

iOS Apprentice Review 1

Part 2: Demo Instructions

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# User Interface Part I

In this demo, you will create the basic user interface for the StoryTime app.

The steps here will be explained in the demo, but here are the raw steps in case you miss a step or get stuck.

## Step 1: Add Image (Background)

In **Main.storyboard**, drag an image view onto the scene.

Set the following properties:

Image – zombies

Alpha – 0.1

Position - x: 0 y: 0 w: 600 h: 600

## Step 2: Add Label (Title)

Drag a label onto the scene.

Set the following properties:

Title – “CHOOSE YOUR STORY”

Color – Dark Gray Color

Font – System 20.0

Alignment - Center

Position - x: 23 y: 24 w: 554 h: 24

## Step 3: Add Segmented Control (Monsters)

Drag a segmented control onto the scene.

Set the following properties:

Number of Segments - 2

Segment 0 Title – Zombies

Segment 1 Title - Vampires

Tint – Dark Gray Color

Position - x: 31 y: 62 w: 539 h: 29

## Step 4: Add Label (Name)

Drag another label onto the scene.

Set the following properties:

Title – “Name:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Left

Position - x: 31 y: 120 w: 51 h: 21

## Step 5: Add Label (Verb)

Drag another label onto the scene.

Set the following properties:

Title – “Verb:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Left

Position - x: 42 y: 162 w: 40 h: 21

## Step 6: Add Text Field (Name Field)

Drag a text field onto the scene.

Set the following properties:

Placeholder – “a person's name”

Clear Button – Appears while editing

Position - x: 99 y: 116 w: 471 h: 30

## Step 7: Add Text Field (Verb Field)

Drag another text field onto the scene.

Set the following properties:

Placeholder – “a word used to describe an action”

Clear Button – Appears while editing

Position - x: 99 y: 158 w: 471 h: 30

## Step 8: Add Label (Number)

Drag another label onto the scene.

Set the following properties:

Title – “Number:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Center

Position - x: 101 y: 206 w: 399 h: 21

## Step 9: Add Slider (Number Selection)

Drag a slider onto the scene.

Set the following properties:

Value – min: 2 max: 100 current: 50

Min Track Tint Color – Dark Gray Color

Max Track Tint Color – Light Gray Color

Position - x: 99 y: 235 w: 403 h: 31

## Step 10: Add Label (Monster Setting)

Drag another label onto the scene.

Set the following properties:

Title – “Monsters Win:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Left

Position - x: 245 y: 273 w: 111 h: 21

## Step 11: Add Switch (Monster Setting Selection)

Drag a switch onto the scene.

Set the following properties:

On Tint – Dark Gray Color

Thumb Tint – Light Gray Color

Position - x: 276 y: 307 w: 51 h: 31

## Step 12: Add Label (Story Header)

Drag another label onto the scene.

Set the following properties:

Title – “Your Story:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Left

Position - x: 258 y: 350 w: 85 h: 21

## Step 13: Add Text View (Story)

Drag a text view onto the scene.

Set the following properties:

Title – “your generated story will appear here”

Color – Dark Gray Color

Background – Ligh Text Color

Font – System 20.0

Alignment – Left

Behaviour – Editble: No Selectable: Yes

Position - x: 16 y: 379 w: 568 h: 169

## Step 14: Add Button

Drag a button onto the scene.

Set the following properties:

Title – “Generate Story”

Color – Dark Gray Color

Font – System 15.0

Position - x: 16 y: 562 w: 568 h: 30

## Step 15: Add Button (Hide Keyboard)

Drag a button onto the scene, and move it just above the image view in the hierarchy.

Set the following properties:

Title – “”

Color – Dark Gray Color

Font – System 15.0

Position - x: 0 y: 0 w: 600 h: 600

## Step 16: Build & Run

You’ll immediately notice things look strange. That’s because none of the constraints for Auto Layout have been set. Do that now.

With the View Controller selected, do the following:

1. Resolve Auto Layout Issues
2. Clear Constraints
3. Reset to Suggested Constraints

# User Interface Part II

In this next section, you’ll be connecting the interface to the code using IBOutlets and IBActions.

## Step 1: Create Properties

In **ViewController.swift**, add the following code to the section marked setup variables:

var currentNumber = 50

var currentSwitchValue = true

var storyType = 0

var monsters = "zombies"

## Step 2: Create IB Outlets

Add the following code to the section marked setup IB Outlets:

@IBOutlet weak var backgroundImage: UIImageView!

@IBOutlet weak var segmentedControl: UISegmentedControl!

@IBOutlet weak var textField1: UITextField!

@IBOutlet weak var textField2: UITextField!

@IBOutlet weak var sliderControl: UISlider!

@IBOutlet weak var switchControl: UISwitch!

@IBOutlet weak var textview: UITextView!

@IBOutlet weak var button: UIButton!

## Step 3: Connect IBOutlets

Connect each outlet to its respective control by control-dragging from the view controller to the control. For simplicity, these are named and listed in the same order as they were added to the scene.

## Step 4: Connect IBActions (part 1)

In order to track the value changes for the segmented control, slider, and switch, three methods have been created. Connect these now to their respective controls by control-dragging from the control to the view controller.

## Step 5: Connect IBActions (part 2)

There are two more actions to connect; it is generateStory() and hideKeyboard(). Connect the “Generate Story” button to generateStory() and the other button to hideKeyboard().

## Step 6: Build & Run

If everything went well, you should now see the function names appear in the output window for each respective control when its value changes. This is done using println("\(\_\_FUNCTION\_\_)").

## Step 7: Style Text View

The text view gets lost. Add the following code to viewDidLoad() to help make it stand out a but more:

textview.layer.borderColor = UIColor.darkGrayColor().CGColor

textview.layer.borderWidth = 1.0

# The Story: Generate & Reset

In this next section, you’ll be adding some basic code for the StoryTime app so that when you tap on the “Generate Story” button, the story will display in the textview.

## Step 1: Add Code To Generate Story

Locate generateStory() and add the following code:

switch sender.tag {

case 1:

sender.tag = 2

sender.setTitle("Start Over", forState: UIControlState.Normal)

populateStory()

case 2:

sender.tag = 1

sender.setTitle("Generate Story", forState: UIControlState.Normal)

resetStory()

default:

sender.tag = 0

}

## Step 2: Change Button Tag

You’ll notice in generateStory() you’re using a tag value of the button to determine what action to take when the button is pressed. Whenever you add a new control to the scene, the tag value is set to 0. Find the button and change it to 1.

## Step 3: Uncomment Code

Uncomment the code in populateStory().

## Step 4: Add Code To Reset Story

Uncomment the code in resetStory().

textField1.text = ""

textField2.text = ""

sliderControl.value = 50

switchControl.on = true

textview.text = "your generated story will appear here"

currentNumber = 50

currentSwitchValue = true

button.setTitle("Generate Story", forState: UIControlState.Normal)

button.tag = 1

## Step 5: Add Code To Hide Keyboard

Add the following code to hideKeyboard():

textField1.resignFirstResponder()

textField2.resignFirstResponder()

## Step 6: Obtain Value For Slider

Add the following code to sliderMoved():

currentNumber = lroundf(sender.value)

## Step 7: Obtain Value For Switch

Add the following code to switchValueChanged():

if (sender.on) {

currentSwitchValue = true

} else {

currentSwitchValue = false

}

At this point you have a *mosty* working Story Time app. In the Lab, you will work with the segmented control and image views which will allow the user to choose between a zombie story and a vampire story.