

MOBILE DEVELOPMENT GIT & GITHUB

INTRO TO INTERFACE BUILDER AND STORYBOARDS

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GETTING STARTED

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

GETTING STARTED

DEV WORKFLOW

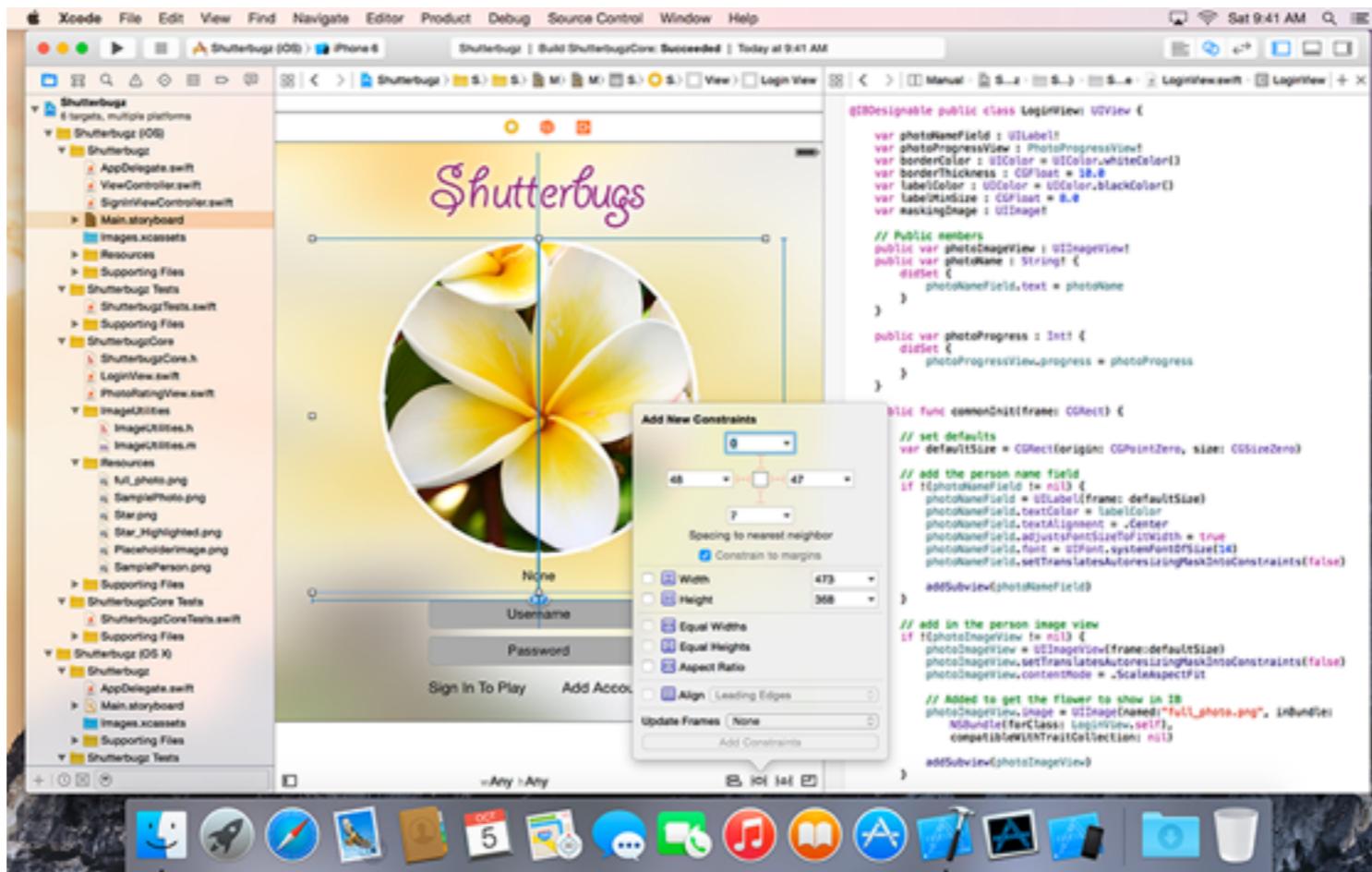
INTRODUCTION TO IOS DEVELOPMENT

WHAT IS COCOA TOUCH?



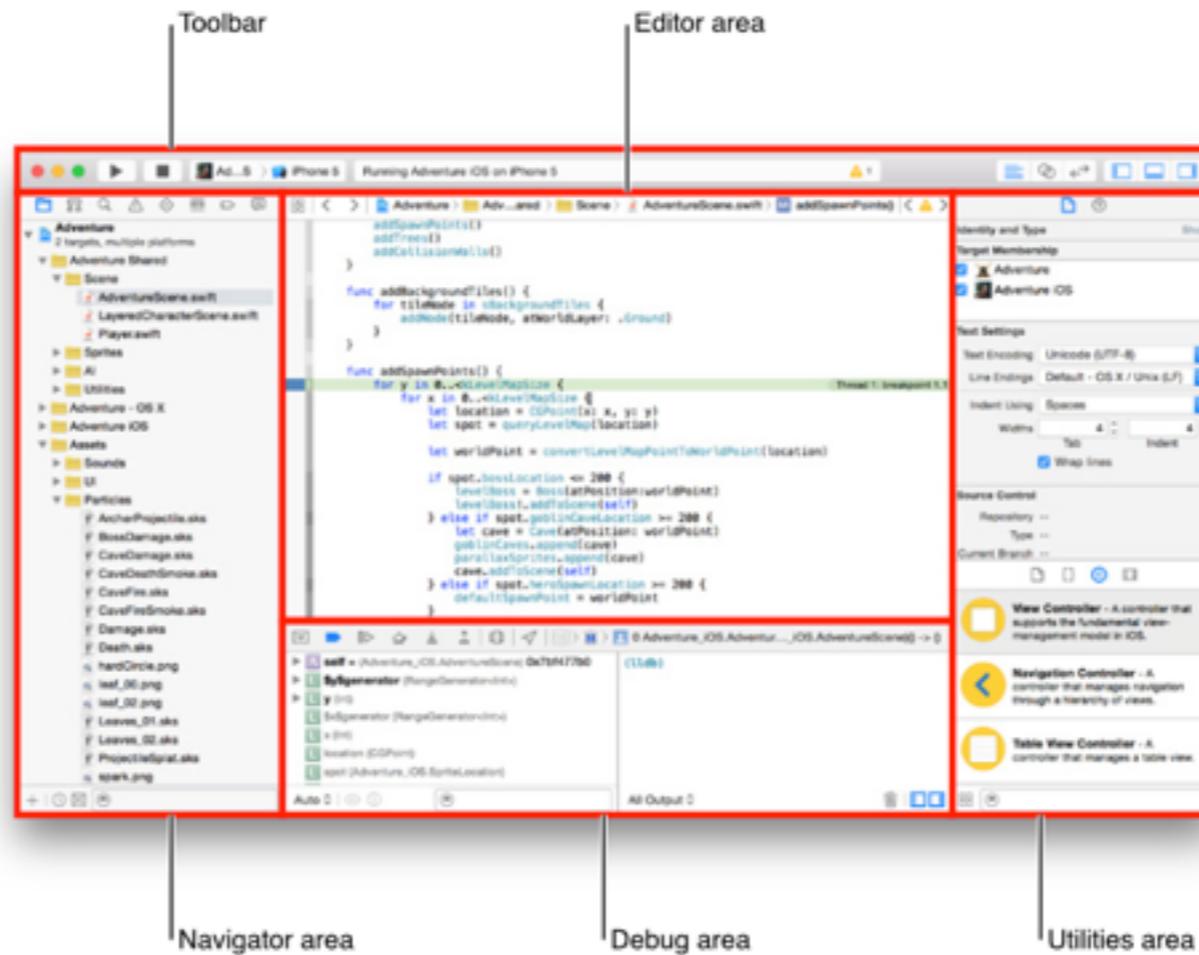
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WHAT IS XCODE?



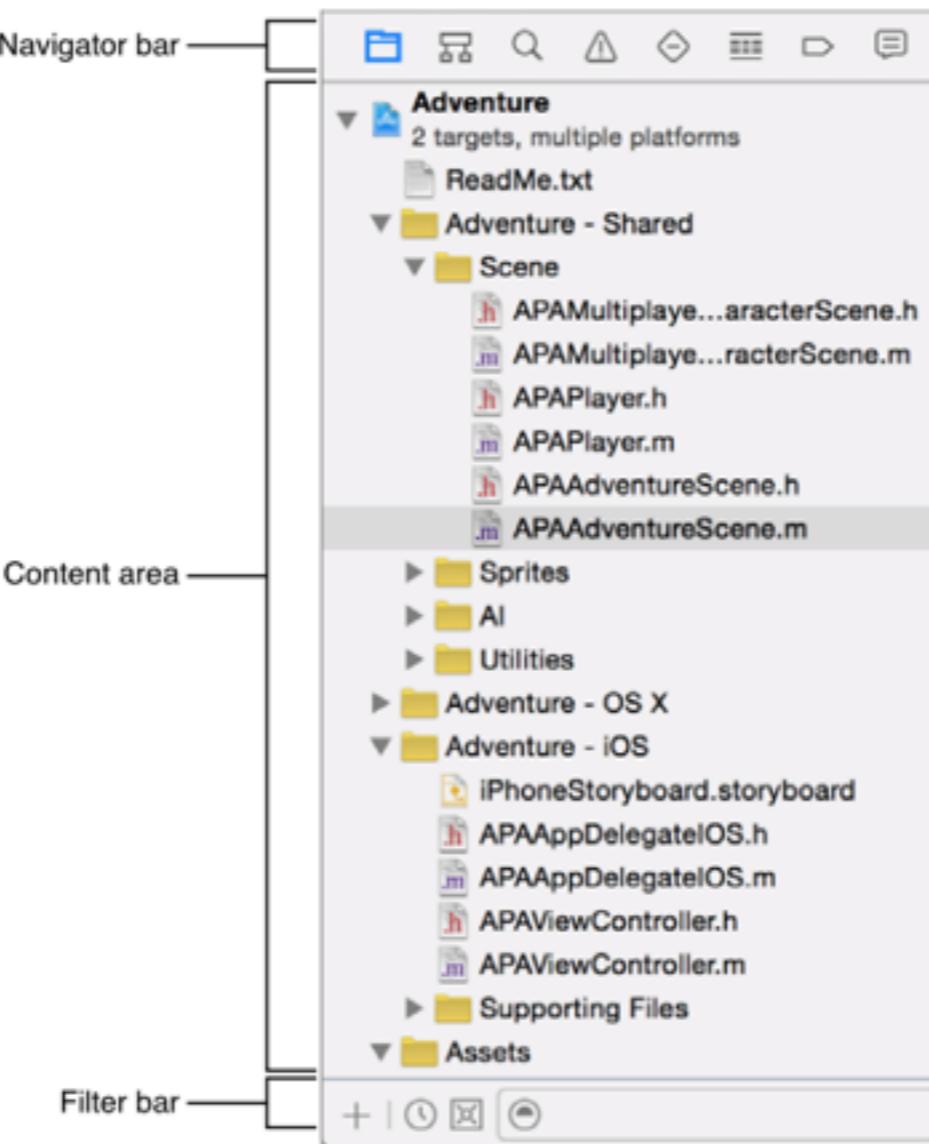
INTRODUCTION TO IOS DEVELOPMENT

NAVIGATING XCODE



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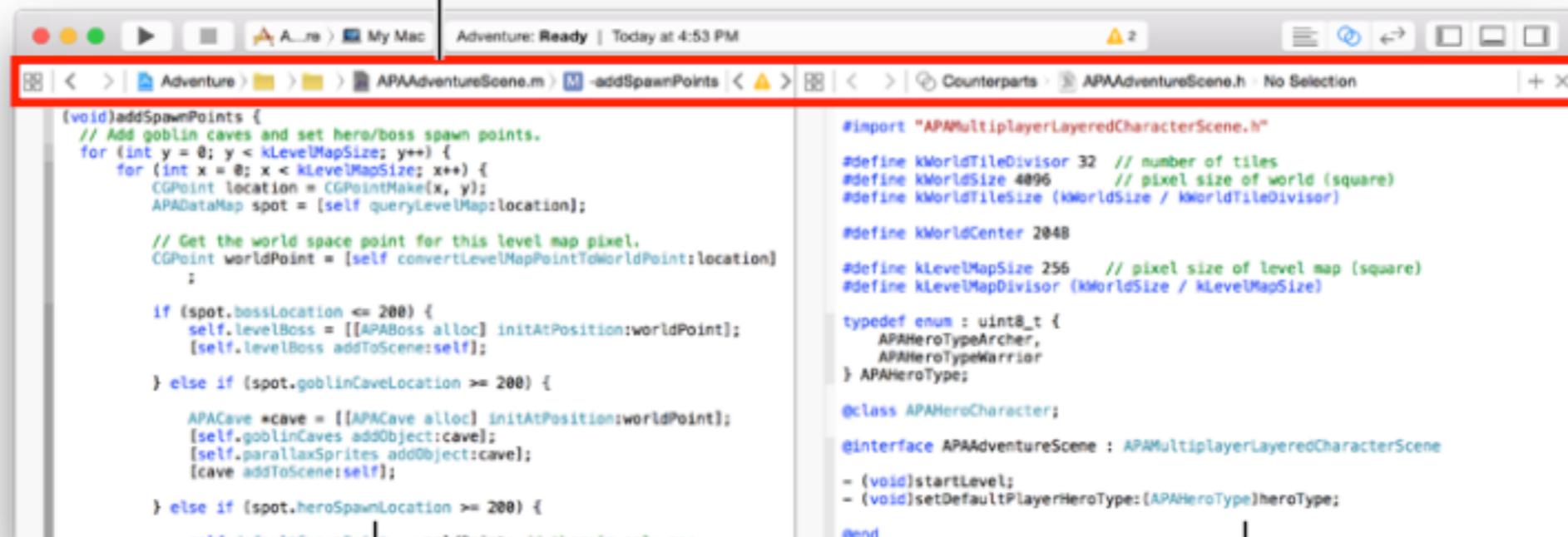
NAVIGATION AREA



INTRODUCTION TO IOS DEVELOPMENT

JUMP BAR AND EDITOR PANES

Jump bars

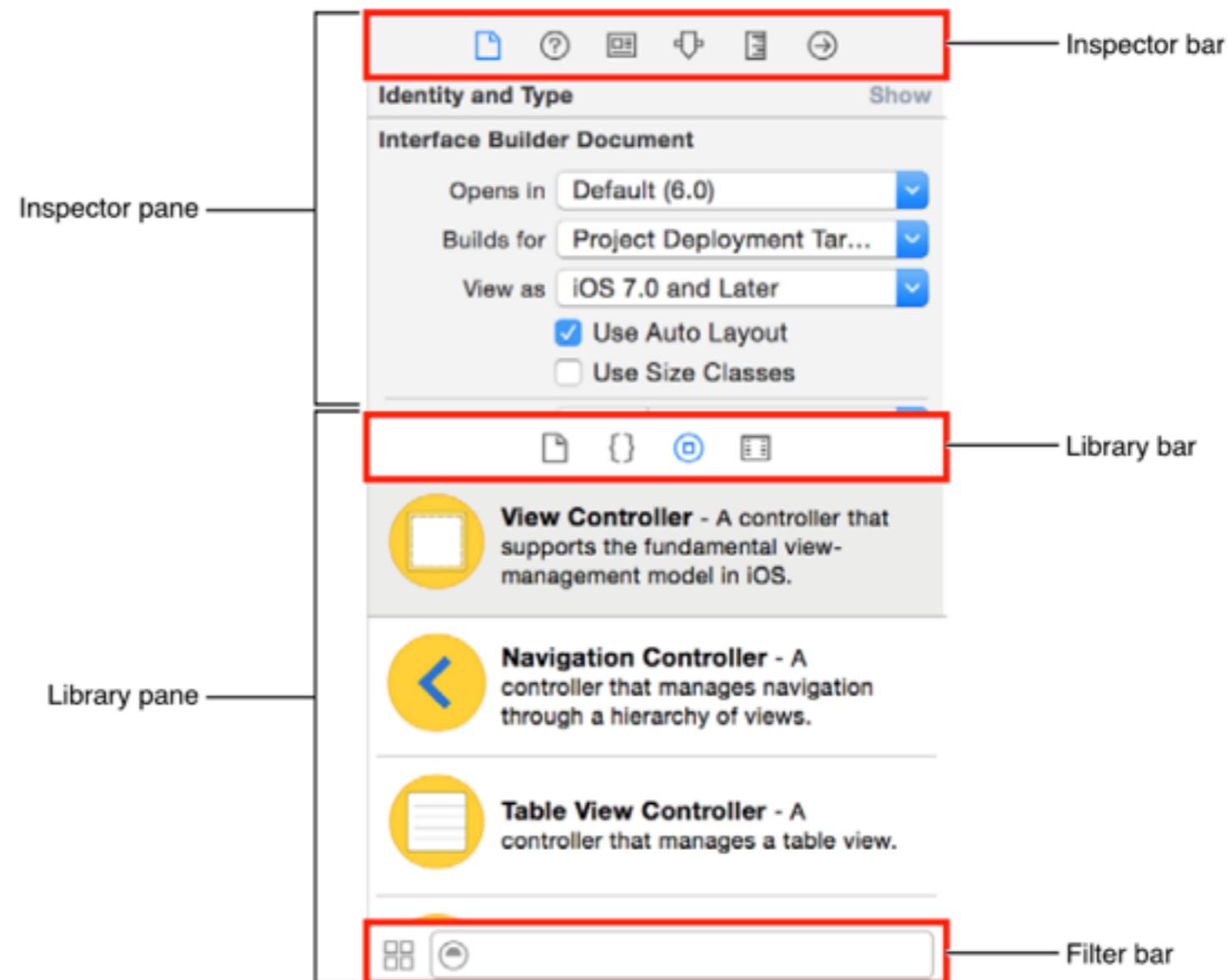


Standard editor pane

Assistant editor pane

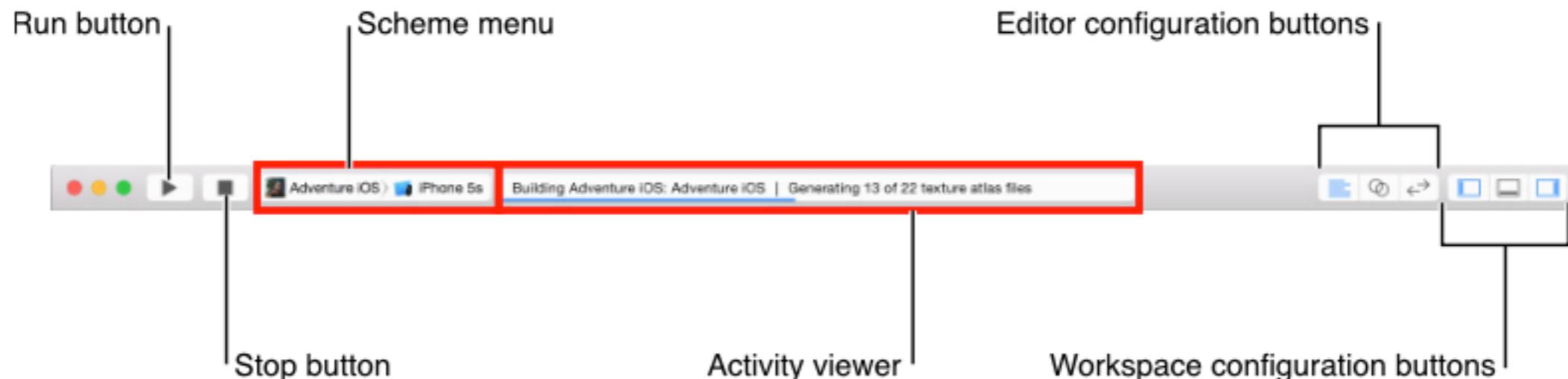
INTRODUCTION TO IOS DEVELOPMENT

UTILITIES AREA



INTRODUCTION TO IOS DEVELOPMENT

WORKSPACE TOOLBAR



GETTING STARTED

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

**TO THE
PLAYGROUNDS!**

ACTIVITY



KEY OBJECTIVE(S)

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

TIMING

10 min 1. A volunteer who has travelled recently

5 min 2. Debrief

DELIVERABLE

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

GETTING STARTED

RUNNING YOUR APP

GETTING STARTED

RUNNING YOUR APP

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

GETTING STARTED

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

GETTING STARTED

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

GETTING STARTED

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

GETTING STARTED

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?

INTRO TO NIBS/STORYBOARD

LEARNING OBJECTIVES

- Define and implement nibs
- Differentiate between storyboards and nibs

GETTING STARTED

STORYBOARD MULTIPLE SCENES

INTRO TO NIBS/STORYBOARD

STORYBOARDS

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

INTRO TO NIBS/STORYBOARD

XCODE DEMO: STORYBOARDS

ACTIVITY



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.

INTRO TO NIBS/STORYBOARD

STORYBOARDS RECAP

PROS

- Performance
- Simplify the prototyping process

CONS

- Reusability
- Data flow between scenes

INTRO TO NIBS/STORYBOARD

WHEN TO USE STORYBOARDS

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