

# Getting Started with iOS

# Bori Oludemi

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iOS Developer & General Technologist



I send emails, but they're not scams

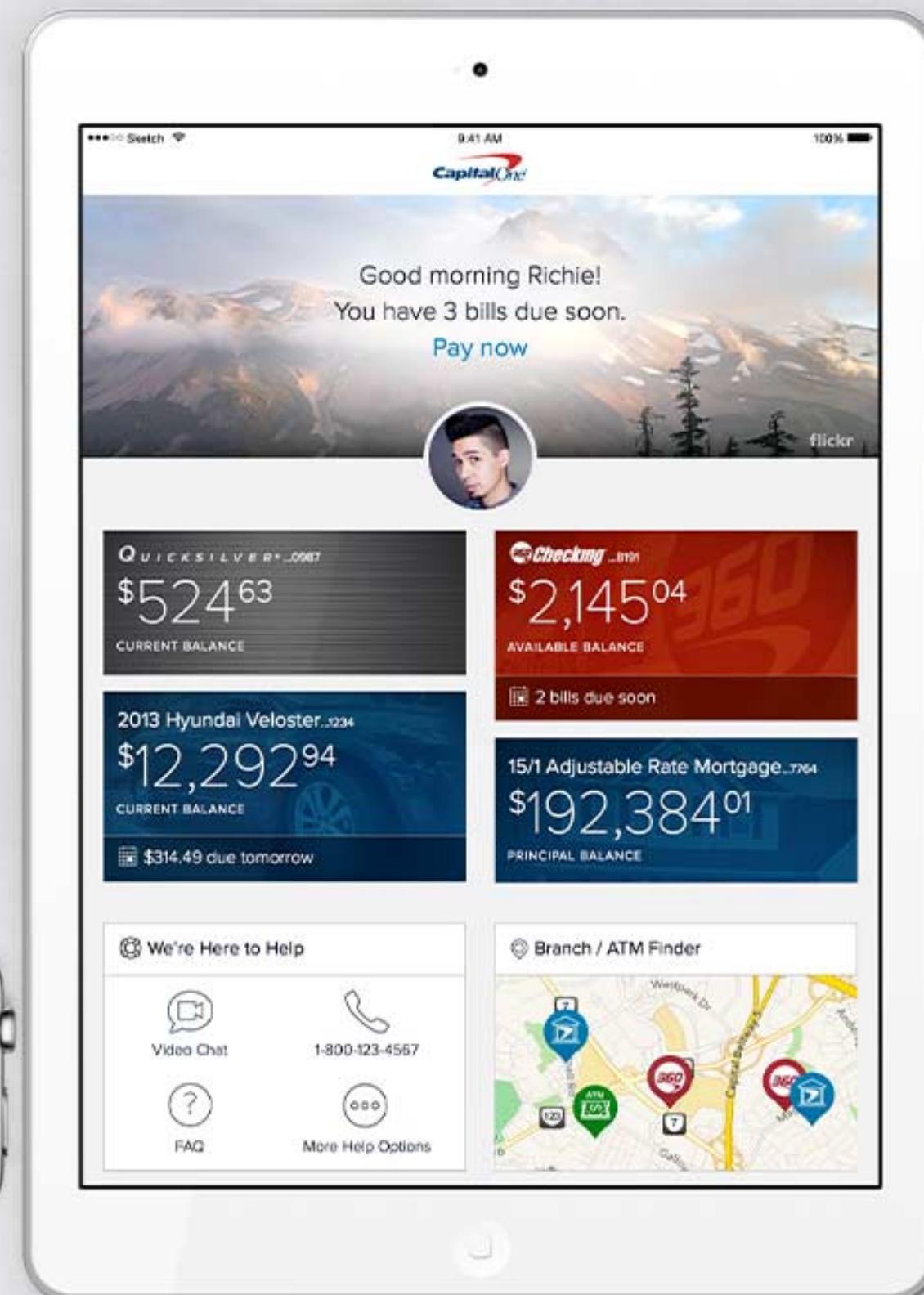
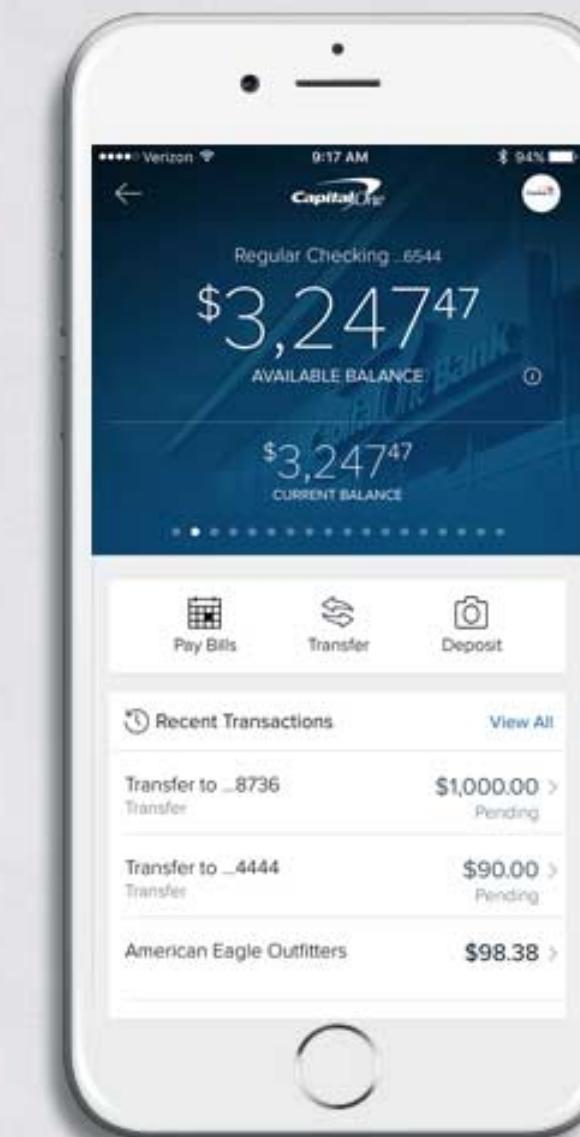
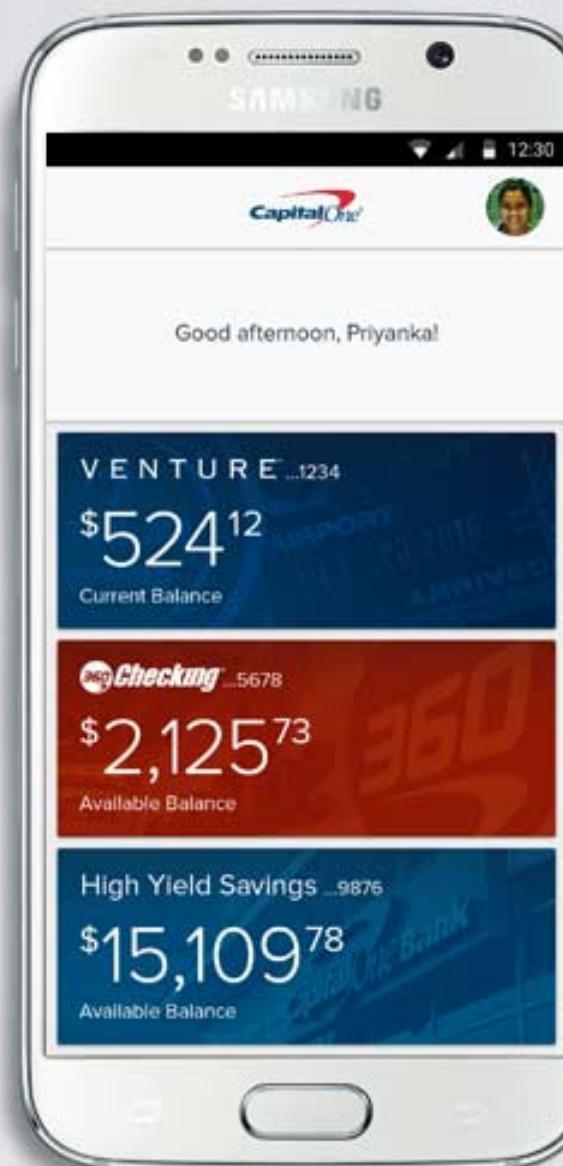
I am not a Prince

Crazy soccer fan

# Austin Lamon



iOS Engineer & Hackathon Enthusiast



Yeah, I don't care...  
Tell me more about iOS Development...

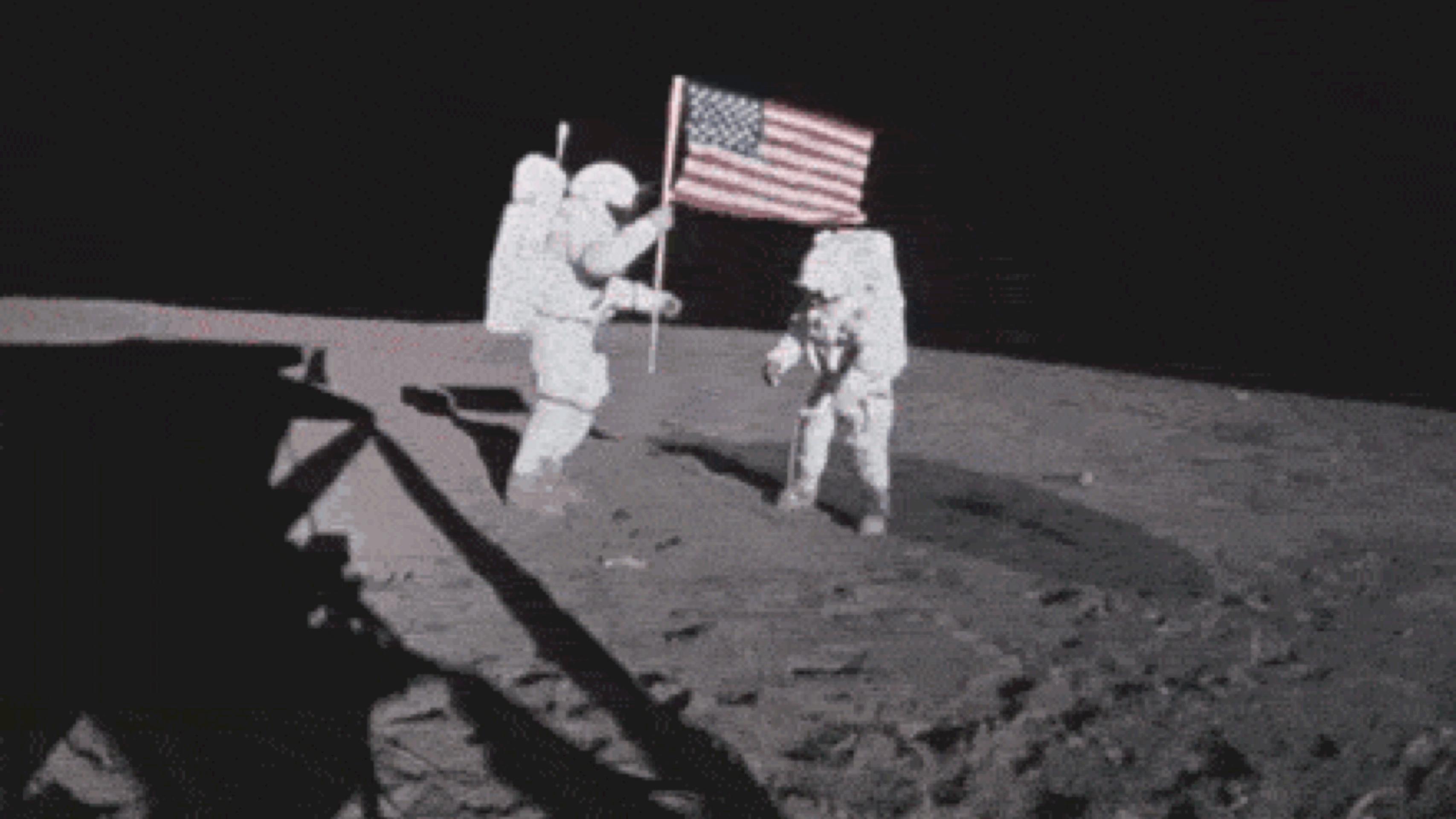
# Barriers to Entry

- Mac (Yosemite or later)
- Swift (now up to 3+)
- Xcode (now up to 8.2.1)
- iOS frameworks (e.g. UIKit, Foundation, etc.)
- \$99/year to run your app on a device/submit to App Store



# Just Kiddin... It's Getting Better!

- \$99 is now *only* required for App Store submission
- The Equalizer -- the *Swift* transition
- Released at WWDC June, 2014 (watchOS, tvOS)
- Simpler, more concise, safer, AND more fun!



Let There Be Demos

# optionals



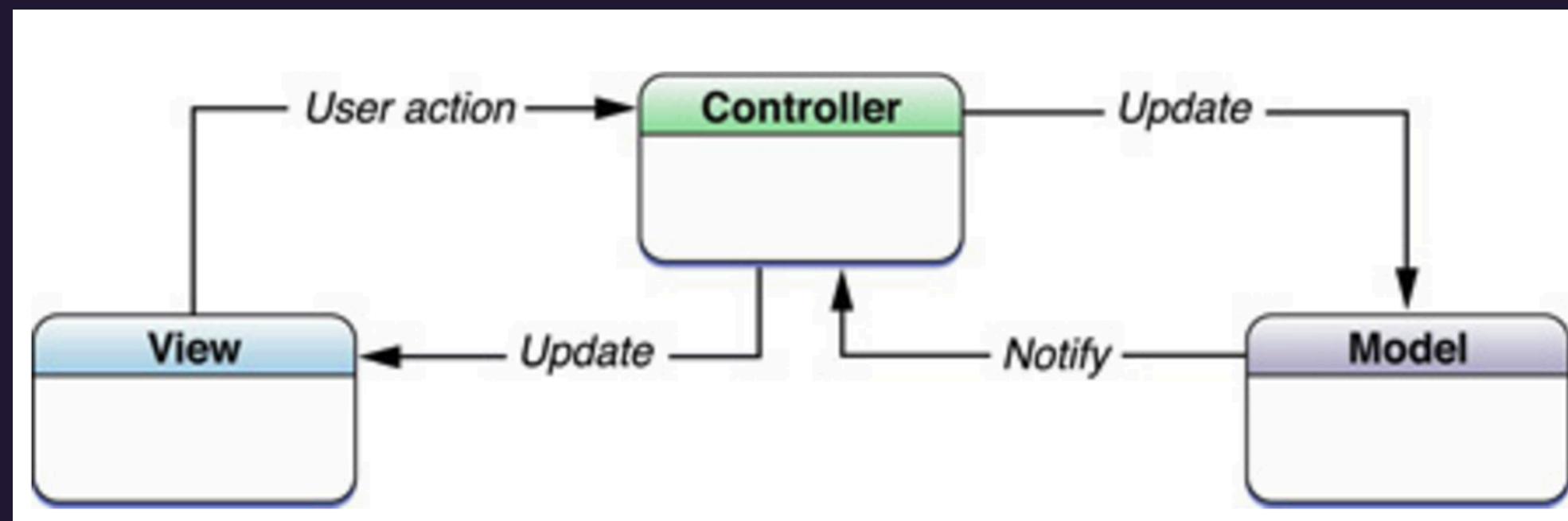
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" They don't want us to Demo, so we're going to Demo "  
-- DJ Khaled



- *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)
- Tied to an instance of a `UIViewController`

Cool, So you have a foundation...



Let's pair up, and build something!

Xcode New Project 😳

# Plan

- What is Xcode?
- Basic Storyboarding + Constraints
- Animations... because 



[github.com/austinlamon/summit-sw-engineers-jan17](https://github.com/austinlamon/summit-sw-engineers-jan17)



# Next Steps?

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



# Resources

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

ios Help?

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SportsAcesHD



TORONTO