

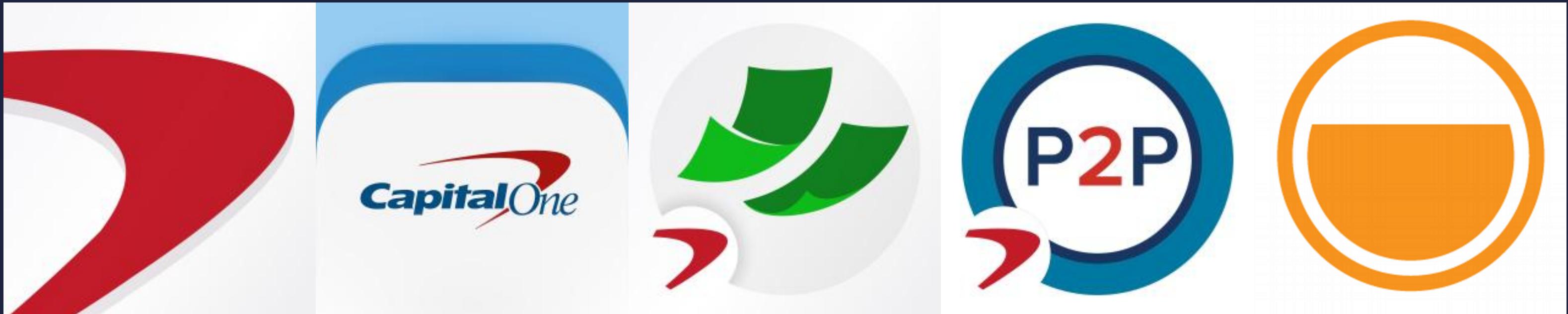
GETTING STARTED WITH HiOS

Boni Oludemi
IOS DEVELOPER & GENERAL TECHNOLOGIST

BAD BORI JOKES

Austin Lamou
IOS FRAMEWORK ENGINEER

I WRITE CODE, IT LIVES HERE



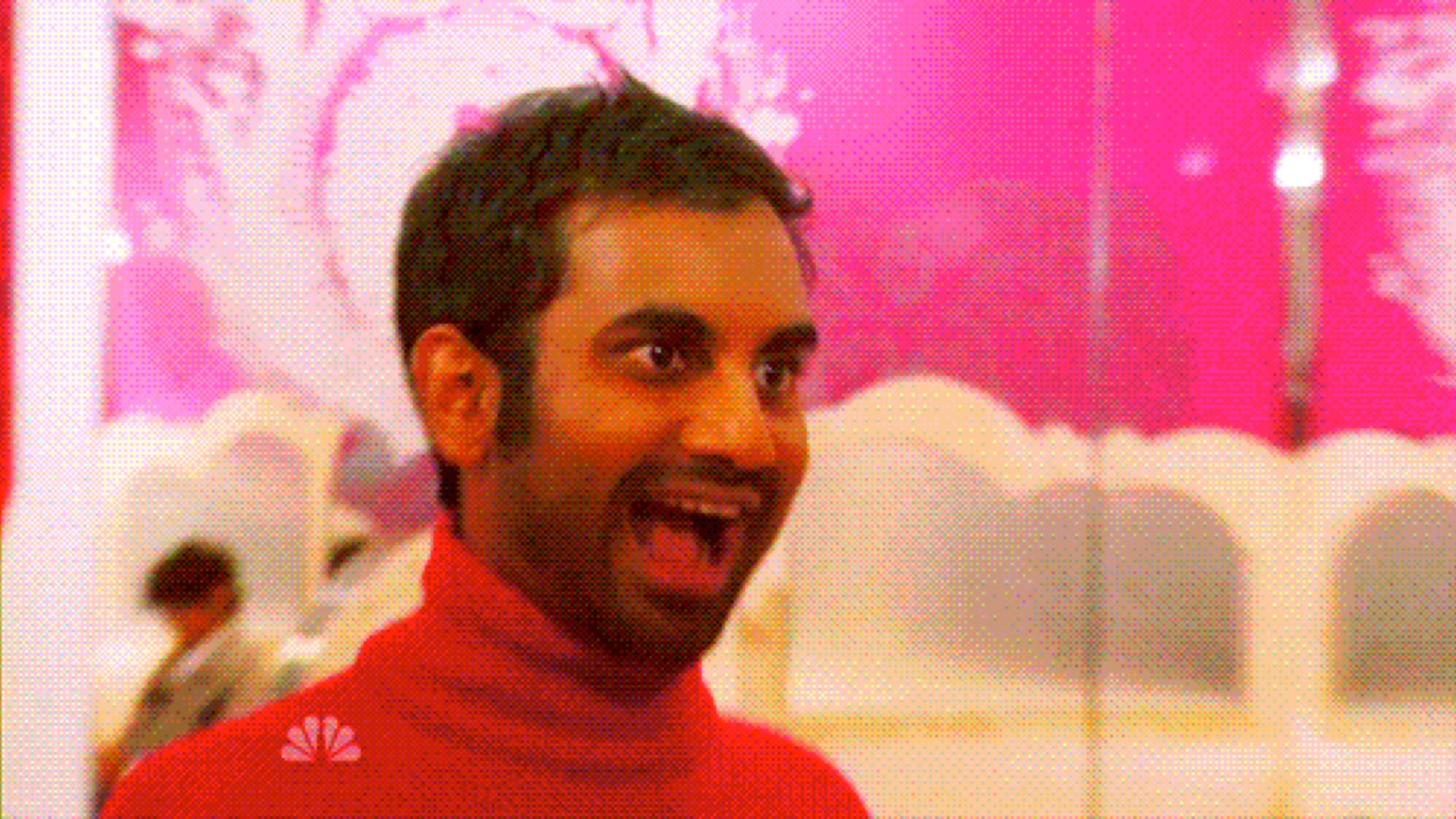
CODING THE CLIENT

"Coding for the Customer"

...

User Experience
User Interaction





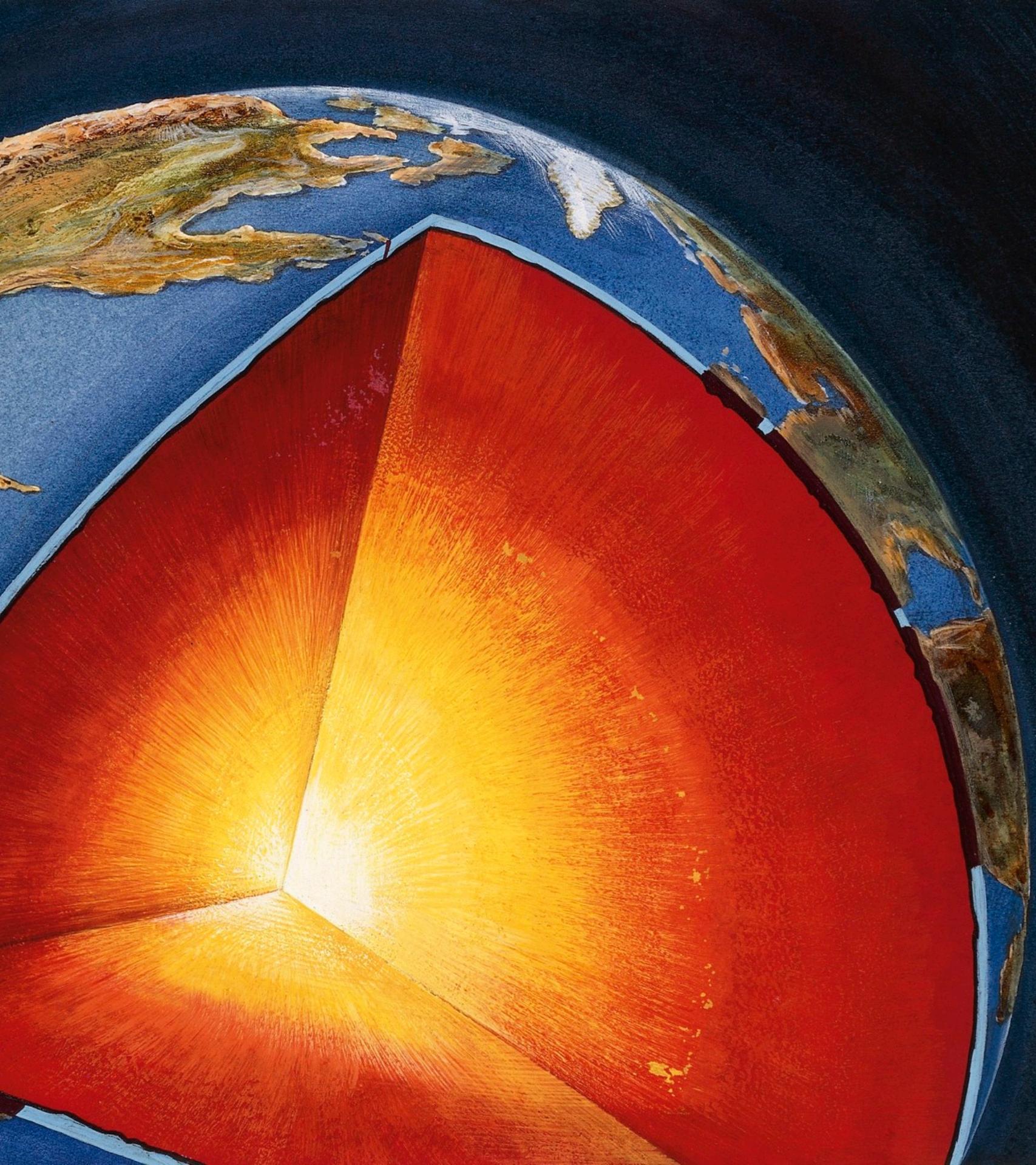
CODING THE CORE

APIs

Reusability

Security

Scalability



*But, how do I
get started?*

1. Overcome Barriers to Entry

- ▶ Swift, Xcode, iOS frameworks

2. Build Anything!

- ▶ Online Tutorial
- ▶ Deconstruct an app

LET'S START WITH AN
OVERVIEW OF *Swift*

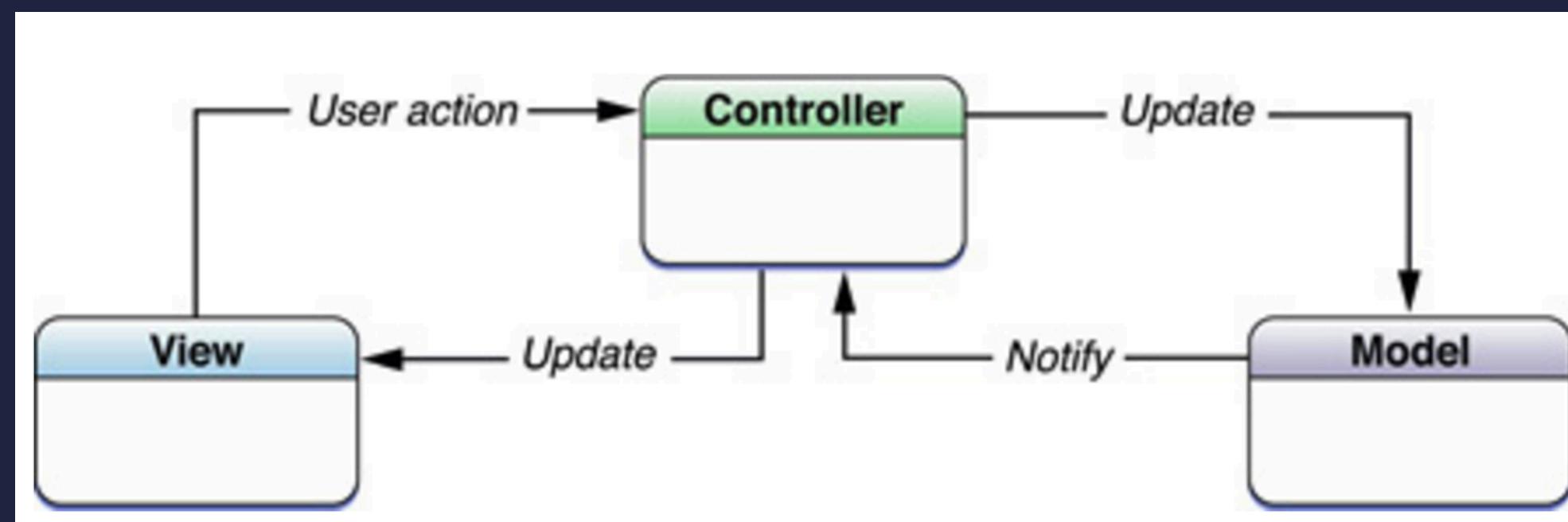
Optionals



DESIGN PATTERNS & APP STRUCTURE

MVC

- ▶ Model: **encapsulate the data specific to an app**
- ▶ ViewControllers: **contain the “glue” code between views and models**
- ▶ Views: **are parts of the app that users can see**



Storyboards

- ▶ Visually lay out your app's scenes and the user's path
- ▶ Scene == View == Screen
- ▶ Has subviews (buttons, labels, text, etc)
- ▶ Typically tied to an instance of a UIViewController

Digging Deeper

PLAN

- ▶ Xcode New Project 😳
- ▶ Basic App Structure
- ▶ Animations... because 🙀
- ▶ Environment Setup / Deconstruct

**GITHUB.COM/AUSTINLAMON/SUMMIT-SW-
ENGINEERS-MAY17**



NEXT STEPS?

- ▶ Backend integration
- ▶ watchOS?, tvOS?
- ▶ *Keep Learning -- Build Anything*



Resources

- ▶ Ray Wenderlich Tutorials (raywenderlich.com)
- ▶ Stanford iOS Class (<http://itunes.stanford.edu/>)
- ▶ developer.apple.com

QUESTIONS?

@austin_lamou

@borikanes

SportsAcesHD



TORONTO