



MY FIRST iOS APP

(PART 7) -

Complete App Review

Prepared by Farhaj Ahmed



Tools



Technologies



Languages

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



WHAT IS BUNDLE?

Bundle

A representation of the code and resources stored in a bundle directory on disk.

Declaration

```
class Bundle : NSObject
```

Overview

Apple uses bundles to represent apps, frameworks, plug-ins, and many other specific types of content. Bundles organize their contained resources into well-defined subdirectories, and bundle structures vary depending on the platform and the type of the bundle. By using a bundle object, you can access a bundle's resources without knowing the structure of the bundle. The bundle object provides a single interface for locating items, taking into account the bundle structure, user preferences, available localizations, and other relevant factors.

Any executable can use a bundle object to locate resources, either inside an app's bundle or in a known bundle located elsewhere. You don't use a bundle object to locate files in a container directory or in other parts of the file system.

URLRequest

A URL load request that is independent of protocol or URL scheme.

Declaration

```
struct URLRequest
```

Overview

`URLRequest` encapsulates two essential properties of a load request: the URL to load and the policies used to load it. In addition, for HTTP and HTTPS requests, `URLRequest` includes the HTTP method (GET, POST, and so on) and the HTTP headers.

`URLRequest` only represents information about the request. Use other classes, such as [URLSession](#), to send the request to a server. See [Fetching Website Data into Memory](#) and [Uploading Data to a Website](#) for an introduction to these techniques.

When writing Swift code, favor this structure over the [NSURLRequest](#) and [NSMutableURLRequest](#) classes.

Certain header fields are reserved; see [Reserved HTTP Headers](#).

WHAT IS BUNDLE?

If we want to read the URL for a file in our main app bundle, we use **Bundle.main.url()**. If the file exists it will be sent back to us, otherwise we'll get back **nil**, so this is an optional **URL**. That means we need to unwrap it like this:

```
if let fileURL = Bundle.main.url(forResource: "some-file", withExtension: "txt") {  
    print(fileURL)  
  
    // we found the file in our bundle!  
}
```

Class

CATransition

An object that provides an animated transition between a layer's states.

Declaration

```
class CATransition : CAnimation
```

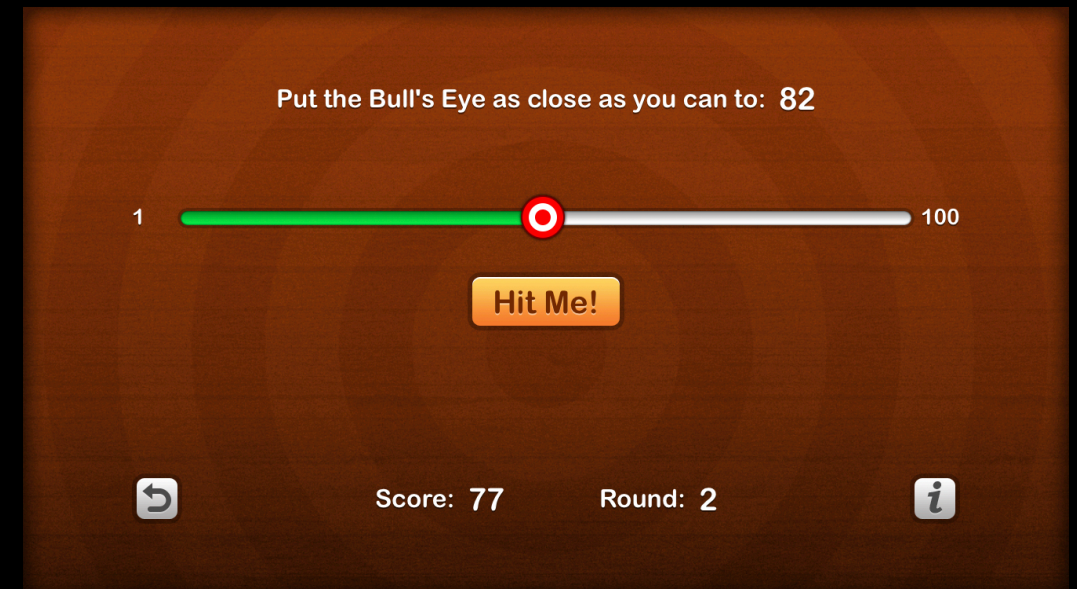
Overview

You can transition between a layer's states by creating and adding a [CATransition](#) object to it. The default transition is a cross fade, but you can specify different effects from a set of predefined transitions.

HOW AGILE WORKS? – SMALL SIMPLE STEPS

Break Down Problem into 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.





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THANK YOU

