

Nouvelles technologies du web

LI385



Olivier Pitton

Backend

Cloud, web, DevOps, etc.



Adrien Humilière

Frontend

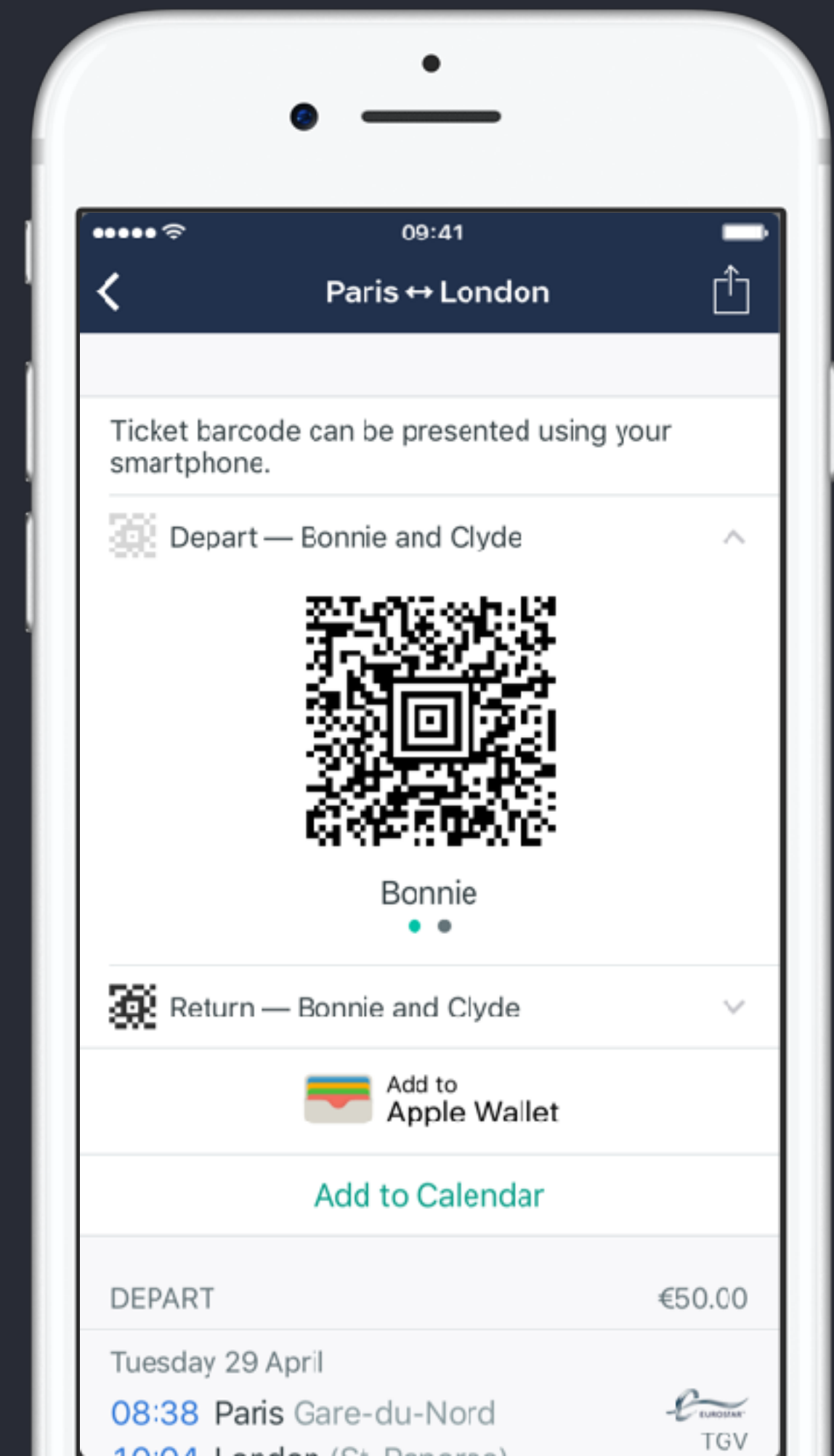
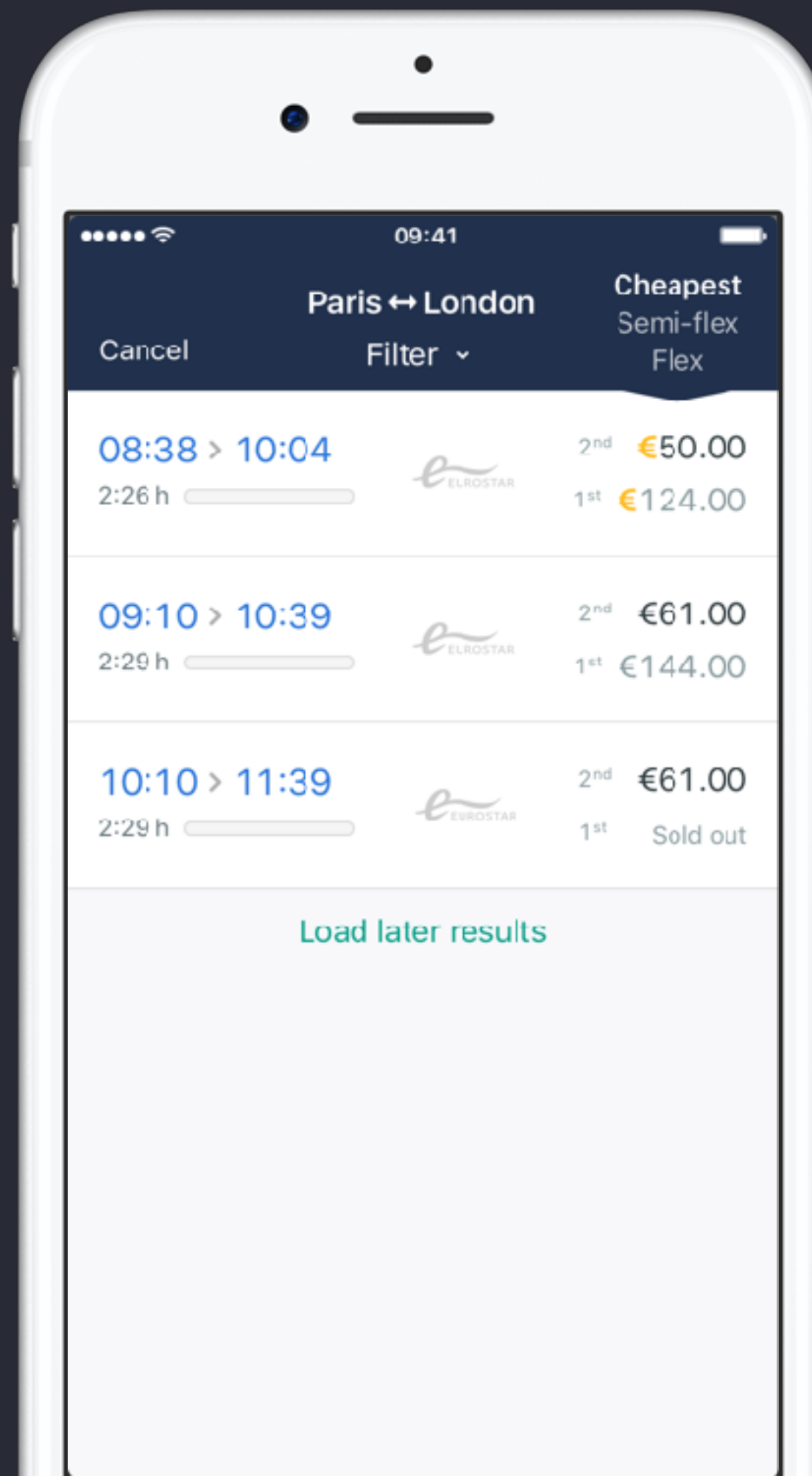
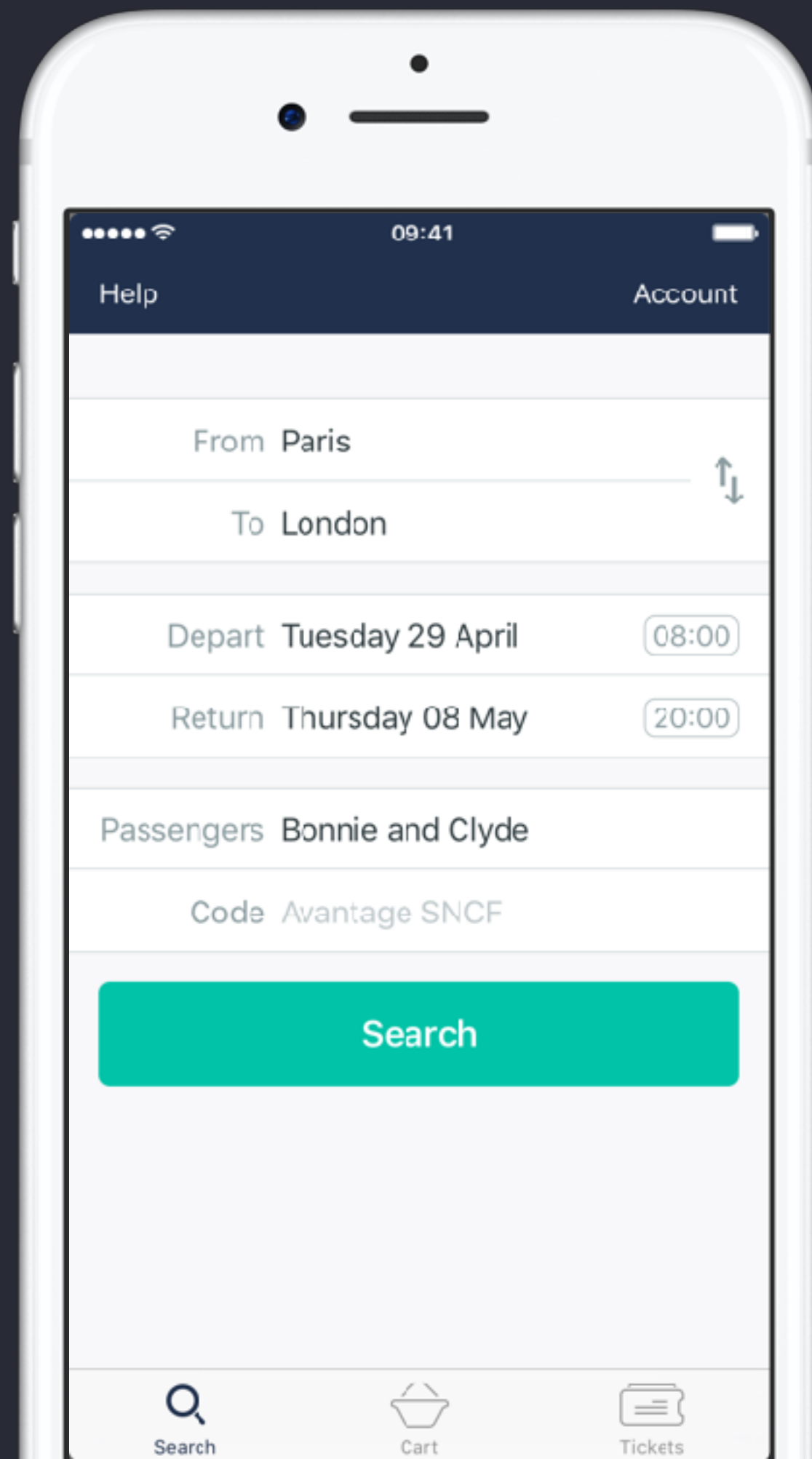
iOS development, Swift

About me

Adrien Humilière

iOS engineer @ Trainline

About me



About me

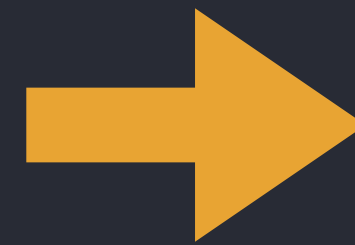
adrien.humiliere@trainline.com

Development tools

Swift 3

User interfaces

iOS SDK



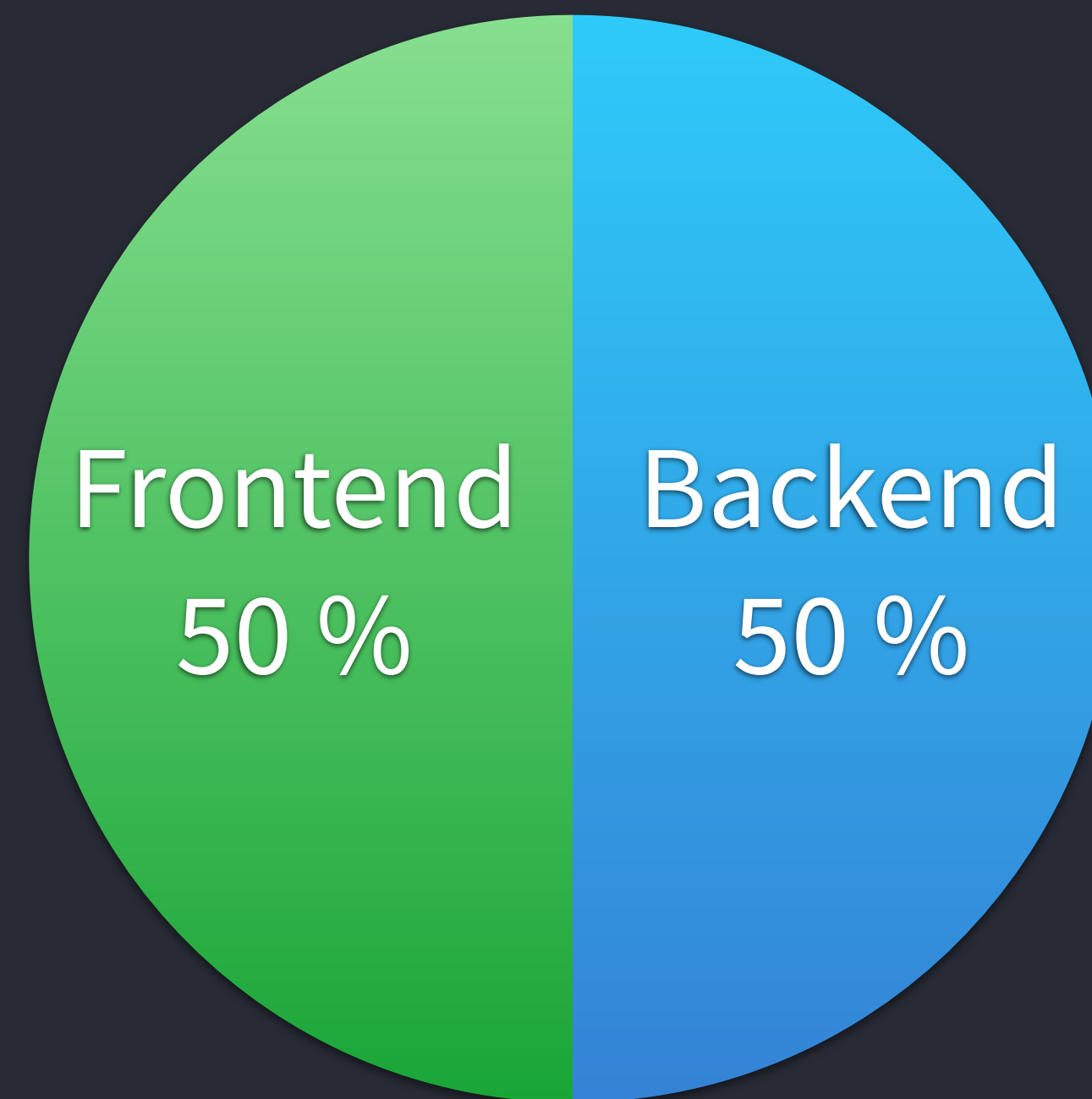
APP

Organisation

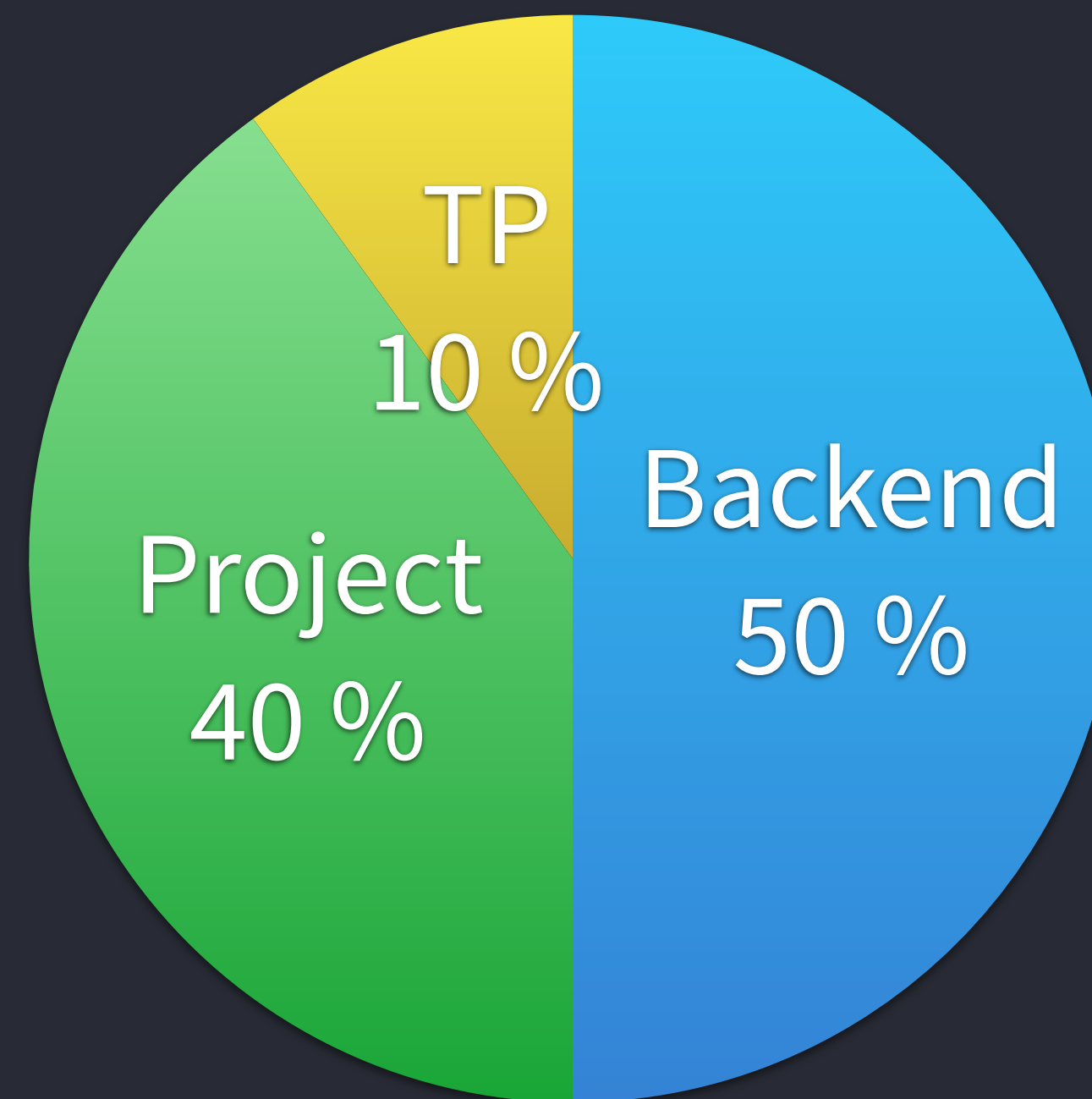
9 × 2h45

Every Wednesday, 9:30 → 12:15
+ Feb 24th

Notation



Notation



Notation

Backend (50%)		Frontend (50%)	
Project	100 %	Project	80 %
		TPs	20 %

Introduction to iOS development with Swift

Developer tools – User Interfaces



Adrien Humilière
Trainline

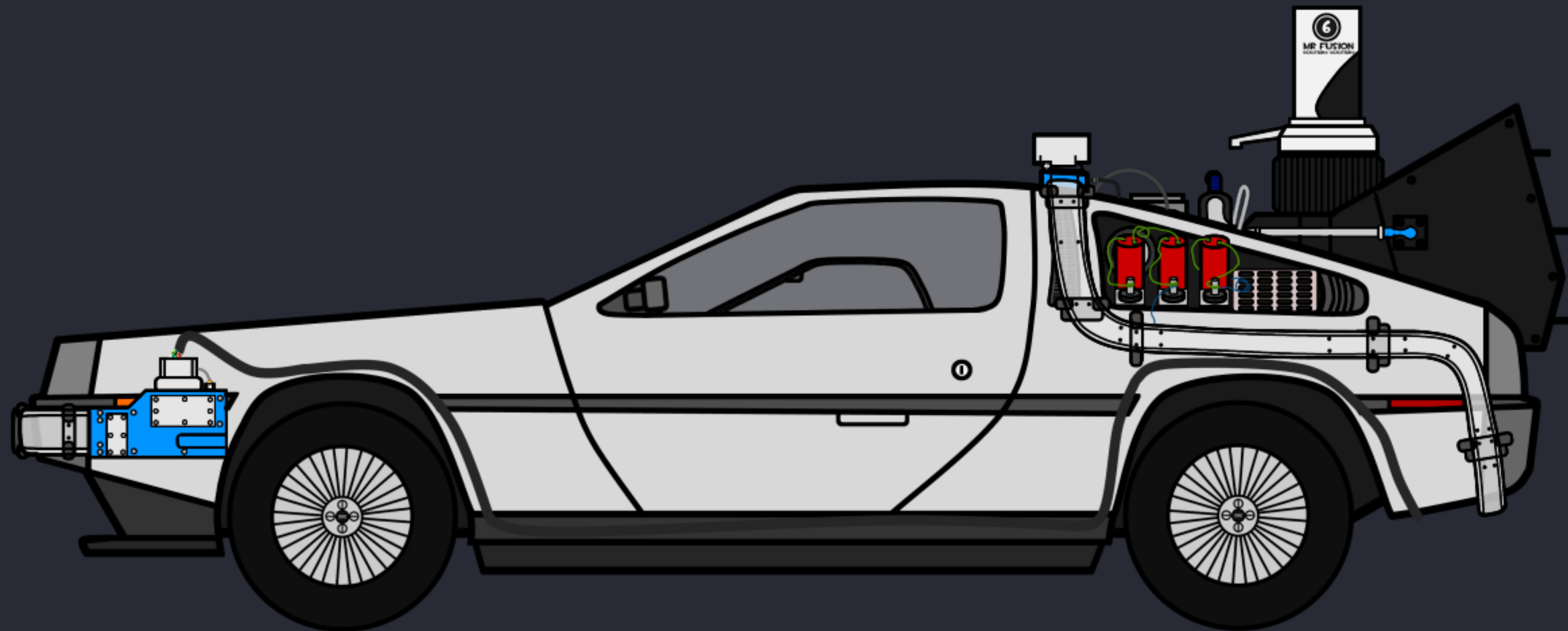
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Environment and developer tools

User Interfaces



Swift





Tom Love

1983



Brad Cox

Objective-C

Objective-C

Extends C

Object-Oriented

Dynamic









June 2014

Created by Chris Lattner

Open-source (since dec. 2015)

Inspired by the best of many programming languages

Débarassé de l'héritage du C

Moderne

Robuste

Concis

Rapide

Open-source

swift.org

Development, roadmap and discussions are public

Everybody can contribute



Developer tools

Frameworks

Not only the
language

Foundation

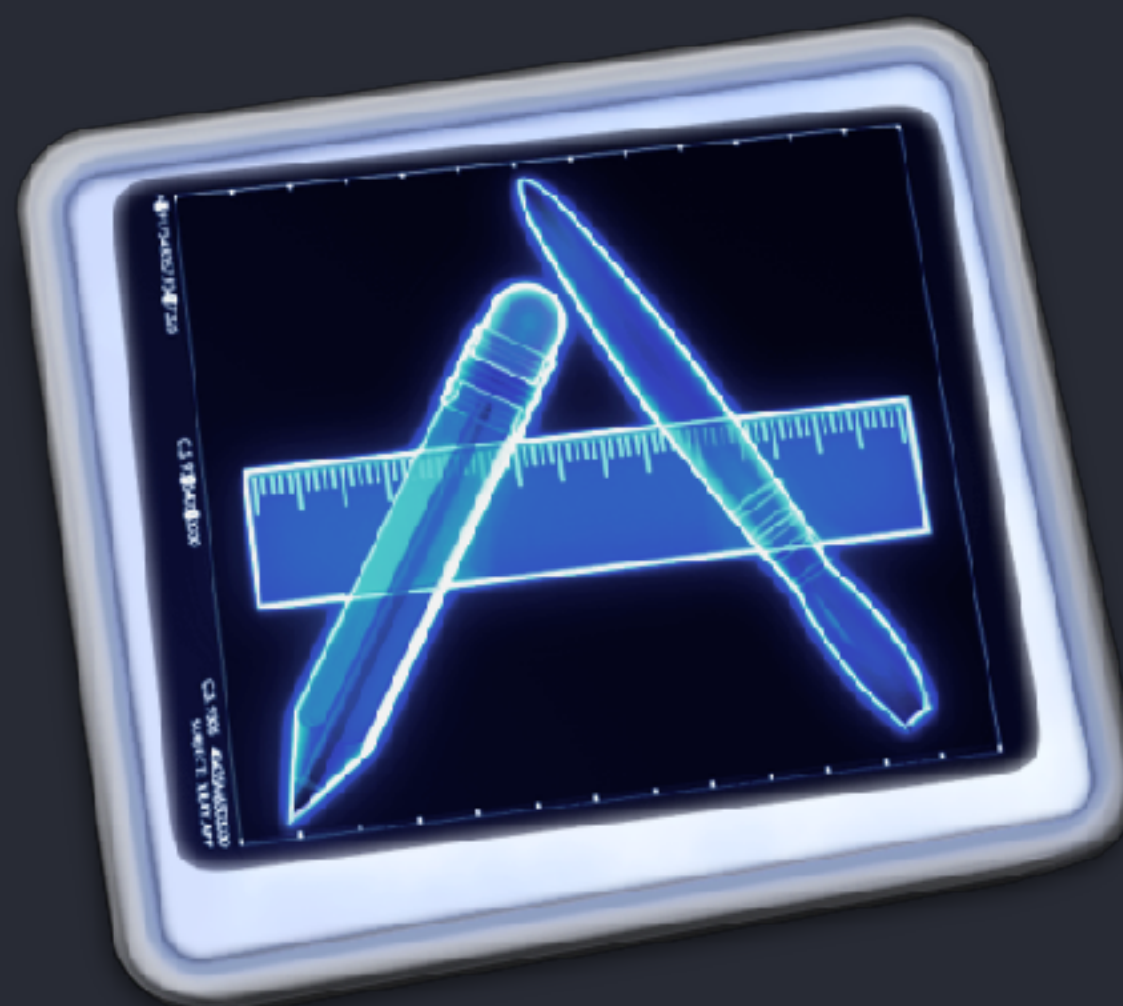
UIKit

MapKit

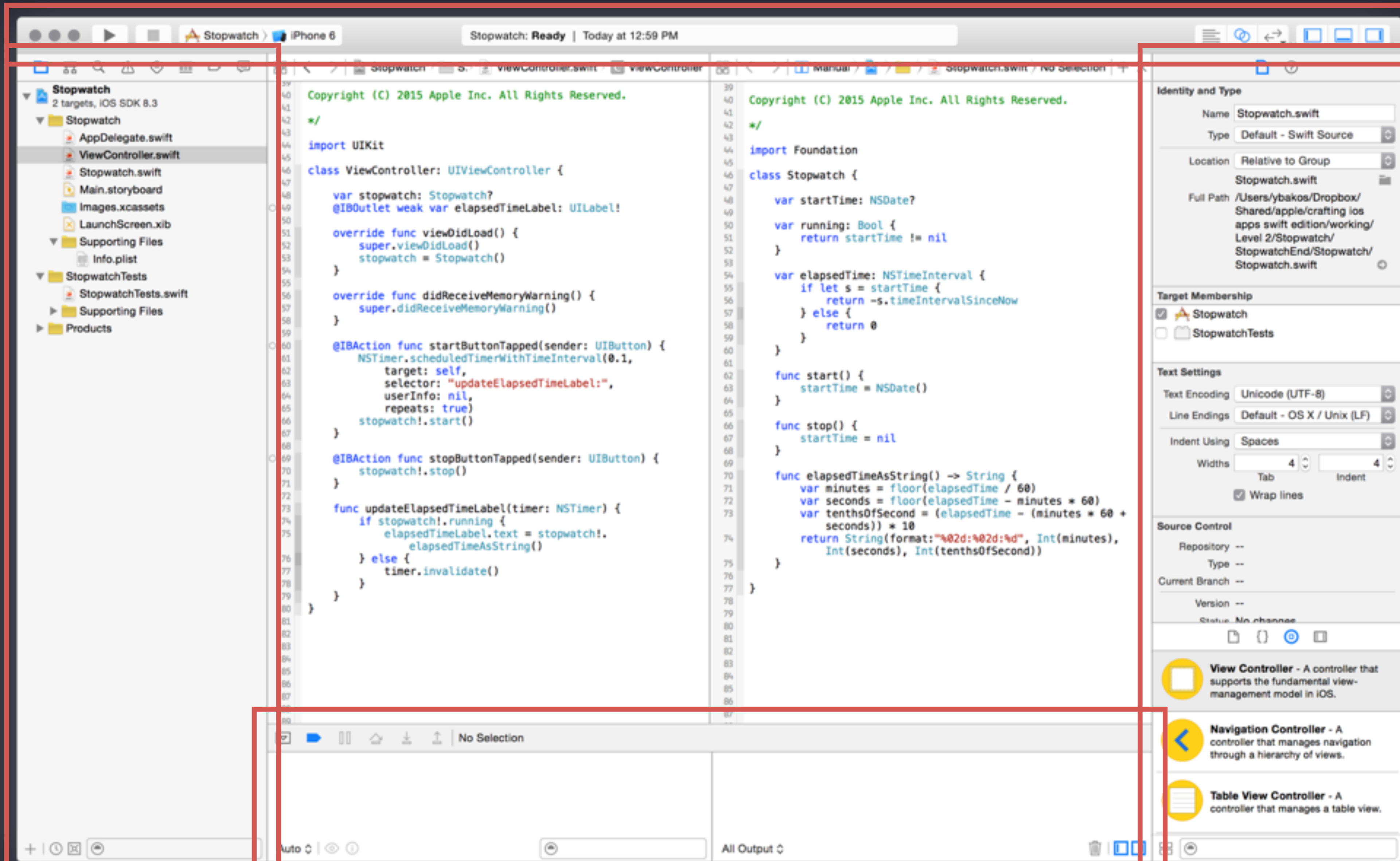
SpriteKit

SceneKit

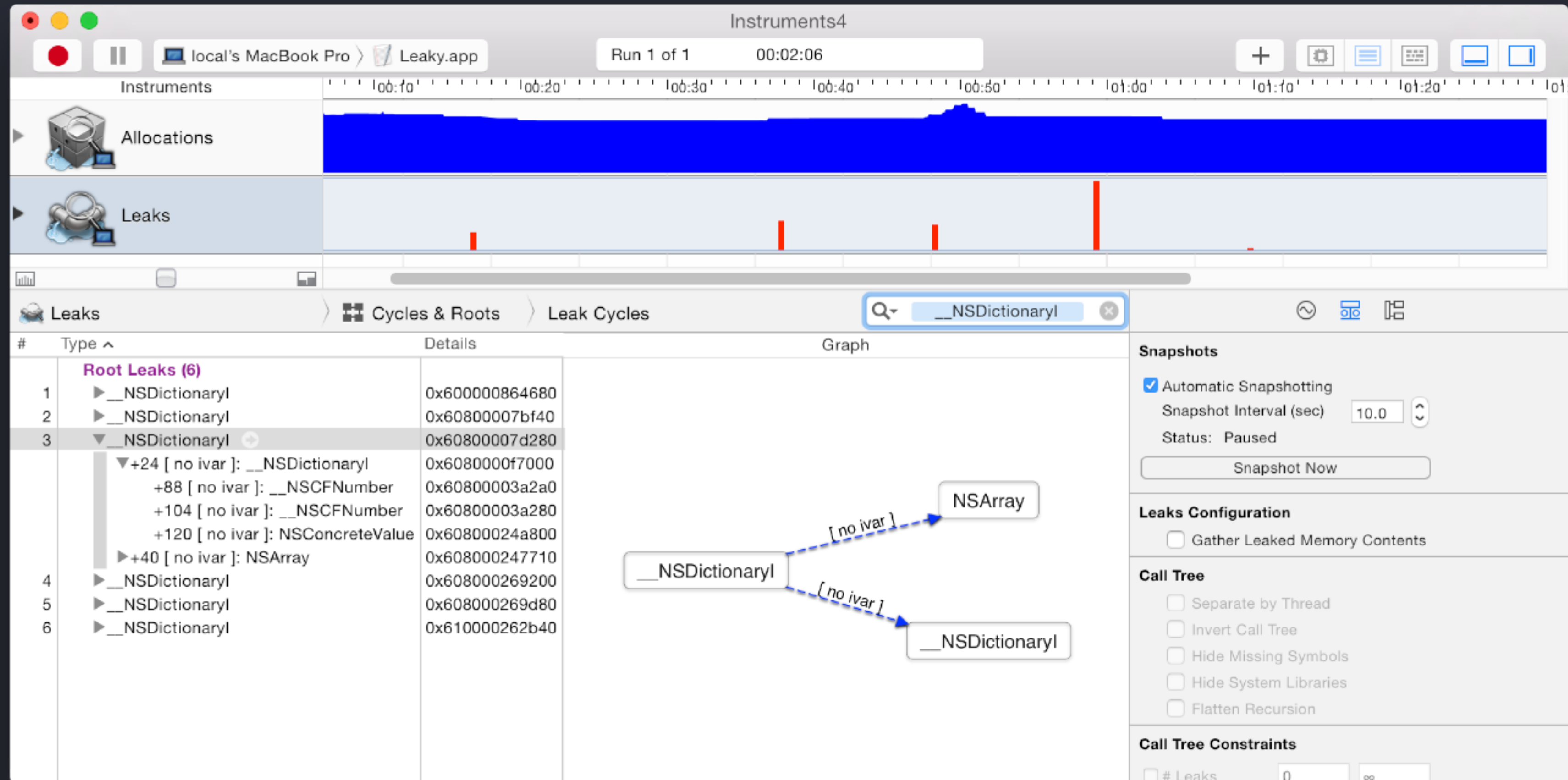
Tools



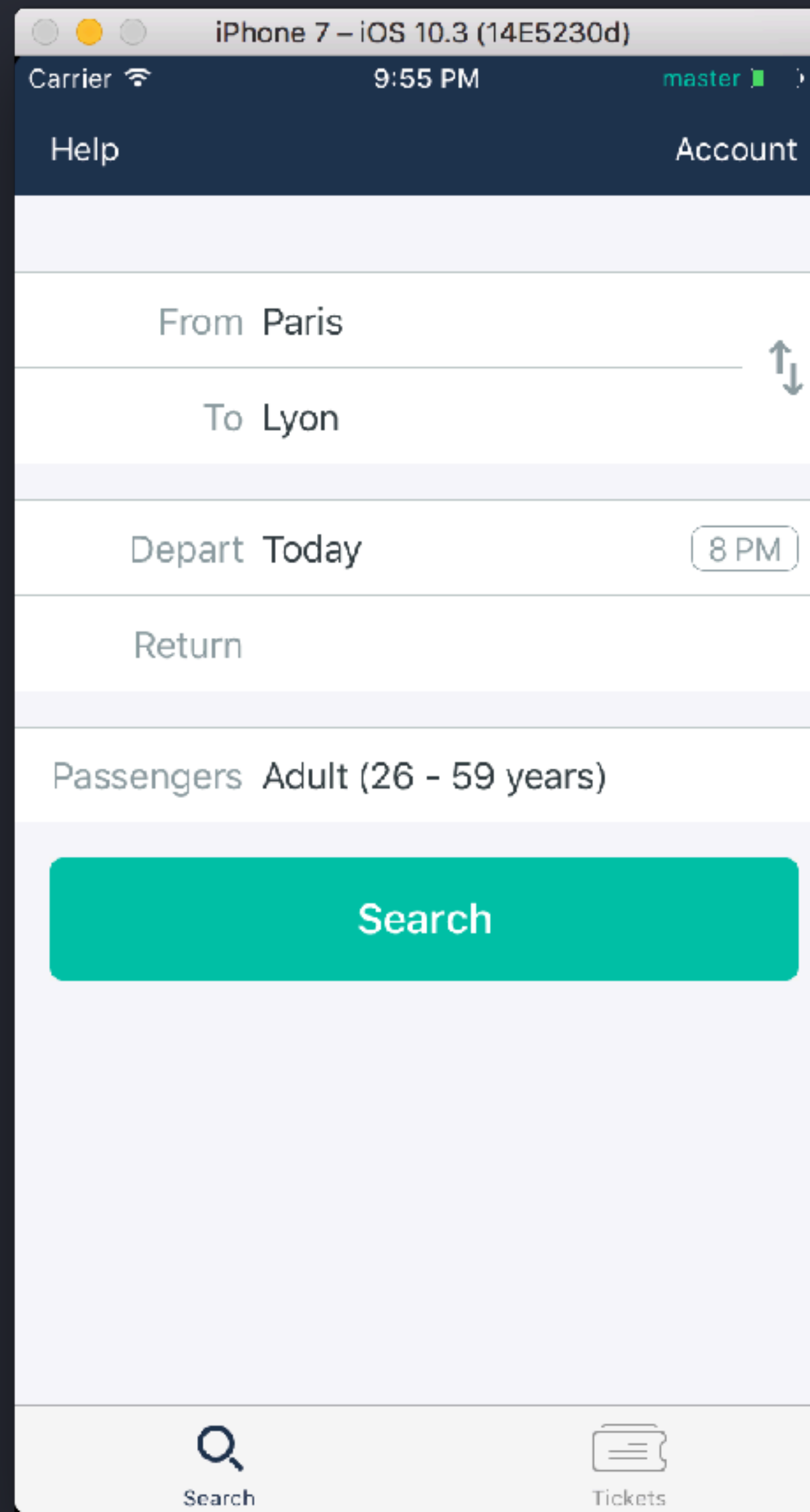
Xcode



Instruments



iOS Simulator

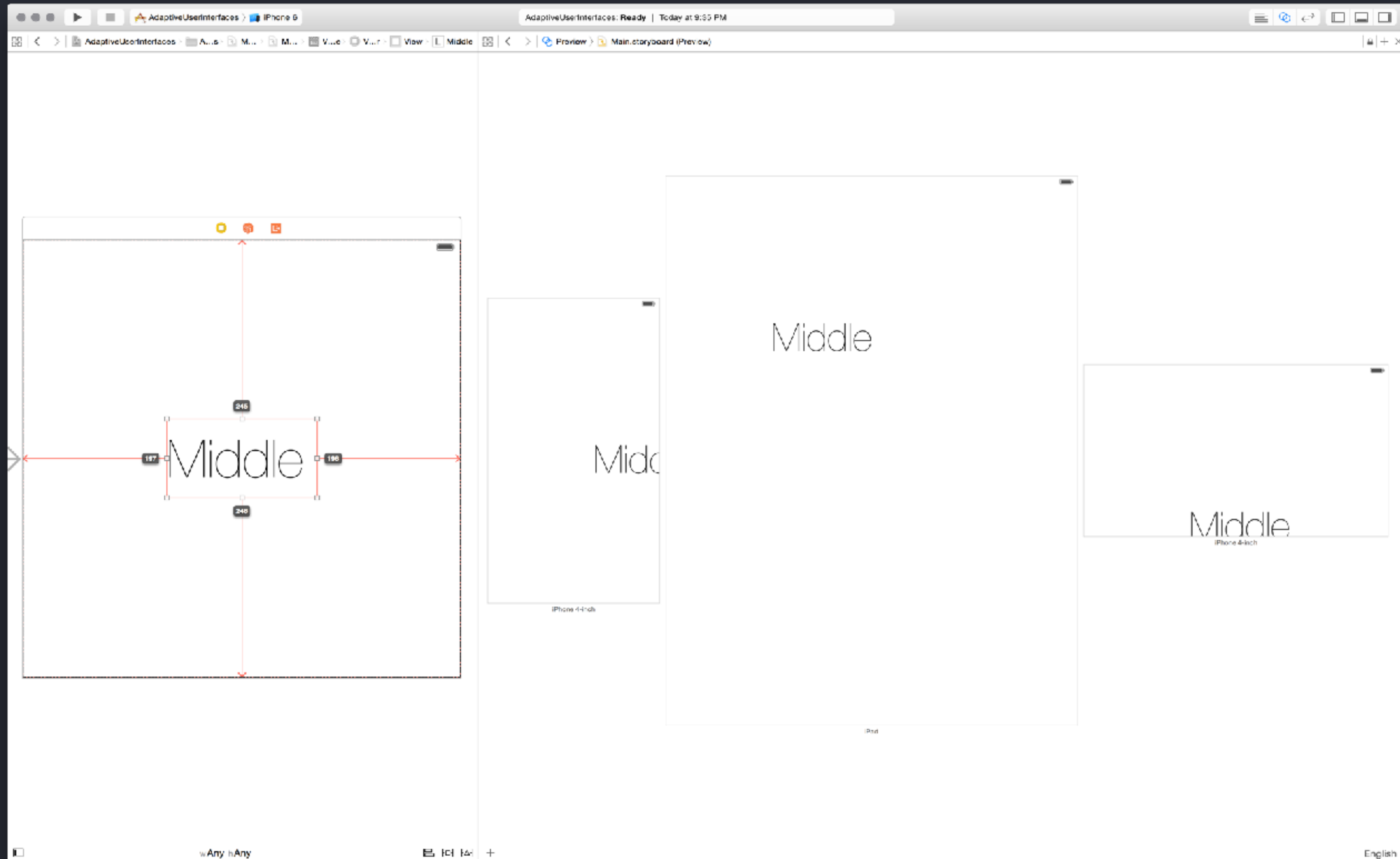


User Interfaces

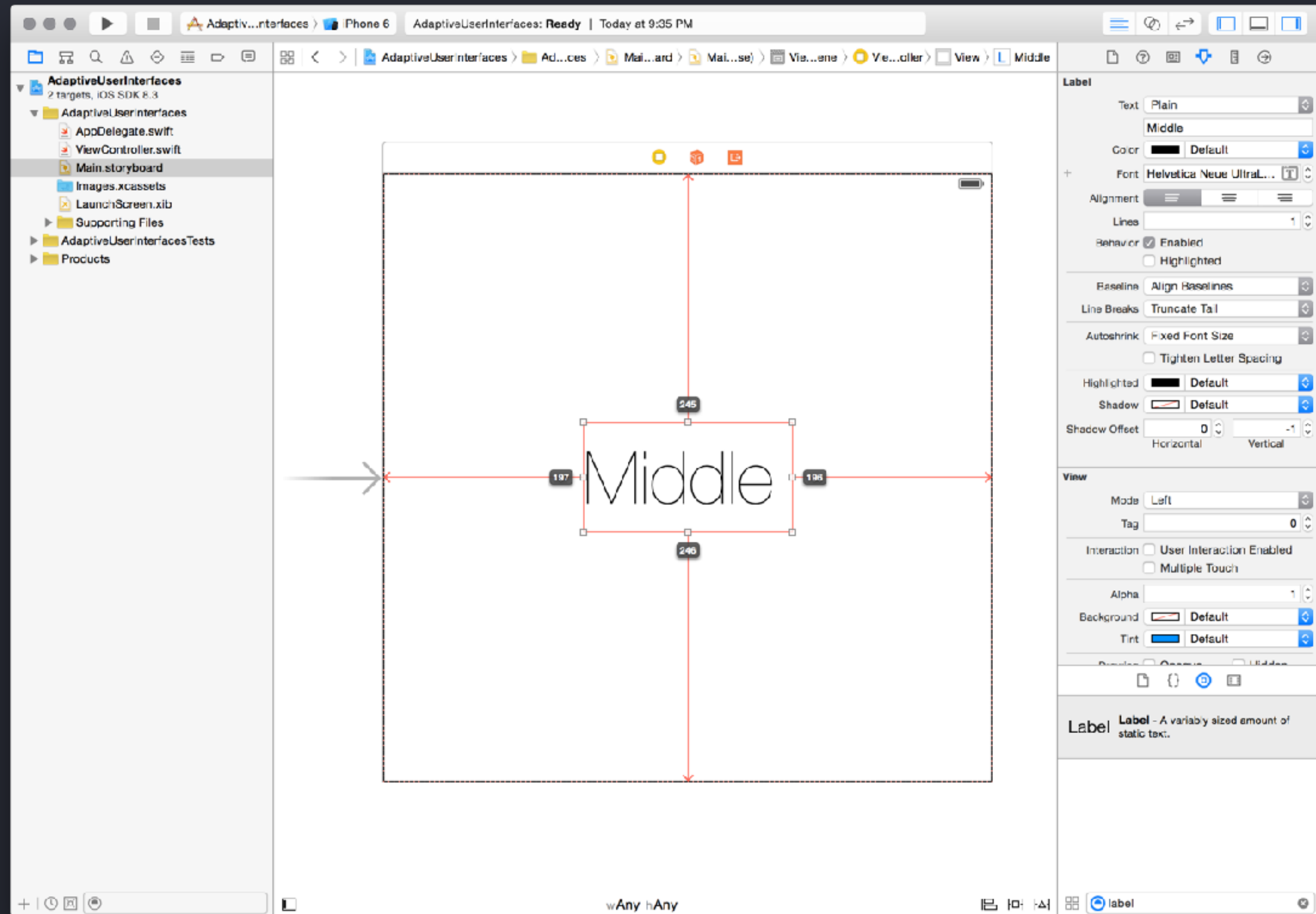


Think adaptable

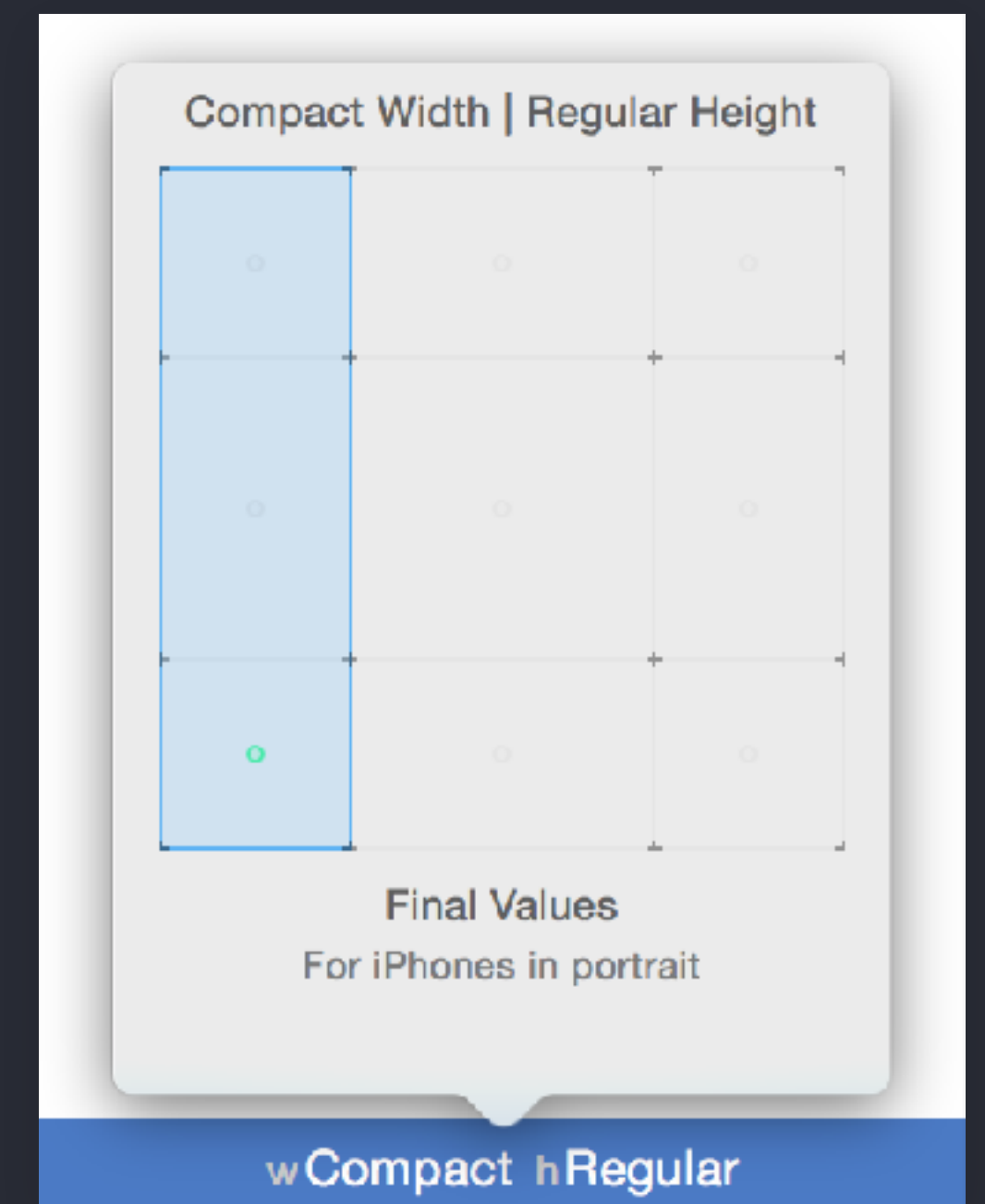
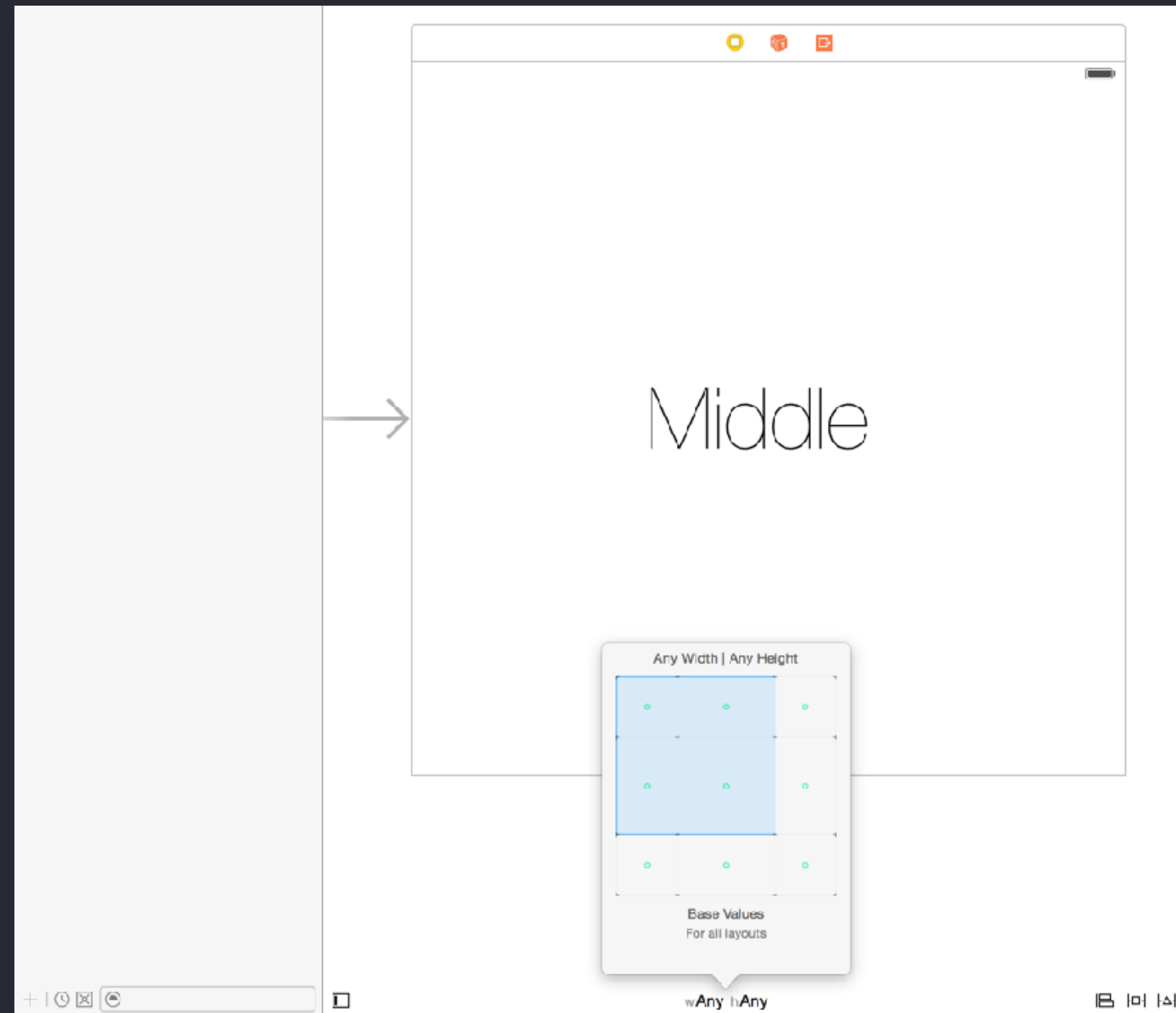
Adaptivity



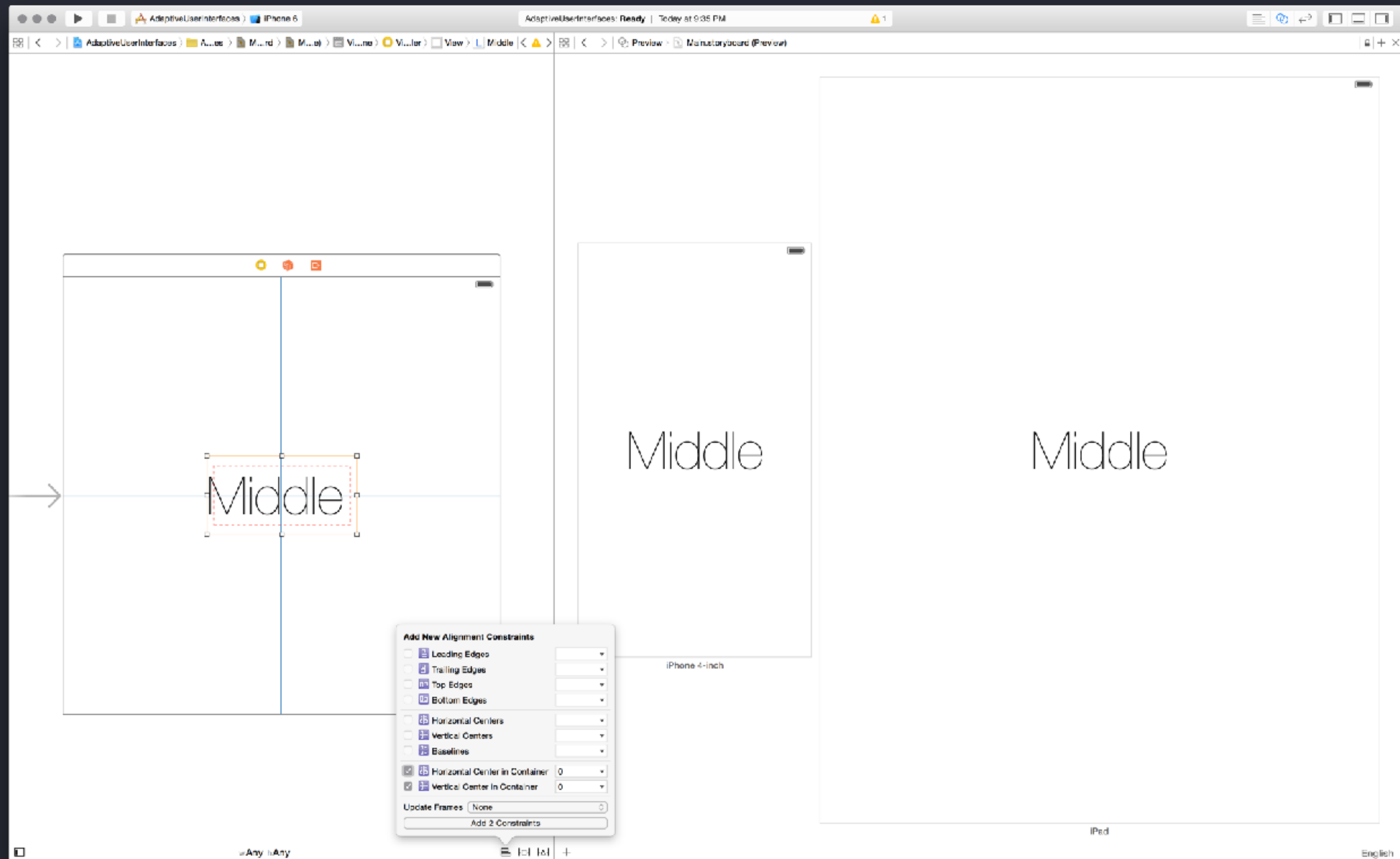
Adaptivity



Size classes



Autolayout & constraints



The End.

One more thing...

This room

Do not shutdown computers

Close sessions when living

Do not leave files (sessions are shared)

Practice at home

Have a mac ? Install Xcode

Swift code can be written and built
on Mac, Linux, iPad, and web

Developer account (free) on developer.apple.com
needed to build on device

Resources

adhumi.fr/teaching

Login

m2sar

Password

sarM2