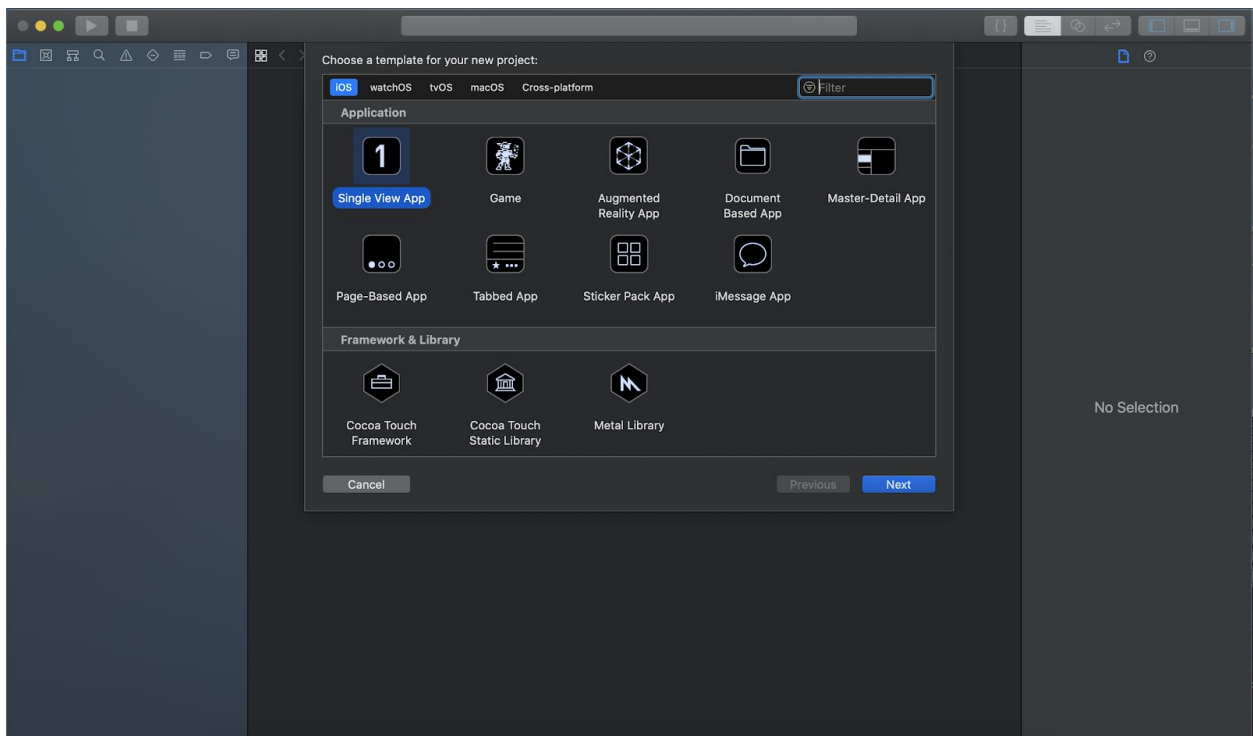


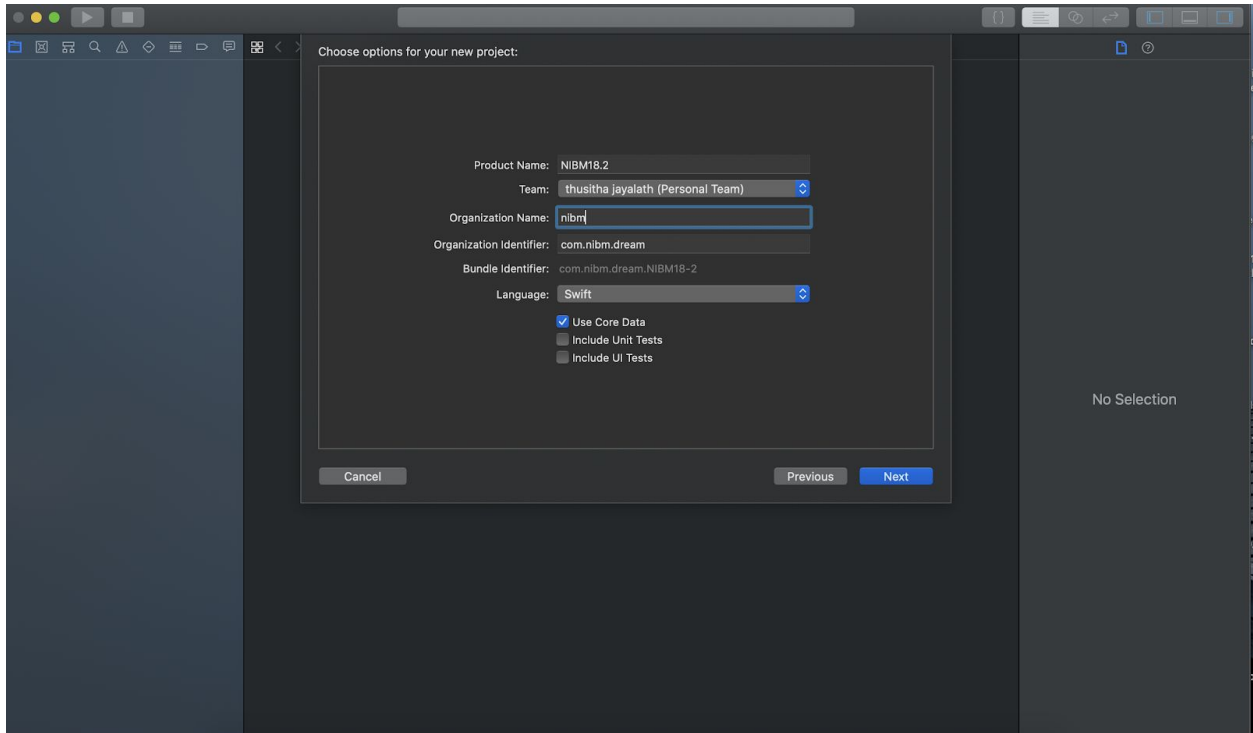
1. Create developer account <https://developer.apple.com/>
2. Open Xcode



3. Create New Xcode Project



4. Create Single View App
5. Give Project name and bundle id



6. What is **delegate** in ios

- a. A delegate object is an object that gets notified when the object to which it is connected reaches certain events or states
- b. In iOS, a delegate is a class that does something on behalf of another class

7. What is **AppDelegate**

- a. **Heart of your application**
- b. **AppDelegate** is a place to handle special UIApplication states. It has a bunch of functions called by **iOS**. For instance, if your App is in use and the phone rings, then the function `applicationWillResignActive` will be called.
- c. This means that the "area of concern" for the AppDelegate is handling special UIApplication states. The most important of these are:
 - i. `applicationDidFinishLaunching`: - good for handling on-startup configuration and construction
 - ii. `applicationWillTerminate`: - good for cleaning up at the end

You should avoid putting other functionality in the AppDelegate since they don't really belong there. Such other functionality includes:

- Document data -- you should have a document manager singleton (for multiple document applications) or a document singleton (for single document applications)
- Button/table/view controllers, view delegate methods or other view handling (except for construction of the top-level view in `applicationDidFinishLaunching`.)

-- this work should be in respective view controller classes.

Many people lump these things into their AppDelegate because they are lazy or they think the AppDelegate controls the whole program. You should avoid centralizing in your AppDelegate since it muddies the areas of concern in the app and doesn't scale.

8. What is **plist**

- a. plist (Property List) is a flexible and convenient format for storing application data. It was originally defined by Apple, for use in iPhone devices and later spread to other applications. Since plists are actually XML files, you can use a simple text editor to translate them. ... A parser will go through the plist file.

9. Storyboard?

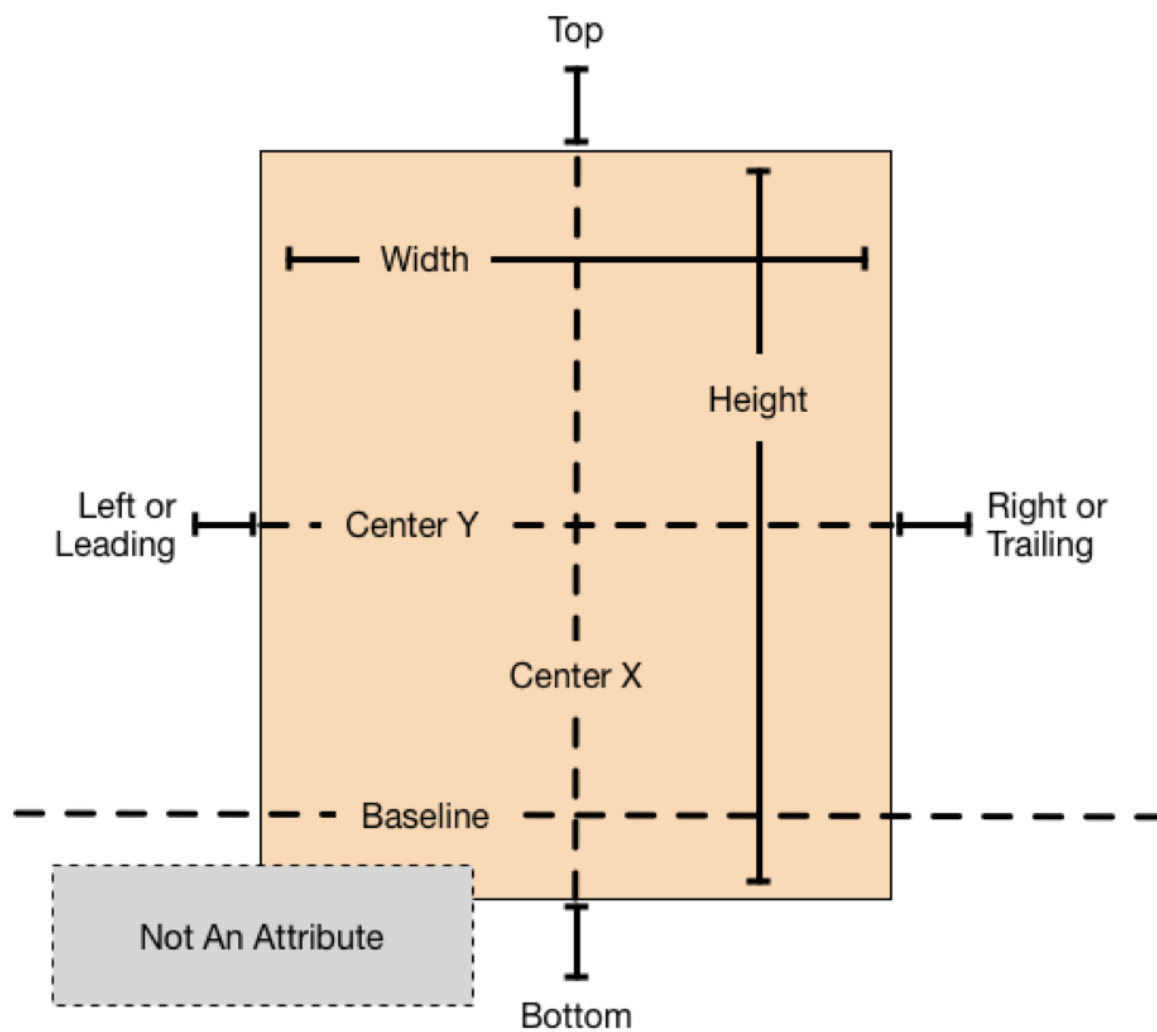
10. ViewController?

11. Description Xcode

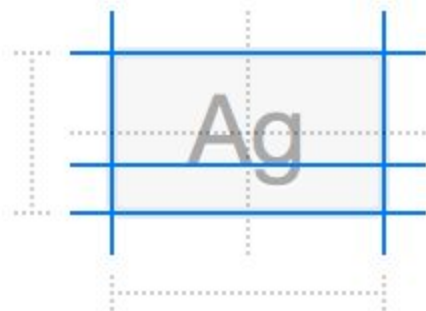
12. Work with Storyboard and UI Element

13. Auto Layout Guide

- a. Constraint
- b. Add new constraint
- c. Clear all constraints



Constraints



All

This Size Class



Leading Space to: Superview

Edit



Trailing Space to: Enter first n...
Equals: Default

Edit



Top Space to: Top Layout...
Equals: 20

Edit



Bottom Space to: Middle Name
Equals: Default

Edit



Top Space to: Top Layout...
>= 20

Edit



Bottom Space to: Middle Name
>= Default

Edit



Align Baseline to: Enter first n...

Edit

Showing 7 of 7

Add New Constraints

41

20

16

102

Spacing to nearest neighbor

☒ Constrain to margins

☐ Width 166

☐ Height 204

☐ Equal Widths

☐ Equal Heights

☐ Aspect Ratio

☐ Align Leading Edges

Add 1 Constraint

14. Analyse work with interface builder and UI Component
 - a. Human Interface Guidelines
 - b. <https://developer.apple.com/design/human-interface-guidelines/>
 - c. <https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes/>
15. IOS platform components
 - a. <https://wiki.appcelerator.org/display/guides2/iOS+Platform+Overview>

16. Cocoa Touch
 - a. Foundation Kit Framework
 - b. UIKit Framework (based on Application Kit)
 - c. Game Kit Framework
 - d. iAd Framework
 - e. Map Kit Framework
17. Code in Swift with Playgrounds

×



Welcome to Xcode



Get started with a playground
Explore new ideas quickly and easily.



Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.

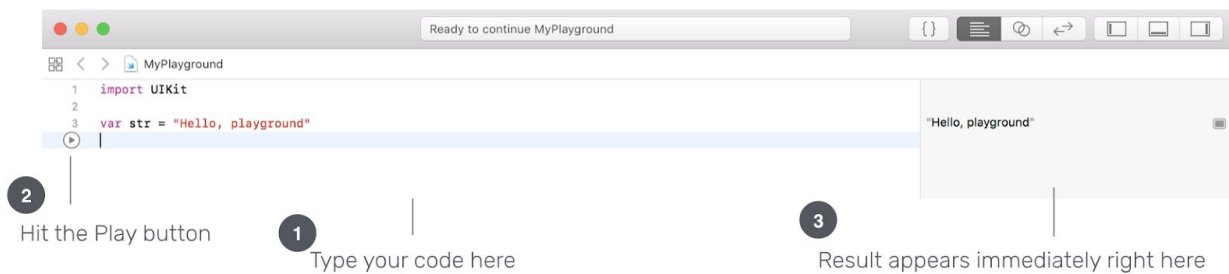
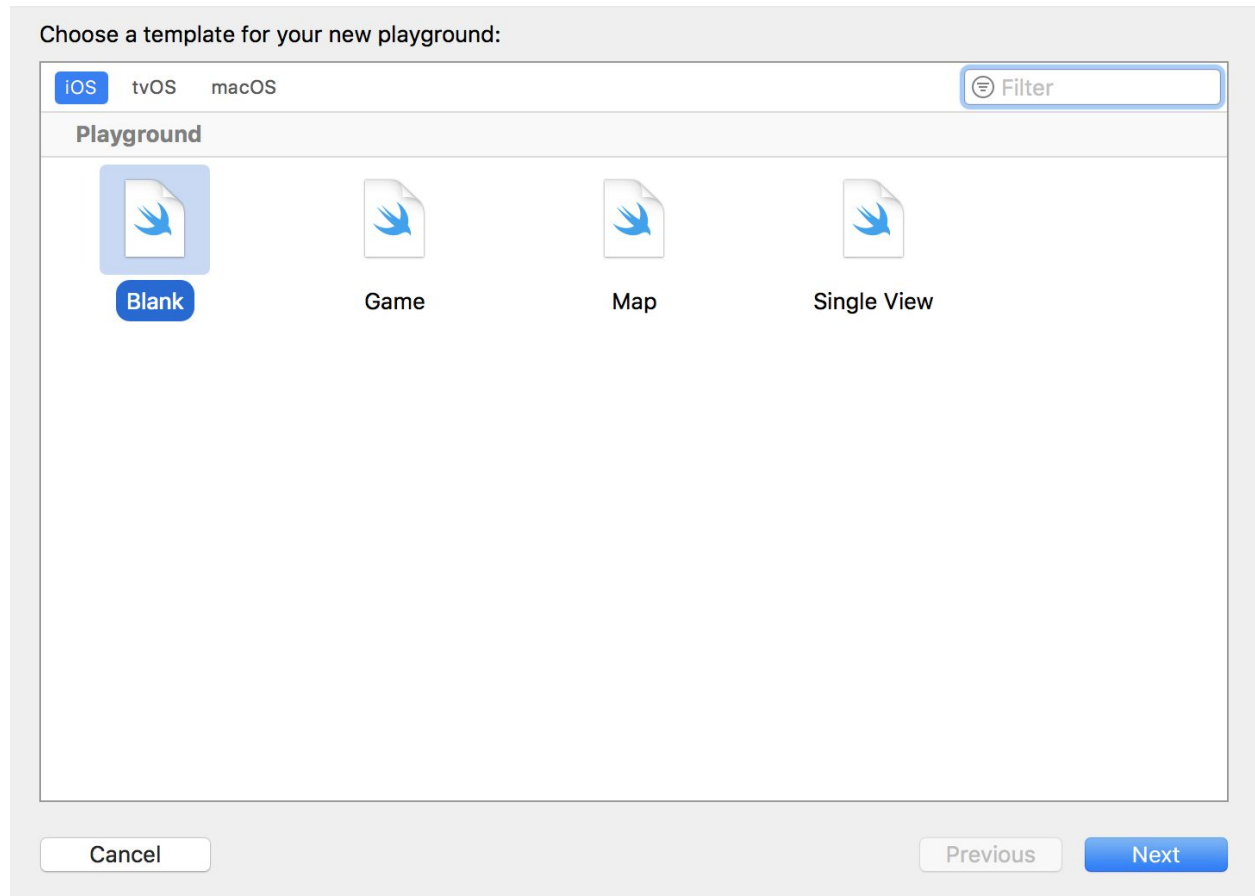


Check out an existing project
Start working on something from an SCM repository.

☒ Show this window when Xcode launches

No Recent Projects

Open another project...



18. Exercise 1

- <https://drive.google.com/file/d/1UsRuBR3Si-cor-0bD3YPvBv2-QoQeRTc/view?usp=sharing>