PRODUCT MANAGEMENT 101

TAKEAWAYS

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

- 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.
- Storyboards enable you to compose user interfaces and prototype entire apps.
- Swift is Apple's new programming language of choice, which is much more concise and approachable than its predecessor, Objective-C.
- You can run prototype apps in the iOS simulator or on your device.
- Leverage the Apple developer community (e.g. third-party libraries, frameworks, etc.) to accelerate your learning and app building.

VOCAB

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

RESOURCES

Want to dig deeper? Check out 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