

Intro to iOS Development

An introduction to Objective-C for iOS
Part 2

iDA  MediaFoundry



Foundation

Let's study some documentation

[https://developer.apple.com/library/ios/
#documentation/Cocoa/Reference/
Foundation/ObjC_classic/_index.html#/apple_ref/doc/uid/20001091](https://developer.apple.com/library/ios/#documentation/Cocoa/Reference/Foundation/ObjC_classic/_index.html#/apple_ref/doc/uid/20001091)

New literals for foundation classes (XCode 4.4+)

```
NSNumber *number = @13.67;
```

```
NSArray *array = @[@"Object", number];
```

```
NSDictionary *dictionary =  
    @{@"keyForArray" : array,  
     @"keyForSomethingElse" : @"SomethingElse"};
```

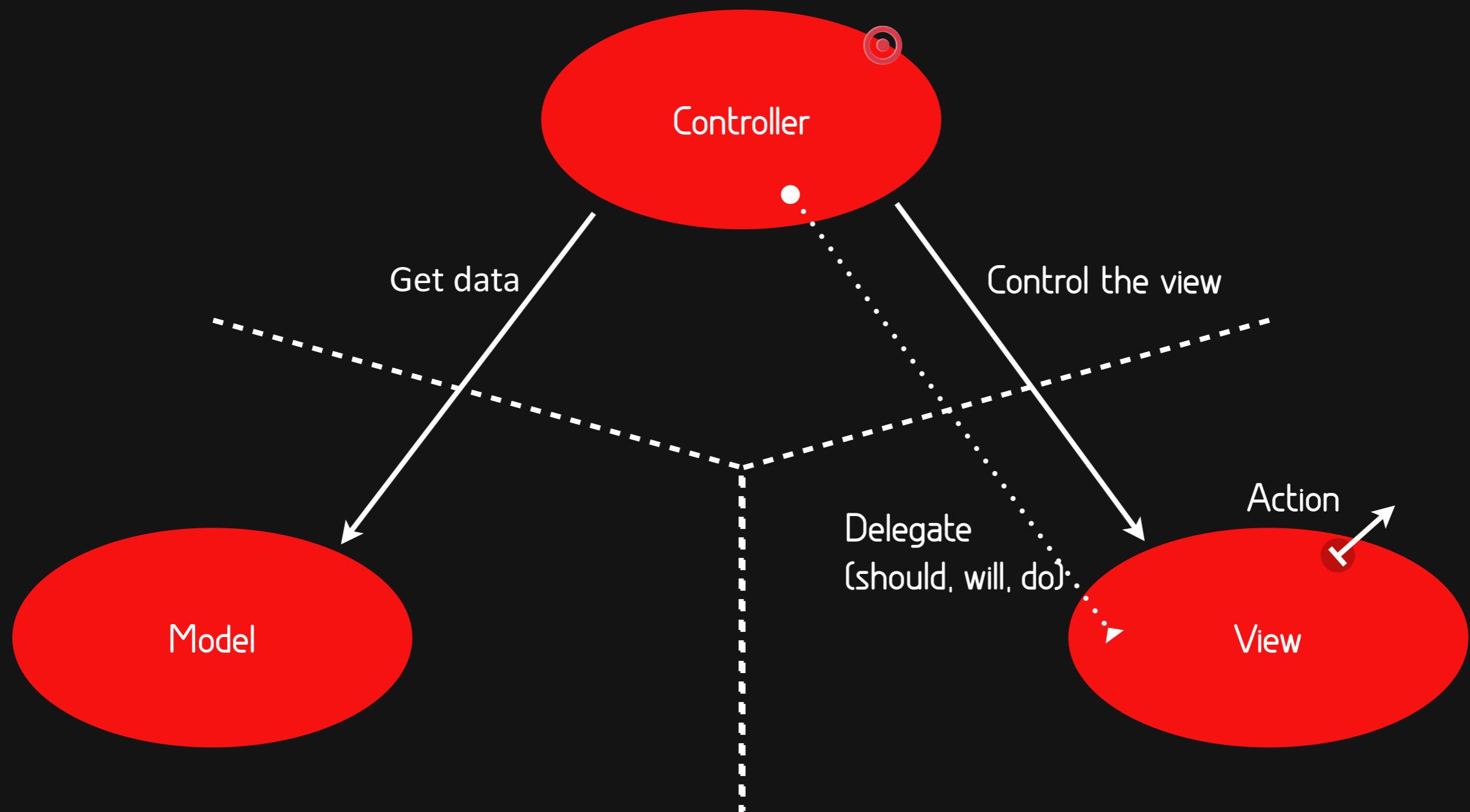
Reading a person from a file



The Big Bang App

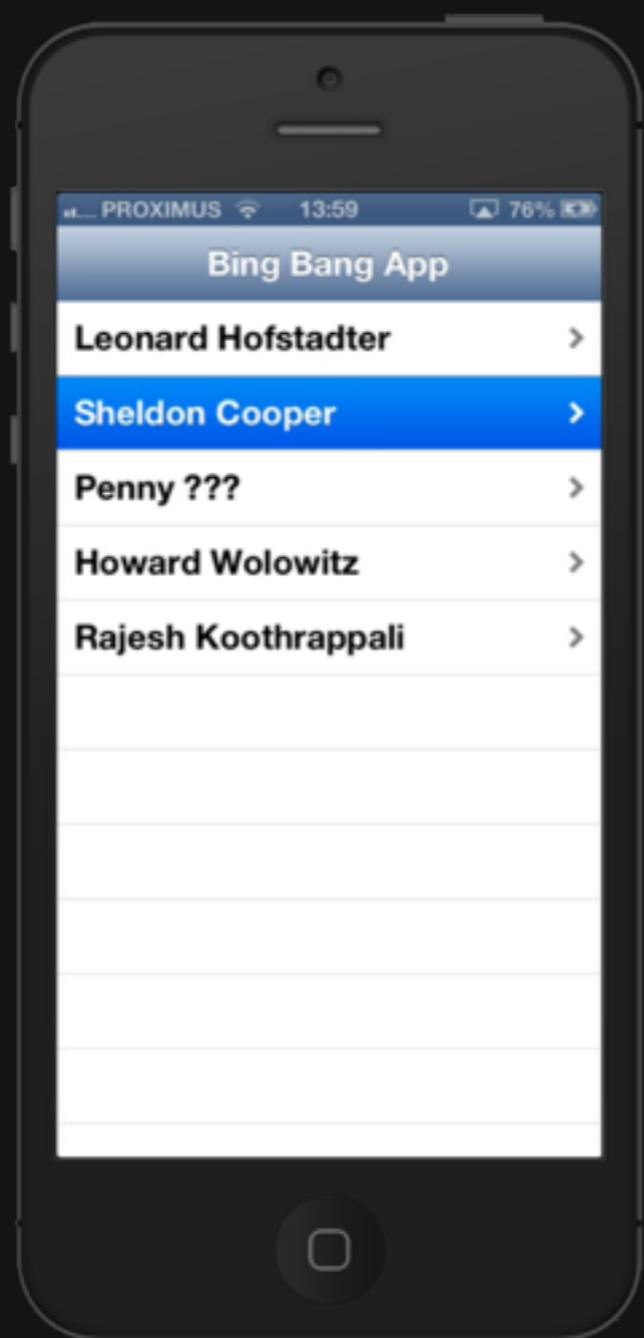


MVC in Cocoa



UIViewController

UITableViewController



Showing data in a table view

Table views use table cells to draw their rows

These table cell are created using a datasource delegate

Table cells are reused as they disappear and reappear on screen

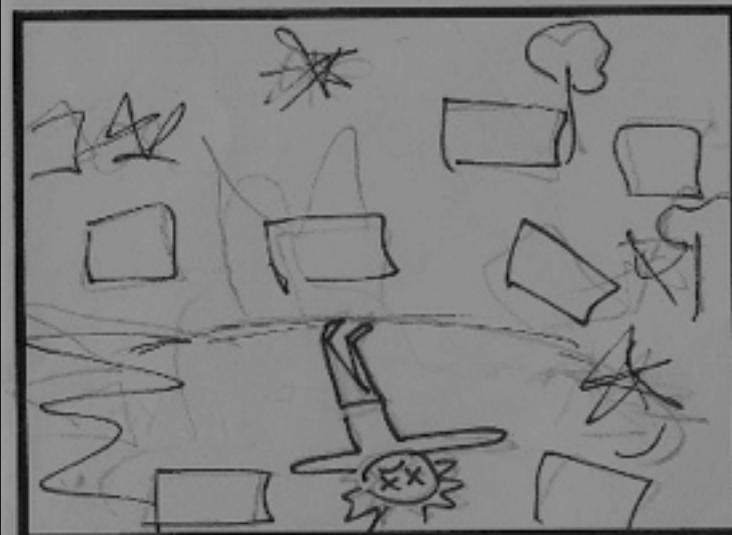
UITableViewDataSource protocol

```
// Returns the number of rows in a section of the table  
view  
- (NSInteger)tableView:(UITableView *)tableView  
numberOfRowsInSection:(NSInteger)section;  
  
// Configures and returns a table cell for the index path  
(which contains section and row index)  
- (UITableViewCell *)tableView:(UITableView *)tableView  
cellForRowAtIndexPath:(NSIndexPath *)indexPath;
```

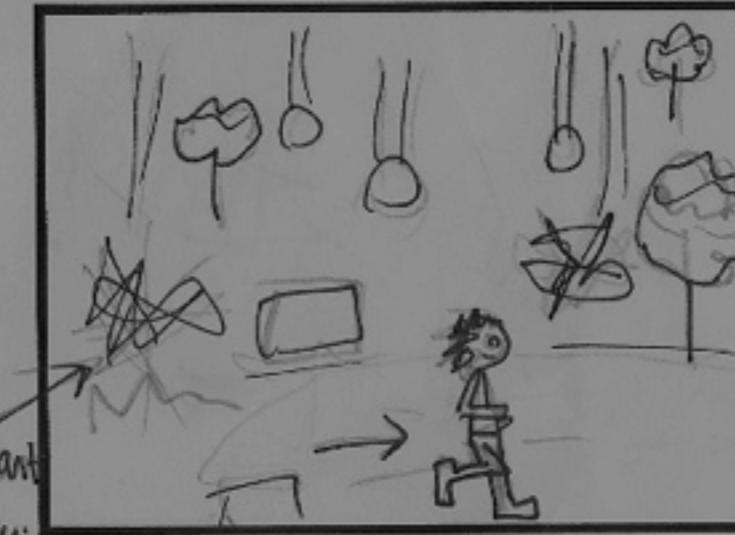
Adding the MasterTableViewController



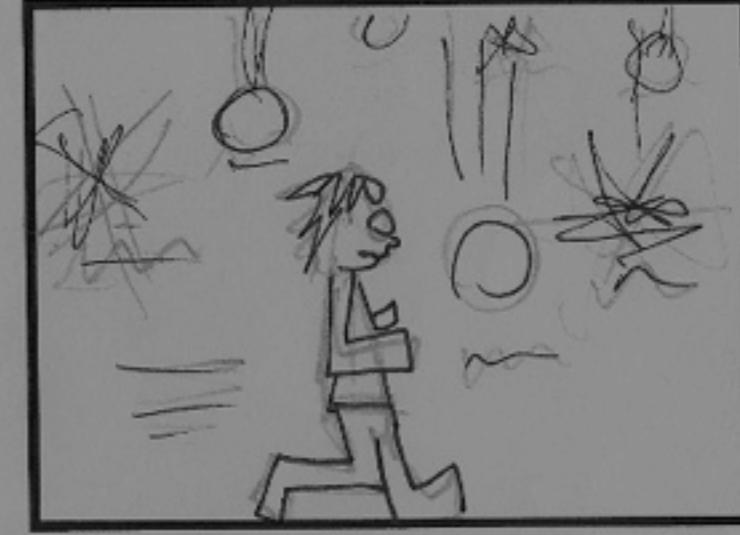
Title:	RANDOM FIRE	Info:	
Group:	Q1-12	Page:	9



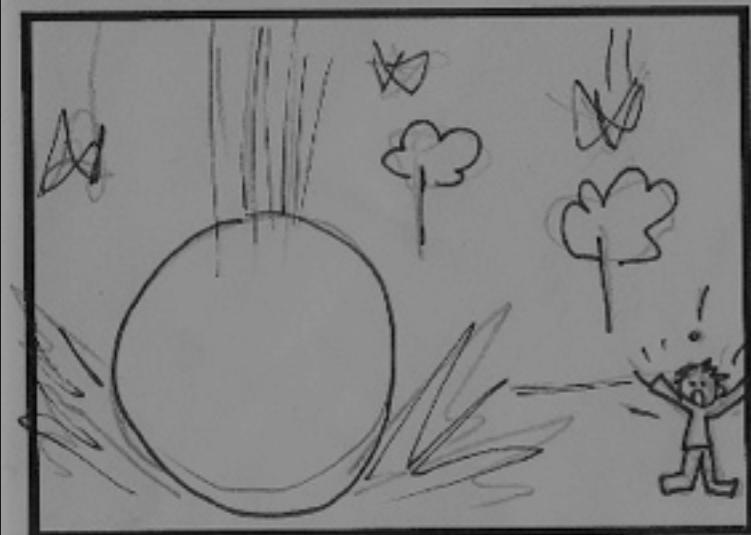
Hazy white snow, igloo
Shot 53: long shot explosion
Info: Dom on floor- animated background of igloo exploding.



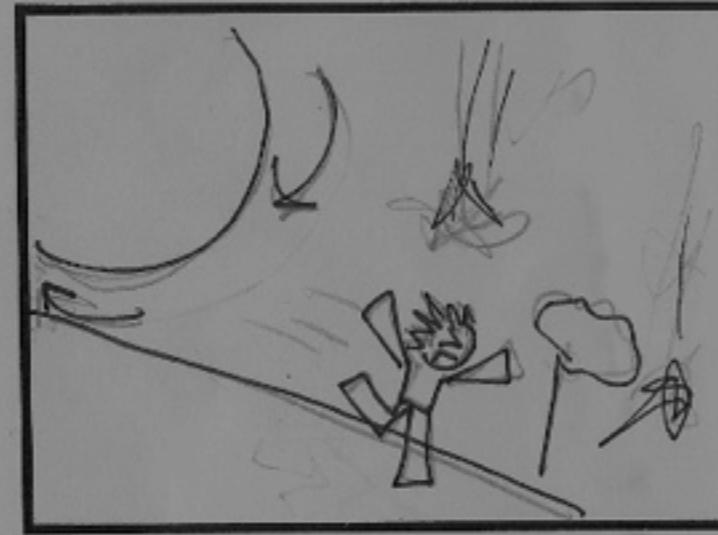
Shot 54: walking cycle,
Info: giant snowball following character.



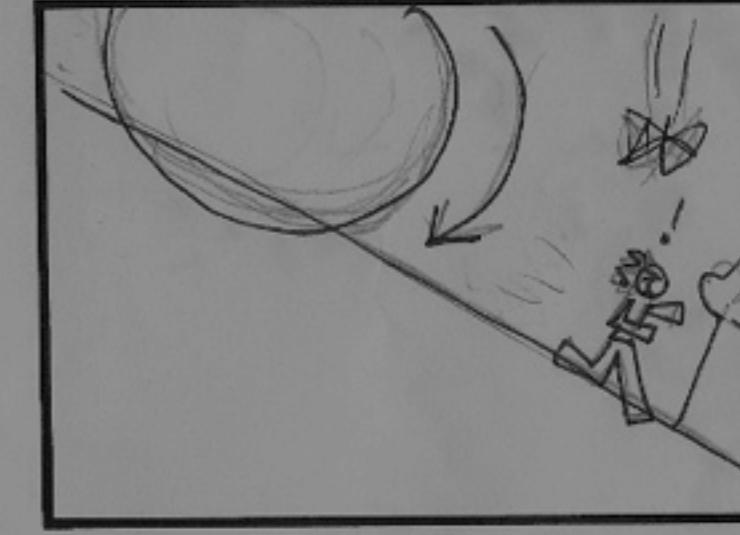
Shot 55: walking cycle



Shot 56: reaction long shot
Info:



Shot 57: running cycle
Info: - snowball prop
chasing Dom.



Shot 58: continuation of
Info: running cycle.

Storyboarding

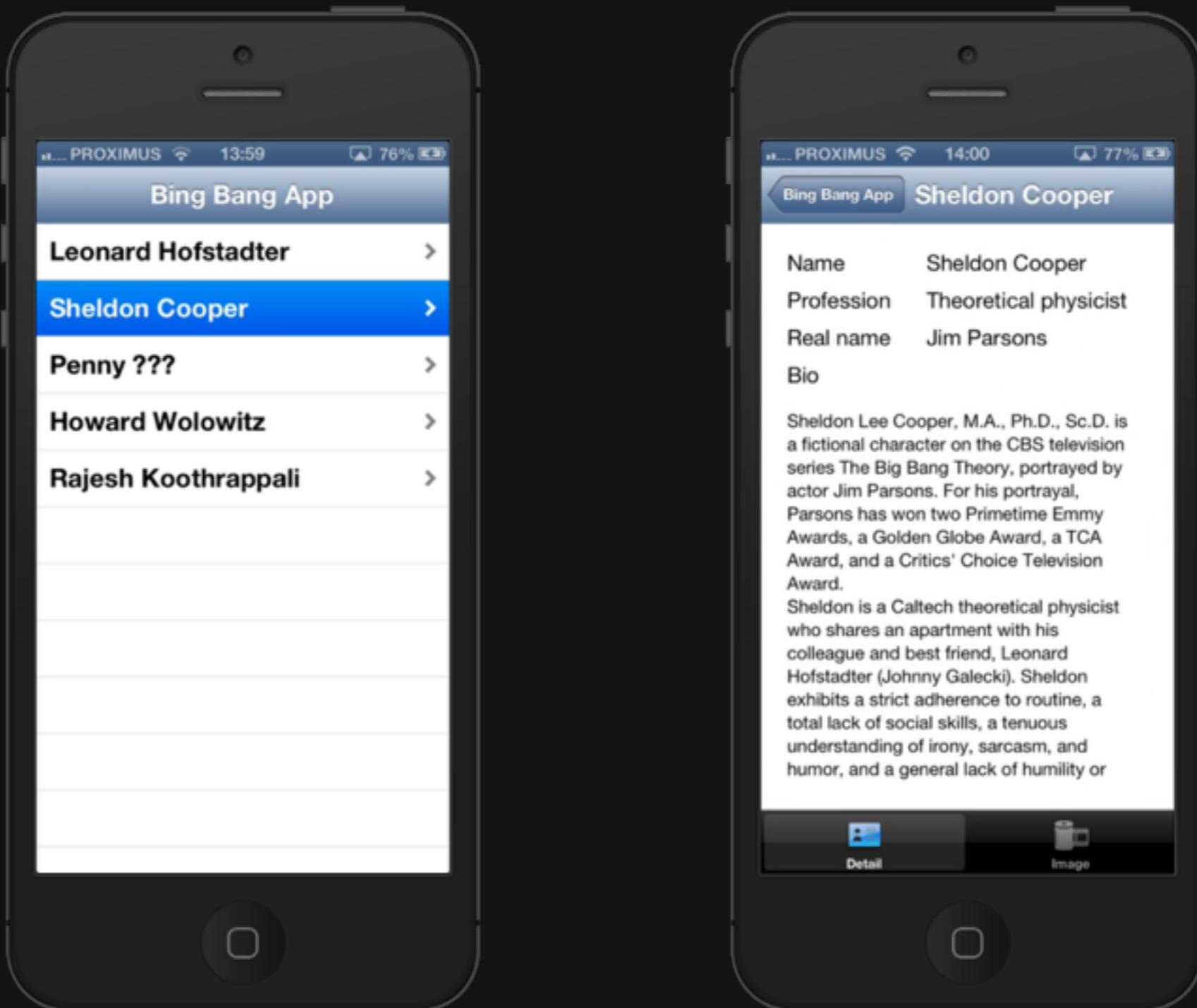
Creating a story board for our app



Container controllers



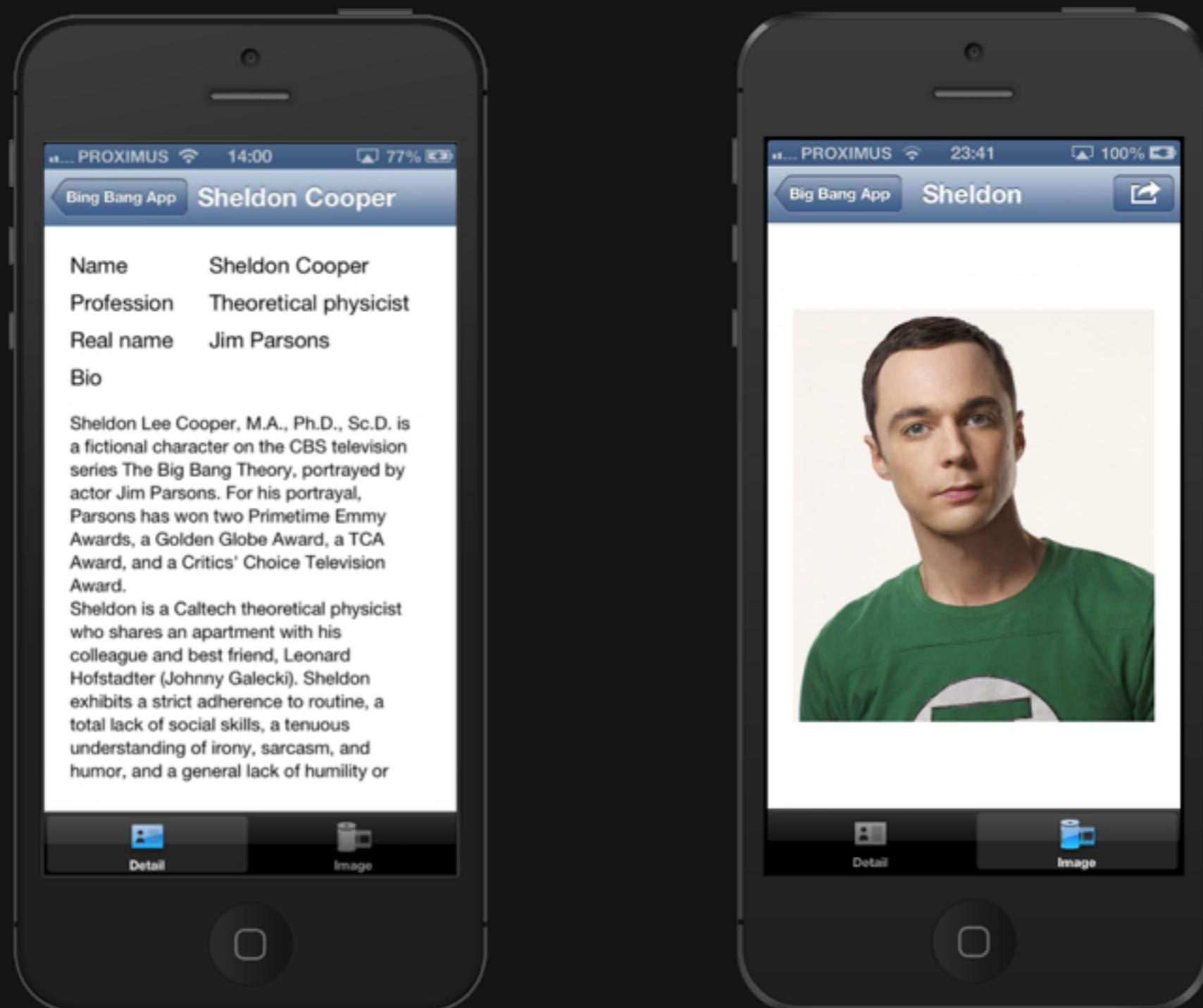
UINavigationController



Adding navigation



UITabBarController



Adding the detail tab bar controller



Working with outlets and actions



Adding the detail view controller



Passing the selected person

We still need to tell the detail controllers what person needs to be shown, to do so we must:

Provide a property on the tab bar controller

Override the default generated setter to make sure the controllers show the passed in data

Call the setter when we navigate

Passing on the selected person



The detail image view

We will show an image of the person in the image tab

All images are 280 x 320 (in points!)

Our image view should keep these ratios

The image should be centered in the view

Auto layout

Since iOS 6, the struts and springs method is replaced by the more powerful auto layout

Before iOS 6, you could only layout the views depending on the edges and size of their super view

This was too limited, because it did not solve certain cases, especially with the coming of the iPhone 5 (larger screen)

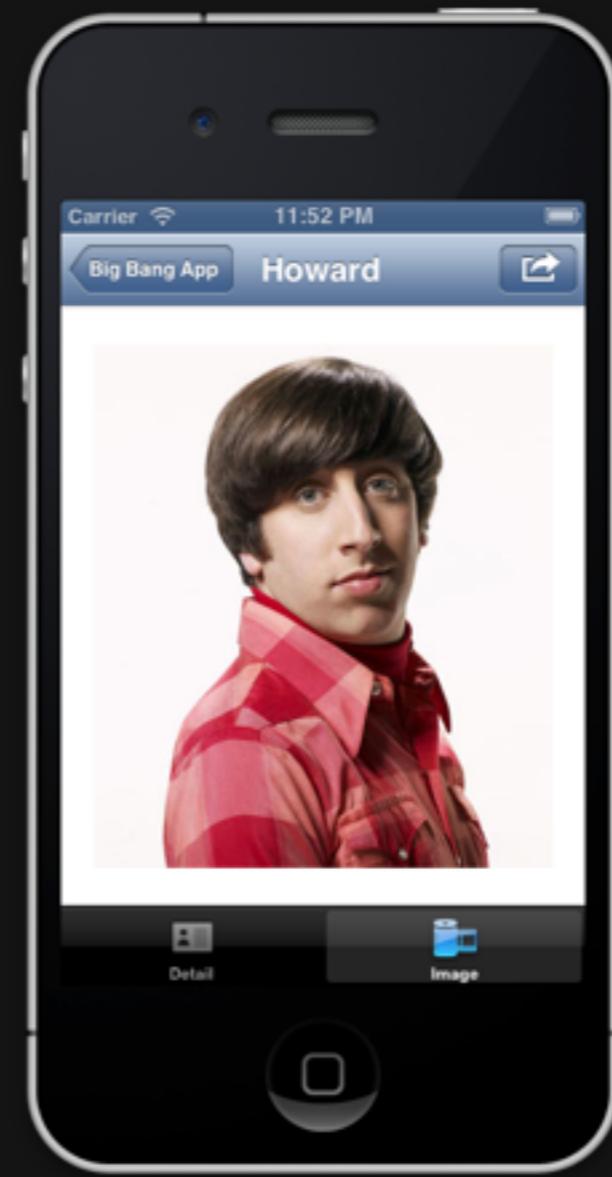
Two sizes, (almost) same effect



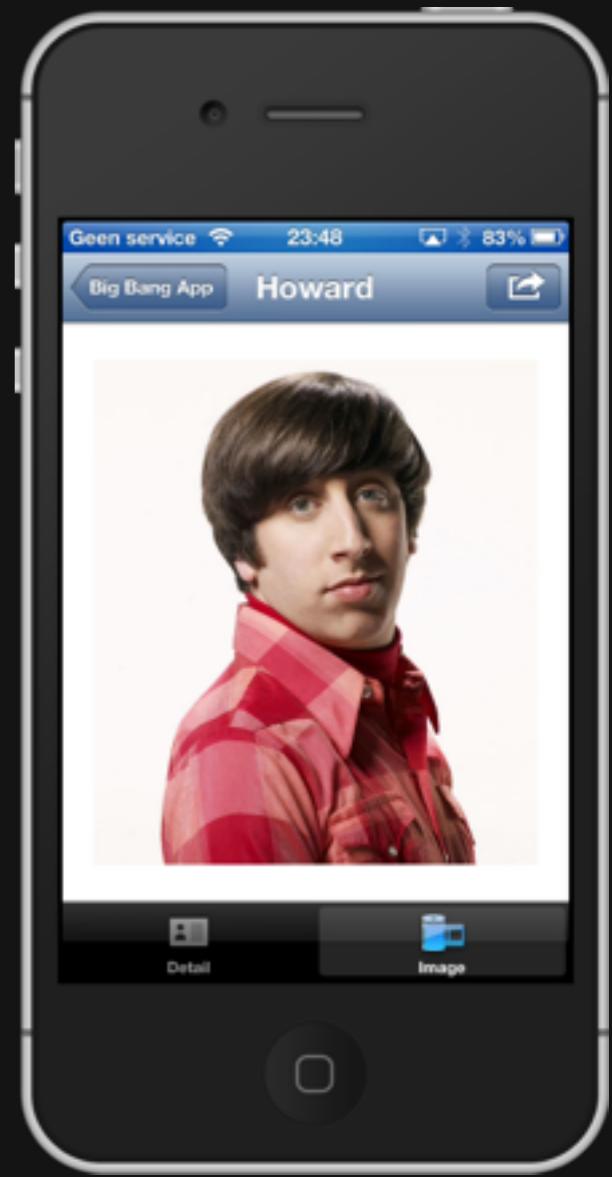
Non retina



Retina



Non retina



Retina

Adding the image view and controller



Manually triggering a segue

If you cannot navigate “statically”, you can still provide manual segues and perform them in code

This is done using
`performSegueWithIdentifier:sender:`

Again, passing data is done in the
`prepareForSegue:sender:`

Adding a website view





Q + A

Thank you!

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