

In Playgrounds

SKETCH
- SET UP A PROJECT
- SHOW COMPLETED ONE (KICKSTARTER) 15 min

Sketching UI

SKETCHING WITH PLAYGROUNDS

45 MINUTES : 30 MIN PRESENTATION / 15 MIN Q+A

GOAL: YOU CAN GET STARTED USING A PLAYGROUND INSTEAD OF SKETCHBOOK

OUTLINE

HELLO

- UP HOW I USE STORYBOARDS?
- WHO USES PROGRAMATIC

THE CONTROVERSY

REDDIT

- STACK OVERFLOW
- PROS/CONS

KICKSTARTER

- GITHUB VIDEOS

PLAYGROUNDS (BUILT IN)

- ERICA SADOUN

LIVE VIEW

- QUICK OVERVIEW

min

5 min

SKETCHING WITH PLAYGROUNDS

45 MINUTES : 30 MIN PRESENTATION / 15 MIN Q&A

GOAL: YOU CAN GET STARTED USING A PLAYGROUND INSTEAD OF STORYBOARDS

OUTLINE

HELLO

- WHO USES STORYBOARDS?
- WHO USES PROGRAMMATIC

THE CONTROVERSY

- REDDIT
- STACKOVERFLOW
- PROS/CONS

KICKSTARTER

- OBJC.10 VIDEOS
- PLAYGROUNDS (BUILD TIME)

PLAYGROUNDS

- ERICA SADUN (ASIDE)
- LIVE VIEW
- QUICK OVERVIEW

SKETCH

- SET UP A PROJECT
- SHOW COMPLETED ONE (KICKSTARTER)



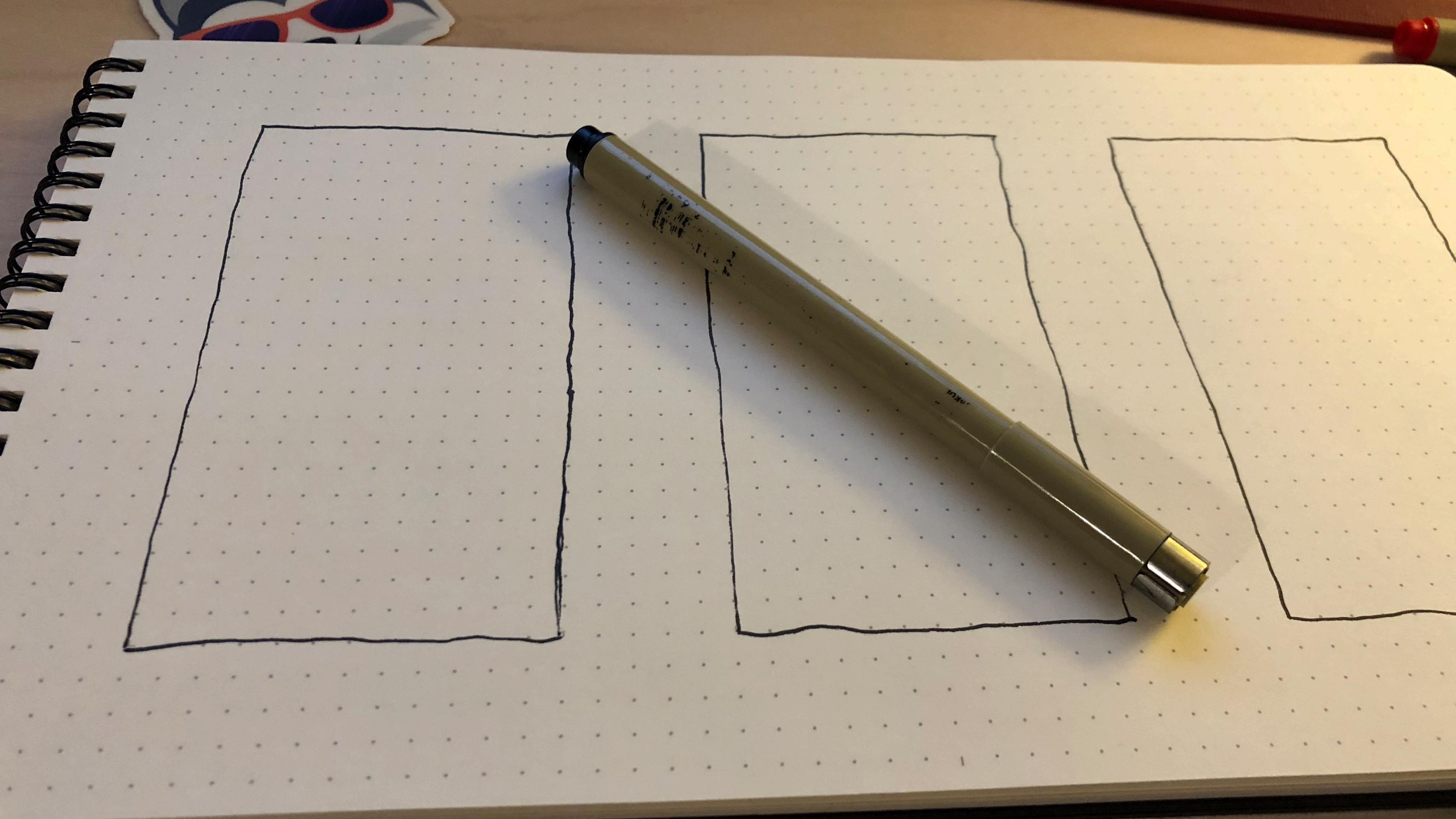
EVERY
SUBCULTURE
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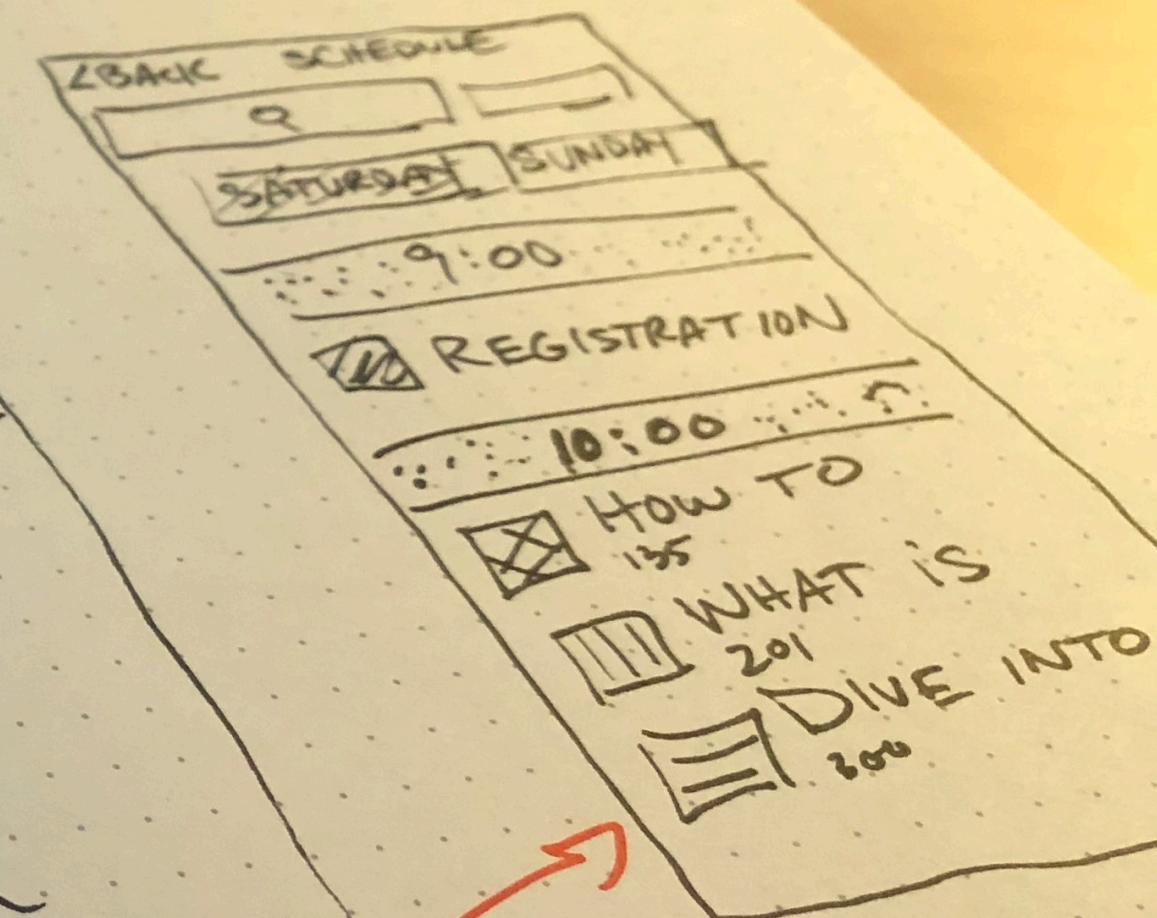
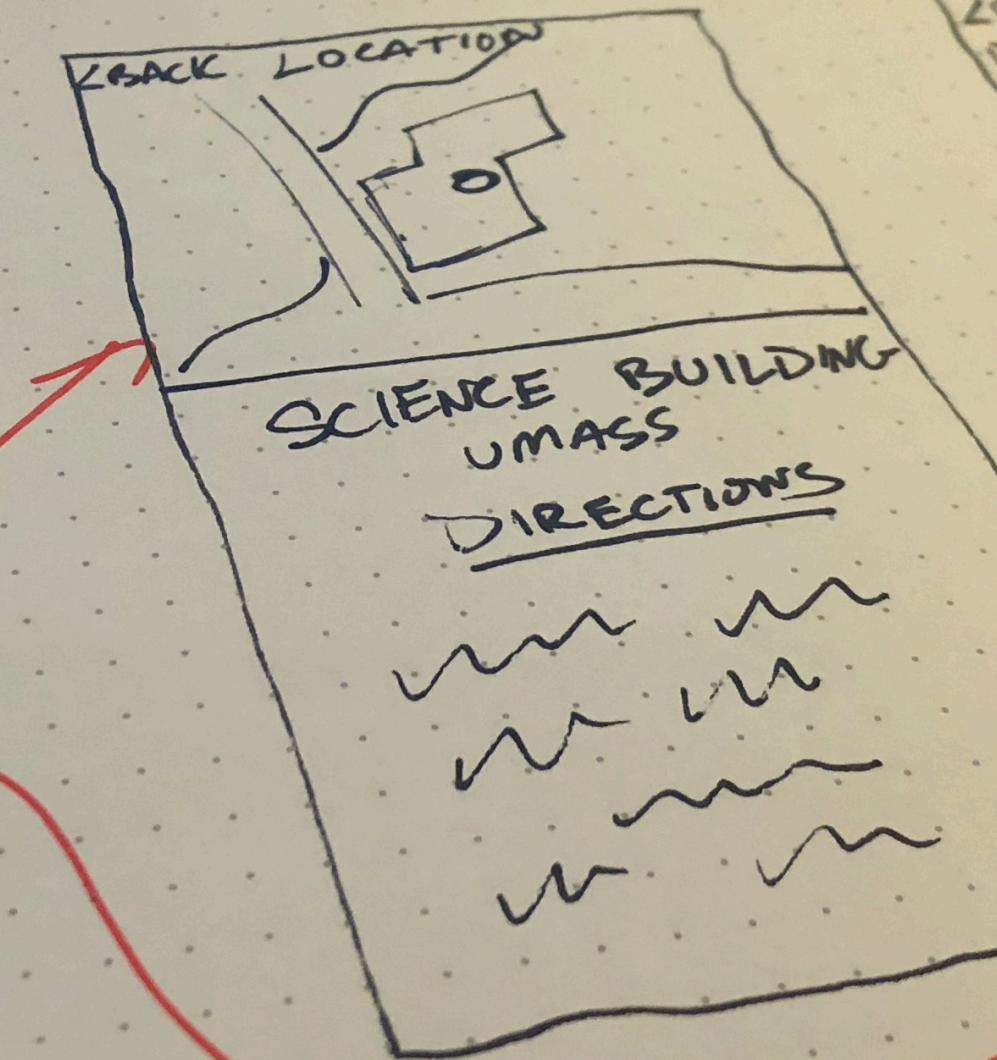
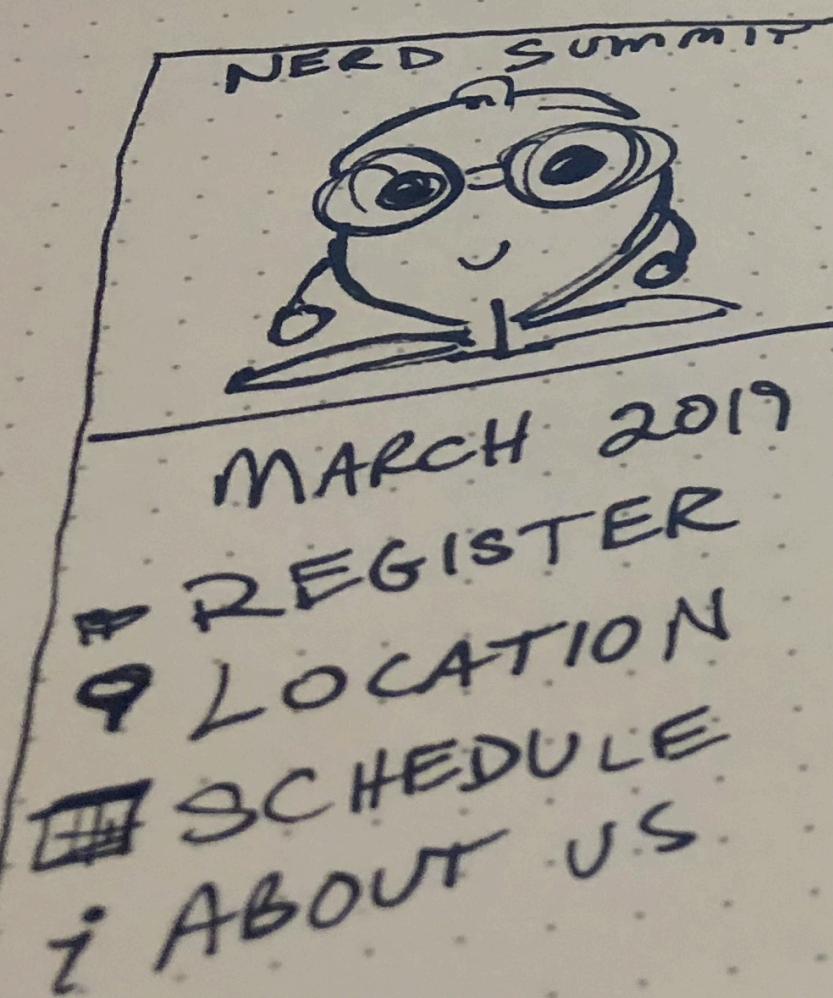
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ANIMATION

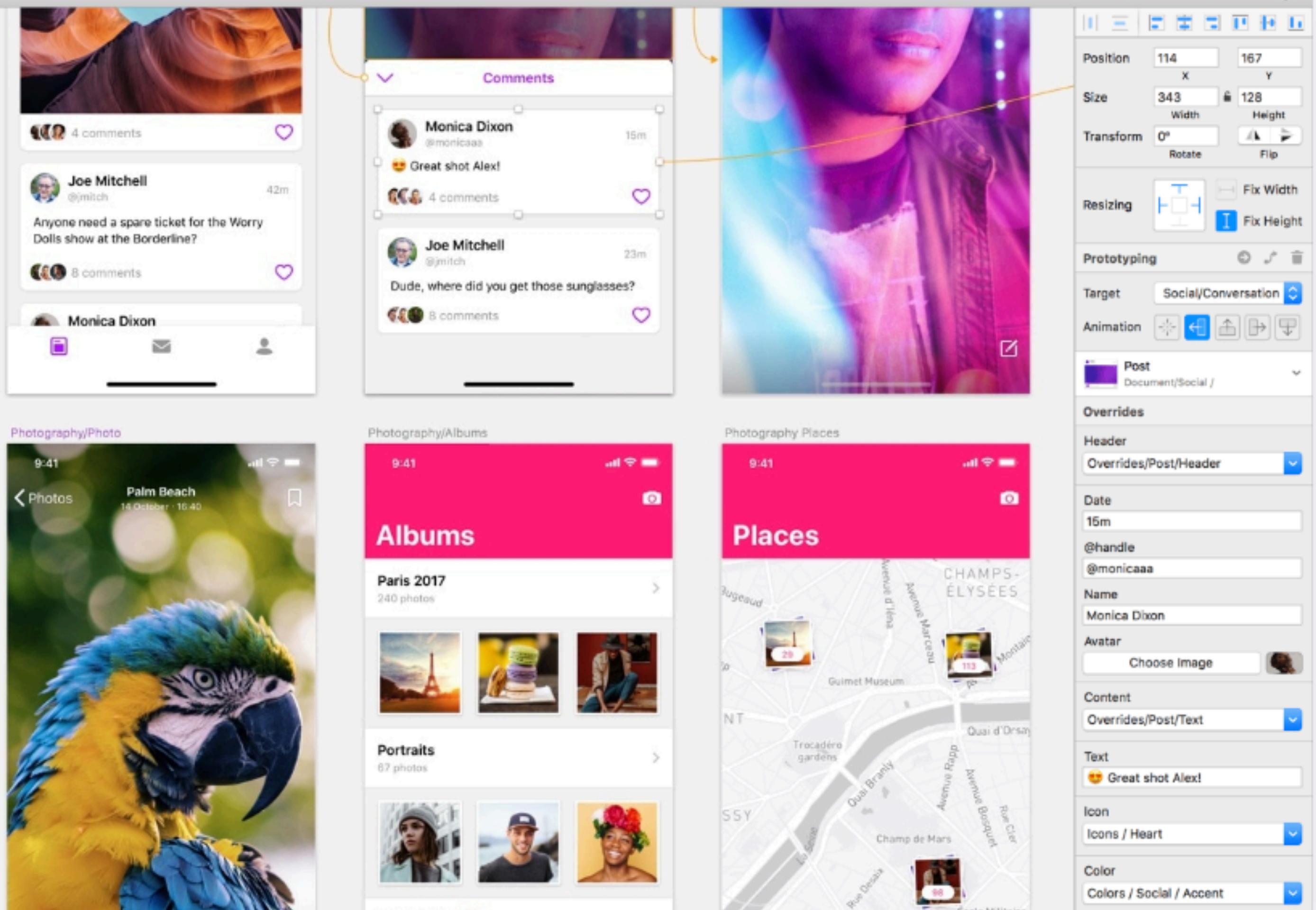
NICKI
MIRELLA
JACOB

STICK
W









OMat
entOMat
Models
Schedule.swift
Views
Cells
Main.storyboard M
AboutView...ntroller.swift
HomeView...ntroller.swift
LocationVie...troller.swift
ScheduleVi...troller.swift
UINavigatio...nsions.swift
Scheduleite...troller.swift
AppDelegate.swift
Assets.xcasssets
Info.plist
LaunchScreen.storyboard
Products

Main.storyboard

- Logo
- Constraints
- Table View
- L App by Lou Fr...
- Constraints
- Navigation Item
- First Responder
- Exit
- Tap Gesture Recogni...
- Show segue "Locatio..."
- Show segue "Sched..."
- Show segue "About..."

- Navigation Controller...

- Location View Controll...
- Location View Contr...
- Top Layout Guide
- Bottom Layout G...
- View
- Navigation Item
- First Responder
- Exit
- Tap Gesture Recogni...

- About View Controller...
- About View Controller
- Top Layout Guide
- Bottom Layout G...
- View
- First Responder
- Exit

- Schedule Item View C...

- Schedule View Control...
- Schedule View Cont...

Simulated Metrics

- Size Inferred
- Top Bar Inferred
- Bottom Bar Inferred

View Controller

- Title
- Is Initial View Controller
- Layout
- Adjust Scroll View
- Hide Bottom Bar
- Resize View From
- Use Full Screen
- Extend Edges
- Under Top Bars
- Under Bottom Bars
- Under Opaque Bars

- Transition Style Cover Vertical
- Presentation Full Screen
- Defines Context
- Provides Context
- Content Size Use Preferred Expansion

- Width 375
- Height 667

Key Commands

- Key Enter ⌘ Key
- Selector action

Integrated Sciences Building
UMass Amherst
Directions

Parking Information

The parking garage is close to the building, but does cost money. It is however underground (in case of rain or snow) and poses no risk of a parking ticket. Most of the parking lots around campus allow free parking on the weekends, but make sure to pay attention to the signs at each lot (some

View as: iPhone X (wC hR)

— 75% +

Device Orientation Vary for Traits

Auto ↑ | ⌂ ⌂ ⌂

All Output ↑

Filter

Filter

Filter

Why did you switch from progr x I finally decided to ditch Storyb x

Secure | https://www.reddit.com/r/iOSProgramming/com

IOSPROGRAMMING

COMMENTS

Discussion Why did you switch from programmatically creating interfaces to Storyboards / Auto Layout, or vice-versa? (self.iOSProgramming)

9 points submitted 5 months ago by refine_and_refine
9 comments share unsave hide give gold report crosspost

all 9 comments
sorted by: top ▾

Question Storyboard, XIB or code-only (self.iOSProgramming)

6 points submitted 1 year ago by ArghusSquare

I'm wondering what a good approach for a small team developing an app is. Merging storyboards seems to be a pain, while XIBs are a smaller scale with a merge-able and therefore acceptable.
With NSLayoutConstraint it is also possible to integrate the constraints nicely (even better than Visual Format Language). But with code

Discussion Storyboard vs programmatic approach

1 point submitted 14 days ago * by unplugged_chump

As a beginner(I have couple of years experience in Web development) development, which approach should I invest time in learning?

19 comments share save hide give gold report crosspost

all 19 comments
sorted by: top ▾

I finally decided to ditch Storyboard and go "all-code". I made an iOS app to open all your favorite websites at once and swipe between them. I use it to browse my usual websites (tech news) in the morning. Please, let me know your thoughts. (itunes.apple.com)

54 points submitted 3 months ago by honeybadgerAF
29 comments share save hide give gold report crosspost

all 29 comments
sorted by: top ▾

Holy War Senior Devs: Do you use Storyboards? (self.iOSProgramming)

104 points submitted 10 months ago by mikeroooooose

I'm curious to what the status of Storyboards is in late 2017.
While searching for new jobs though I find that other developers insist on using them. I know they have made improvements in Xcode 8+ — am I missing out on something?
As a senior level developer (7+ years iOS experience) I can't stand them. If I was making a simple drill-down Contacts app I would probably use them. Anything more complex I find they get in the way. Additionally, I find the code to not be reusable.
What is everyone's take on this?

107 comments share save hide give gold report crosspost

Question Programmatic Auto Layout vs. Storyboards... for rapid prototyping (self.iOSProgramming)

6 points submitted 5 months ago by IAmApocryphon Objective-C

Not meant to be a retread of previous discussions, but a specific use case:
Say you're trying to build an app quickly. Weekend project or hackathon.
You might not have a designer with Sketch files or even much in the way of napkin wireframes drawings.

In this case, aren't Storyboard layouts a no-brainer? If not, how are you able

search

this post was submitted on 23 Feb 2018

54 points (90% upvoted)

shortlink: <https://redd.it/7zkods>

this post was submitted on 09 Aug 2017

104 points (99% upvoted)

shortlink: <https://redd.it/6sm4aq>

search

this post was submitted on 05 Jan 2018

6 points (88% upvoted)

shortlink: <https://redd.it/7o7ckn>

Adding Views. Storyboard VS. Programmatically [closed]

[Ask Question](#)

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TEAMS

+ Create Team



I have been in a struggle for a long time with this one. Lets say I have a UIViewController and need to place an UIImageView with an UIImage in that controller. So I have two ways to do it:

4

1.) Via Storyboard



2.)

```
UIImageView *imageView = [UIImageView new];
imageView.frame = CGRectMake(bla, bla, bla);
[self.view addSubview: imageView];
```

2

Also I need to support different screen sizes (from iPhone 4 till iPhone6+), and autolayout with constraints isn't fully clear for me. And I'm sh*tcoding like

```
int wrapperHeight = (screen.height == 480) ? 100 : 200
```

I feel that i'm doing something wrong. When i started to learn objective-c, I have seen some opensource projects, and there was no storyboard at all, so i thought that adding views programmatically is a good practice.

Could you please explain me the "right way" ?

[ios](#) [objective-c](#) [iphone](#) [storyboard](#) [xib](#)

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asked Jan 10 '16 at 11:20

user3046185

59 • 2 • 7

closed as primarily opinion-based by Shamas S, Tom Brunberg, timgeb, Ian, Drenmi Jan 11 '16 at 4:34

Many good questions generate some degree of opinion based on expert experience, but answers to this question will tend to be almost entirely based on opinions, rather than facts, references, or specific expertise.

If this question can be reworded to fit the rules in the help center, please edit the question.

asked 2 years, 5 months ago

viewed 4,137 times

active 2 years, 5 months ago

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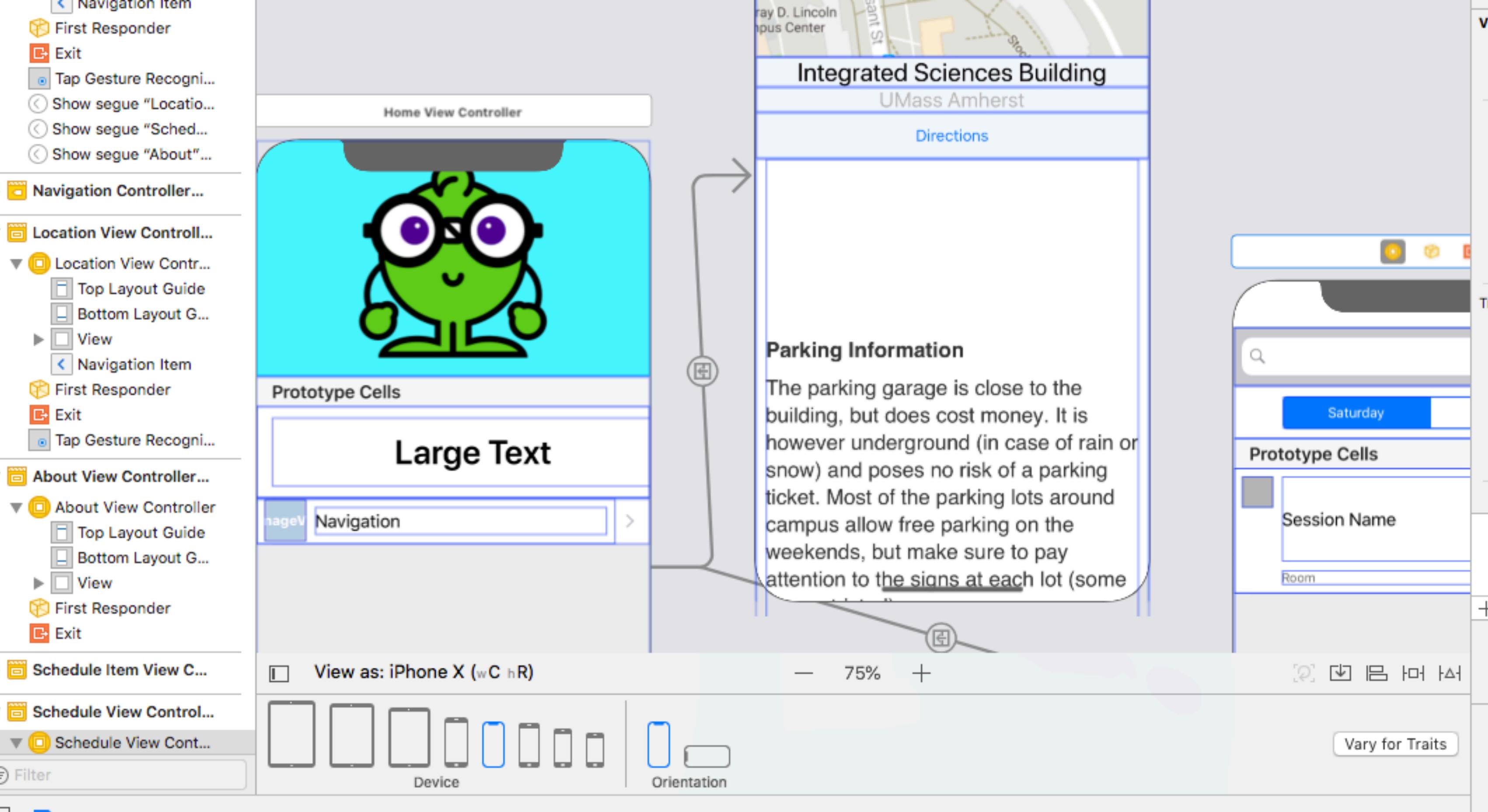
3 [Why is the "very low quality" flag unavailable here?](#)

Linked

-2 [it's better/faster making a view and add subviews programatically than using a storyboard](#)

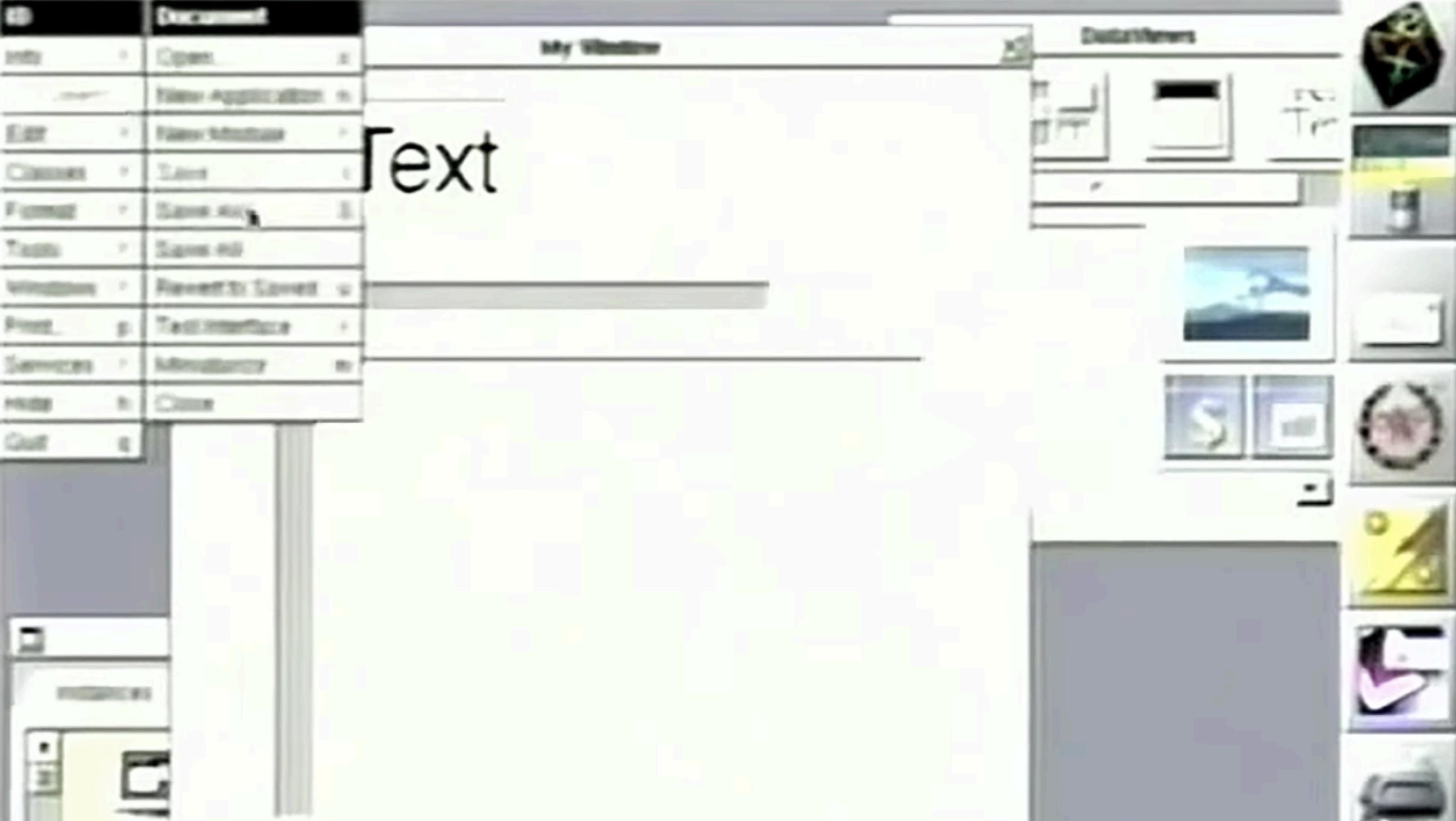
-2 [have it effect on performance when create ui in code?](#)

0 [Is it good practice, or at least not bad practice, to not use constraints](#)



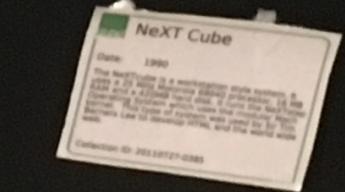
```
19  
20    private var notification: NSObjectProtocol?  
21  
22    override func viewDidLoad() {  
23        super.viewDidLoad()  
24  
25        popupTextField = Bundle.main.loadNibNamed("PopupTextFieldView", owner: self, options: nil).first as! PopupTextFieldView  
26        popupTextField?.delegate = self  
27  
28        navigationItem.leftBarButtonItem = editButtonItem  
29  
30        let addButton = UIBarButtonItem(barButtonSystemItem: .add, target: self, action:  
31            #selector(addListTapped(_)))  
32        navigationItem.rightBarButtonItem = addButton  
33        if let split = splitViewController {  
34            let controllers = split.viewControllers  
35            listViewController = (controllers[controllers.count-1] as! UINavigationController).topViewController as? ListViewController  
36        }  
37  
38        INPreferences.requestSiriAuthorization { (status) in  
39            notification = NotificationCenter.default.addObserver(forName:  
                UIApplication.willEnterForegroundNotification, object: nil, queue: .main) {
```



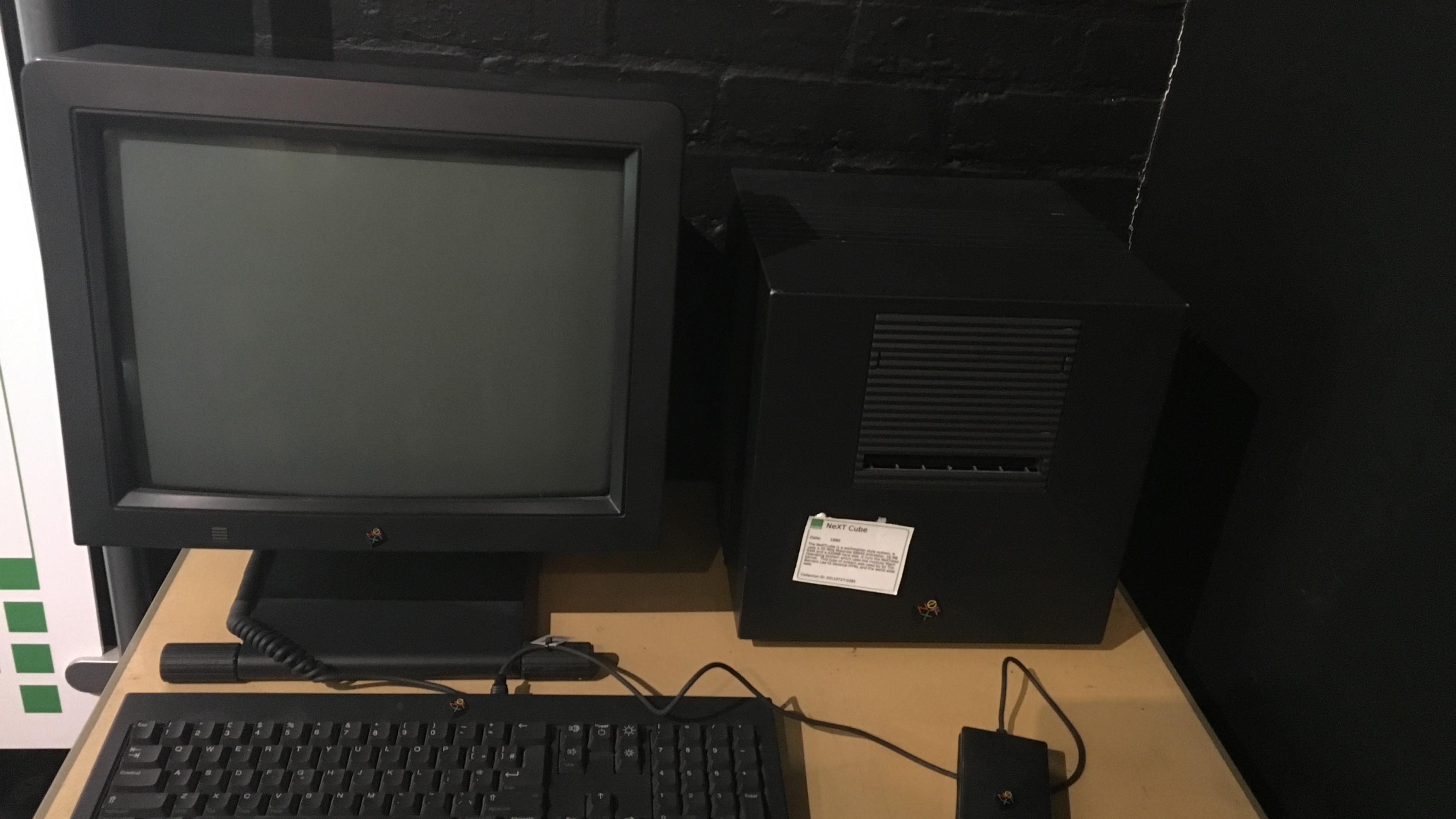


	Document
File	Open...
Print...	Print Preview...
Edit	Find Selection
Close	Exit
Format	Format
Tools	Spelling
Windows	Switch To.../Switch
Print...	Print Interface
Services	Information
Help	Close
Exit	





Collection ID: 2013.0727-0288



NeXT Cube

Date: 1990

The NeXTCube is a workstation style system. It uses a 25 MHz Motorola 68040 processor, 16 MB RAM and a 4.2GB hard disk. It runs the NeXTOS operating system which uses the modular Mach kernel. This type of system was used by Sir Tim Berners-Lee to develop the World Wide Web.

Collection ID: 2013.01727-0385





frogfeels



Draw awkward feelings

Show View Source

```

public/styles/masterpiece
public/styles/normalize.s1
public/styles/vote.styl
public/styles/weekly.styl
views/includes/about.pug
views/includes/draw.pug
views/includes/drawing-sav
views/includes/footer.pug
views/includes/head.pug
views/includes/header.pug
views/includes/scripts.pug
views/includes/vote.pug
views/index.pug
views/last-week.pug
views/masterpieces.pug
views/new-election.pug
views/this-week.pug
views/unsubscribe.pug
@env
.gitconfig
README.md
drawing.coffee
elections.coffee
emails.coffee
package.json
routes.coffee
server.coffee
storage.coffee
users.coffee
utils.coffee

```

```

1  uuid = require 'node-uuid'
2  moment = require 'moment'
3  _ = require 'underscore'
4
5  storage = require './storage'
6  users = require './users'
7  utils = require './utils'
8  elections = require './elections'
9
10 self =
11
12 db: storage.db
13 s3: storage.s3
14
15 save: (data, feeling, response) ->
16  path = "/#{moment().year()}-#{moment().week()}/#{uuid.v4()}.png"
17  Promise.all [
18    storage.saveDrawing path, data
19    storage.saveInfo path, feeling
20  ]
21  .then ->
22    response.send
23      code: 200
24      drawing: path
25      feeling: feeling
26  .catch (error) ->
27    console.log 'failed to save drawing', error
28
29 remove: (request, response) ->
30  return new Promise (resolve, reject) ->
31  path = request.body.path
32  console.log 'removing', path
33  self.db.collection('Drawings').remove {path: path}, (error, dr
34  if error
35    console.error error
36    reject Error 'failed to remove drawing from db!' error

```

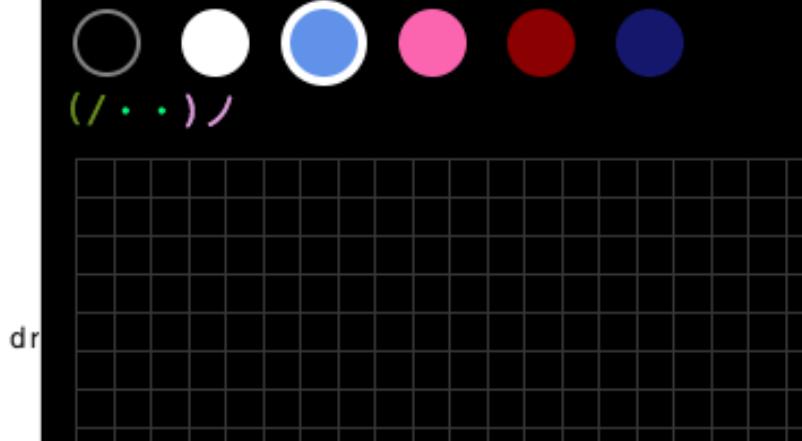
Edit to remix 



FEELS

*anonymously draw a feeling
see what everyone else drew next week
repeat ↪*

A feeling
blergh



```
29  
30     void _incrementCounter() {  
31         setState(() {  
32             _counter++;  
33         });  
34     }  
35  
36     @override  
37     Widget build(BuildContext context) {  
38         return new Scaffold(  
39             appBar: new AppBar(  
40                 title: new Text(widget.title),  
41             ), // AppBar  
42             body: new Center(  
43                 child: new Text(  
44                     'Button clicked ${_counter} times',  
45                     style: Theme.of(context).textTheme.display1,  
46                 ), // Text  
47             ), // Center  
48             floatingActionButton: new FloatingActionButton(  
49                 onPressed: _incrementCounter,  
50                 tooltip: 'Increment',  
51                 child: new Icon(Icons.add),  
52             ), // FloatingActionButton  
53         ); // Scaffold  
54     }  
55 }  
56
```

Flutter Demo Home Page

Button clicked 0 times

What they have in common

- You write code
- There is a UI Rendering Host
- The UI is live
- It can hot load the code
- You can start from anywhere in the app
- You don't need to recreate state
- The code-see loop is very tight
- There is shared style that gets inherited

1 Sheet HTML ◊ Helvetica Neue - Full Page

SLIDE: MOVIE OF APP-O-MAT DEV

And I think that thread is making its way into mobile development via React Native and Flutter.

I don't personally want to use these tools, but I really recommend that you try the tutorials if you have not. The main thing you should try is hot-loading

SLIDE: MOVIE OF FLUTTER

What we see in common is a few things

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- The code-see loop is very tight

SLIDE: MOVIE OF ULYSSES

Also, a weird thing happened while I was writing this presentation that I never thought of before. I noticed that I write this way as well. My normal writing setup is using Ulysses next to a live preview

Outline

1. Set up sketching ✓
 1. Paper ✓
 2. Drawing tools ✓
 2. Xcode ✓

school of UI development tools. It came from the Next acquisition, and is a lot like other tools from the late eighties and early nineties from Microsoft and Borland, like Visual Basic, Delphi, Visual Studio, even carrying to Java with Jbuilder.

SLIDE: STEVE JOBS DEMOING INTERFACE BUILDER

Ironically it was on a Next computer that a different style became popularized.

SLIDE: NEXT COMPUTER

In web development, at its simplest, you can type code in an editor, save and immediately see results in a browser. The time from doing to seeing is greatly compressed. I want to stress that I still think direct manipulation in something like Interface Builder would be better, but tightening the code-see loop gets us close — but it would be nice to add direct manipulation.

SLIDE: MOVIE OF APP-O-MAT DEV

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SLIDE: MOVIE OF FLUTTER

What we see in common is a few things

- * You write code
- * There is a UI Rendering Host
- * It can hot load the code
- * You can start from anywhere in the app
- * You don't need to recreate state
- * The code-see loop is very tight

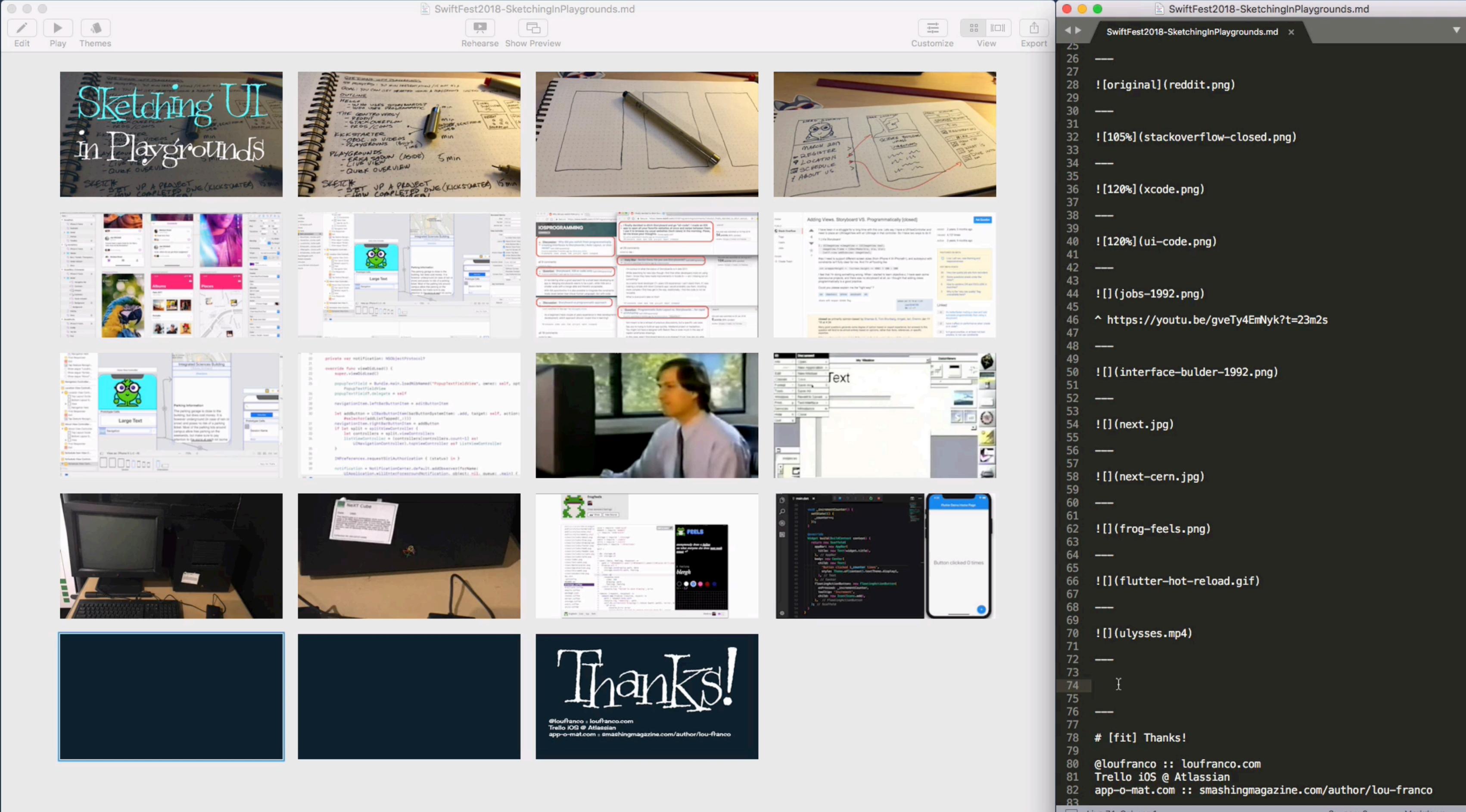
SLIDE: MOVIE OF ULYSSES

|

Outline

1. Set up sketching ✓
 1. Paper ✓
 1. Drawing tools ✓
 1. Xcode ✓

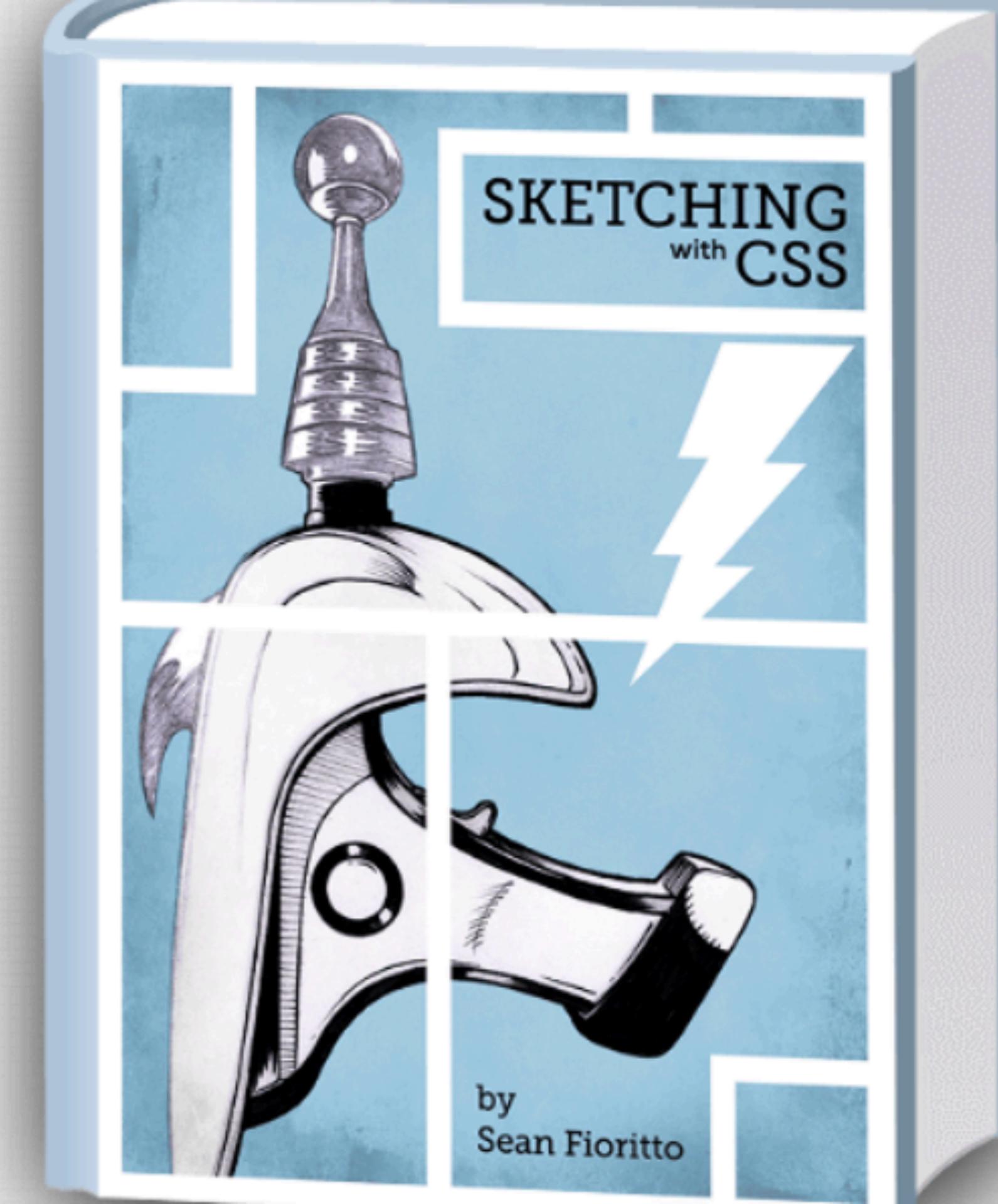
49
50
51
52



WRITE CSS AS *FAST* AS YOU CAN SKETCH

*This book is a must
read for designers.”*

— Jarrod Drysdale



GitHub, Inc. [US] | https://github.com/loufranco/PlaygroundSupportMock

loufranco / PlaygroundSupportMock

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A mock version of PlaygroundSupport from iOS Swift Playgrounds

Add topics

loufranco/pgbookc: pgbookc is

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pgbookc is a script that will "compile" an iOS Swift Playground Book from a Contents folder

Add topics

1 commit 1 branch 0 releases 1 contributor MIT

Branch: master New pull request Create new file Upload files Find file Clone or download

loufranco Initial commit Latest commit b26544b on Sep 5, 2016

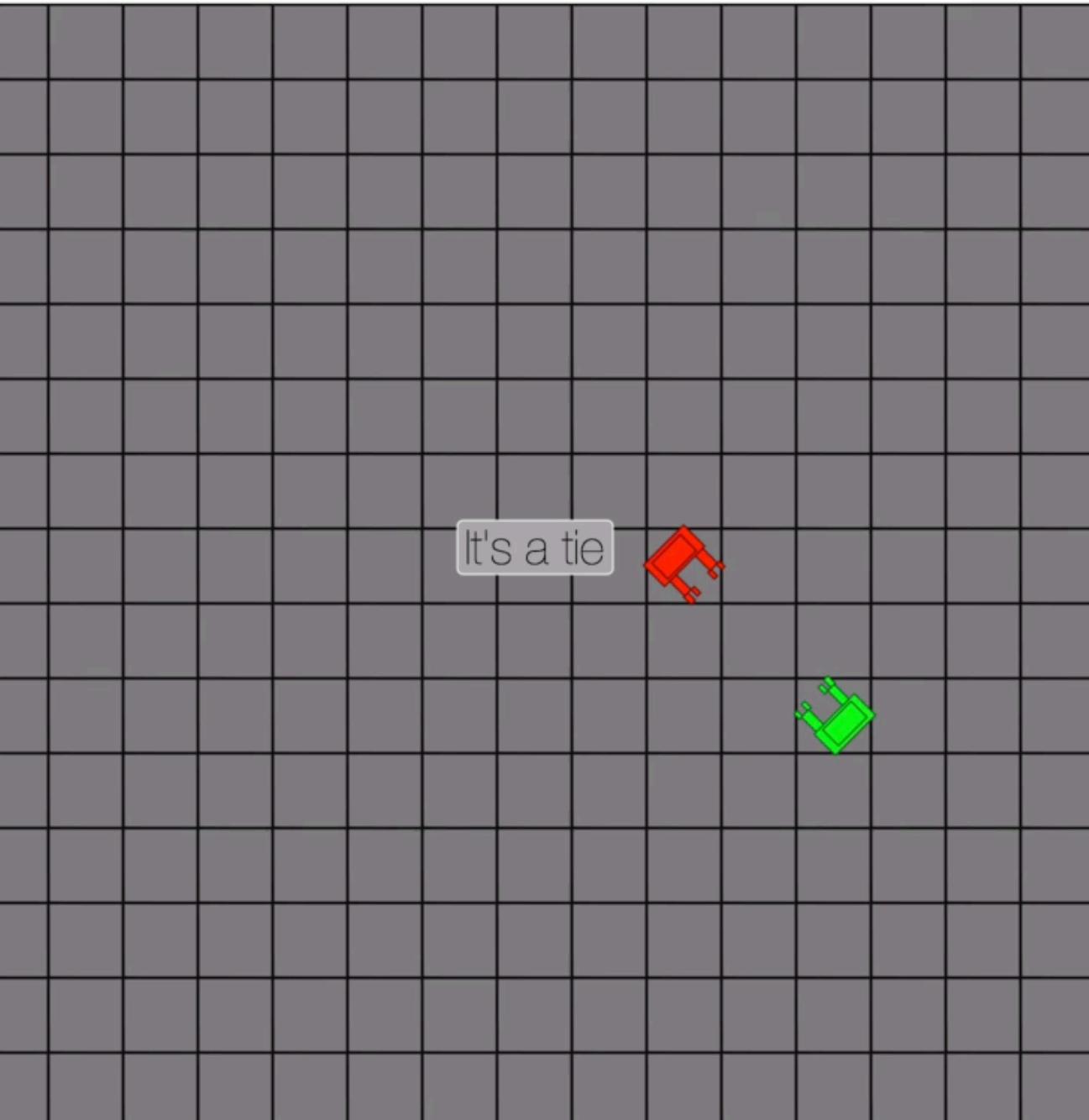
File	Commit Message	Time
LICENSE	Initial commit	2 years ago
README.md	Initial commit	2 years ago
pgbookc	Initial commit	2 years ago

FuzzyLogicPlayground

```

1 import UIKit
2 import GameplayKit
3 import SpriteKit
4 import PlaygroundSupport
5
6 let robotWar = RobotWar(cellSize: 15, timeBetweenMoves: 0.2)
7
8 var laserCount = 0
9 var numMoves = 0
10 var dontLaser = false
11 var lastEnemyPos = CGPoint(x:0, y:0)
12
13 func maxNextAction(robotState: RobotState, gameState: [String: Any]) -> RobotAction {
14
15     let gs = GameState(state: gameState as NSDictionary)
16     numMoves += 1
17
18     if (lastEnemyPos != gs.enemyPos) {
19         dontLaser = false
20     }
21     lastEnemyPos = gs.enemyPos
22
23     let turn = robotState.turnToEnemy(gameState: gs)
24
25     if let turn = turn {
26         laserCount = 0
27         return turn
28     }
29     else if laserCount >= 3 {
30         laserCount = 0
31         dontLaser = true
32 //         return .radar
33     }
34     else if !dontLaser && CGFloat(robotState.laserCharge) >=
35         robotState.distanceToEnemy(gameState: gs) {
36         laserCount += 1
37         return .fireLaser
38     } else if numMoves > 2 && robotState.radarCharge >= robotState.maxRadar()-2 {
39         return .radar
40     }
41
42     if gs.isFacingWall() {
43         return .turnLeft
44     }
45
46     return .moveForward
47 }
48
49 func actionPrinter(prefix: String, fn: @escaping RobotNextAction) -> RobotNextAction {
50
51     return {
52         (robotState: RobotState, gameState: [String: Any]) -> RobotAction
53     in
54
55         let na = fn(robotState, gameState)
56 //         print ("\n(prefix): \n(na)")
57         return na
58     }
59 }
```

Live View > FuzzyLogicPlayground.playground (Live View)



Running TrelloAPIPlayground

Trello API Playground

Creating lists on a board

```
let boardName = "Trello API Playground"

To create a list, you issue a POST request to /boards/boardID/lists. It will return a JSON Object with the list's identifier.

For this page, you need to have a board named "Trello API Playground" in your account. Go back to the Create Playground Board Page to create one if you don't. Lists will only be created if the board has no lists, so archive your lists if you want to run this page again.

let client = TrelloClient(key: key, token: token)
client.getBoard(name: boardName) { board, error in
    if let error = error {
        print(error.localizedDescription)
    } else if let boardId = board?["id"] as? String {
        client.getLists(boardIdentifier: boardId) { lists, error in
            if lists?.count == 0 {
                // Only create lists if the board is blank.
                client.post(path: "/boards/\(boardId)/lists", formData: ["name": "To Do", "pos": "bottom"]) { _, _ in
                    client.post(path: "/boards/\(boardId)/lists", formData: ["name": "Doing", "pos": "bottom"]) { _, _ in
                        // TrelloClient has appendList to make this easier
                        client.appendList(boardIdentifier: boardId, listName: "Done")
                    }
                }
            }
        }
    }
}
```

Filter

Secure | <https://trello.com/b/qaZigdC0/trello-api-playground>

Boards Nested Resource trello / trello-api-playgrounds * Trello iOS App | Trello * Trello API Playground | Trello

Apps iOS PRs iOS PRs - Builds iOS - master build iOS - release build iOS Dev Board DemoBash Board Demo Bash Centrify Trello Admin ReadMe

Boards Trello

Trello API Playground Add a list... Private Show Menu

The image shows a dual-monitor setup. The top monitor displays the Xcode IDE with a project titled 'TrelloAPIPlayground'. The current file is '08-CreateLists.swift' which contains Swift code for interacting with the Trello API to create lists on a board. The bottom monitor displays the Trello web application, showing a single board named 'Trello API Playground' with no lists present.



← → C Home GitHub, Inc. [US] https://github.com/kickstarter/ios-oss/ ⋮

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Insights

Kickstarter for iOS. Bring new ideas to life, anywhere. <https://www.kickstarter.com/mobile>

reactivecocoa

reactiveswift

ios

swift

functional-programming

ios-app

swift-language

functional-reactive-programming

frp

1,328 commits

71 branches

28 releases

32 contributors

Apache-2.0

Branch: master ▾

New pull request

Create new file

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Scollaco	Bumped version - 3.9.8	Latest commit 5b31bb2 2 days ago
.fastlane	Alpha build (#361)	16 days ago
.github	add PR template (#177)	a year ago
Configs	Removed HelpCenter example url (#366)	18 days ago
Design	Remove old design assets (#286)	6 months ago
Frameworks	Password reveal functionality (#368)	17 days ago
Kickstarter-iOS.playground	Updated to methods changes (#334)	2 months ago
Kickstarter-iOS	Bumped version - 3.9.8	2 days ago
Kickstarter.xcodeproj	Thankyou card bug fix (#374)	5 days ago
KsApi	Environment switcher improvement (#370)	4 days ago
Library	Environment switcher improvement (#370)	4 days ago
LiveStream	Swift4 project update (#309)	4 months ago
Screenshots/_64	Environment switcher improvement (#370)	4 days ago
bin	Generalize currency conversion (#231)	10 months ago

swift 3 and xcode 8

swift. slowly.

an ambling guide to a fast moving language



playground secrets and power tips

erica sadun

Erica Sadun



The iPhone™ Developer's Cookbook

Building Applications with the
iPhone SDK

Developer's Library



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A Playground in Every Project!



Deejaywood

Trellis > Reactions.playground > Multiple Reactions < ▲ > Live View > Multiple Reactions.xcplaygroundpage (Live View)

Find align 2 matches + Aa Contains < > Done

```
//: [Previous](@previous)

import PlaygroundSupport
import Foundation
import UIKit
import TrellloUIKit

let vc = ReactionsViewController()
vc.emojis = ["▶", "✖", "?", "✖️", "💯"]
PlaygroundPage.current.needsIndefiniteExecution
    = true
PlaygroundPage.current.liveView = vc

public class ReactionsViewController: UIViewController {
    private var segmentedControl =
        UISegmentedControl(items: ["None",
                                    "Scroll", "Grow"])
    public var emojis: [Character] = [] {
        didSet {
            for item in
                mainStackView.arrangedSubviews {
```

.ReactionsViewController...
.ReactionsViewController...

▶ 0 - +
✖ 0 - +
? 4 - +
✖️ 0 - +
💯 0 - +

None Scroll Grow

When it worked, it was great. [...]
building and testing code felt
almost instantaneous.

– Jon Rexeisen (Trello iOS)

Next Steps

- Playground Secrets by Erica Sadun
 - <https://leanpub.com/playgroundsecretsandpowertips>
- Kickstarter App
 - <https://github.com/kickstarter/ios-oss/>
- Swift Talk videos about Kickstarter
 - <https://talk.objc.io/collections/ios-at-kickstarter>
- Ash Furrow's iPad Playground Book Tool
 - <https://ashfurrow.com/blog/swift-playground-books/>



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