
FOR INSTRUCTOR PURPOSES ONLY

MATERIALS

- + [Lab](#)
- + [Lesson](#)

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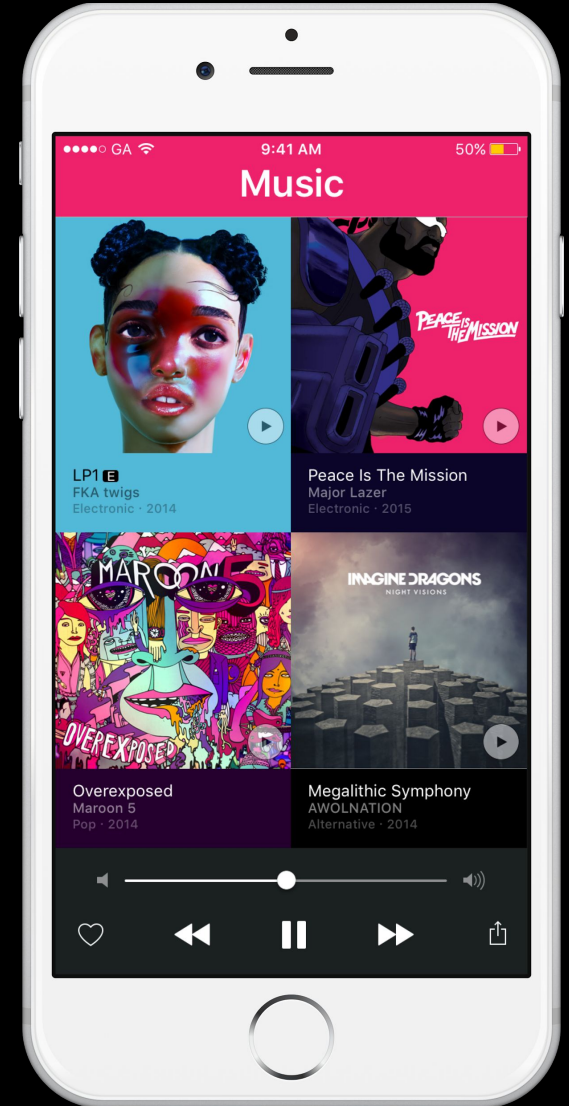
PRE-WORK

- + Take a look through the lesson plan
- + Open the starter code

BUILDING USER INTERFACES

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Lead iOS Instructor, General Assembly



LESSON

LEARNING OBJECTIVES

- + **Style** User Interface Elements using Interface Builder
- + **Add** an Image Asset to XCode
- + **Add** UI Elements to a storyboard
- + **Run** a project in a Simulator

QUESTION

**HOW HARD IS IT TO CREATE
INTERFACES IN IOS? ☐**

ACTIVITY: LET'S DRAW AN APP



DIRECTIONS

1. Open an App on your phone that you use often, for example, Instagram (1 min)
2. Sketch the User Interface on a piece of paper or on the desk (2 mins)
3. Discuss what you sketched with a partner. Take turns showing your work (3 mins)

DELIVERABLE

Discuss the different interface elements you identified

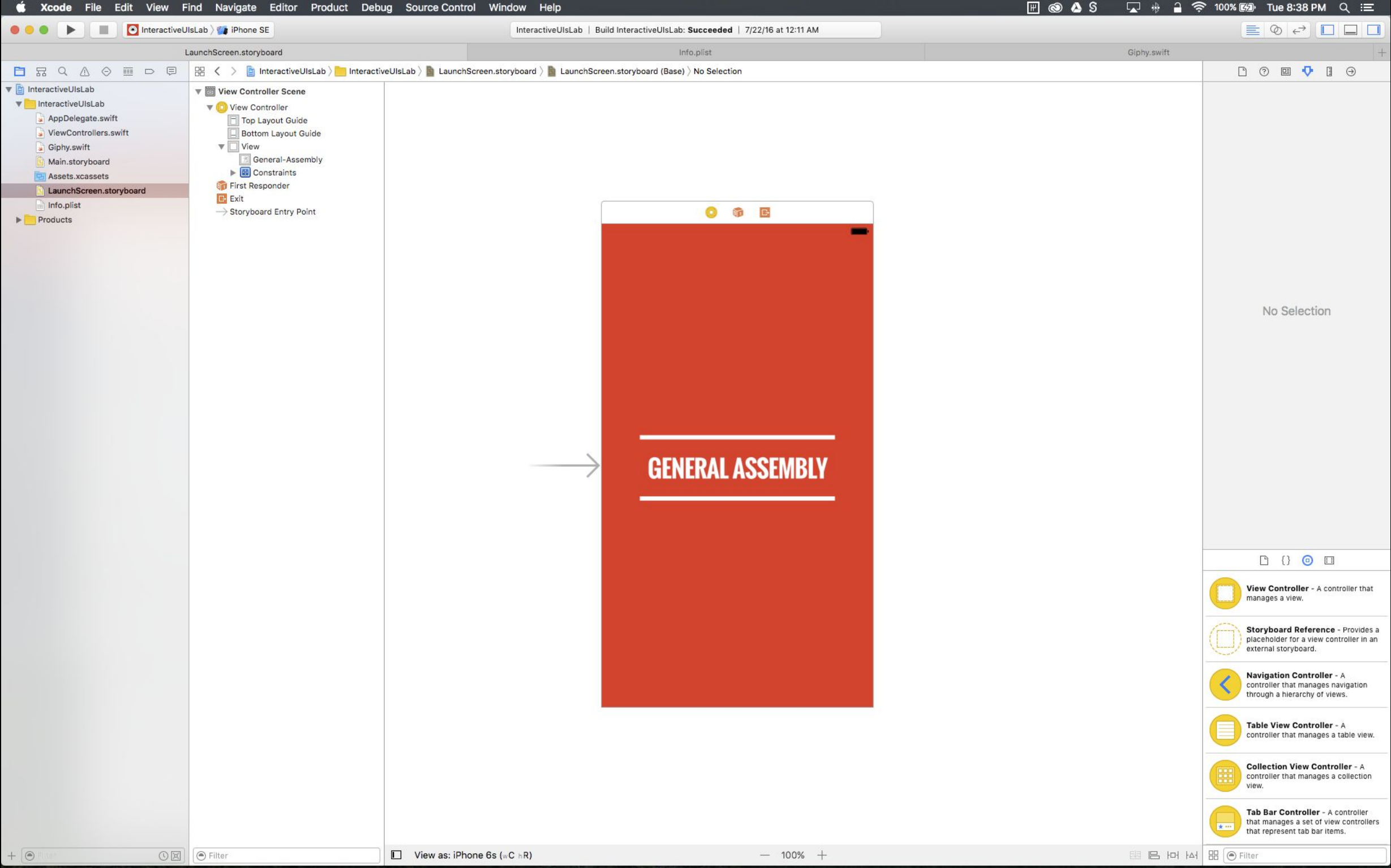
INTRODUCTION

INTERFACE BUILDER

DEFINITION

“INTERFACE BUILDER MAKES IT SIMPLE TO DESIGN A FULL USER INTERFACE WITHOUT WRITING ANY CODE.”

- APPLE









PROJECT FILES NAVIGATION



GENERAL ASSEMBLY

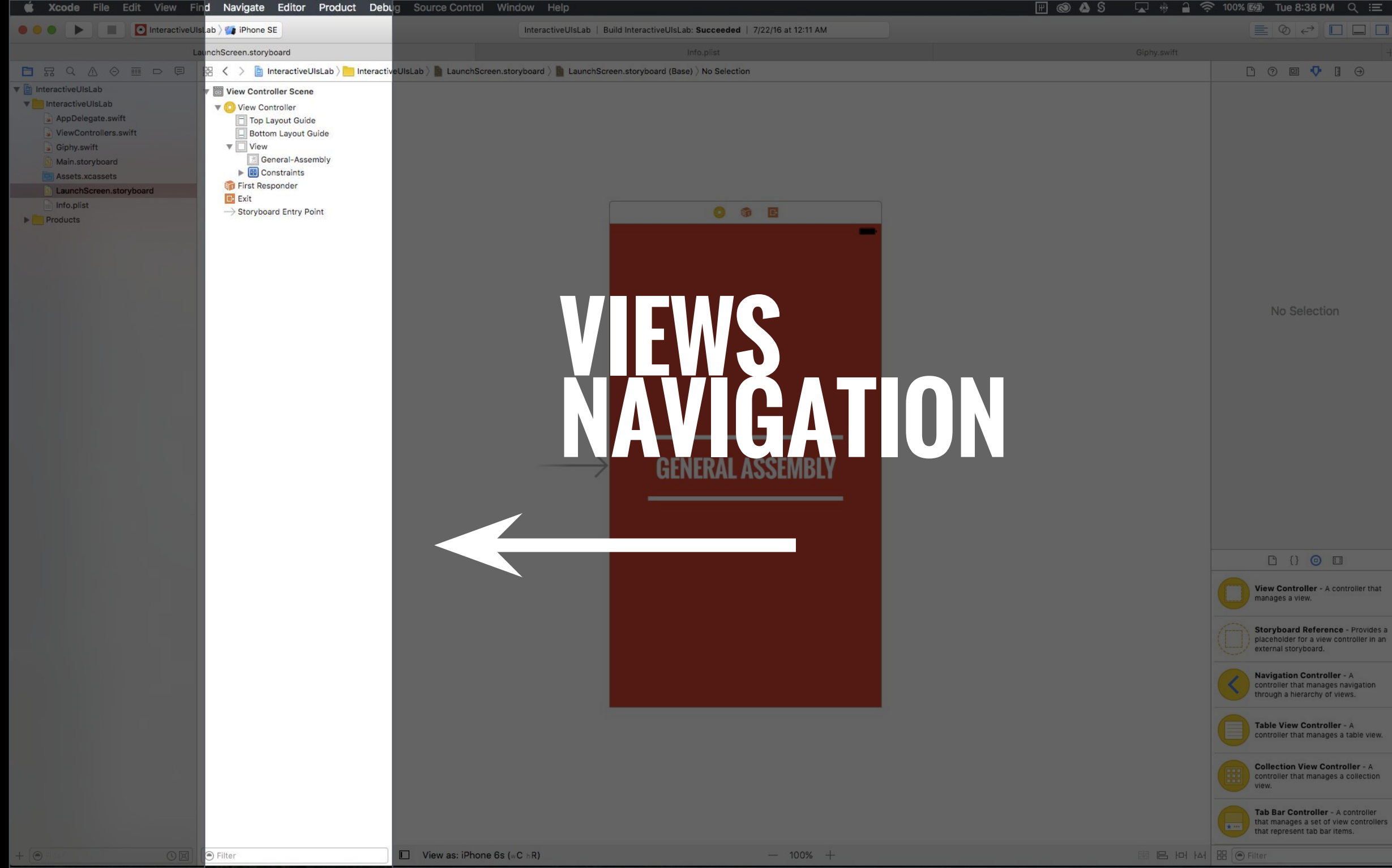


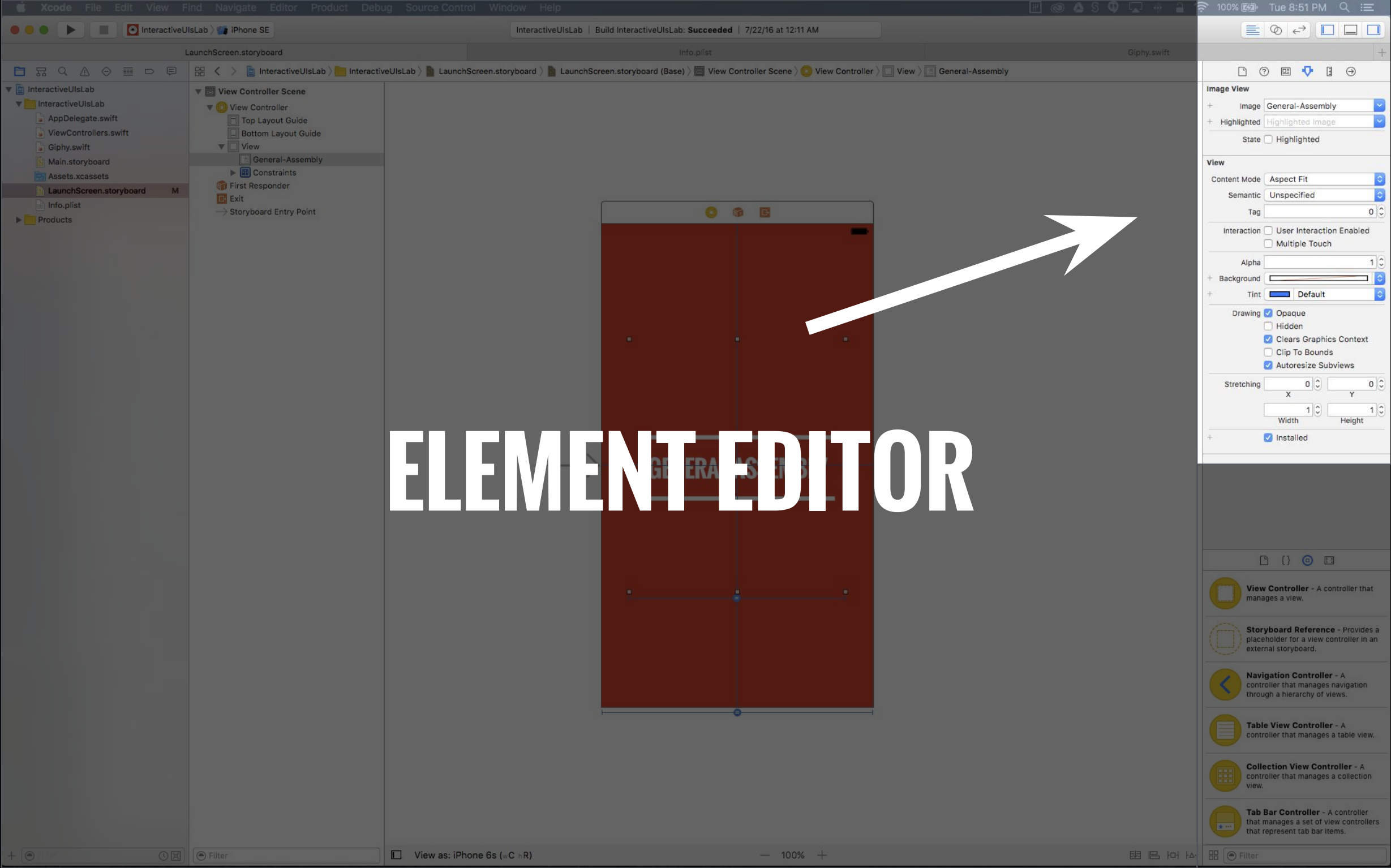
-  **View Controller** - A controller that manages a view.
-  **Storyboard Reference** - Provides a placeholder for a view controller in an external storyboard.
-  **Navigation Controller** - A controller that manages navigation through a hierarchy of views.
-  **Table View Controller** - A controller that manages a table view.
-  **Collection View Controller** - A controller that manages a collection view.
-  **Tab Bar Controller** - A controller that manages a set of view controllers that represent tab bar items.

VIEWS NAVIGATION



GENERAL ASSEMBLY





ELEMENT EDITOR

Image View

+ Image **General-Assembly**

+ Highlighted **Highlighted Image**

State ☐ Highlighted

View

Content Mode **Aspect Fit**

Semantic **Unspecified**

Tag **0**

Interaction ☐ User Interaction Enabled
☐ Multiple Touch

Alpha **1**

+ Background **[Color Picker]**

+ Tint **[Color Picker]** **Default**

Drawing ☒ Opaque
☐ Hidden
☒ Clears Graphics Context
☐ Clip To Bounds
☒ Autorelease Subviews

Stretching **0** **0**
X Y

1 **1**
Width Height

+ ☒ Installed

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UI ELEMENTS LIBRARY


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ACTIVITY: LET'S DRAW INTERFACE BUILDER



DIRECTIONS

1. On your desks or on paper, draw XCode, identifying the different parts and what they are for. (2 min)
2. Pair up with someone next to you and compare (2 min)

DELIVERABLE

Show me your drawing

DEMO

DEMO TIME!

INDEPENDENT PRACTICE



15 mins

DIRECTIONS

1. Open XCode and create a new Single-View App (1 min)
2. Open the Storyboard (1 min)
3. Create an interface that shows your favorite quote, and its author (10 min)

DELIVERABLES

Create an interface showing your favorite quote.

- + Make sure the author if the quote is in a separate field
- + Include a picture of the author

INTRODUCTION

RUNNING IN THE SIMULATOR

DEMO

DEMO TIME!

LESSON

Q & A

INDEPENDENT PRACTICE



10 mins

DIRECTIONS

1. Run your project on 4 different simulators, and make notes on the differences you see with each of the different devices. (5 mins)
2. Make note of the differences you see with each of the different devices (2 mins)
3. Discuss with a partner (3 min)

DELIVERABLES

Share your findings

INTRODUCTION

STYLING UI ELEMENTS

QUESTION

WHY IS STYLE IMPORTANT?



DEMO

DEMO TIME!

LESSON

Q & A

INDEPENDENT PRACTICE



DIRECTIONS

Recreate this interface (10 mins)

Image Link:

<http://www.thedivinitus.com/search/label/wiwt>

QUESTION

HOW HARD WAS THAT ?

CONCLUSION

- + Interface Builder is a really intuitive way to put together interfaces
- + It is the recommended way to create interfaces in iOS
- + Interfaces are divided into pages called View Controllers.

LESSON

Q & A

LESSON

EXIT TICKET

DON'T FORGET TO FILL OUT YOUR EXIT TICKET

THANKS!

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