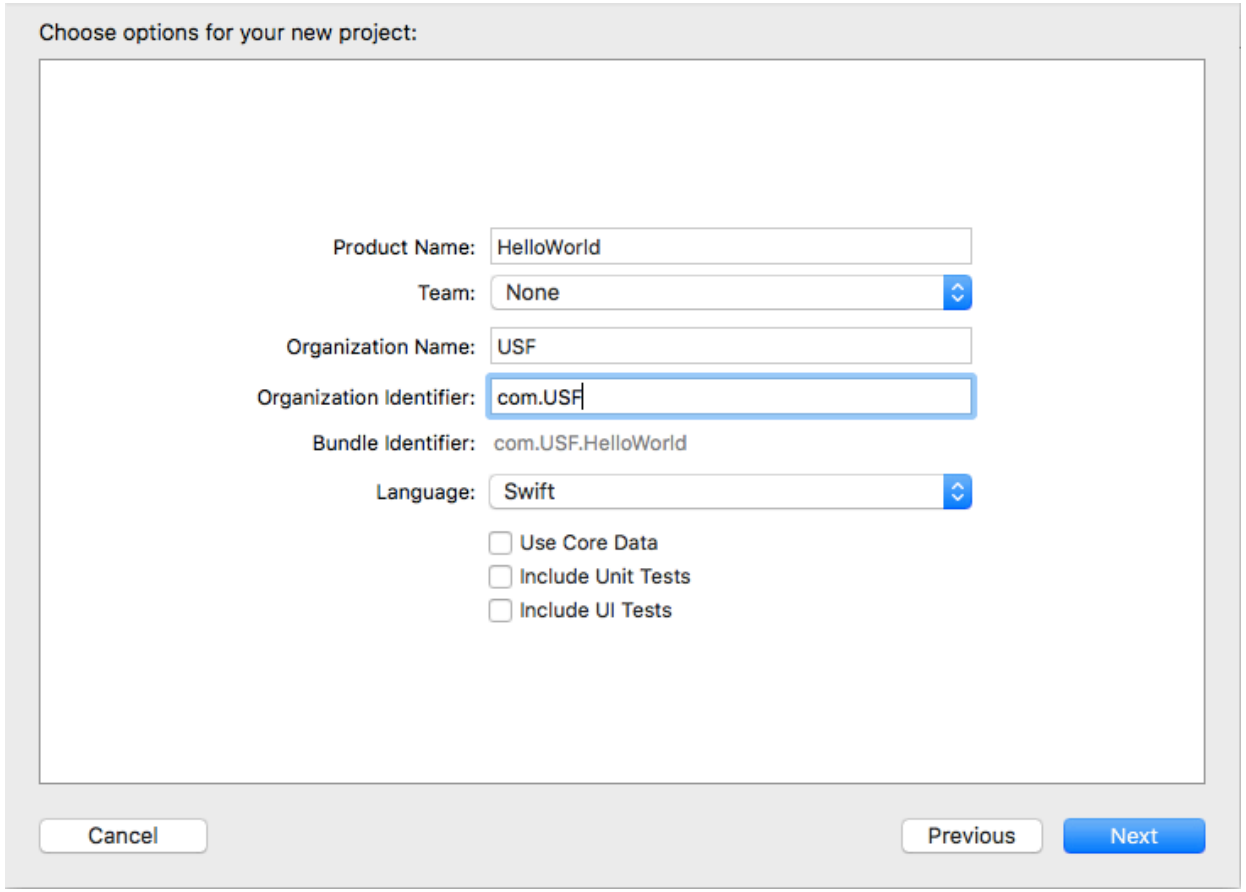
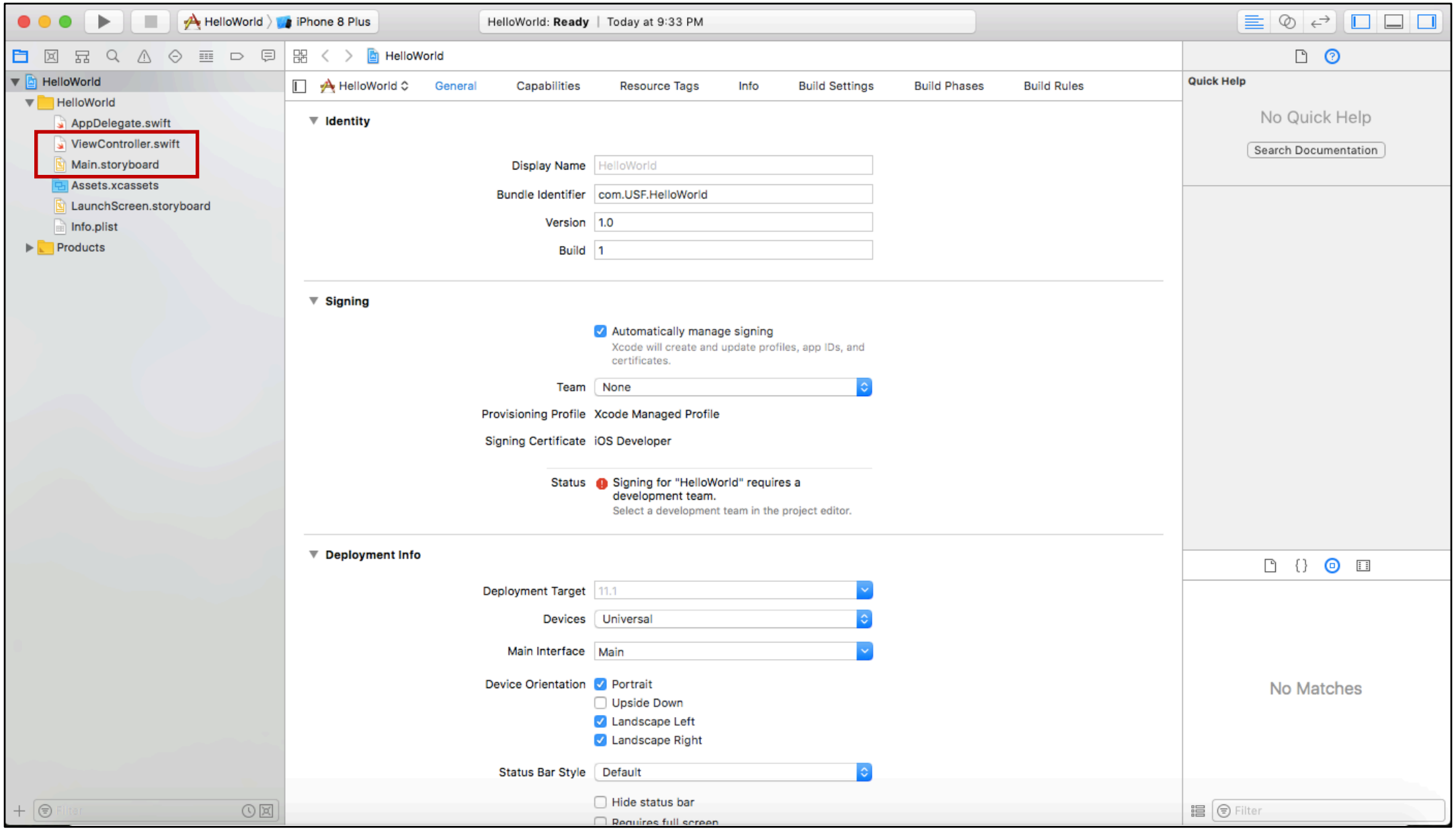
Hello World App

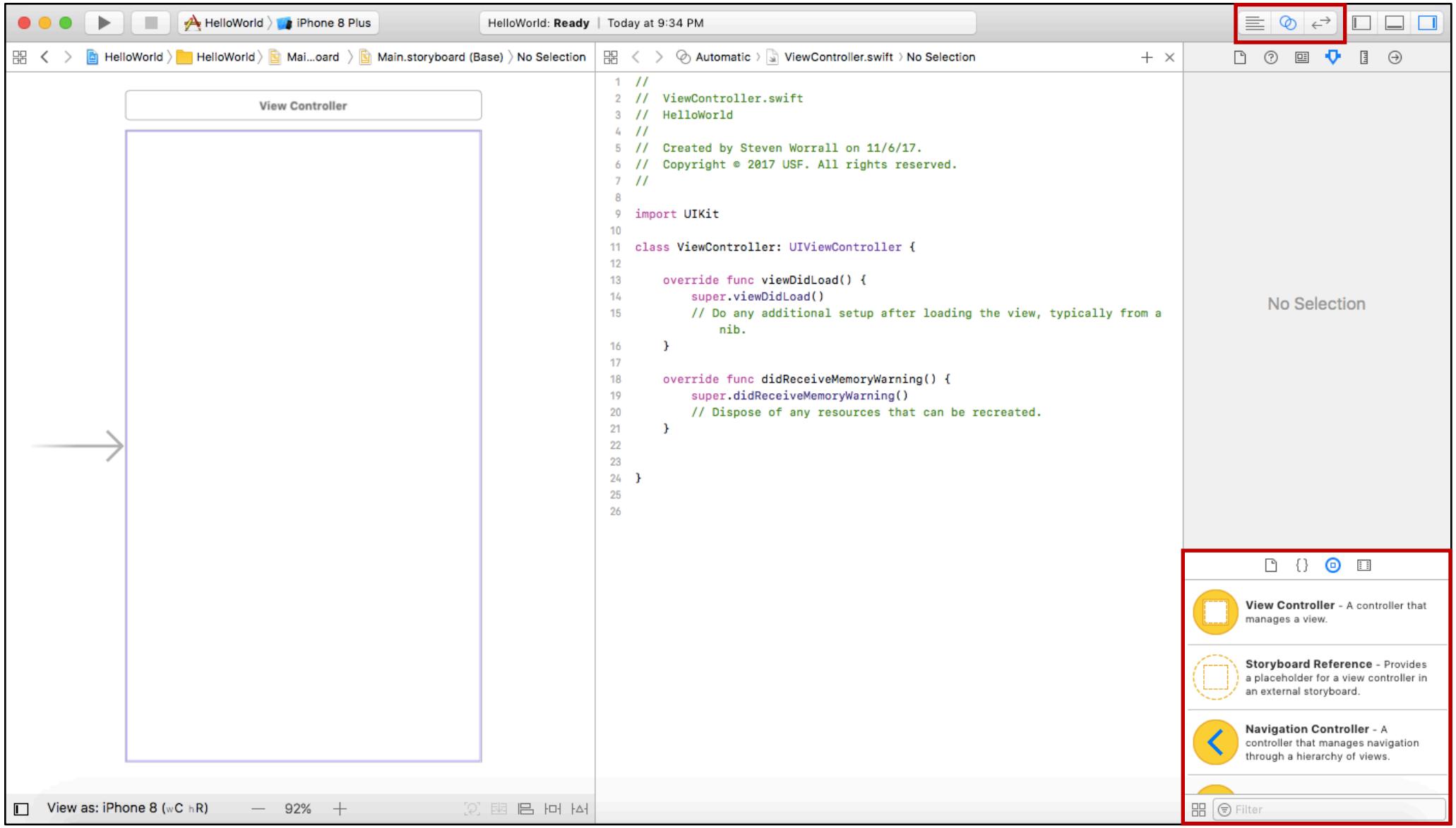
Our first app!

Start a new project

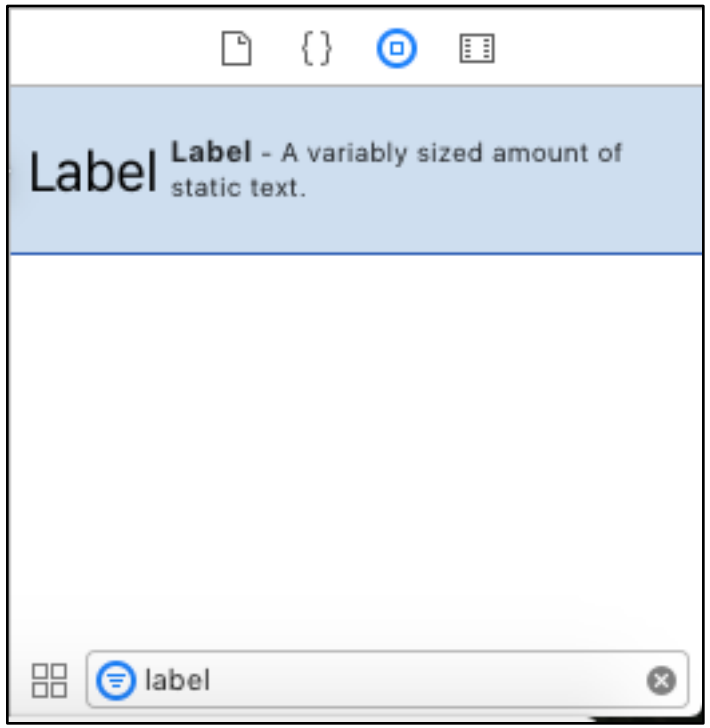


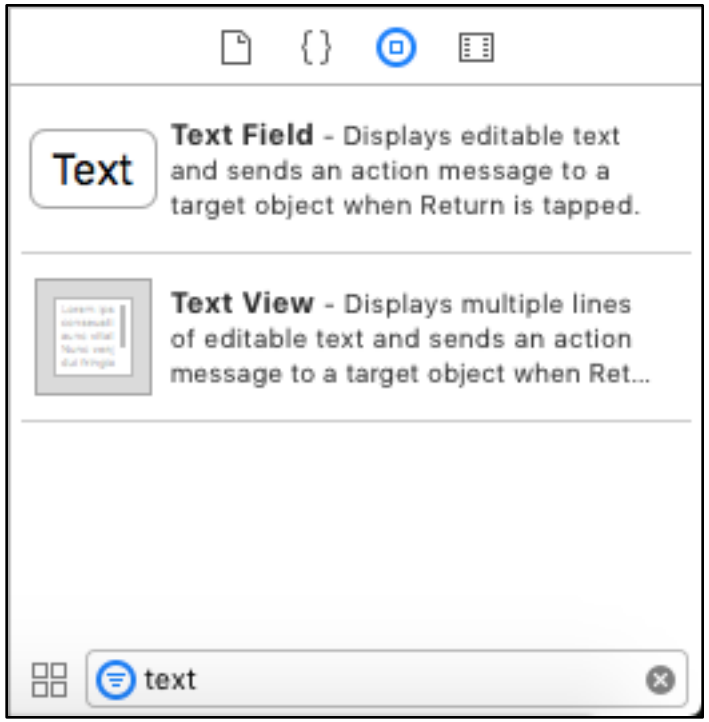


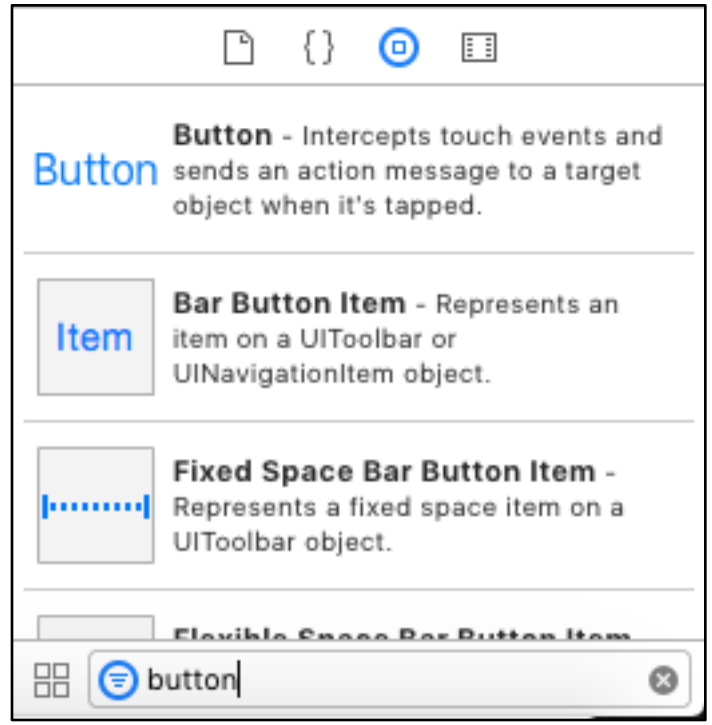

HelloWorld
iPhone 8 Plus
HelloWorld: Ready | Today at 9:33 PM
HelloWorld
HelloWorld
HelloWorld
AppDelegate.swift
ViewController.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
Products
HelloWorld
General
Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
Identity
Display Name
HelloWorld
Bundle Identifier
com.USF.HelloWorld
Version
1.0
Build
1
Signing
Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.
Team
None
Provisioning Profile
Xcode Managed Profile
Signing Certificate
iOS Developer
Status
Signing for "HelloWorld" requires a development team.
Select a development team in the project editor.
Deployment Info
Deployment Target
11.1
Devices
Universal
Main Interface
Main
Device Orientation
Portrait
Upside Down
Landscape Left
Landscape Right
Status Bar Style
Default
Hide status bar
Requires full screen
Quick Help
No Quick Help
Search Documentation
No Matches
Filter
Filter


HelloWorld
iPhone 8 Plus
HelloWorld: Ready | Today at 9:34 PM
HelloWorld
HelloWorld
Mai...oard
Main.storyboard (Base)
No Selection
View Controller
View as: iPhone 8 (wC hR)
92%
Automatic
ViewController.swift
No Selection
//
// ViewController.swift
// HelloWorld
//
// Created by Steven Worrall on 11/6/17.
// Copyright © 2017 USF. All rights reserved.
//
import UIKit
class ViewController: UIViewController {
override func viewDidLoad() {
super.viewDidLoad()
// Do any additional setup after loading the view, typically from a nib.
}
override func didReceiveMemoryWarning() {
super.didReceiveMemoryWarning()
// Dispose of any resources that can be recreated.
}
}
No Selection
View Controller - A controller that manages a view.
Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.
Navigation Controller - A controller that manages navigation through a hierarchy of views.
Filter

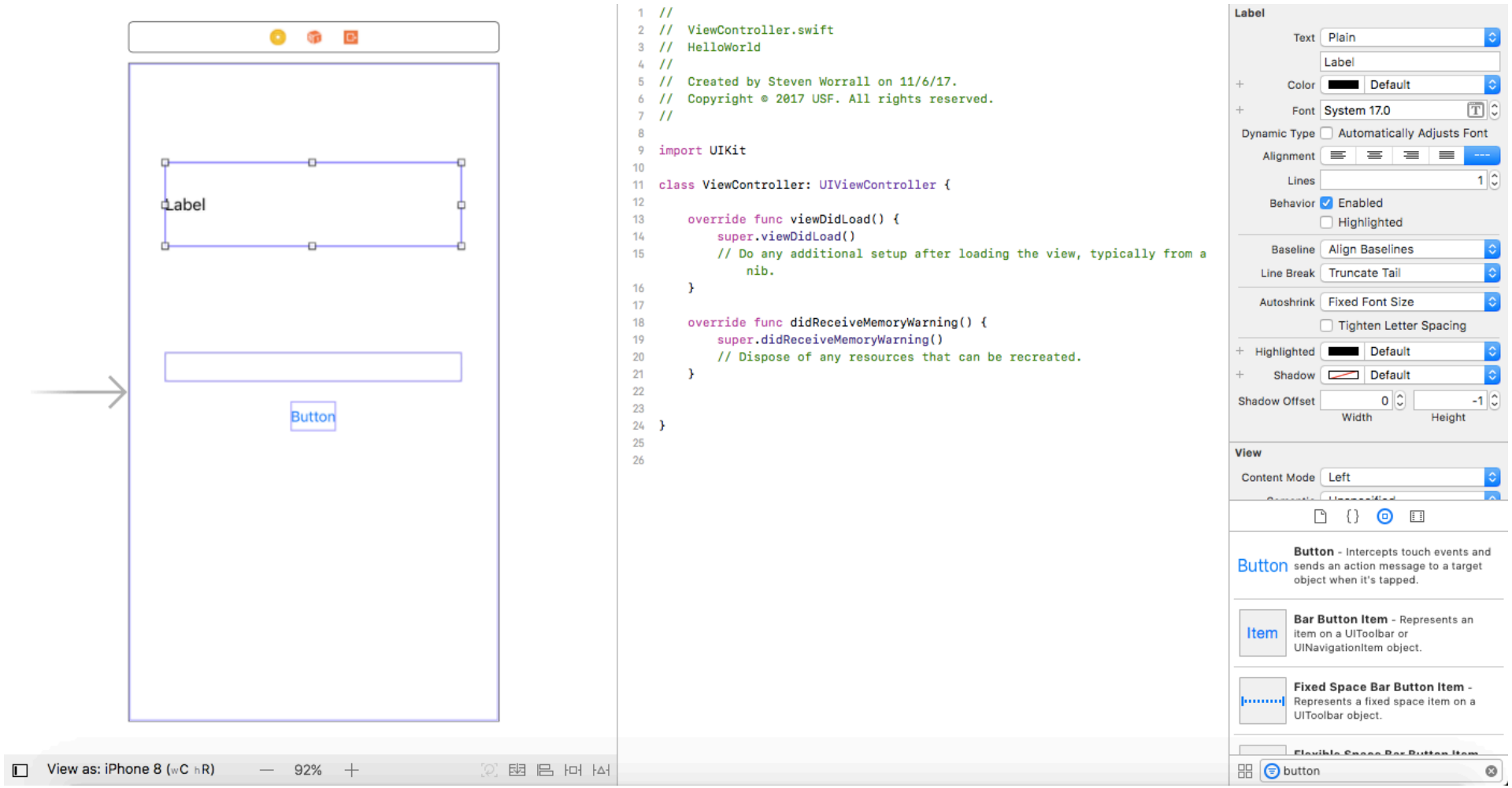
Adding elements



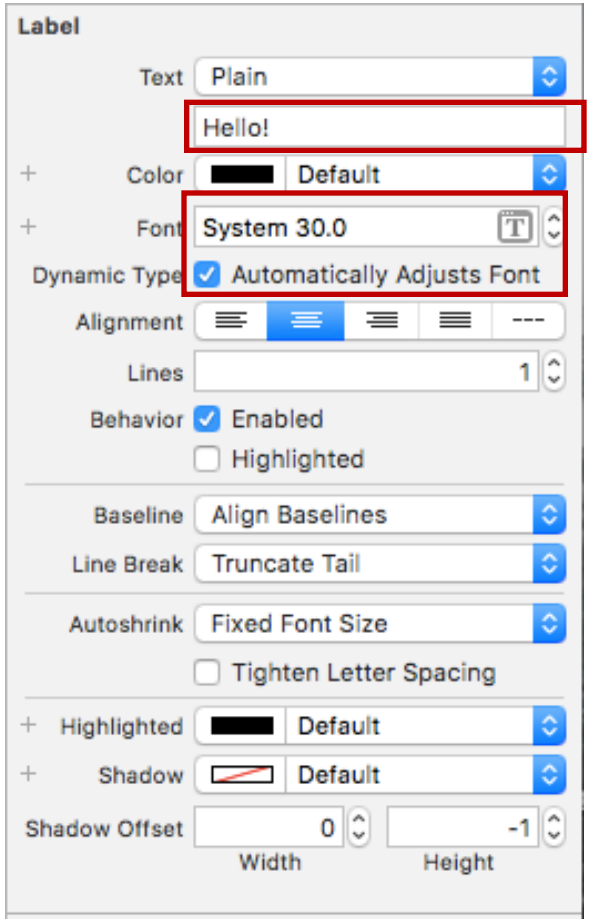


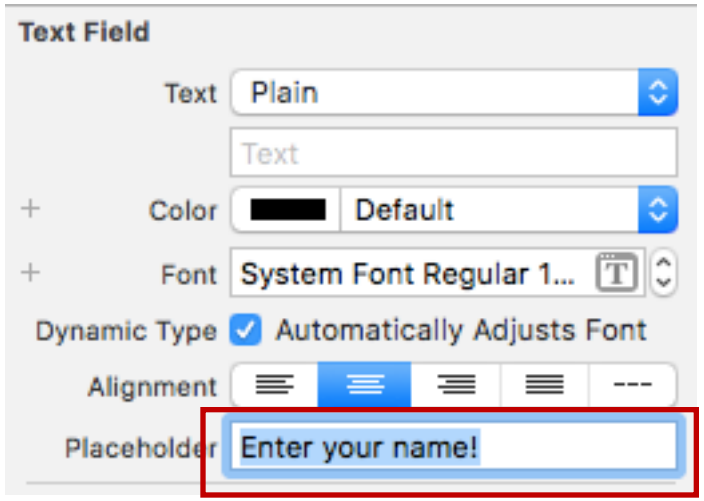


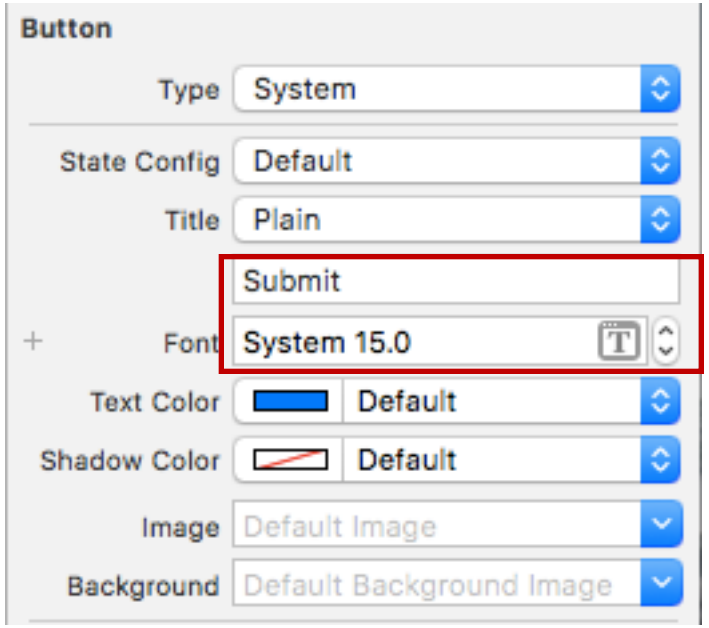
Drag elements into this orientation and resize



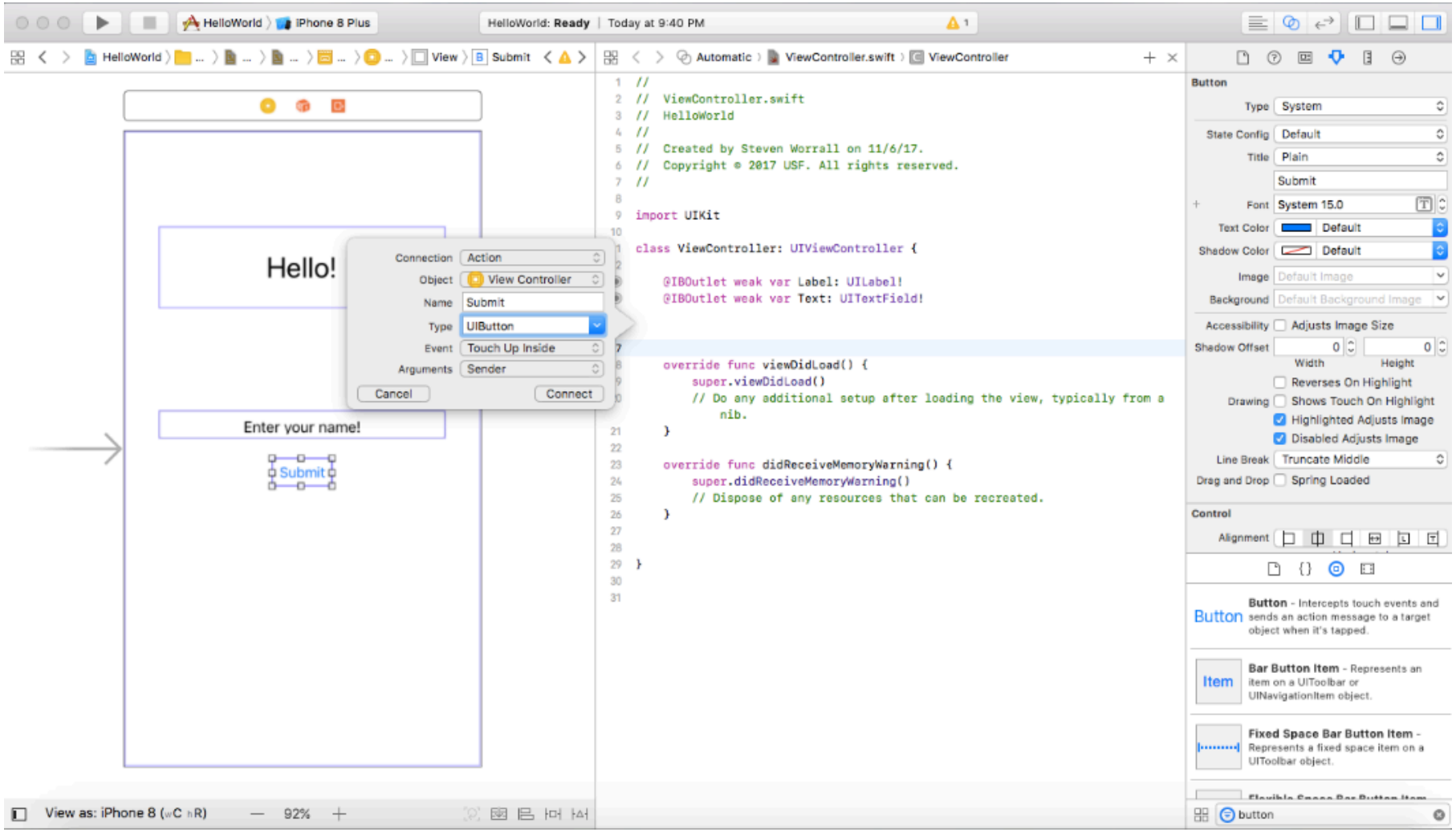
Edit information on right panel



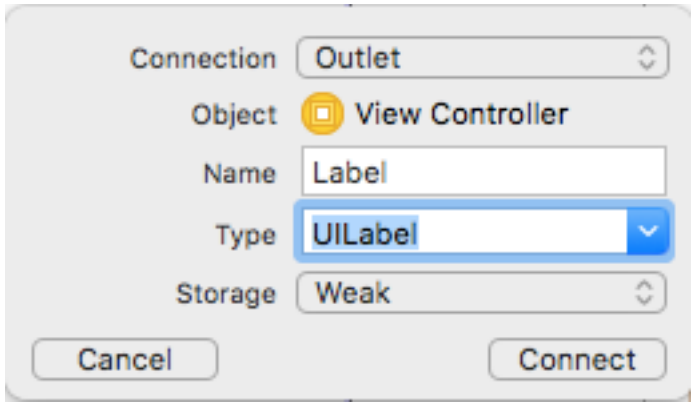


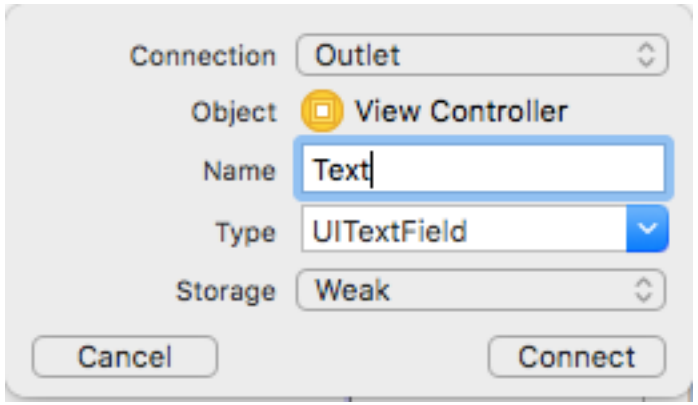


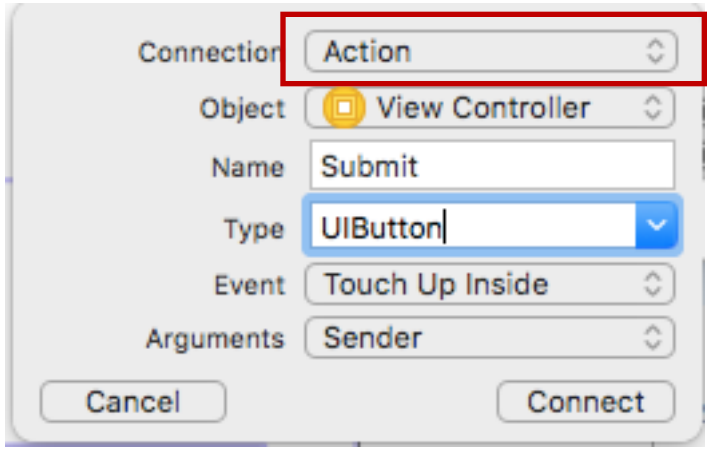
Control drag from element to ViewController



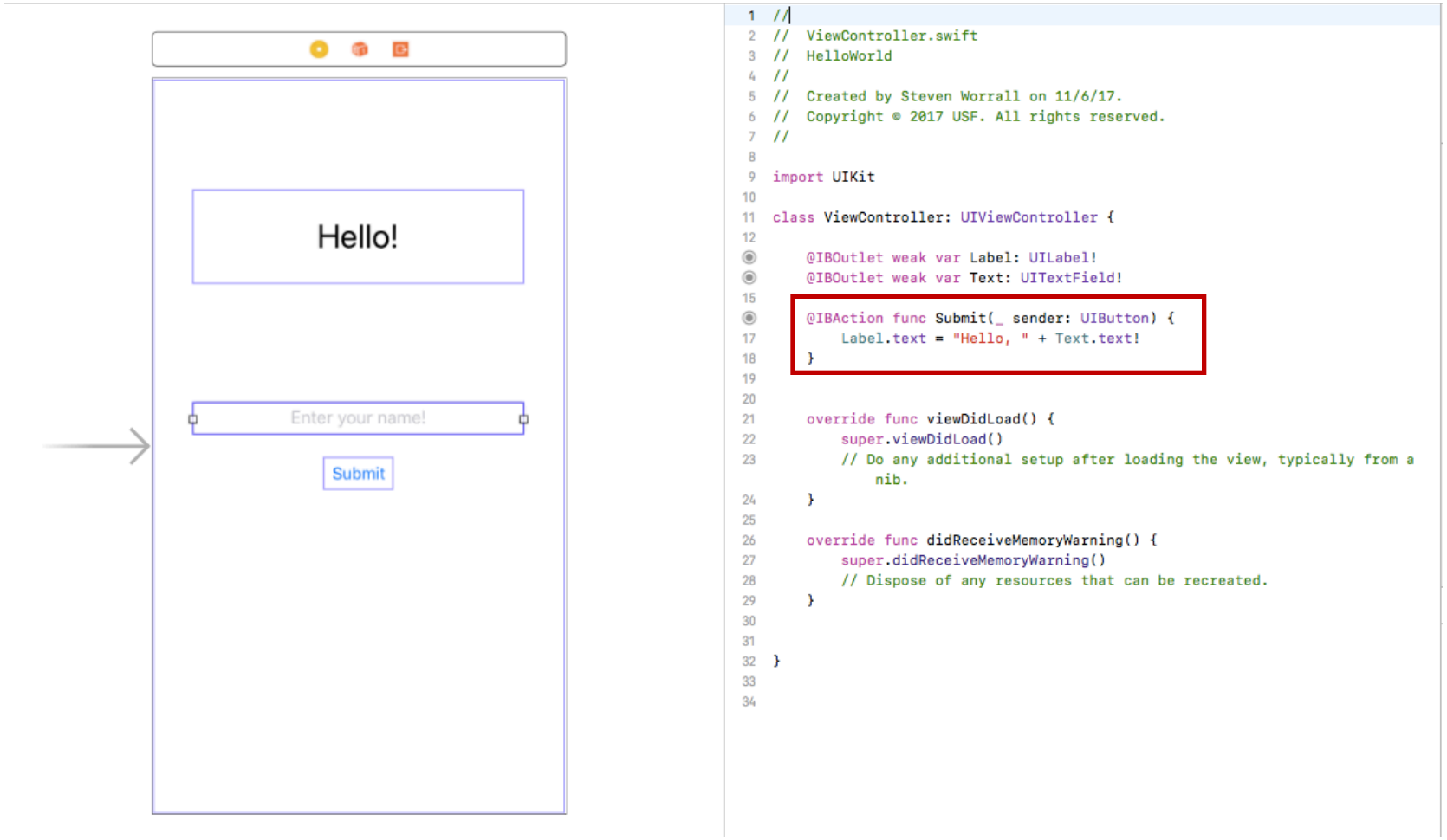
Edit information after Control dragging





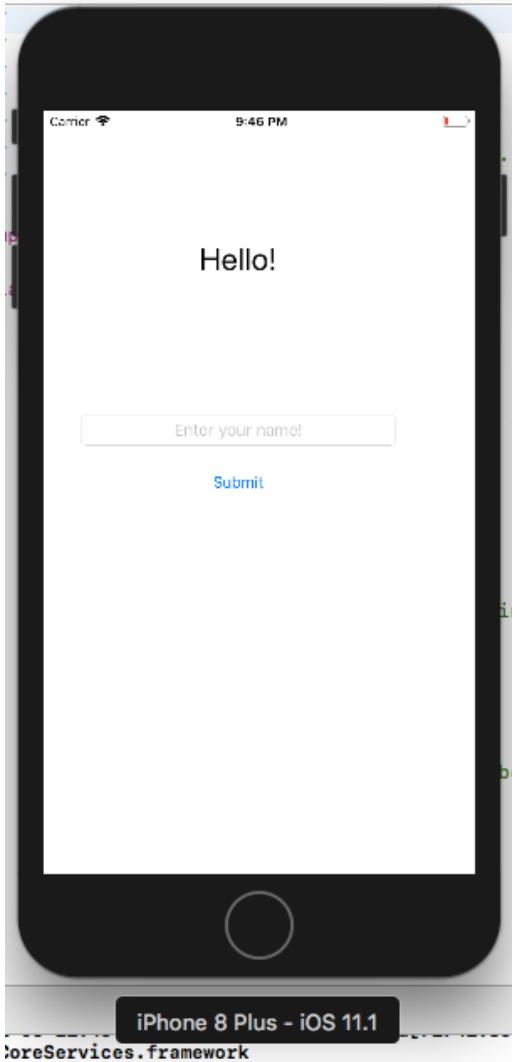
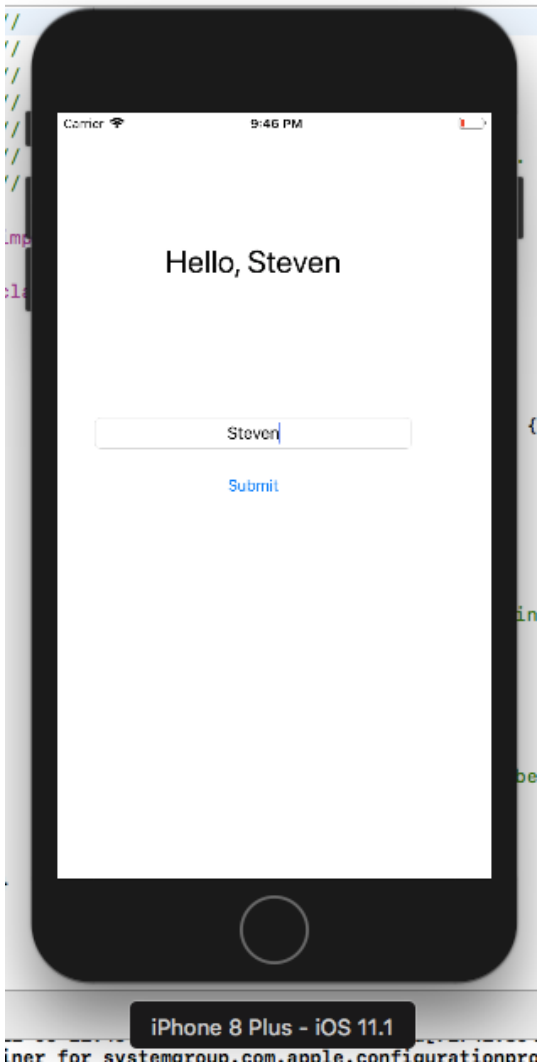


Adding the code




```swift
//
//  ViewController.swift
//  HelloWorld
//
//  Created by Steven Worrall on 11/6/17.
//  Copyright © 2017 USF. All rights reserved.
//

import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var Label: UILabel!
    @IBOutlet weak var Text: UITextField!

    @IBAction func Submit(_ sender: UIButton) {
        Label.text = "Hello, " + Text.text!
    }


    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a
            nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```

```
class ViewController: UIViewController {

    @IBOutlet weak var Label: UILabel!
    @IBOutlet weak var Text: UITextField!

    @IBAction func Submit(_ sender: UIButton) {
        Label.text = "Hello, " + Text.text!
    }
```

Label.text refers to what is displayed by the label.
"Str…" + is just a regular string operation.
Text.text refers to the input by the user.
(!) force unwraps the optional* text in the text box. (More on this later)
@IBAction func Submit refers to the pressing down of the submit button

Let’s run it (more on constraints later!)