



MY FIRST iOS APP (PART 1) - One Button App

Prepared by Farhaj Ahmed



Tools



Technologies



Languages

WHERE TO START?

“A journey of a thousand miles begins with a single step.”

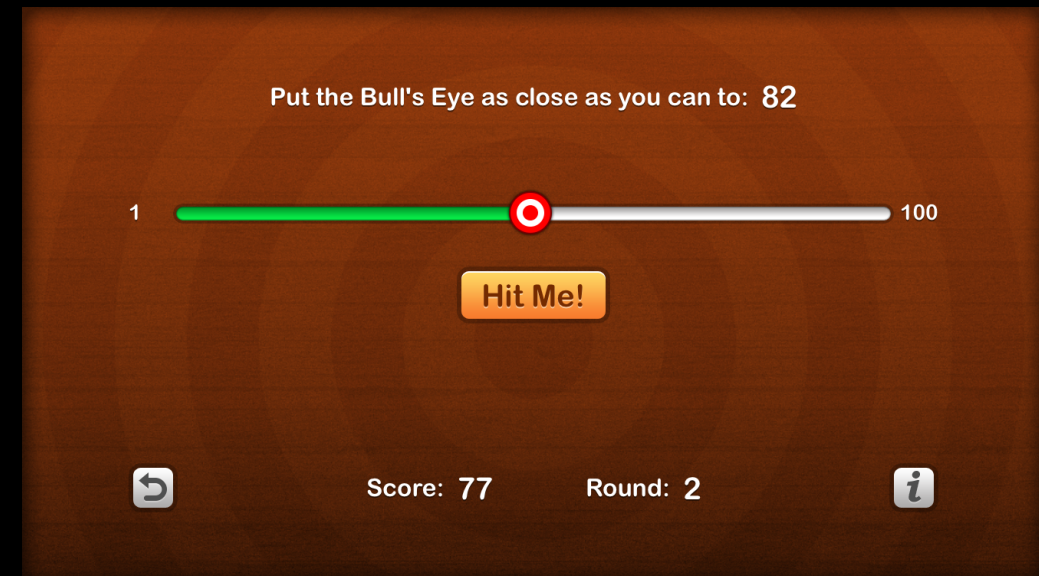


- ***One of the least appreciated, but most critical, skills required in product development these days is the ability to break down complex problems into smaller, more manageable pieces.***

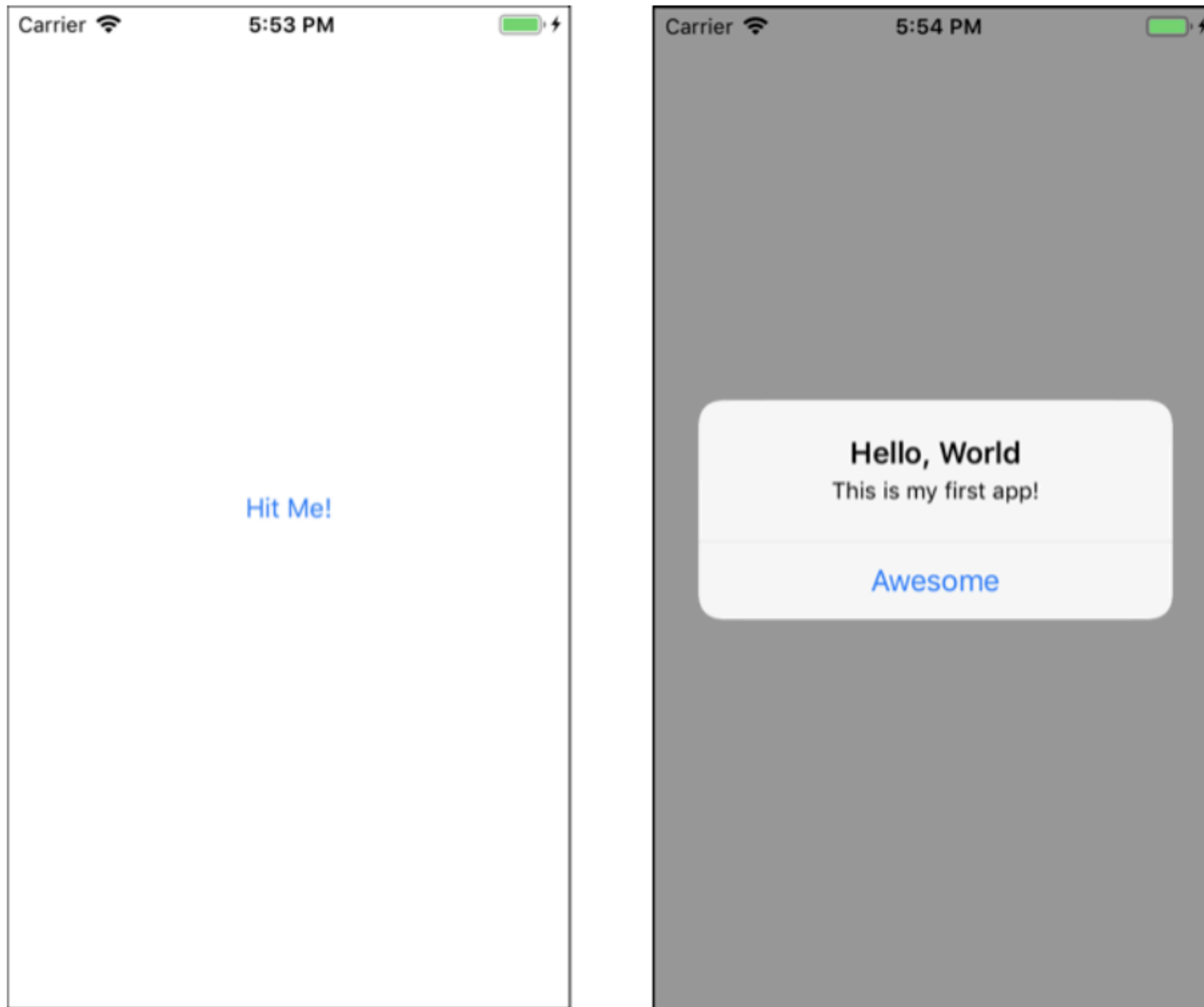
WHERE TO START?

Break Down Problem in to Smaller Chunks

- Put a button on the screen and label it “Hit Me!”
- When the player presses the Hit Me! button, the app has to show an alert pop-up to inform the player how well he or she did. Somehow, you have to calculate the score and put that into this alert.
- Put text on the screen, such as the “Score:” and “Round:” labels. Some of this text changes over time; for example, the score, which increases when the player scores points.
- Put a slider on the screen with a range between the values 1 and 100.
- Read the value of the slider after the user presses the Hit Me! button.
- Generate a random number at the start of each round and display it on the screen. This is the target value.
- Compare the value of the slider to that random number and calculate a score based on how far off the player is. You show this score in the alert pop-up. Put the Start Over button on the screen. Make it reset the score and put the player back to the first round.
- Put the app in landscape orientation & Make it look pretty.



THE ONE BUTTON APP - PART 1



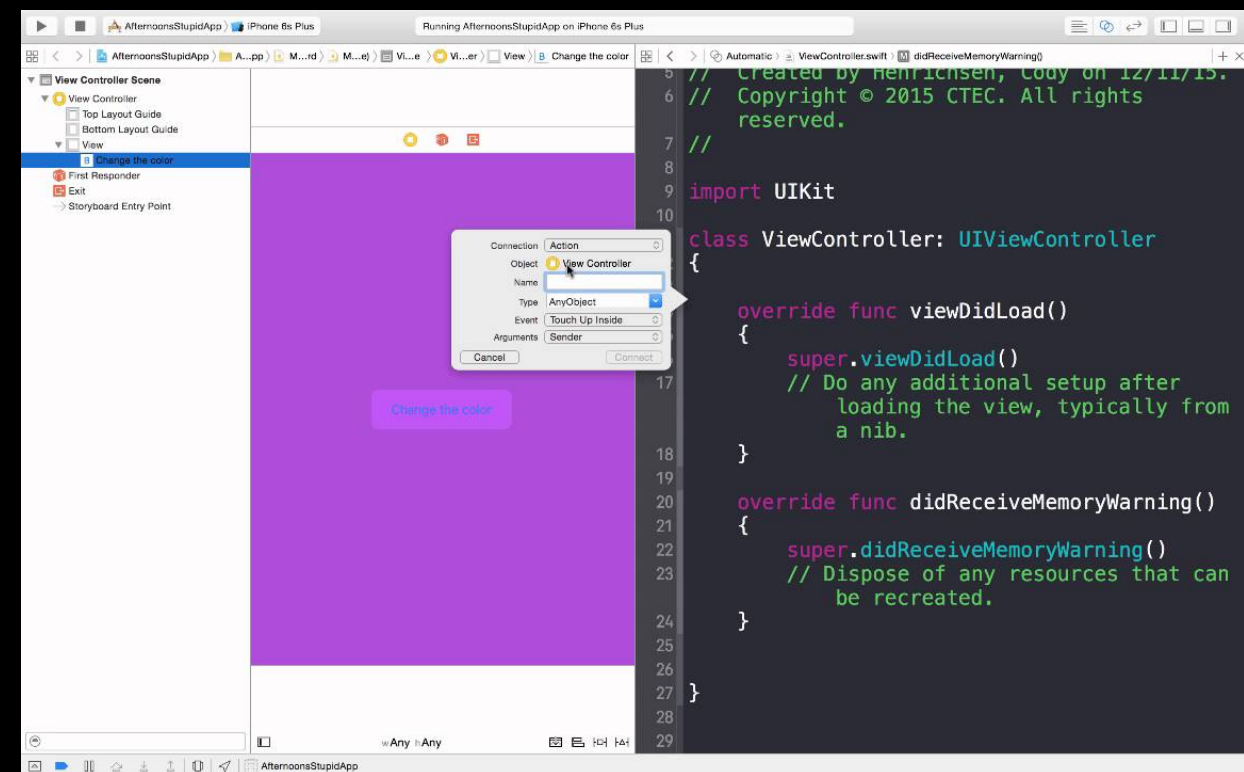
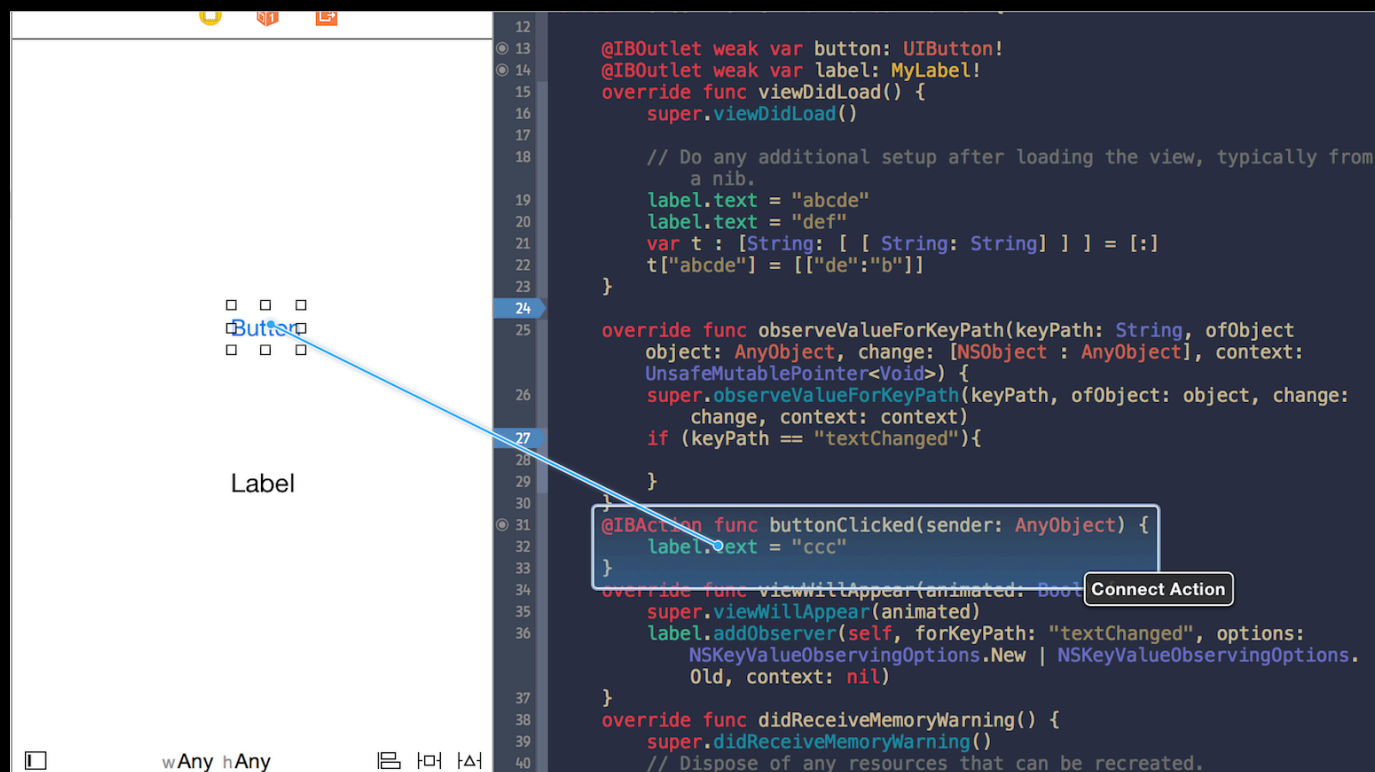
The app contains a single button (left) that shows an alert when pressed (right)

ENOUGH TALK, LET'S JUMP TO `<CODE/>`



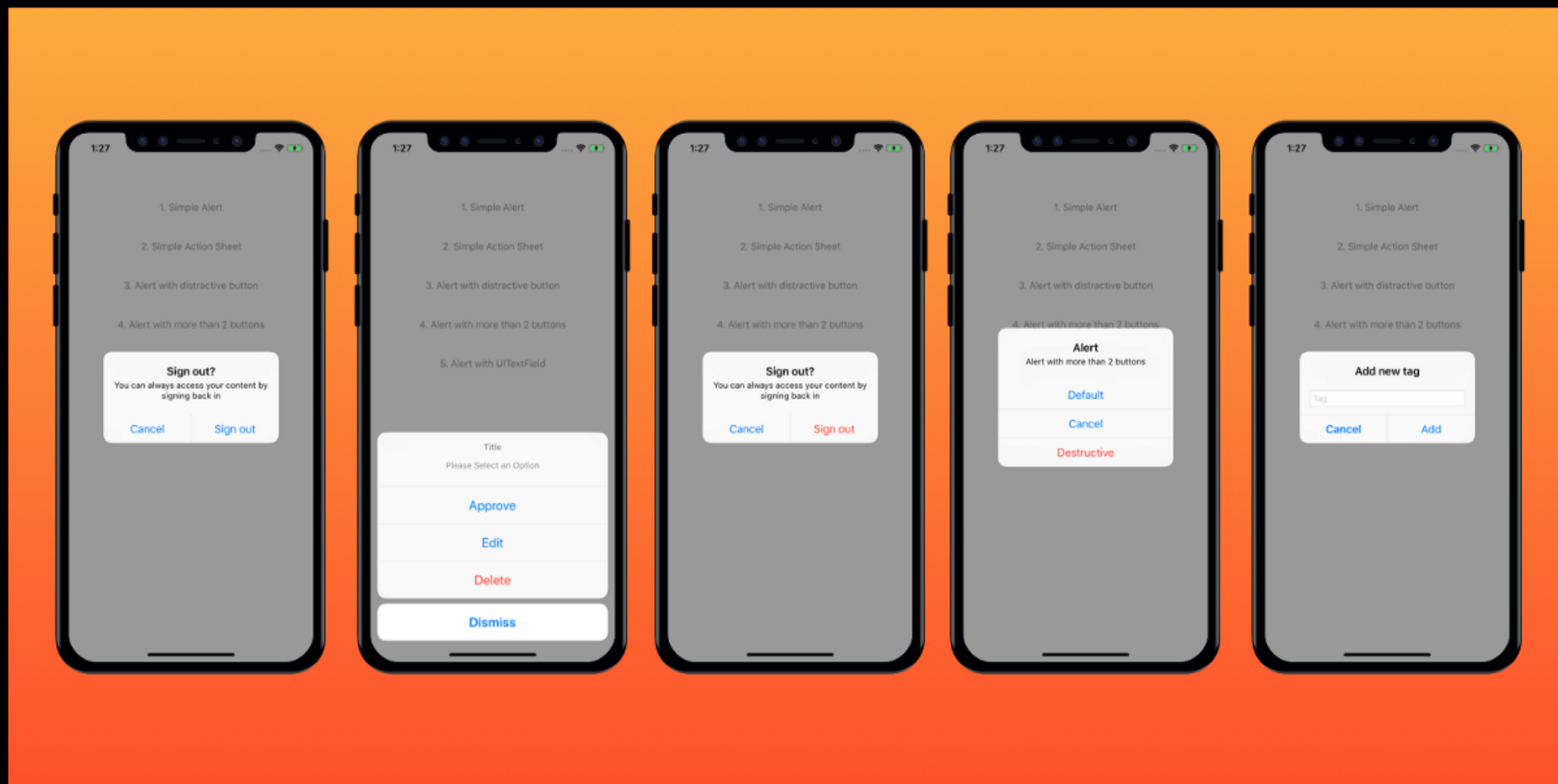
WHAT IS IBACTION?

An **IBAction** (Interface Builder action) is a **function** which is called when a specific user interaction occurs. You want work to happen when you hit a button? You create an **IBAction** and define the work inside of it.



WHAT IS UIALERTCONTROLLER?

The **UIAlert controller** configures a button with the action details. When the user taps that action, the alert controller executes the block you provided when creating the action object



WHAT IS PRESENT?

present(_:animated:completion:)

Presents a view controller modally.

Declaration

```
func present(_ viewControllerToPresent: UIViewController,  
            animated flag: Bool,  
            completion: (() -> Void)? = nil)
```

Parameters

viewControllerToPresent

The view controller to display over the current view controller's content.

flag

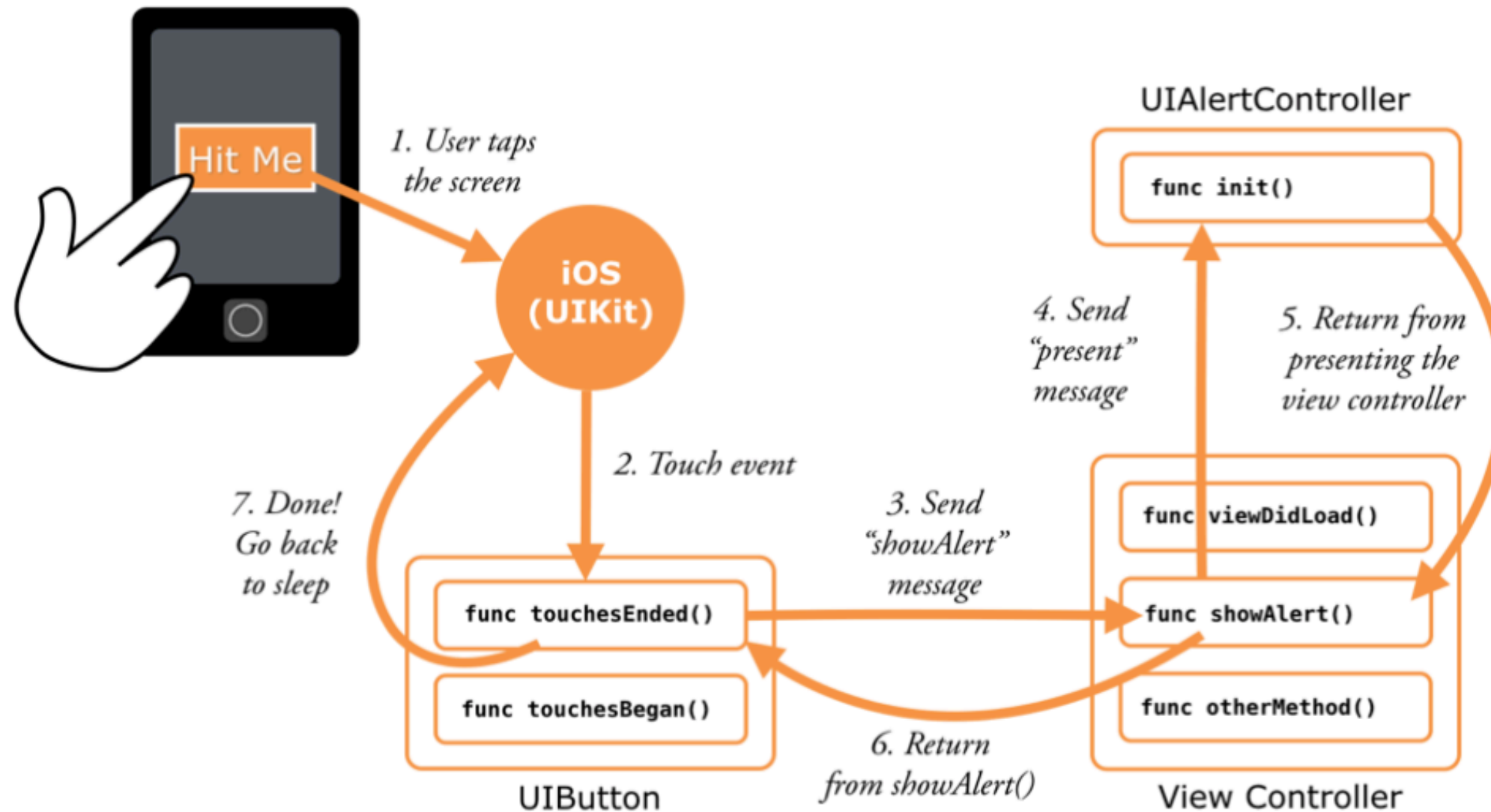
Pass true to animate the presentation; otherwise, pass false.

completion

The block to execute after the presentation finishes. This block has no return value and takes no parameters. You may specify nil for this parameter.

HOW APP WORKS?

Your whole app will be made up of objects that communicate in this fashion.



The general flow of events in an app



**YOU CAN FIND THIS iOS APP's SOURCE CODE,
LECTURE SLIDE AND MY FIRST iOS APP PART 1
INSTRUCTION GUIDE PDF in the description of
my YouTube Channel.**



Subscribe now to my YouTube Channel:

<http://www.youtube.com/c/FarhajAhmed>

YOU CAN FIND ME @:



farhaj.ahmed@live.com



<https://www.linkedin.com/in/farhajahmed1>



<https://www.facebook.com/LearnFromFarhaj>

THANK YOU

