

Mobile Application Development

Week 2: Intro to App design

When designing and developing for mobile you need to consider the platform and the users that you're designing for.

Device considerations

- Limited screen size
- Each app has one window
- Limited system resources
 - Apps need to start and quit quickly
- Might not always have Internet access
- Could be interrupted
- No physical keyboard and mouse for interaction
 - The comfortable minimum size of tappable UI elements is 44 x 44 points
 - Support common gestures

User expectations

- Apps should be easy to figure out and use
 - How long do you give a new app?
- There are over a million apps, you're trying to convince users to use yours!
- Limit friction
 - Quick onboarding
 - Show content immediately
 - Avoid requiring initial signup/login if possible
- Avoid unnecessary interruptions
- Focus on a streamlined flow for the app's purpose

Understand platform conventions

- Apps should be delightful to use
- Apps should be intuitive to use
 - No/limited instructions or help should be needed
 - Take advantage of platform conventions
- Apps should do one thing and do it well
 - Not a “multi-purpose” web site
 - How many apps does ESPN or Google have?
- No “Home”
- Scrolling is ok
- Apps are often interrupted

Design for the platform

- Aesthetic integrity
 - An app's aesthetics and behavior should integrate with its function
- Artwork and image should be useful and draw the user in
 - Adapt art to the screen size, high quality media is expected
 - No logos other than your app icon and possibly splash screen
- Metaphors
 - Use metaphors from the real or digital world to help users interact with your app
- Consistency

- Use the interface elements provided in the SDK
 - Familiar UI elements and behavior make an app easy to use
 - Universal apps should be consistent
 - iOS and Android have different platform conventions. Embracing these makes app feel “right” and what users are expecting
- Use layout that makes sense for the device
 - iPad apps shouldn’t just be bigger
- Handle different orientations
 - Kindle app supports both portrait and landscape on tablets but only portrait on phones

Content

- Provide only relevant, appropriate content that’s useful to the immediate task
- Don’t overshadow the content
- Avoid including everything you can think of
- If in doubt, leave it out
- Focus on the goal and the user

Focus on the User

- Target apps to a specific user level
- Put the users in control
 - Find a balance between enabling users and ensuring unwanted outcomes are avoided
- Get them to the relevant information quickly
- Provide a streamlined flow for the app’s goal
- Make sure that all user input is valuable
- Provide subtle but clear, immediate feedback
 - acknowledge actions and show results to keep the user informed
- Create a compelling user experience
 - User interaction consistency

Focus on the goal of your app and the problem you’re trying to solve. We’ll be talking more about this as you start thinking of your first app.

daVinci

File | New | Project

iOS Application: App template

Product name: daVinci

Team: None

Organization name: Your name

Organization identifier: ATLAS or something else

Interface: Storyboard

Life Cycle: UIKit App Delegate

Language: Swift

Leave Use Core Data and Include Unit Tests all unchecked.

Next

Choose a folder for all your iOS projects.

Leave create local git repository unchecked. Create.

We’re going to be using 3 images in this app, all of them with width 440, height 598 (daVinci.png, daVinci_MonaLisa.png, daVinci_Virtruvian.png)

Find/edit/create your images (use Photoshop if needed) and save them as png files.

Select the Assets.xcassets item and drag your images in.

You can also click the plus button in the lower-left corner of the editing area. This brings up a small menu of choices, from which you should select New Image Set. This creates a new spot for adding your image file.

Copy the main picture into the 3x spot(daVinci.png) and rename it from Image to DaVinci (you should eventually create one for 1x and 2x).

Repeat the process 2 more times for the other two images renaming them to MonaLisa and Vitruvian. Make sure they each have a unique name, so we can refer to it elsewhere in the project.

Click on Main.storyboard

Let's use the iPhone 11 view for our storyboard.

Use the – if you need to zoom out.

Go into the Library (+) (option click for it to remain open) and select objects (square with a circle)

Scroll or search for label

Drag a Label from the library into the view's safe area.

Change the label text to say "Leonardo da Vinci"

Now drag a button into the view.

Change the text to "Paintings" and go into the Attributes inspector under View make Tag=1.

Add another button and give it a title "Drawings" and tag=2. (or command D to duplicate the first one)

In the object library select an image view and drag in onto the view. It might resize it, don't worry.

Select the image view. At the top of the attributes inspector tab in the image field choose your main image file (daVinci)

In the attributes inspector under View in Mode choose Aspect Fit. This will ensure that as you resize the image the aspect ratio won't be changed. It will also help with your other images if they don't all have the same aspect ratio it will make sure it keeps their aspect ratio.

Select the image view and resize it or use Editor | Size to fit content.

Then resize the image view so it fills up the width of the safe area. (mine has width 374, height 506).

Once it's resized, move it to be centered and under the buttons.

Now let's make the buttons do something. Depending on which button the user taps, a different image will be shown.

Now we have to connect the interface and the code.

We need to see ViewController.swift so click on editor options (5 lines) and pick Assistant (Editor | Assistant).

Click on the first button and then hold down the control key.

Then click and drag from the button over to the swift file.

Notice the blue fishing line being drawn between these two.

Move your cursor between the curly braces for the class.

When you see a grey box appear release the mouse button.

This window lets you set up the connection between the button and your code.

Connection: Action

Name: chooseArt

Type: UIButton

Event: Touch Up Inside is the standard event to use for buttons.

Arguments: Sender

Now hit Connect.

You should now see in the swift file

```
@IBAction func chooseArt(_ sender: UIButton) {  
}
```

This is the method header for chooseArt that will be called when the user taps the button.

Now let's connect the second button.

We could create a new method as well, but we can use the one we already have.

Make sure the swift file is open in the assistant editor.

Cntrl click on the second button and drag the blue line to the swift file.

This time drag to the method you already have, chooseArt, until it's highlighted in blue with a grey box saying Connect Action. When you see that, release the mouse button to connect the button to chooseArt.

Since we'll want the image to change based on which button is pressed, let's hook up the image as an Outlet and call it artImage.

Control-click from the image to the swift file to make the connection.

Connection: Outlet

Name: artImage

Type:UIImageView

Leave storage as weak.

Connect.

In your swift file it should have added

```
@IBOutlet weak var artImage: UIImageView!
```

Let's look at these connections a little more.

Click on the View Controller icon and go into the connections inspector and you can see your connections and that both buttons are connected to chooseArt and your image is connected as an outlet. You'll also see your View is connected, that should ALWAYS be there.

Outlets and Actions

Outlets are special properties that point to an object in an Interface Builder file.

Go into ViewController.swift and you'll see @IBOutlet

IBOutlet is a keyword that tells IB that this instance variable is an outlet that will connect to an object in a storyboard

IB will let you make connections *only* to **IBOutlet** instance variables.

Actions are methods in your controller class.

IBAction is a keyword that tells IB that this method is an action that can be triggered by a control.

IB will let you make connections *only* to **IBAction** methods.

Now we're ready to implement the method for the button. Go into ViewController.swift

```
@IBAction func chooseArt(_ sender: UIButton) {  
    if sender.tag == 1 {  
        artImage.image=UIImage(named: "MonaLisa")  
    }  
    else if sender.tag == 2 {  
        artImage.image=UIImage(named: "Virtruvian")  
    }  
}
```

}

`sender` is the name of the internal parameter for this method of type `UIButton`.

The `UIButton` class has a `tag` property which stores the tag of the button that you assigned in Interface builder.

Click the option button and hover over `UIImageView` (the type of `artImage`) and click to go to the class reference. You can read the overview then click on Topics and under accessing the displayed images you see a property called `image` which is the image displayed in the view.

The `image` property is of class `UIImage`. Click on it for more information.

It is initially set when we chose our main image in IB.

When the user taps a button we want to change that image.

Go to the `UIImage` class reference by either clicking on `UIImage` or using the search documentation field.

Go to Topics and look at loading and caching images.

Look at `init?(named: String)`

This returns the image object associated with the specified filename.

Strings are always in quotes and must match the filename exactly.

Note that `png` files don't need a file extension, all other file types do.

We initialize a new `UIImage` object with the name of the file we want to use and then assign it to the `image` property of `artImage` to change the image.

Another way to do this would be to look at the button's title and use that in our conditional statement.

Can anyone find what property holds the button's title? (`currentTitle`)

If your app might be localized you don't want any code specific to one language, so tags are safer.

App Icon

<https://developer.apple.com/design/human-interface-guidelines/ios/icons-and-images/app-icon/>

App Icon Design 10 mins (show to 5:20) <https://developer.apple.com/videos/play/wwdc2017/822/>

- Metaphor
- Simplicity
- Connection
- Lineage

Launch screen

<https://developer.apple.com/design/human-interface-guidelines/ios/visual-design/launch-screen/>