



# IOS DEVELOPMENT 101

## TAKEAWAYS

We covered a lot today! Here are the top five things to remember:

1. Building iOS apps is a combination of building prototypes, user interface design, writing code, managing media assets, and submitting to the App Store, all handled through Apple's integrated development environment called Xcode.
2. Storyboards enable you to compose user interfaces and prototype entire apps.
3. Swift is Apple's new programming language of choice, which is much more concise and approachable than its predecessor, Objective-C.
4. You can run prototype apps in the iOS simulator or on your device.
5. Leverage the Apple developer community (e.g. third-party libraries, frameworks, etc.) to accelerate your learning and app building.

## VOCAB

KEY TERM	DEFINITION
<b>Simulator</b>	<i>An application provided with Xcode that enables you to mimic an iOS device on your Mac and run in-progress apps.</i>
<b>Operating System</b>	<i>Software that abstracts hardware from your apps and enables you to build for multiple devices (e.g. iOS, macOS, etc.).</i>
<b>IDE</b>	<i>Or Integrated Development Environment, a set of interrelated tools that enables you to build apps more conveniently.</i>
<b>View</b>	<i>A user interface element with size, rendering rules, and the ability to hold other views, provided by UIKit.</i>
<b>View Controller</b>	<i>Represents a single Scene in an iOS app.</i>

## RESOURCES

Want to dig deeper? Check out some of these resources:

- › Apple's Developer Site  
<https://developer.apple.com>
- › Resources and videos from WWDC  
<https://developer.apple.com/wwdc/>
- › Apple's Human Interface Guidelines  
<https://developer.apple.com/ios/human-interface-guidelines/>
- › Apple's iBook on Swift  
<https://itunes.apple.com/us/book/swift-programming-language/id1002622538>
- › General Assembly's iOS Development Immersive!