

# iOS Dev (in Swift)

What I wish I had been told instead of "RTFM"

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# About Me

Principal iOS dev @ Shelfie

# Coming Up

- Where to start
- High-level Concepts
- Best Practices

# Getting Started

🍏 Developer Program





# Getting Started

- Problem
- Fun
- WWDC



# Getting Started

- Swift
- Objective-C



# Getting Started

- Swift
- Objective-C
- Low-level
- AVFoundation
- Games



# Note on Languages

- Writing code is easy
- Software engineering is hard

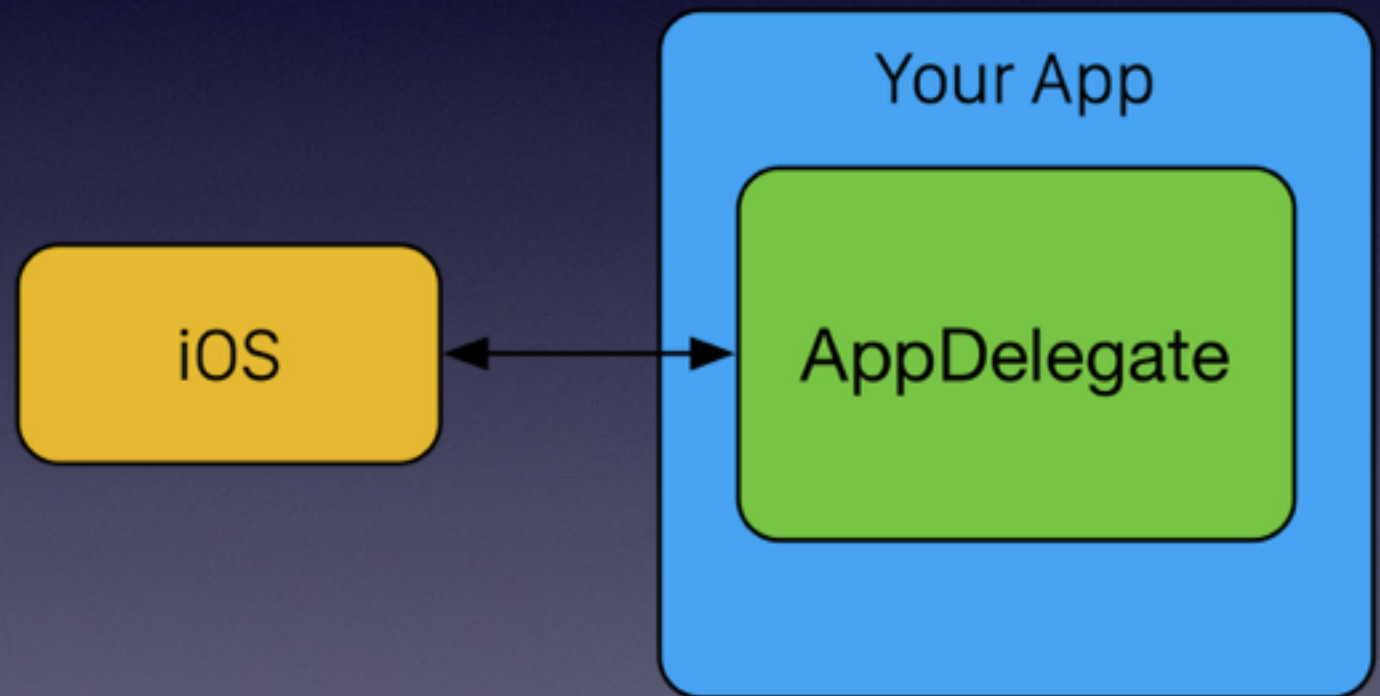


# Building Blocks

- iOS
- AppDelegate
- ViewController
- View
- Model

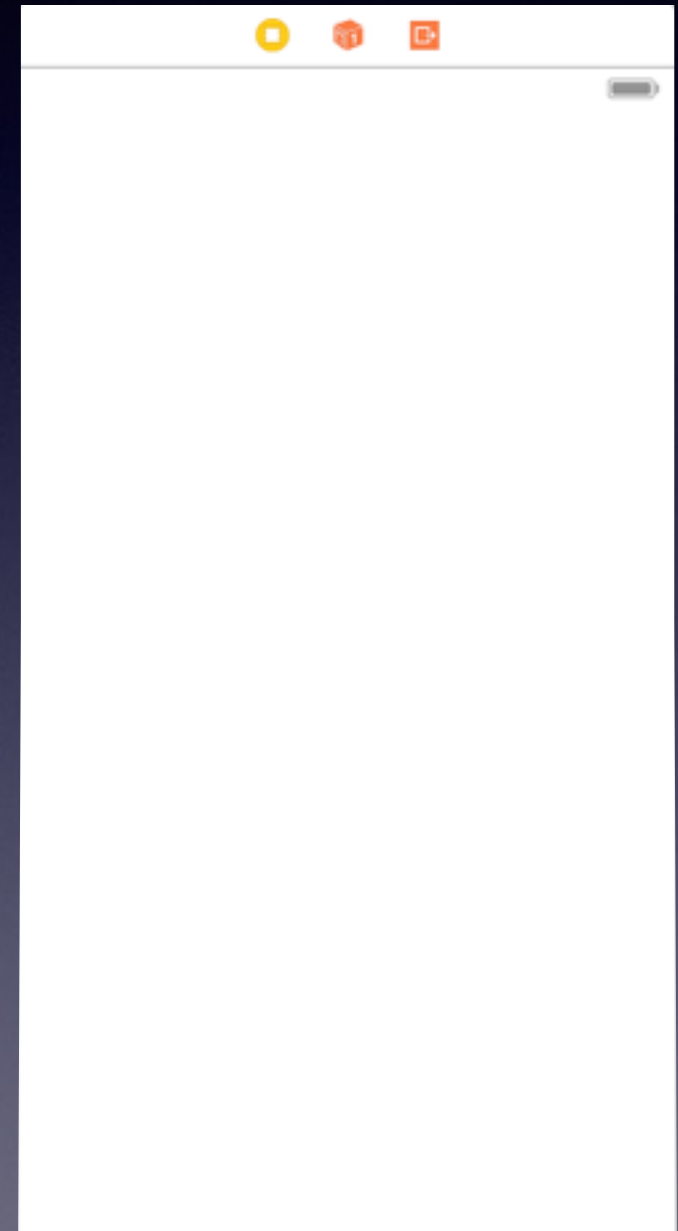
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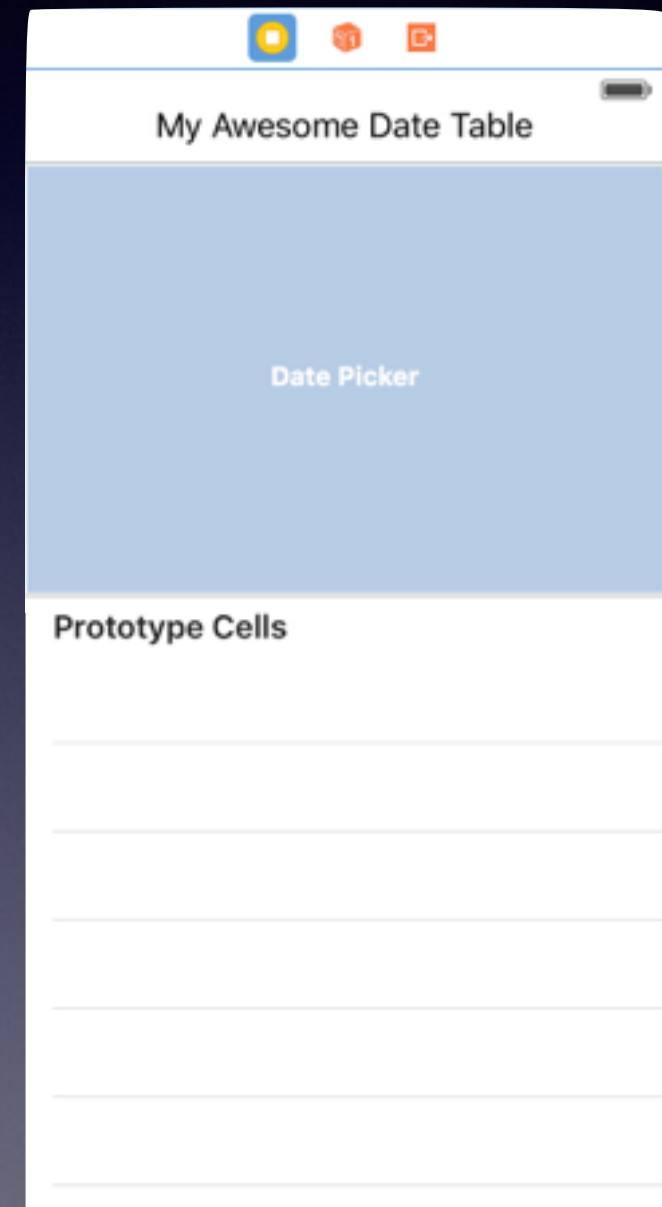
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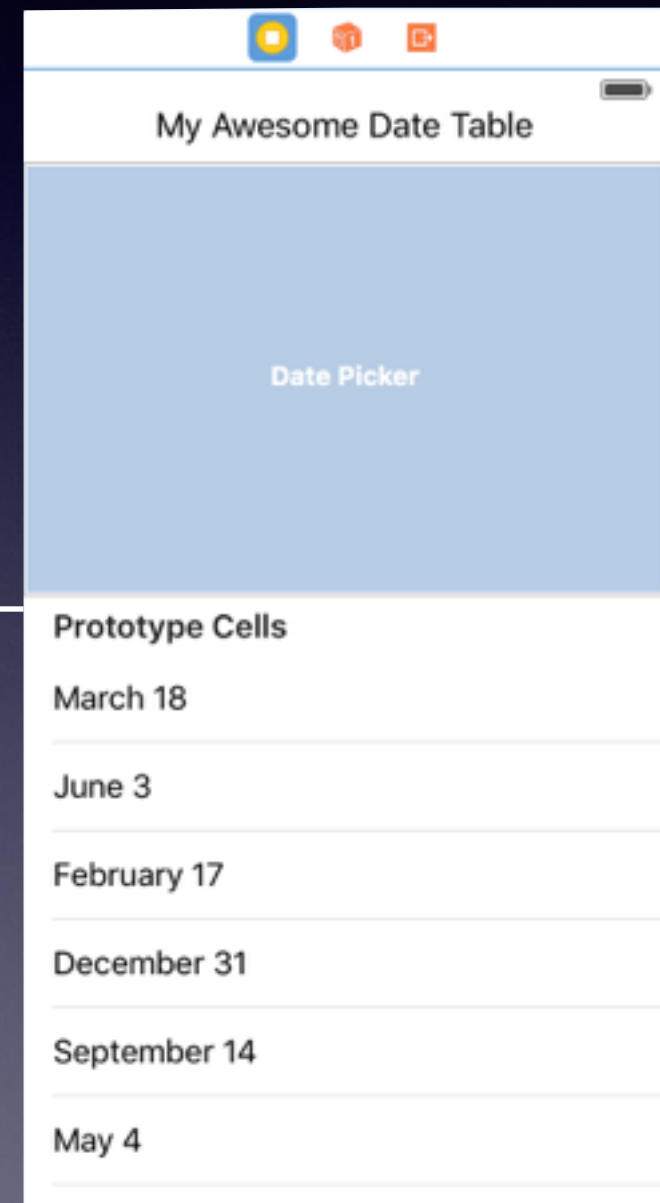




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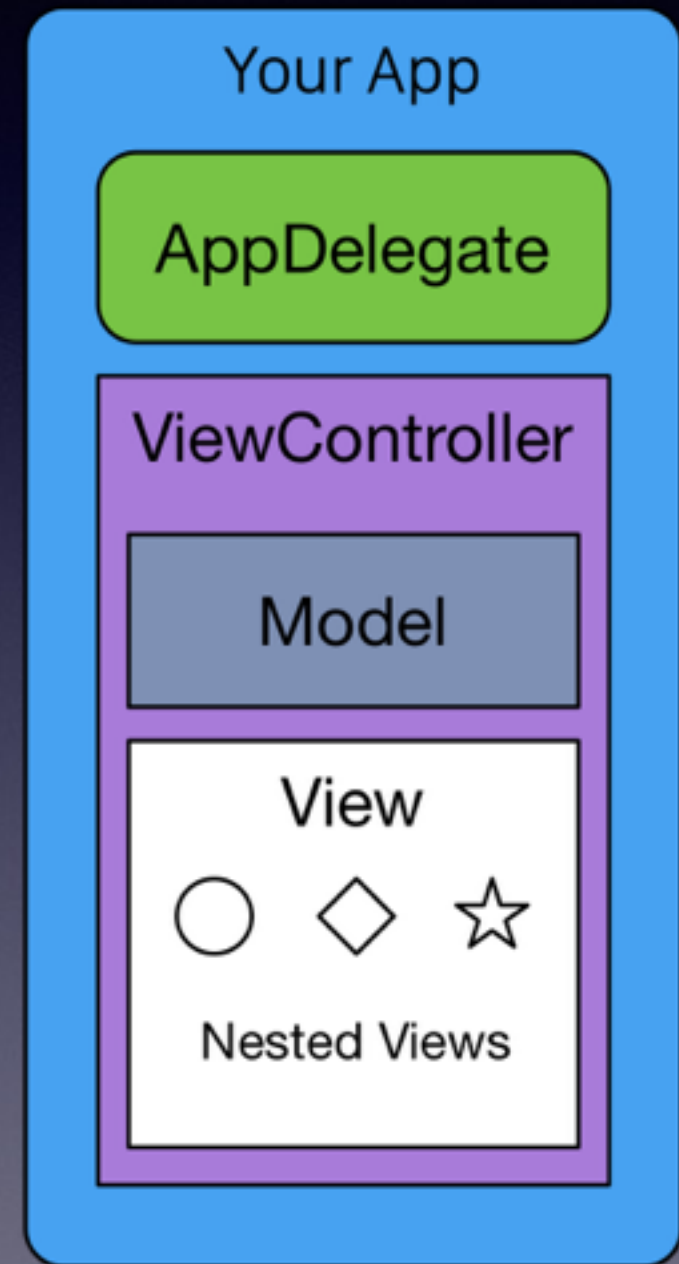
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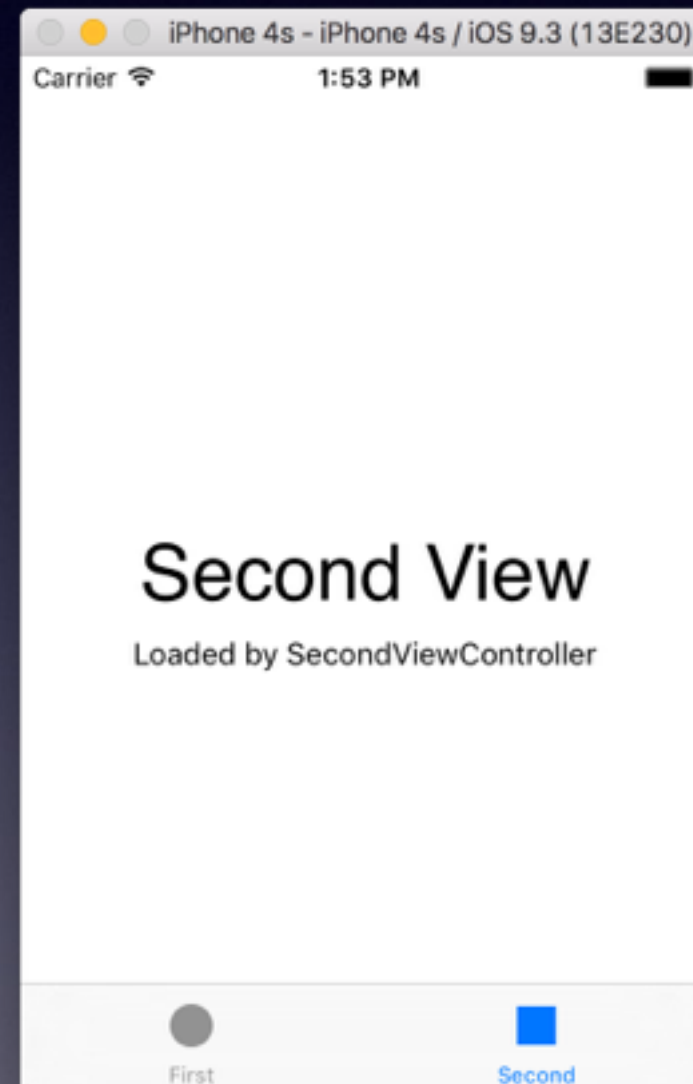
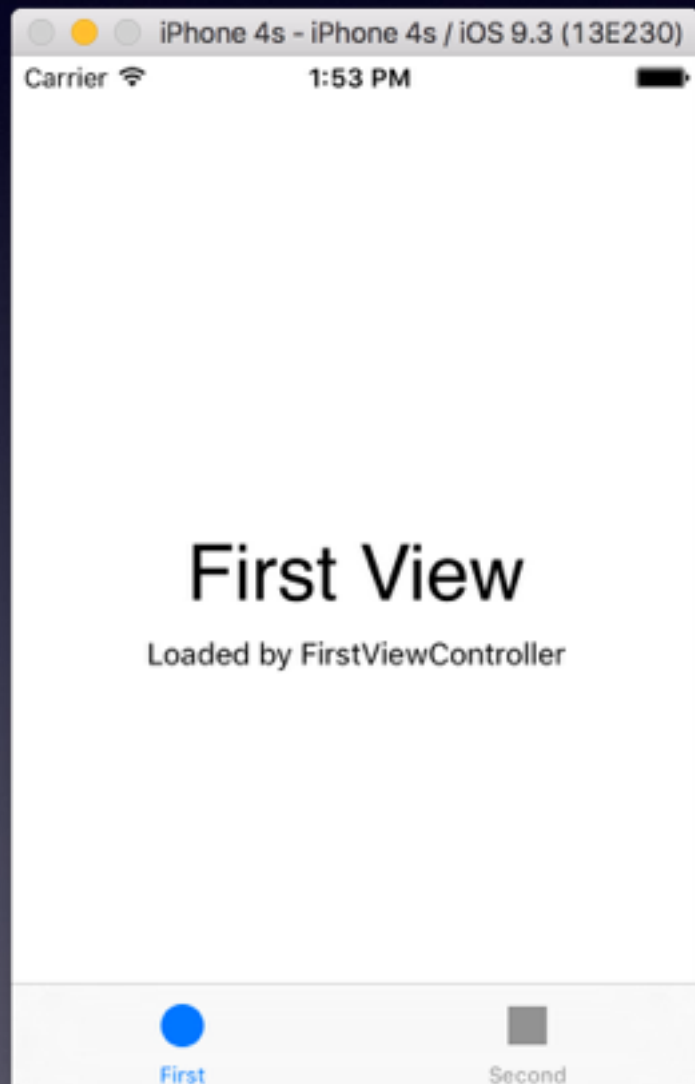


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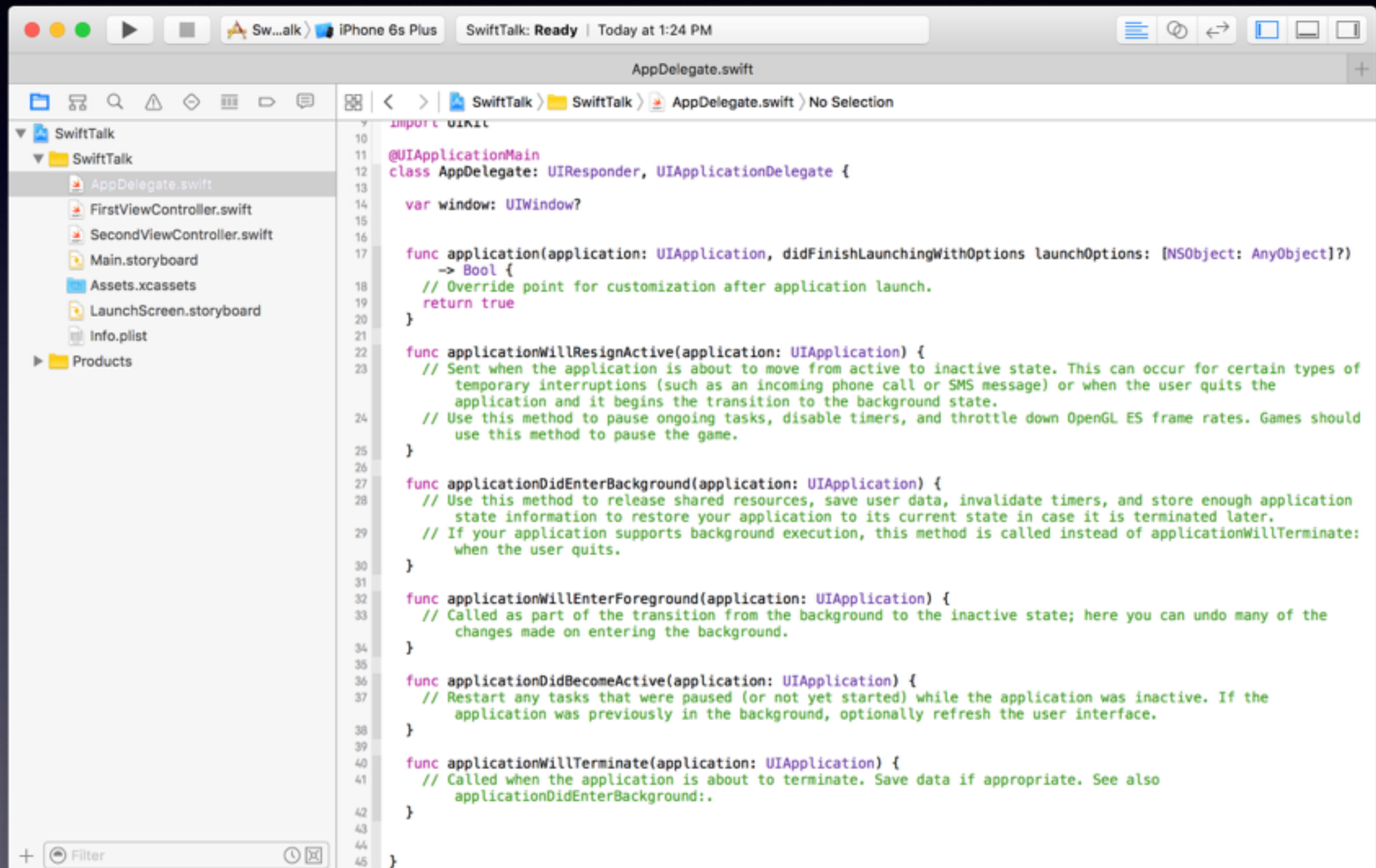
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# Your First App

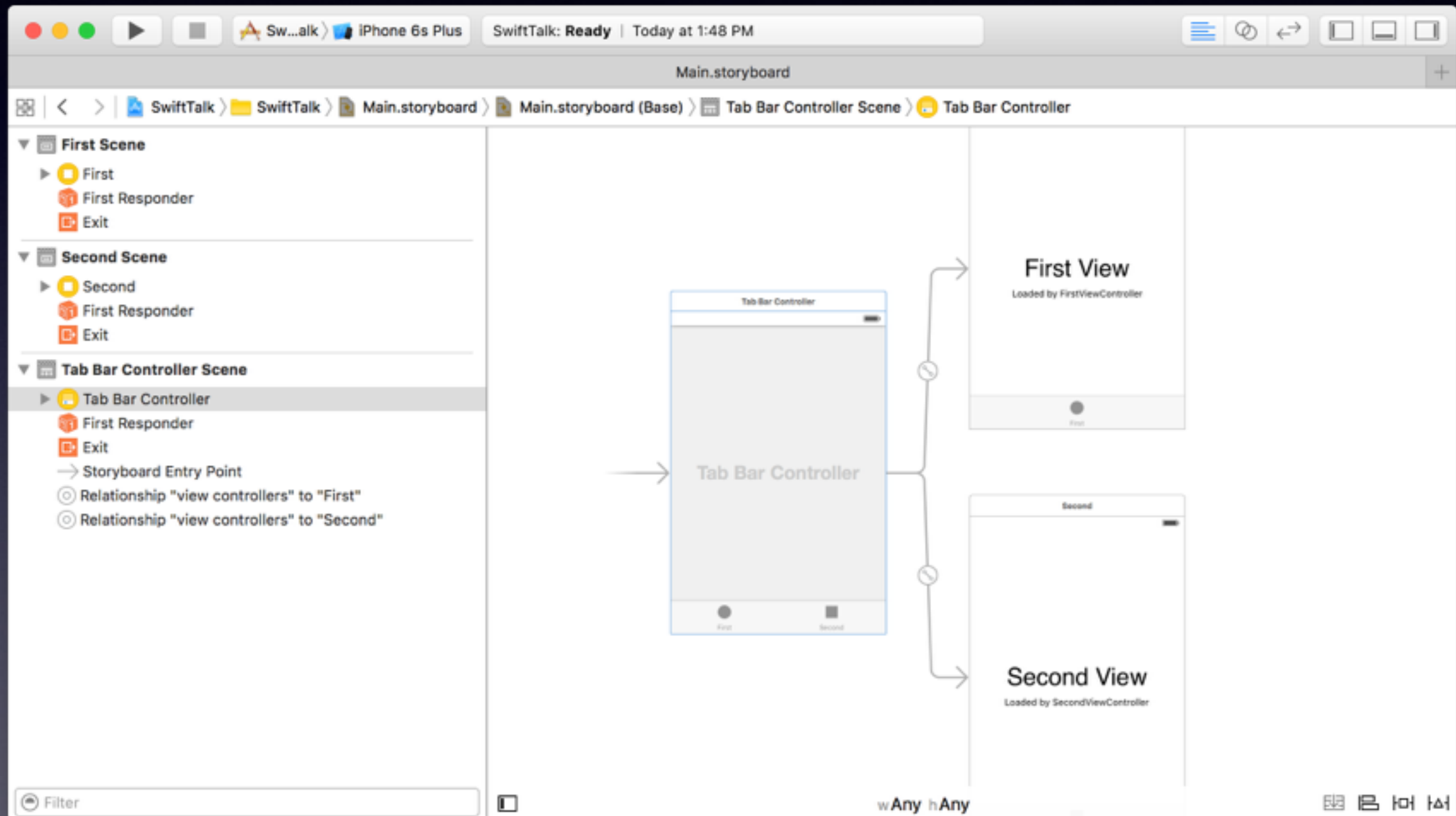


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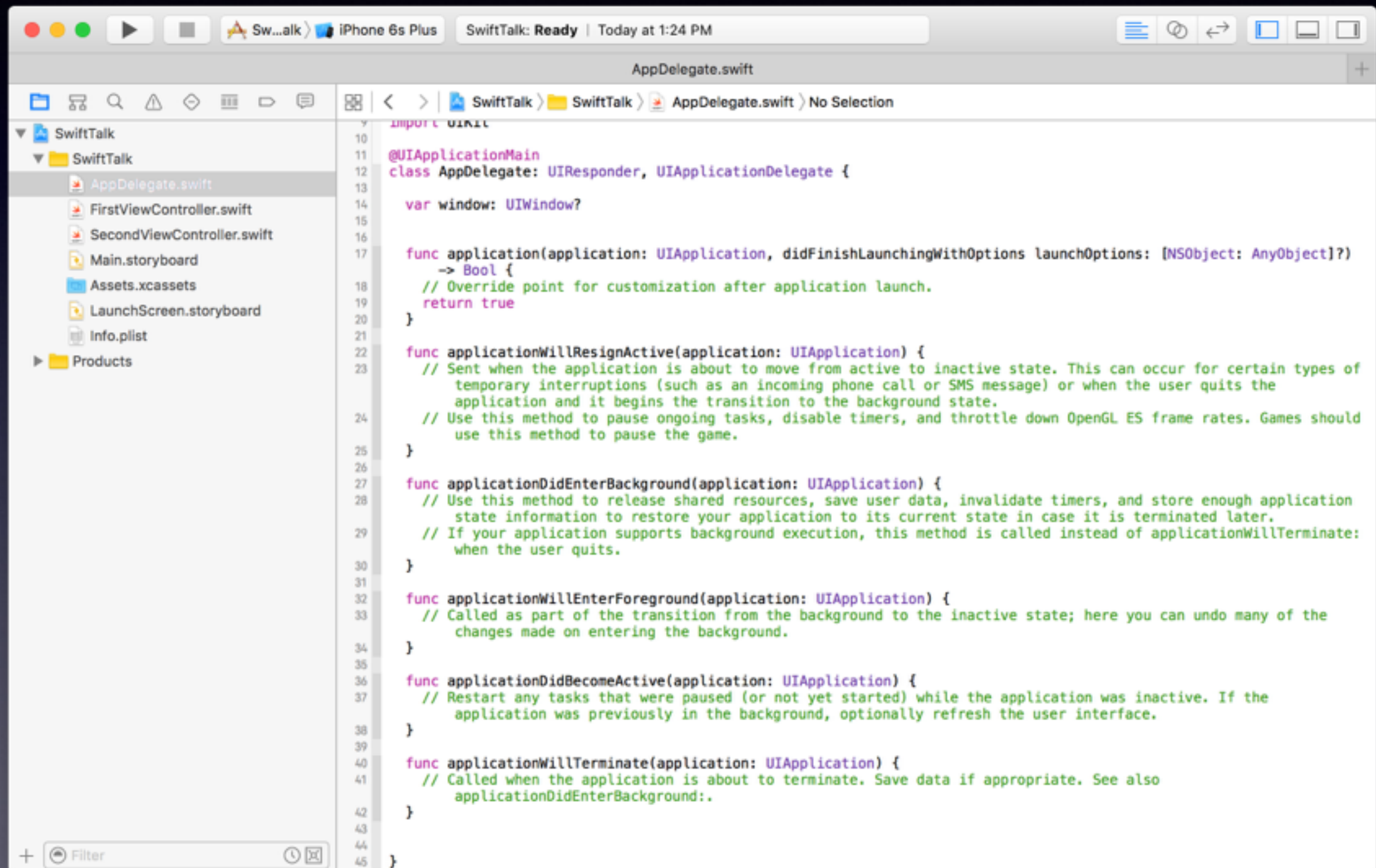




# Your First App



# AppDelegate



# AppDelegate

Entry point:

```
application(_, didFinishLaunchingWithOptions:)
```

- Initial View Hierarchy
- Singletons
- Services

# View Controllers

```
import UIKit

class FirstViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view,
        // typically from a nib.
    }

}
```



# View Controllers

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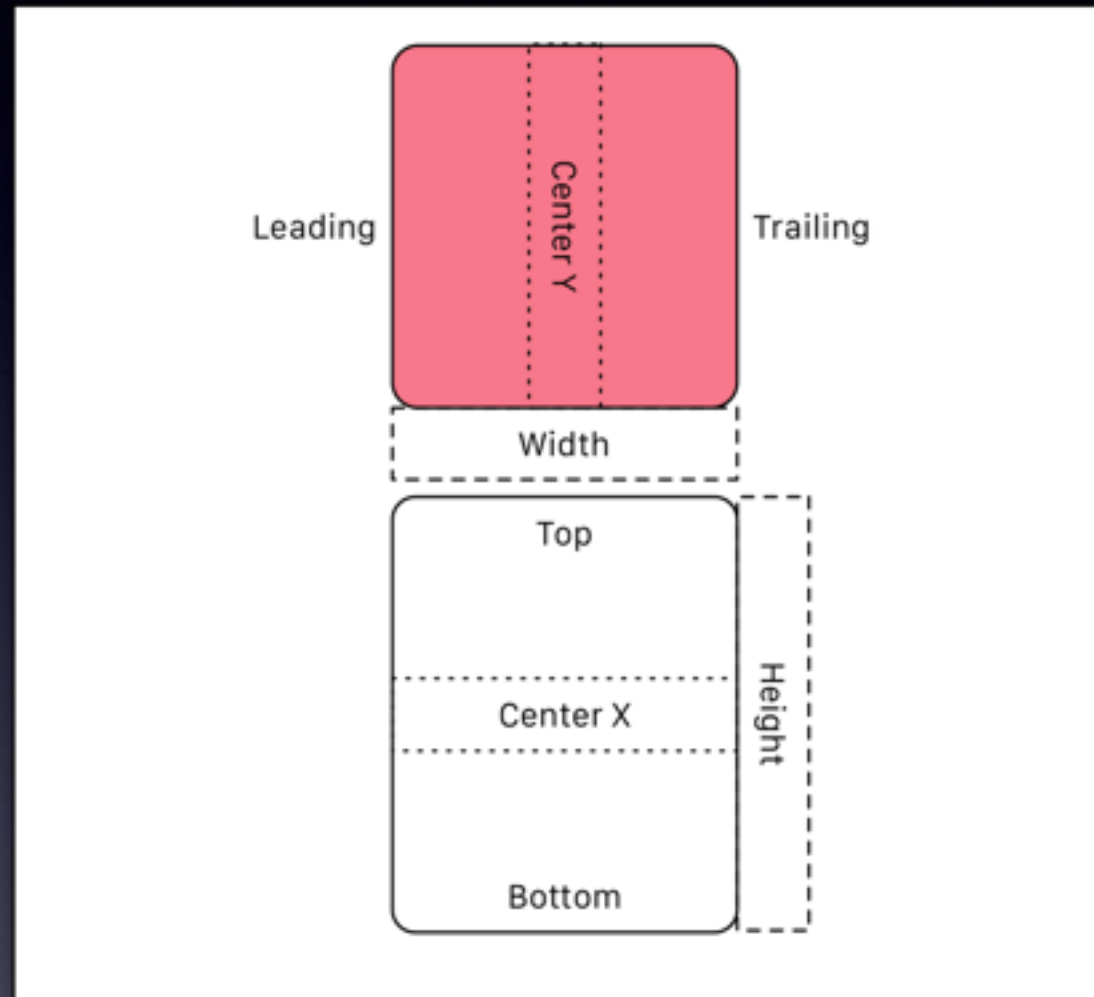
}
```

# Views and Layout

- Dumb
- Imported from UIKit
- Autolayout
- Constraints



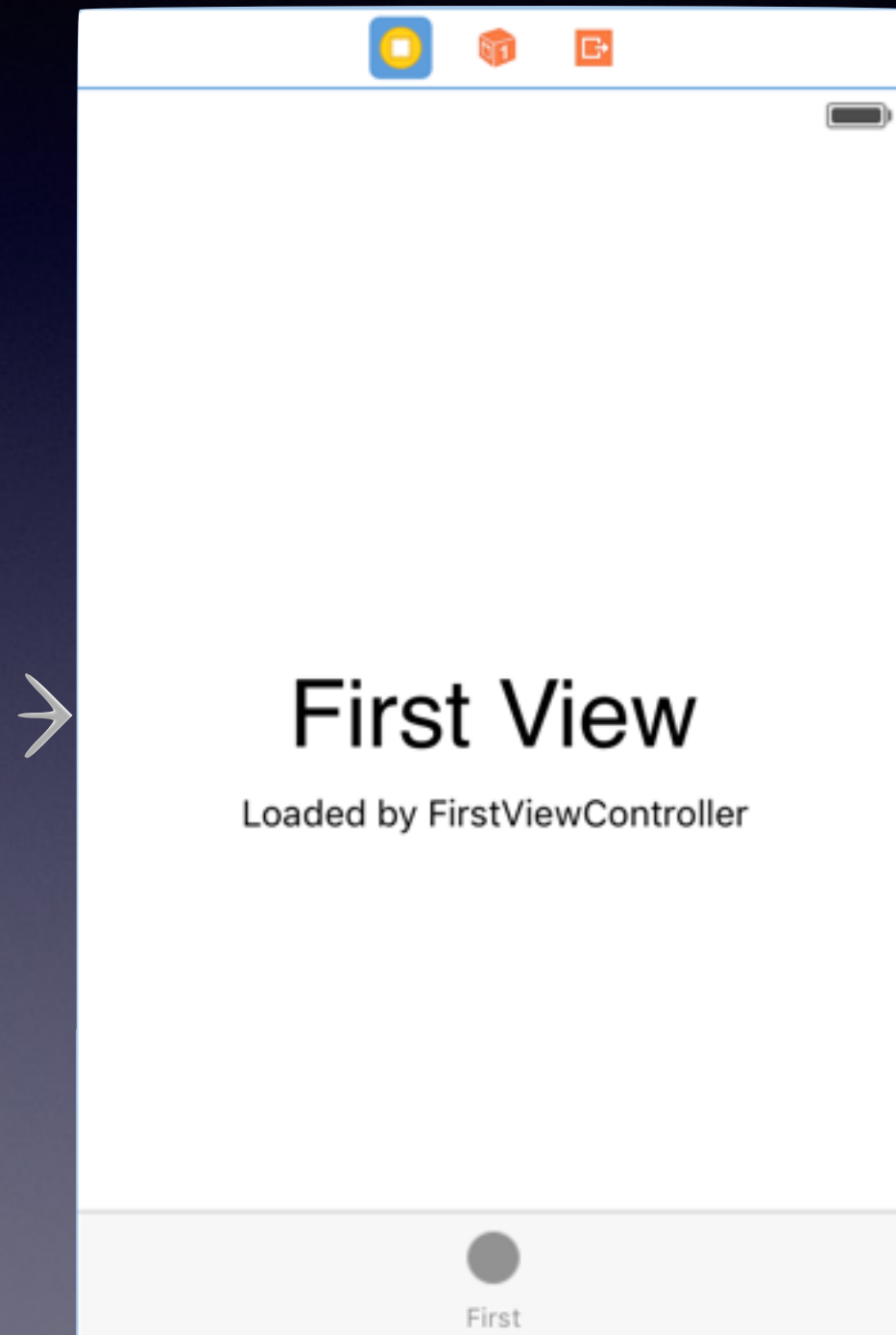
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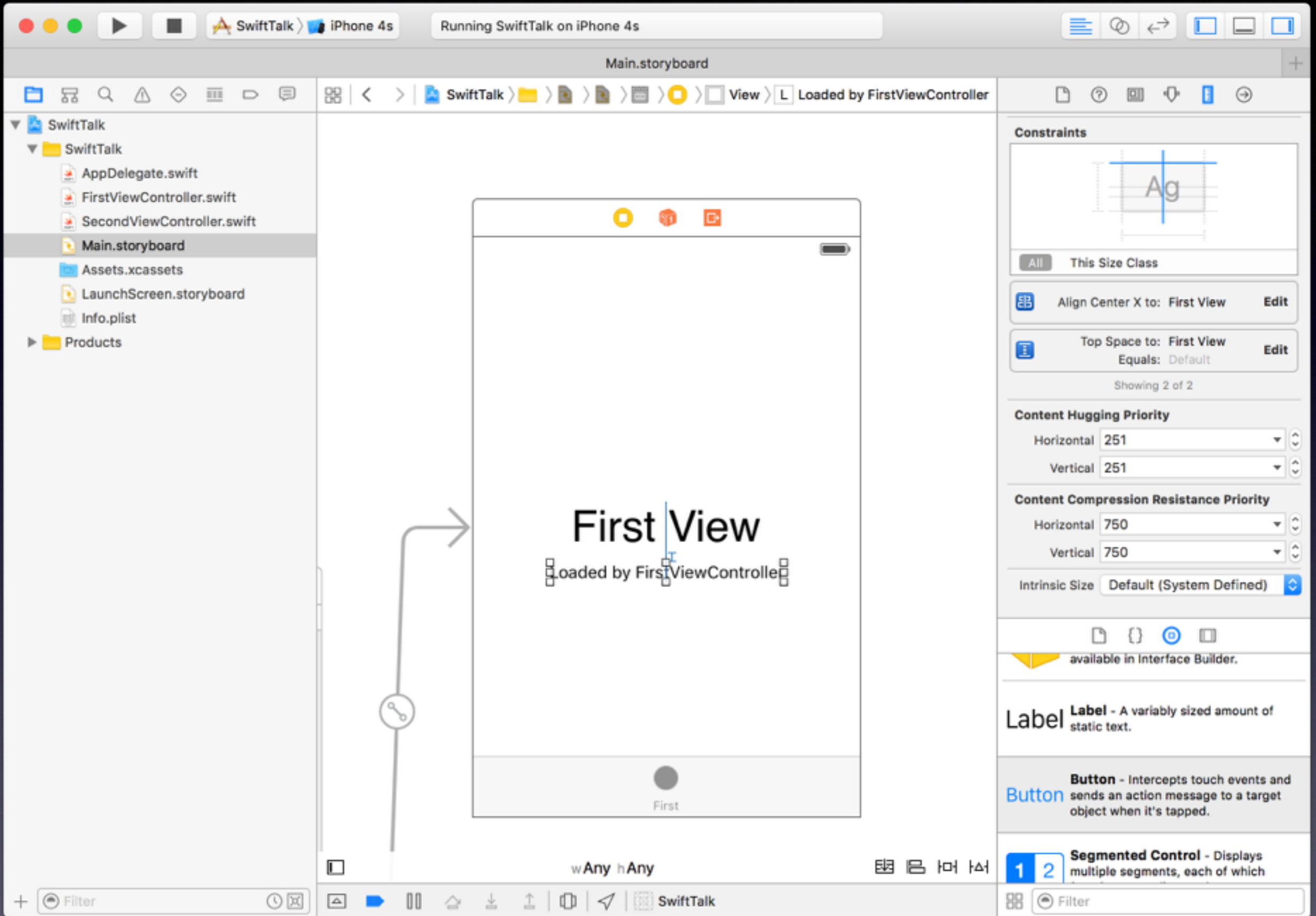


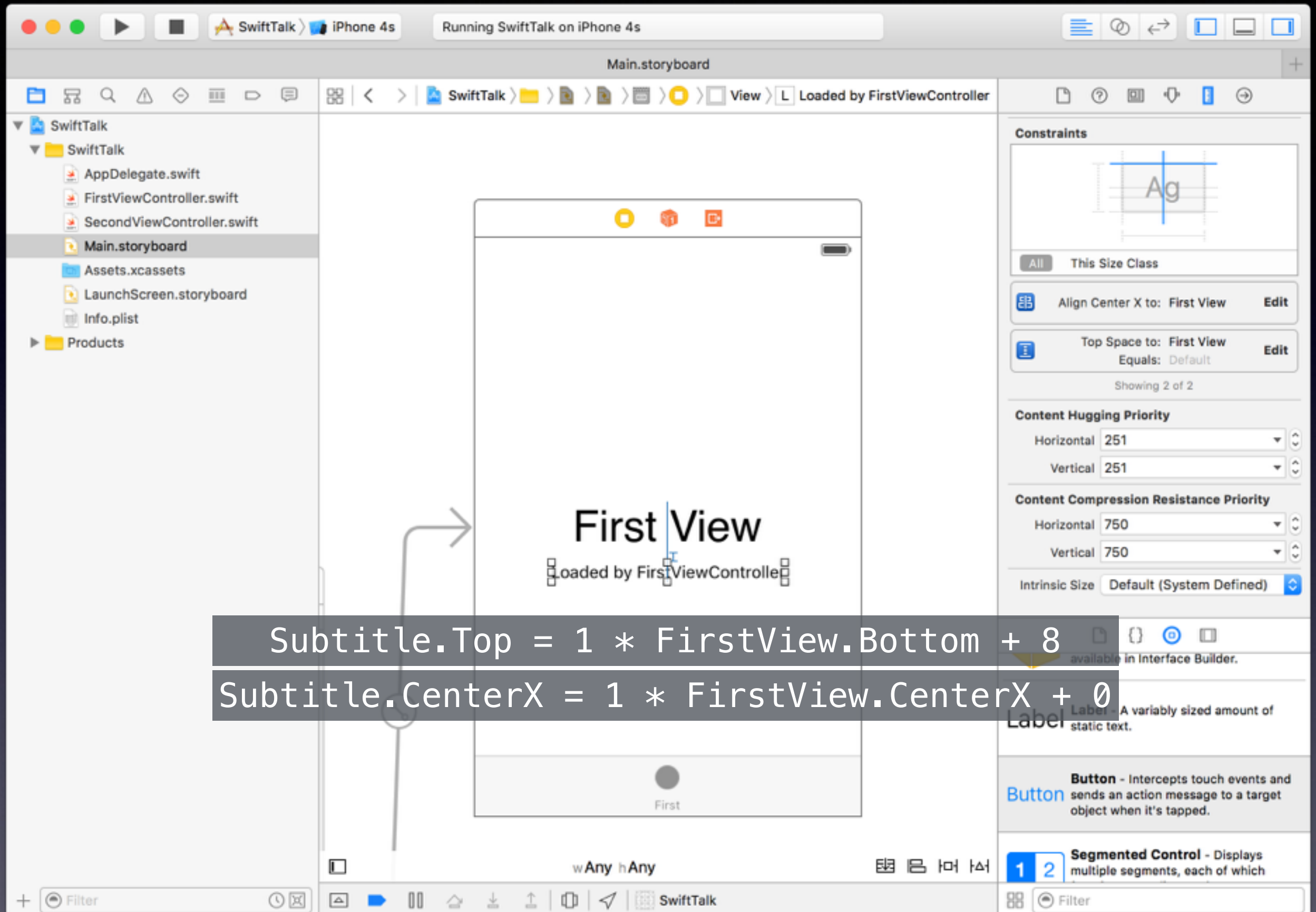
$$Y = m * X + B$$

`WhiteBox.Top = 1.0 * PinkBox.Bottom + 20`

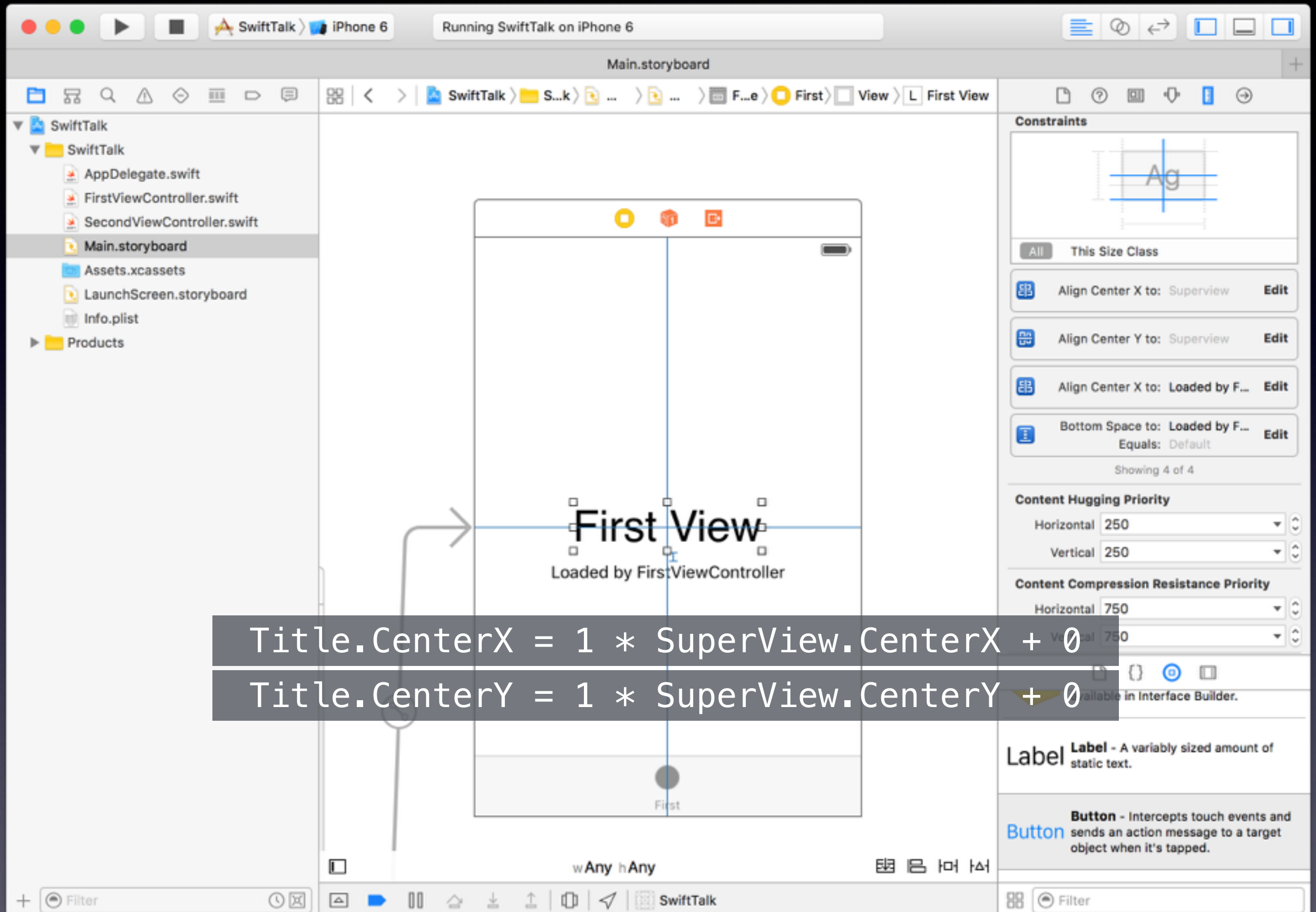
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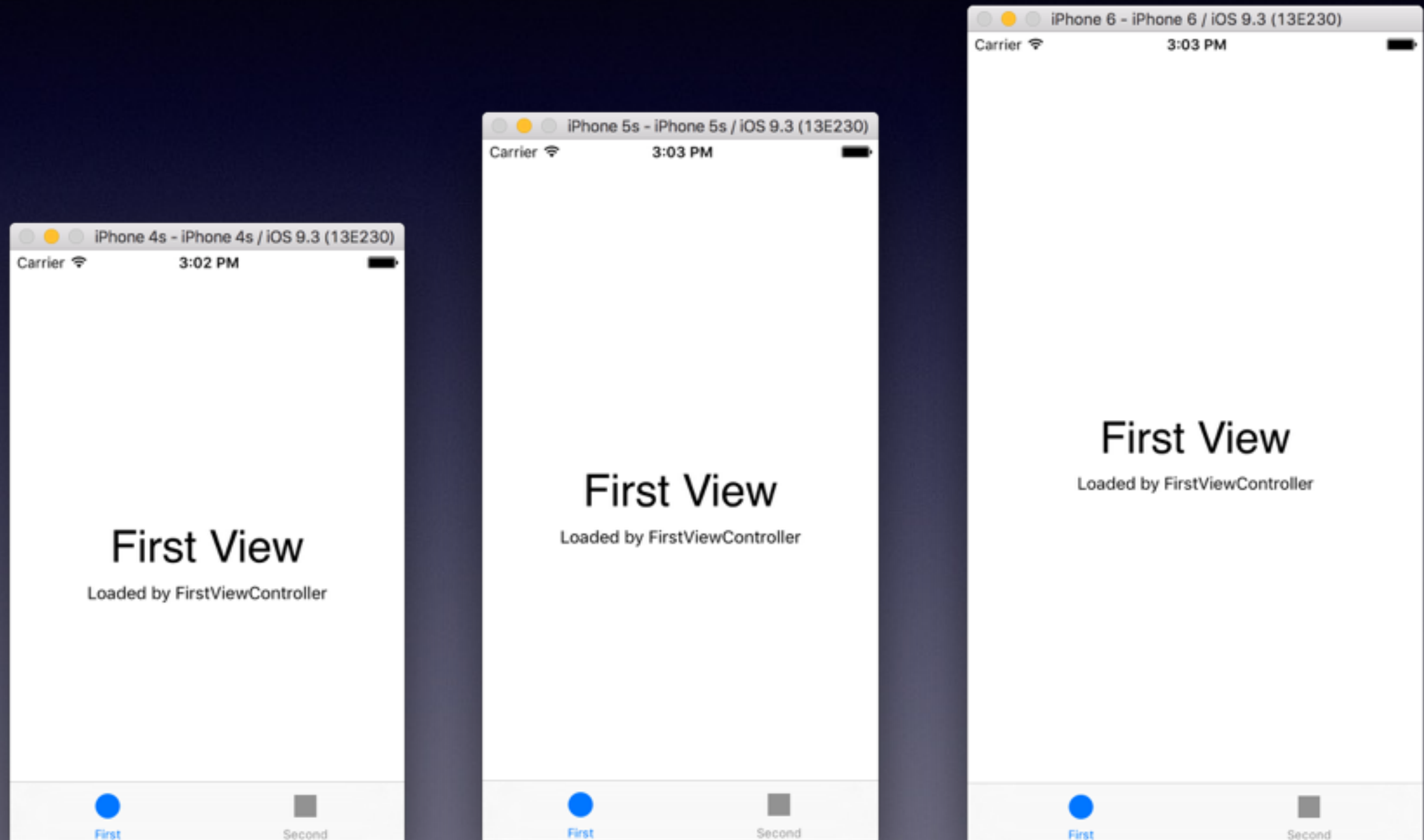




# Views and Layout

- Must be unambiguous
  - X
  - Y
  - Width
  - Height

# Views and Layout



# Building Blocks

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- AutoLayout



# Best Practices & Tips

- Structs
- Protocols
- Strongly-typed
- map-filter-reduce
- Futures