

# MOBILE DEVELOPMENT GIT & GITHUB

## INTRO TO INTERFACE BUILDER AND STORYBOARDS

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## GETTING STARTED

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# LEARNING OBJECTIVES

- GitHub and git cont'd
- Outline developer workflow and tools on a high level
- Create the first iOS project outlining the development process of an app
- Label Xcode workspace window
- Add multiple View Controllers to storyboard and link them together with segues
- Use Navigation Controller to link scenes

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**GETTING STARTED**

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# DEV WORKFLOW

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# INTRODUCTION TO IOS DEVELOPMENT

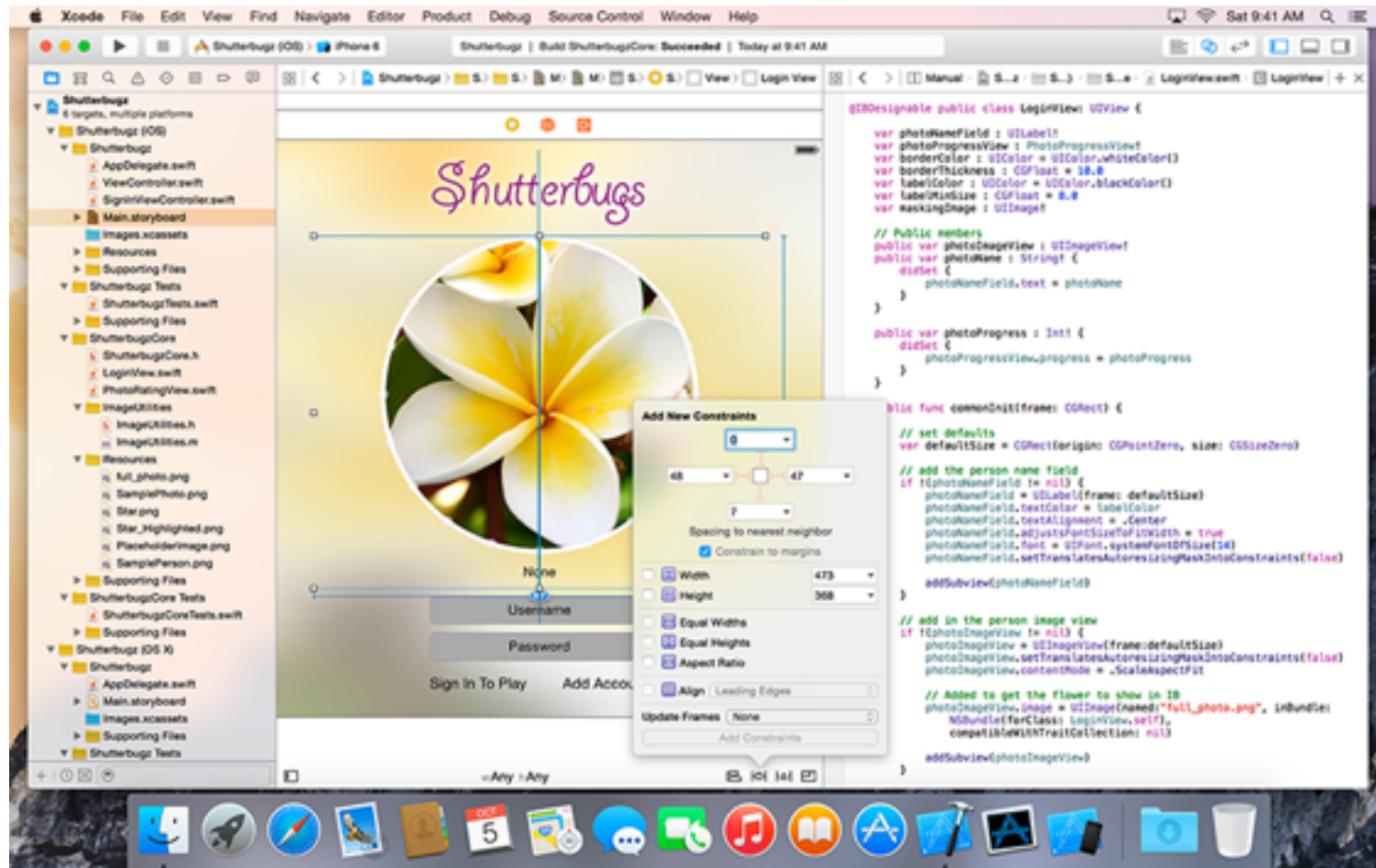
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## WHAT IS COCOA TOUCH?



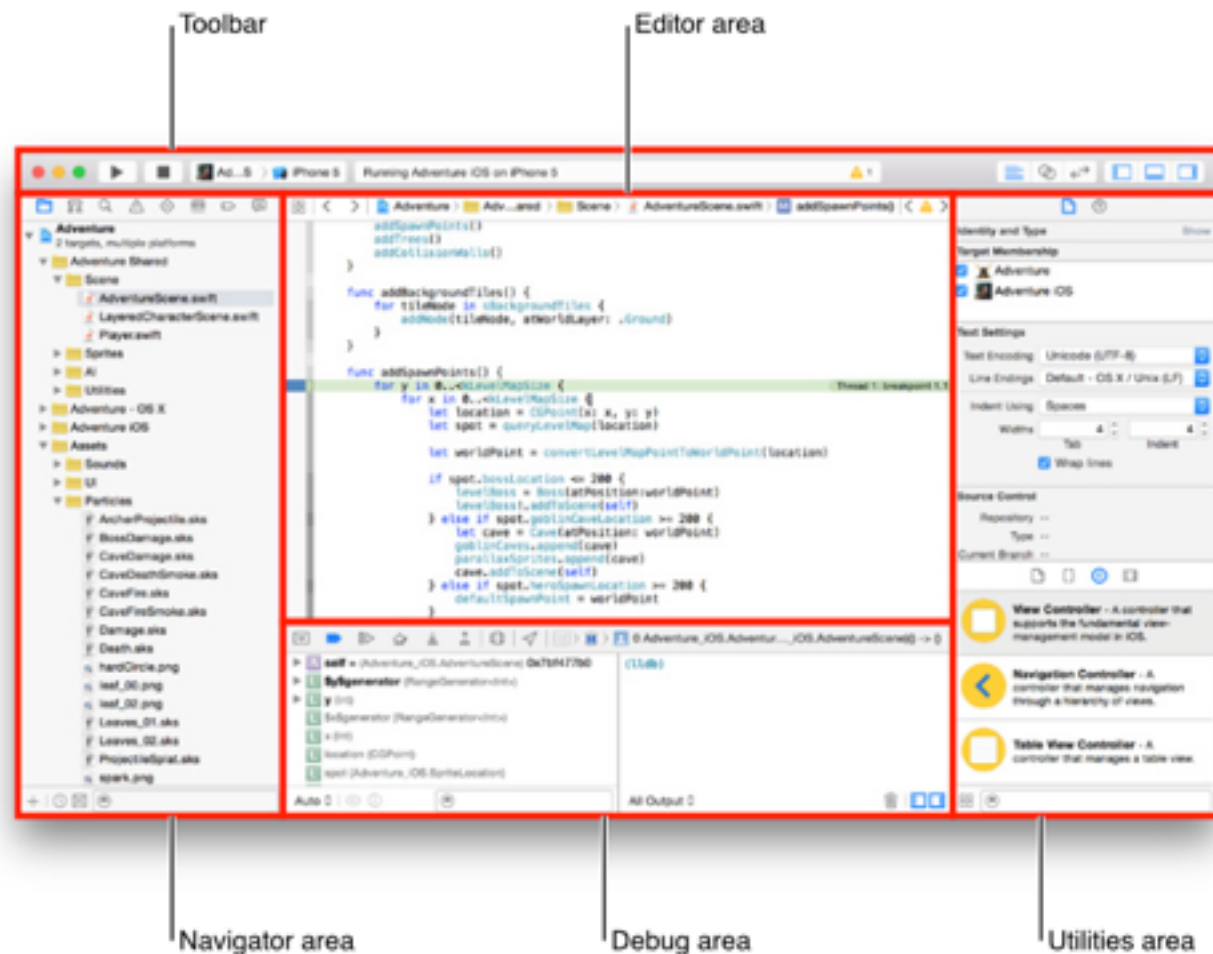
# INTRODUCTION TO IOS DEVELOPMENT

## WHAT IS XCODE?



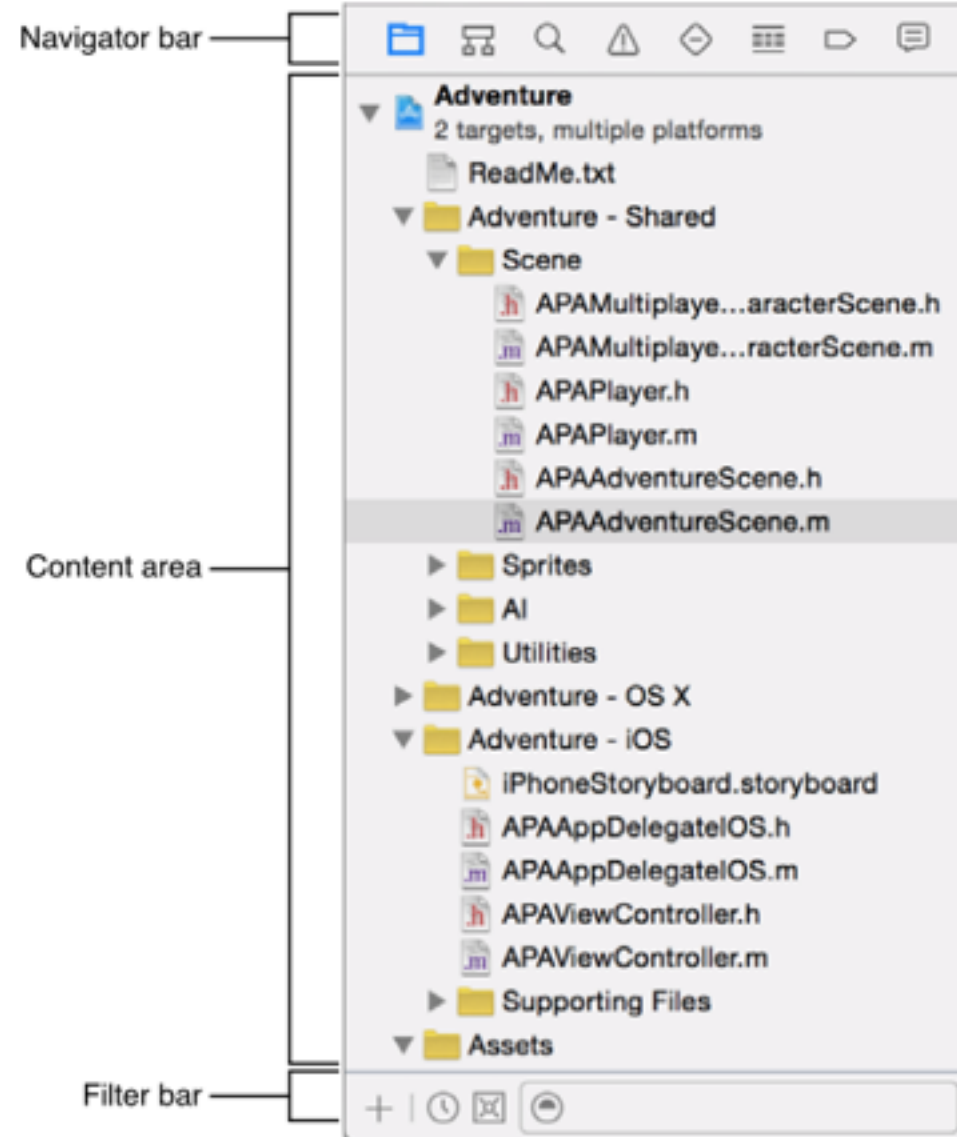
# INTRODUCTION TO IOS DEVELOPMENT

## NAVIGATING XCODE



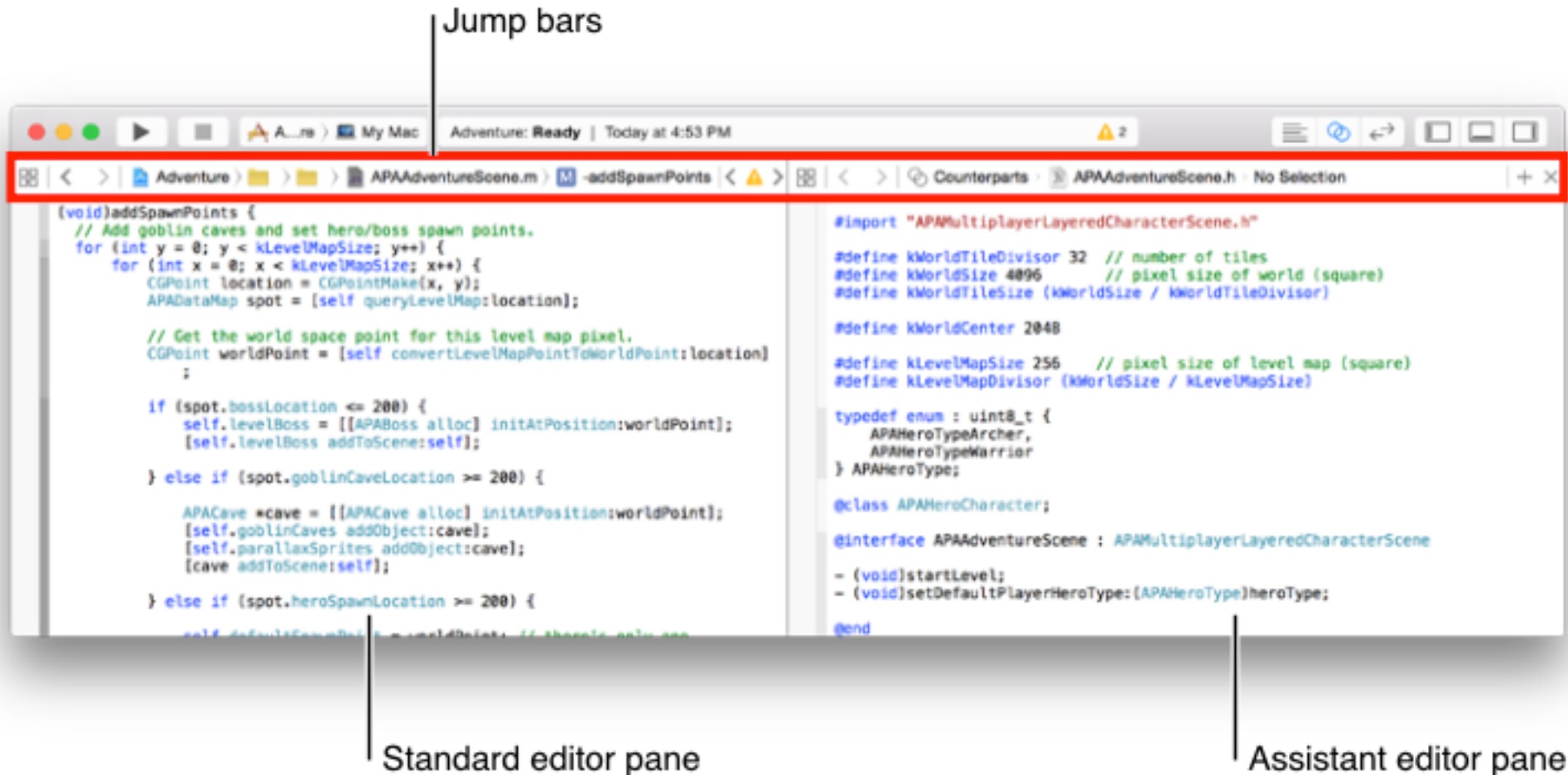
# INTRODUCTION TO IOS DEVELOPMENT

## NAVIGATOR AREA



# INTRODUCTION TO IOS DEVELOPMENT

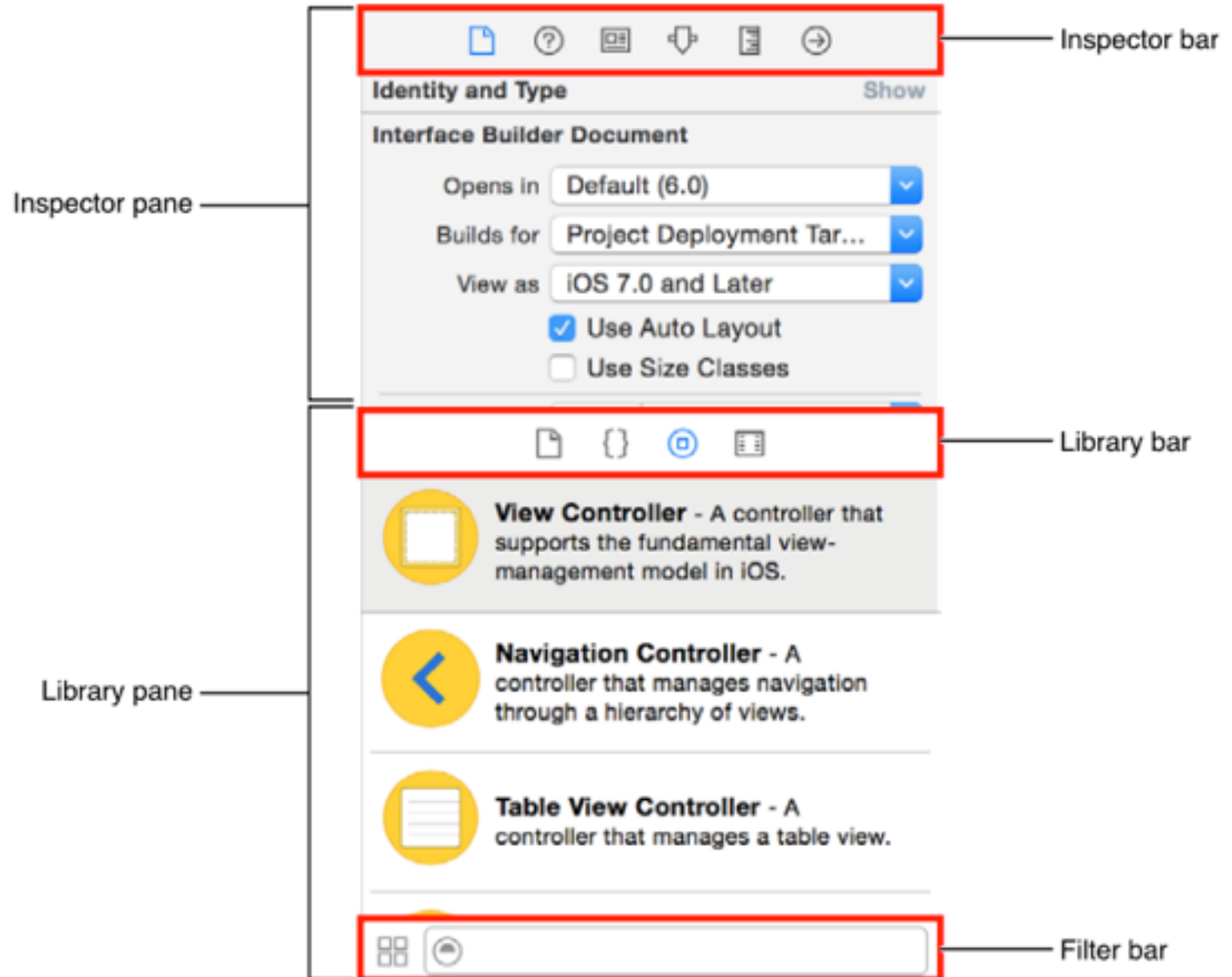
## JUMP BAR AND EDITOR PANES





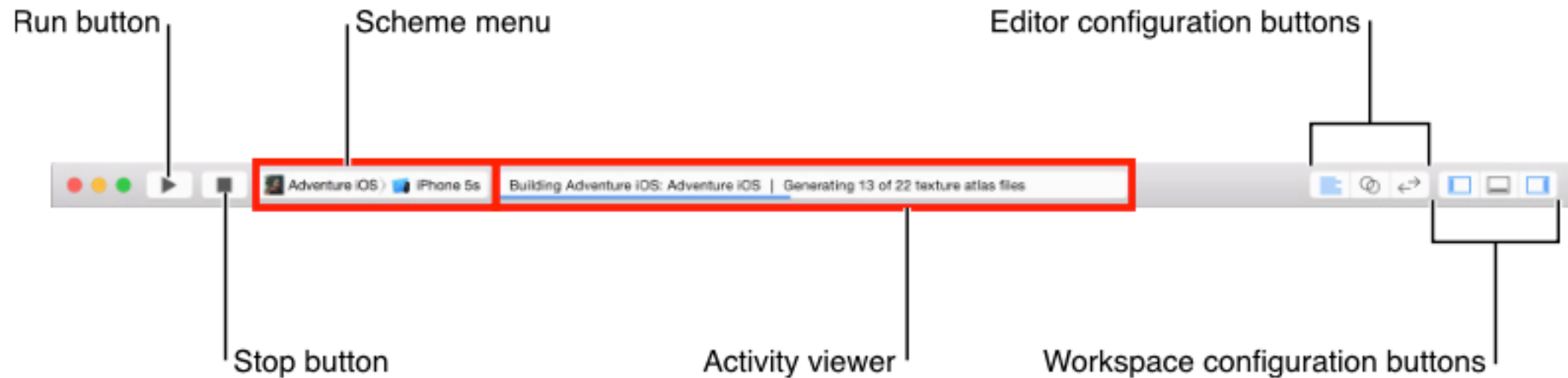
# INTRODUCTION TO IOS DEVELOPMENT

## UTILITIES AREA



# INTRODUCTION TO IOS DEVELOPMENT

## WORKSPACE TOOLBAR



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## GETTING STARTED

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# DEV WORKFLOW

- Run Xcode
- Create new project
- Add user interface elements to project
- Change user interface element properties
- Discuss the different project templates

**GETTING STARTED**

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**TO THE  
PLAYGROUNDS!**

# ACTIVITY

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## **KEY OBJECTIVE(S)**

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Learn the flow of building a new project. Add UI elements to a project and modify their properties.

## **TIMING**

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10 min 1. A volunteer who has travelled recently

5 min 2. Debrief

## **DELIVERABLE**

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A new project with a label displaying student bio and a button labeled “Goals”.

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**GETTING STARTED**

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# RUNNING YOUR APP

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## GETTING STARTED

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# RUNNING YOUR APP

- Run app on simulator
- Outline the steps for deploying an app to device

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## GETTING STARTED

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# RUNNING APP ON SIMULATOR

- Select iOS version in toolbar area
- Select “Build and then Run” in toolbar area (⌘R)

### Note

- iPad apps only run on iPad simulator
- iPhone and universal apps run on both iPad and iPhone simulators



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## GETTING STARTED

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# NAVIGATING SIMULATOR

- To run Simulator without running a project select  
Xcode -> Open Developer Tool -> iOS Simulator
- To select the “Home” button on simulator press ⌘+⇧+H

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## GETTING STARTED

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# RUNNING APP ON DEVICE

- Deploying an app to a device or publishing to the App Store requires participating in the developer program (\$99/year)
- Get UDID number (<http://whatsmyudid.com/>)
- Add device to Xcode (Windows->Devices)
- Create development certificate and provisioning profile

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## GETTING STARTED

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# CLASS REVIEW

- How often do students submit assessments?
- What is a typed language? Is Swift typed?
- What is the difference between a compiled and scripted language?  
Which one is Swift?
- How does layout sizing work?
- What are the requirements for deploying to device?

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## INTRO TO NIBS/STORYBOARD

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# LEARNING OBJECTIVES

- Define and implement nibs
- Differentiate between storyboards and nibs

**GETTING STARTED**

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# STORYBOARD MULTIPLE SCENES

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## INTRO TO NIBS/STORYBOARD

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# STORYBOARDS

- Link multiple scenes together
- Transition between scenes. These transitions are represented by segues

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**INTRO TO NIBS/STORYBOARD**

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# **XCODE DEMO: STORYBOARDS**

# ACTIVITY

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## **KEY OBJECTIVE(S)**

Link multiple scenes together.

## **TIMING**

15 min    1. A volunteer who has travelled recently

5 min     2. Debrief

## **DELIVERABLE**

- Pair up and build an app with four scenes linking to each other in the form of book pages.
- Add UI Elements and appropriately link them to other slides.



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## INTRO TO NIBS/STORYBOARD

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# STORYBOARDS RECAP

## PROS

- Performance
- Simplify the prototyping process

## CONS

- Reusability
- Data flow between scenes

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## INTRO TO NIBS/STORYBOARD

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# WHEN TO USE STORYBOARDS

- Multi step flows
- Index and detail views
- A grouped set of views (ex: registration)