Mobile Development Learning Map

1. Programming Languages: Objective-C ← Swift (Java or C# + Javacscript)
2. UI
   a. Layout-file-based (XML) storyboard (UIKit.framework)
   b. Code-based (Swift UI: iOS13+)
3. Network (HTTP(s)/JSON/ Services)
4. Offline (Sqlite, Local DB)
5. Others (Map, Camera, Music)

iOS市占率法則

- Latest version : 82~86%
- Latest version - 1 : 6%

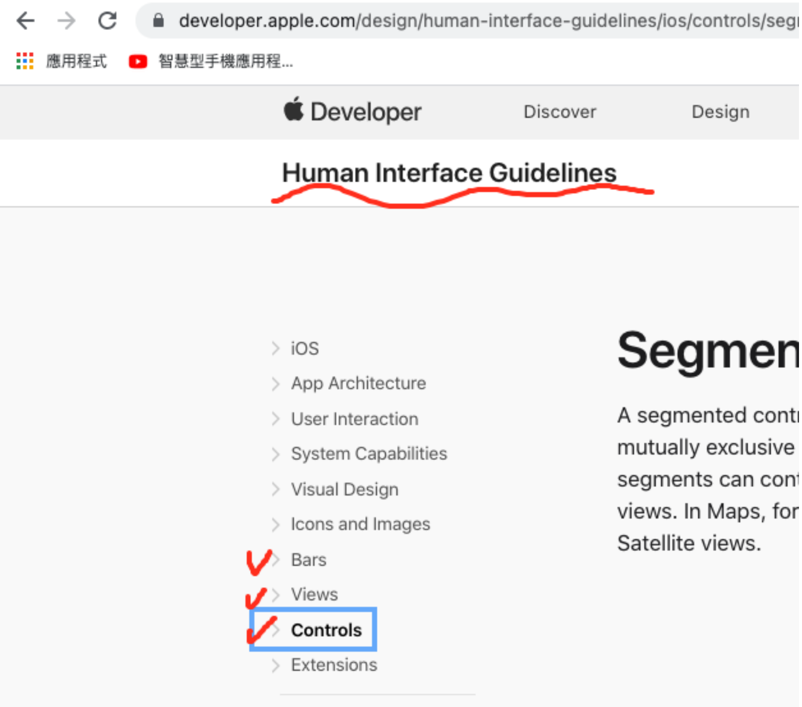
申請開發者帳號

https://developer.apple.com/

Xcode iOS project build-in frameworks: Fundation(NS) / Swift Standard Library, UIKit(UI)

iOS Human Interface Guideline

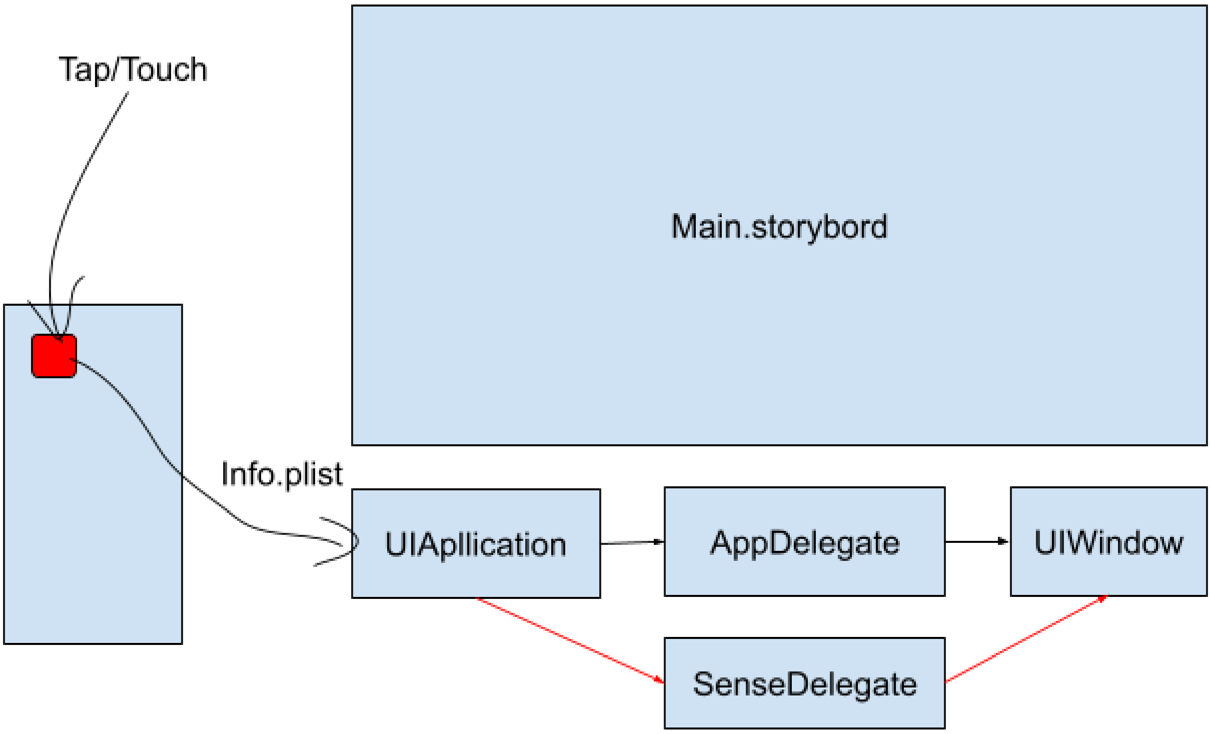
https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes/



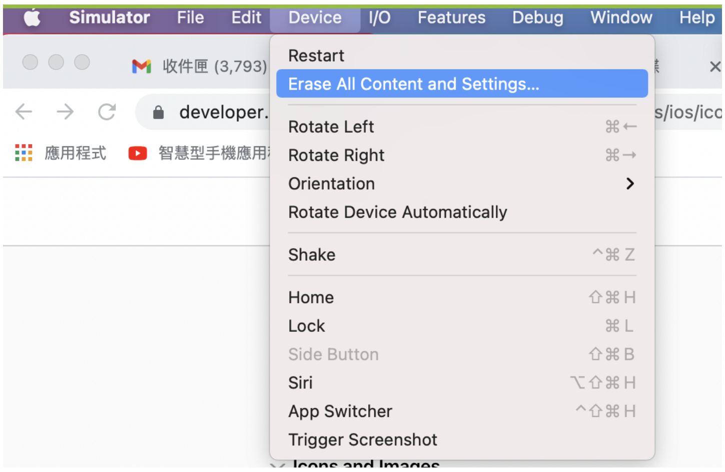
Human Interface Guidelines

Segmen

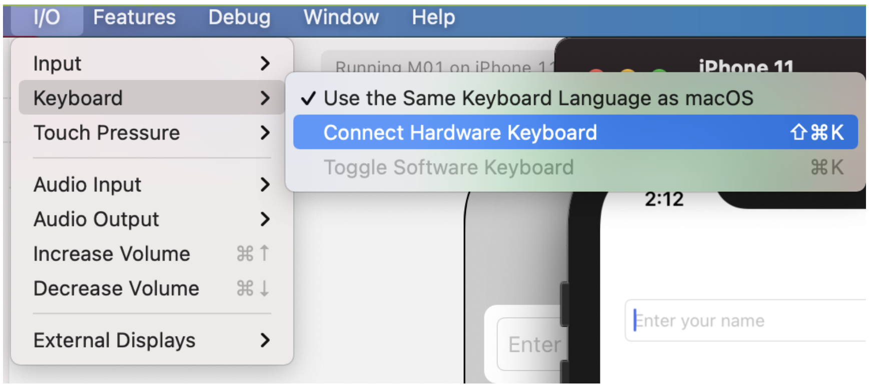
A segmented conti mutually exclusive segments can cont views. In Maps, for Satellite views.



模擬器恢復原廠設定



Keyboard setting



neXt generation Interface Builder

Naming Rules

- UIXXXController => Controller, UIXXX => View
- UIOOO => UIOOODelegate (Protocol) => Delegation ⬛
- UIOOO => UIOOODelegate (Not found) => Target-Action ⬚

UIButton => UIButtonDelegate(X) => T-A
UITextField => UITextFieldDelegate(V) => D

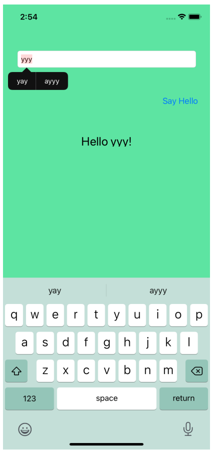
Lab: T-A or D?
UIPickerView => UIPickerViewDelegate(V) => D
UIDatePicker => UIDatePickerDelegate(X) => T-A
UITabBarController => UITabBarControllerDelegate(V) => D
UITableView => UITableViewDelegate(V) => D
UISegmentedControl => UISegmentedControlDelegate => T-A
UITextView => UITextViewDelegate(V) => D
UISlider => UISliderDelegate => T-A

IBOutlet ⚫ 程式要控制畫面上的元件
IBAction ⬚ 程式要控制畫面上元件的行為 Target-Action

App開發步驟

1. UI/UX Flow design => UI Components => Target-Action, Delegation
2. AutoLayout
3. IBOutlet/IBAction(Target-Action)
4. 初始化邏輯(viewDidload(...))
   a. UI
   b. Data(properties宣告)
5. Delegation(宣告實作protoocl, implements methods, set delegate property [in viewDidload(...)])

Lab: 自己做一遍


2:54
yyy
yay
ayyy
Say Hello
Hello yyy!
yay
ayyy
q w e r t y u i o p
a s d f g h j k l
z x c v b n m
123
space
return