

## **Exercise 1.**

### **Getting started with Xcode**

#### **Q1. Explain what is Xcode?**

Ans. Xcode is an IDE designed by Apple for macOS, which is used to build apps for Apple ecosystem containing devices like iPhone, iWatch, iTV, etc.

#### **2. Explain how you can add frameworks in Xcode project?**

- Open Project > Build Phase > Link Binary with Libraries > Click on +

#### **3. Explain what is the difference between Xcode, Cocoa and Objective C?**

- Objective-C is a general-purpose, object-oriented programming language which was used by Apple for the OS X and iOS operating systems and their respective APIs, Cocoa and Cocoa Touch, before the introduction of Swift.
- Xcode is the integrated development environment (IDE)—the application—that developers use to write software for iOS and/or OS X. It includes the editor, the build system (determining what to build to produce the desired target), and quite a few other things.
- Cocoa and Cocoa Touch are application frameworks. Each one is a suite of many individual frameworks

#### **4. What is the shortcut to open the “Code Snippet Library” in Xcode?**

- Shift+Command+L.

#### **5. Mention what are the build phases available in Xcode?**

- Target Dependencies
- Compile Sources
- Link Binary with libraries
- Copy Bundle resources

#### **6. Explain how AppDelegate is declared by Xcode project templates?**

- AppDelegate is declared as a subclass of UIResponder by Xcode project templates.

#### **7. Explain how you define variables in Swift language?**

- Using let and var keywords.

Ex:

```
let maxValue = 20  
var minValue = 5
```

### **8. What is interface builder?**

- Interface builder is a part of Xcode which is used to design the interface of application using GUI elements like dragging and dropping

9. Create an app with a login interface which should have two text field for email, password where the password is a secure field and a button

10. Add App icon to your app

- Project uploaded as a separate folder.

### **11. devices and their resolutions, screen size has iOS as their OS.**

iPhone X

Resolution: 1125 x 2436

Size: 375 x 812

iPhone 8 Plus

Resolution: 1080 x 1920

Size: 414 x 736

iPhone 8

Resolution: 750 x 1334

Size: 375 x 667

iPhone 7 Plus

Resolution: 1080 x 1920

Size: 414 x 736

iPhone 6s Plus

Resolution: 1080 x 1920

Size: 375 x 667

iPhone 6 Plus

Resolution: 1080 x 1920

Size: 375 x 667

iPhone 7

Resolution: 750 x 1334

Size: 375 x 667

iPhone 6s  
Resolution: 750 x 1334  
Size: 375 x 667

iPhone 6  
Resolution: 750 x 1334  
Size: 375 x 667

iPhone SE  
Resolution: 640 x 1136  
Size: 320 x 568

iPad Pro 12.9-inch (2Gen)  
Resolution: 2048 x 2732  
Size: 1024 x 1366

iPad Pro 10.5-inch  
Resolution: 2224 x 1668  
Size: 1112 x 834

iPad Pro (12.9-inch)  
Resolution: 2048 x 2732  
Size: 1024 x 1366  
iPad Pro (9.7-inch)  
Resolution: 1536 x 2048  
Size: 768 x 1024

iPad Air 2  
Resolution: 1536 x 2048  
Size: 768 x 1024

iPad Mini 4  
Resolution: 1536 x 2048  
Size: 768 x 102