

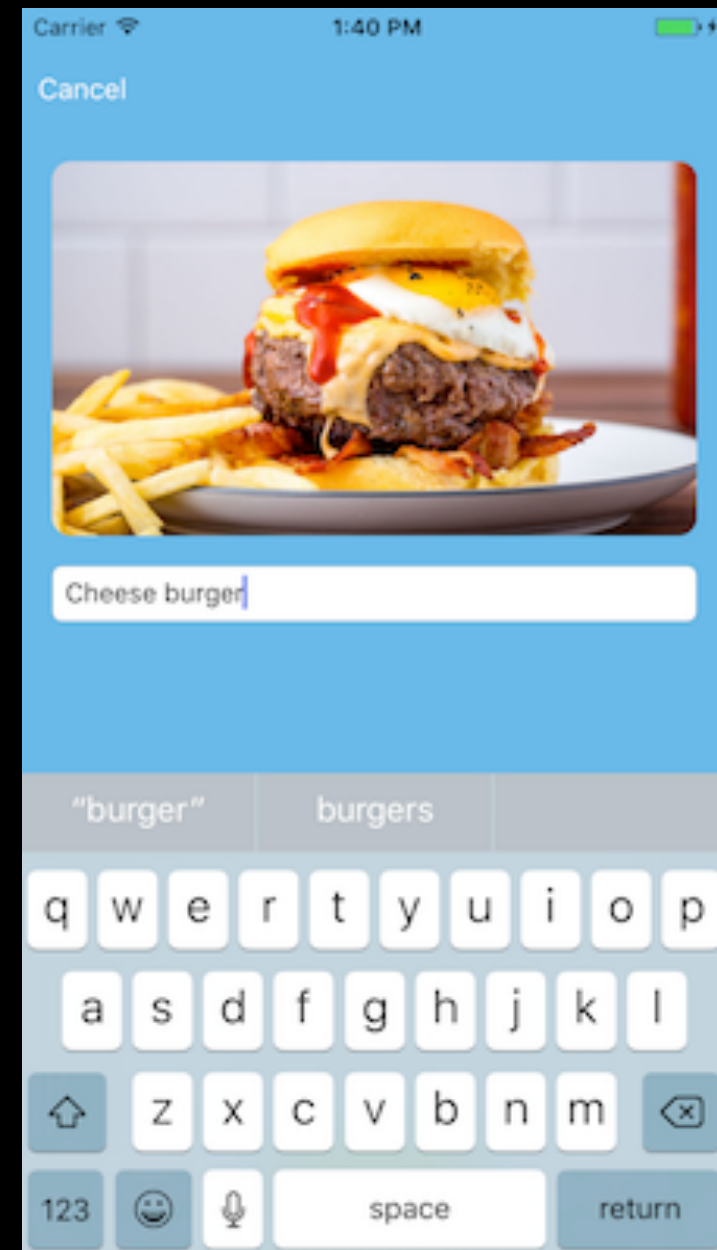
iOS Workshop



Today's Goal

- Write a basic food tracking app
- You will learn to:
 - Write Swift
 - Connect UI Elements
 - Model View Controller
 - Persistent storage

Today's Goal





Prerequisites

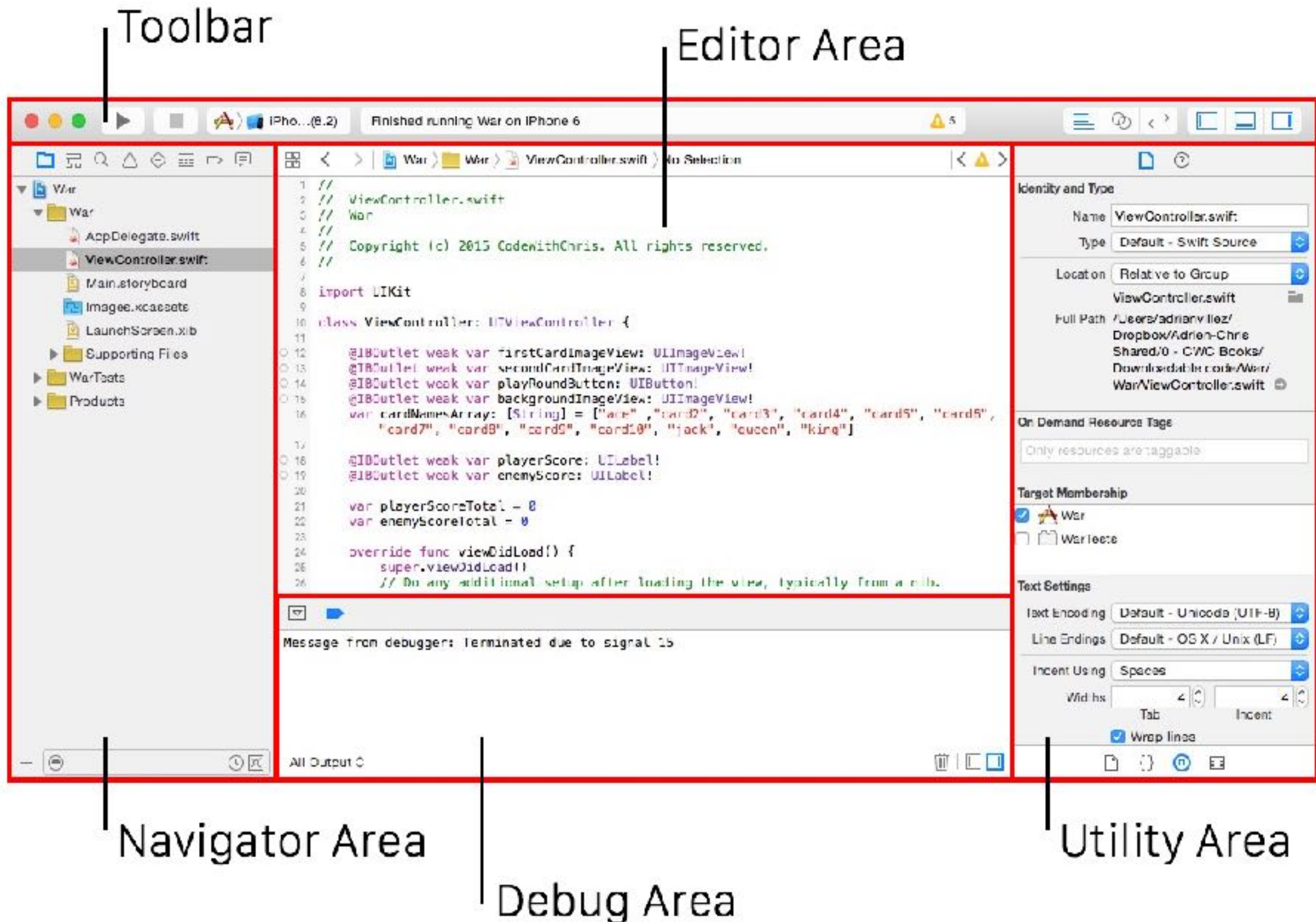
1. Basic Programming Knowledge
2. Latest Xcode Installed
3. Download the workshop materials
(<https://github.com/cjinghong/iOS-Workshop-Materials>)



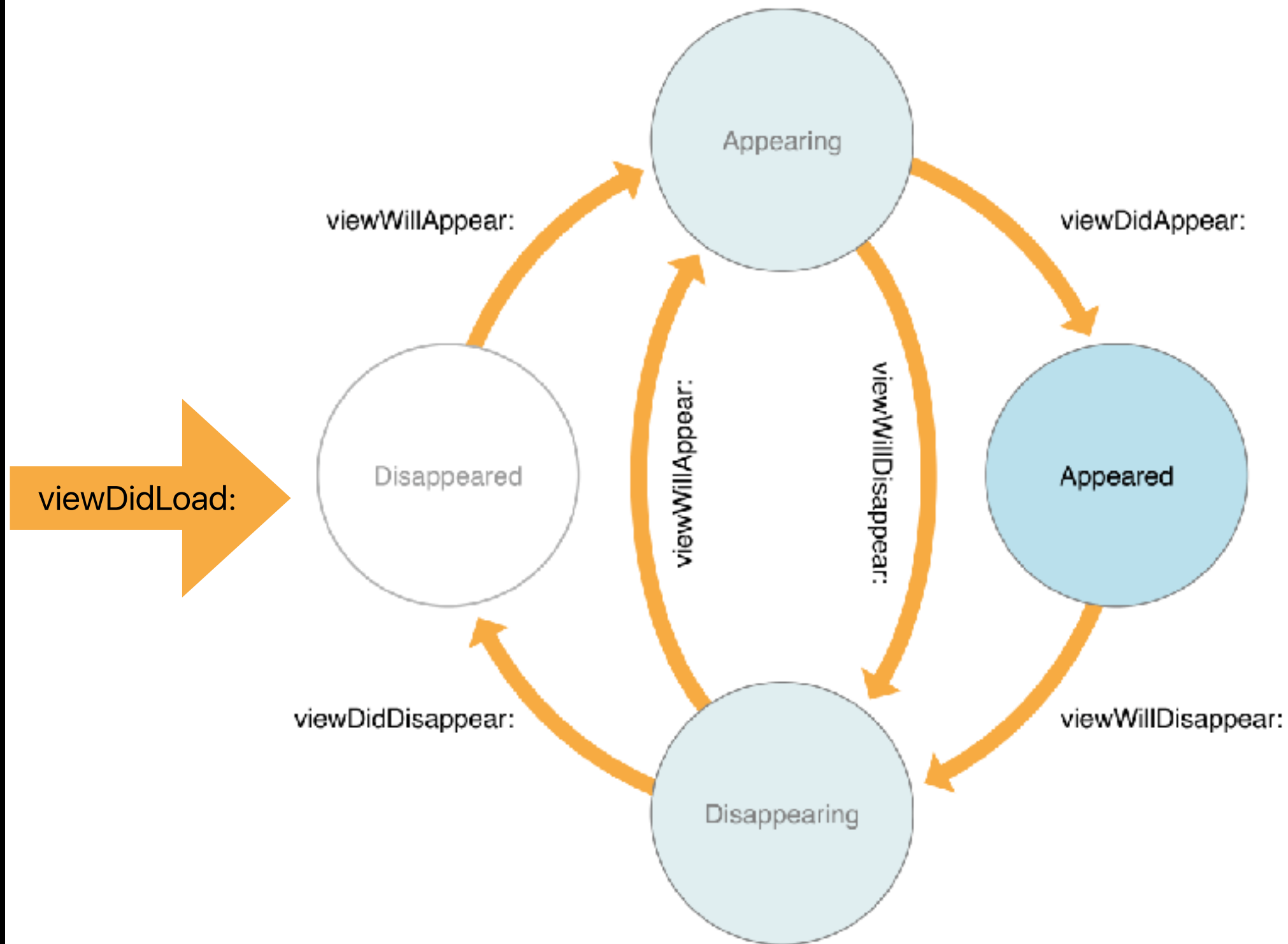
Playgrounds time!

Open up the Swift Cheat Sheet provided in the workshop materials

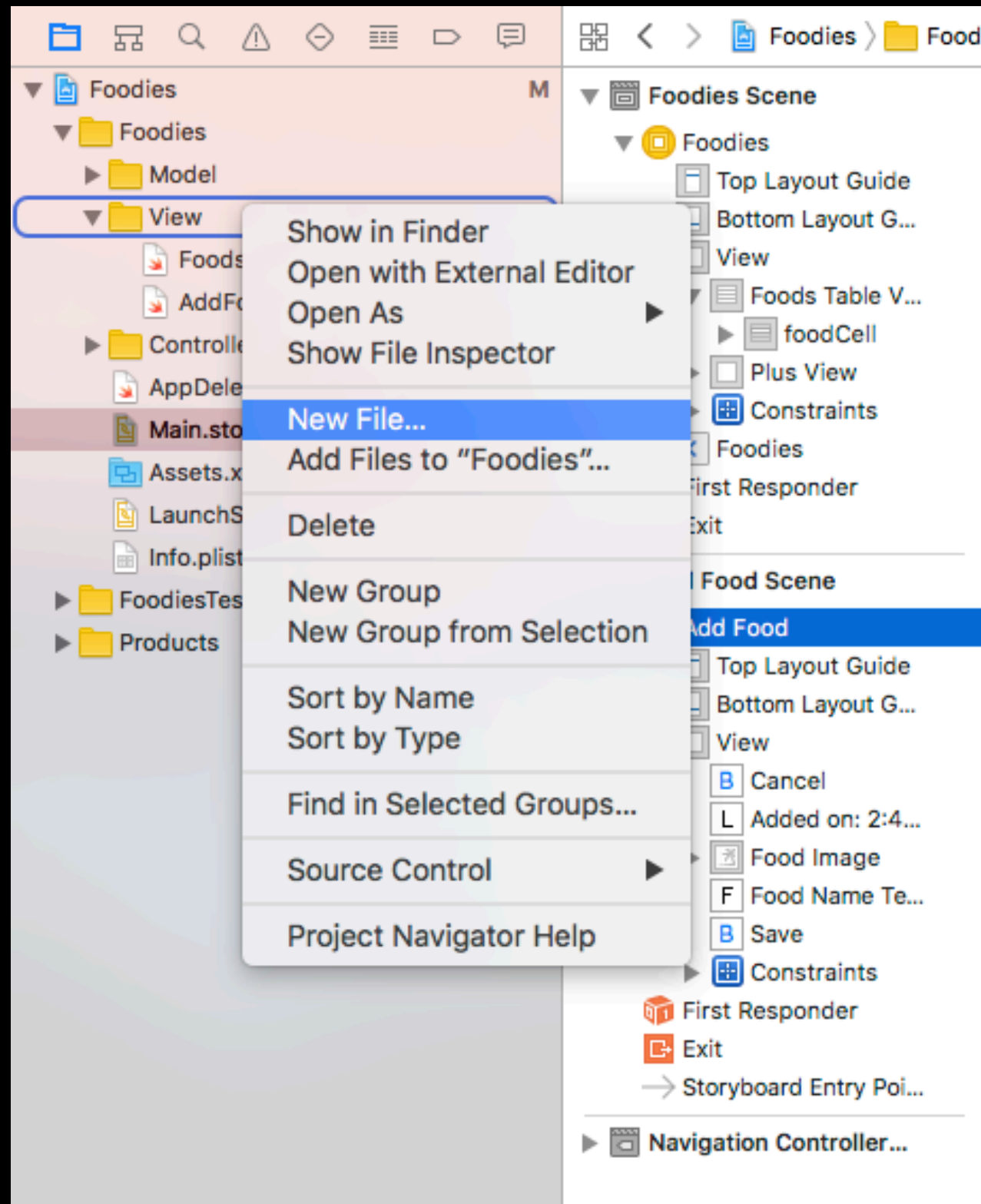
Introducing Xcode IDE



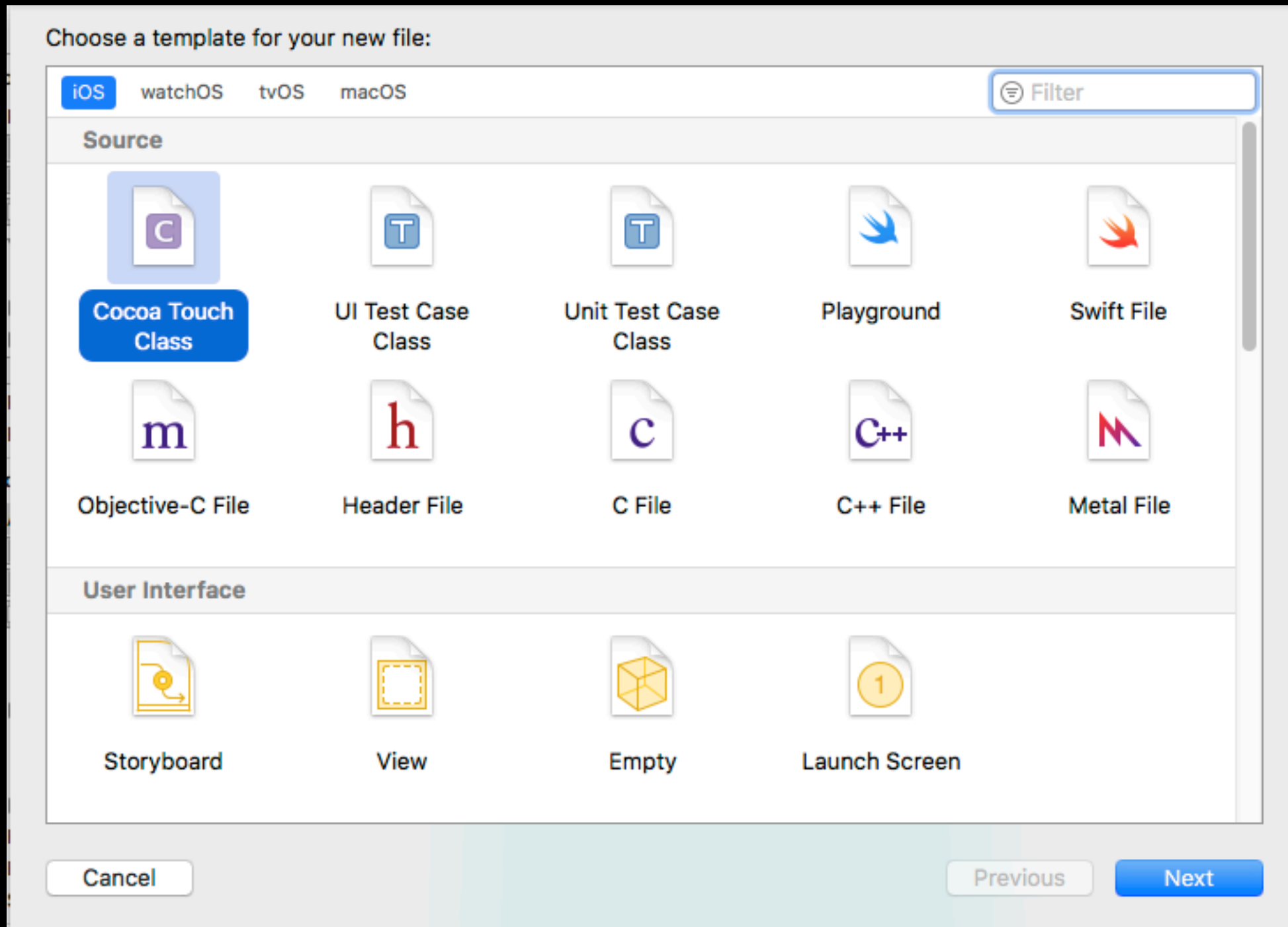
View Controller lifecycle



Connecting UI to code



Connecting UI to code



Connecting UI to code

Choose options for your new file:

Class:

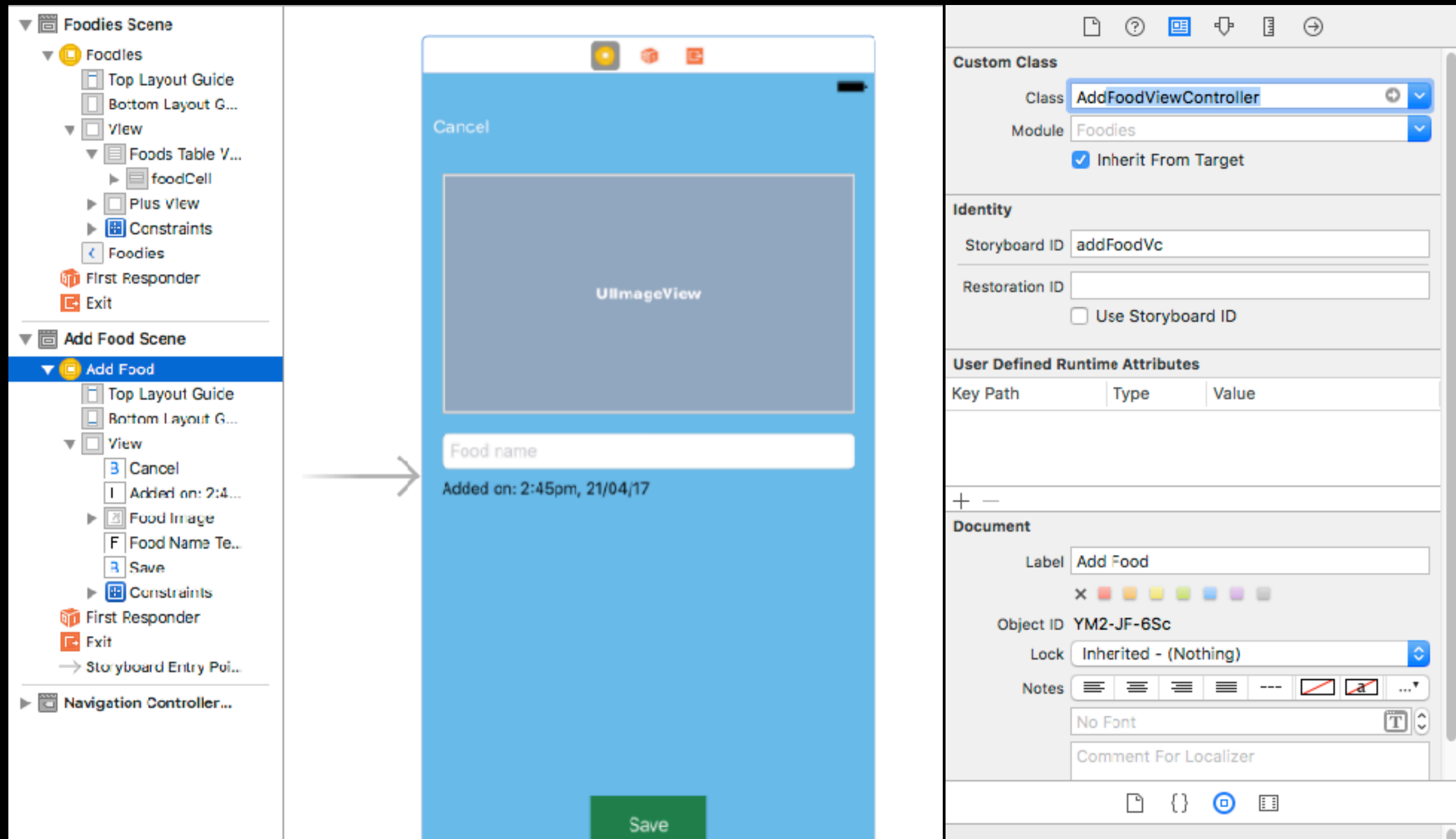
Subclass of:

☐ Also create XIB file

Language:

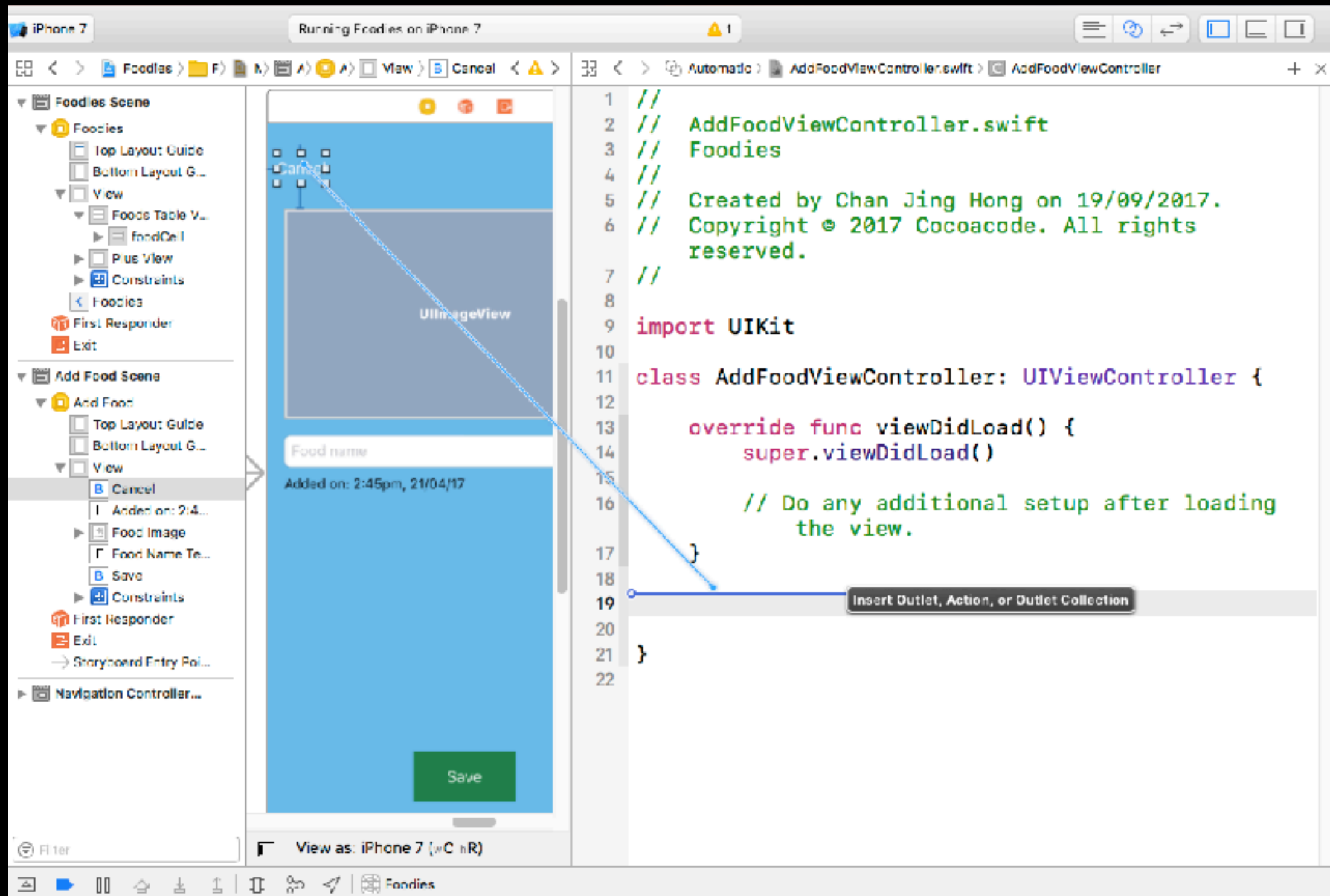
Click Next, and Create

Connecting UI to code



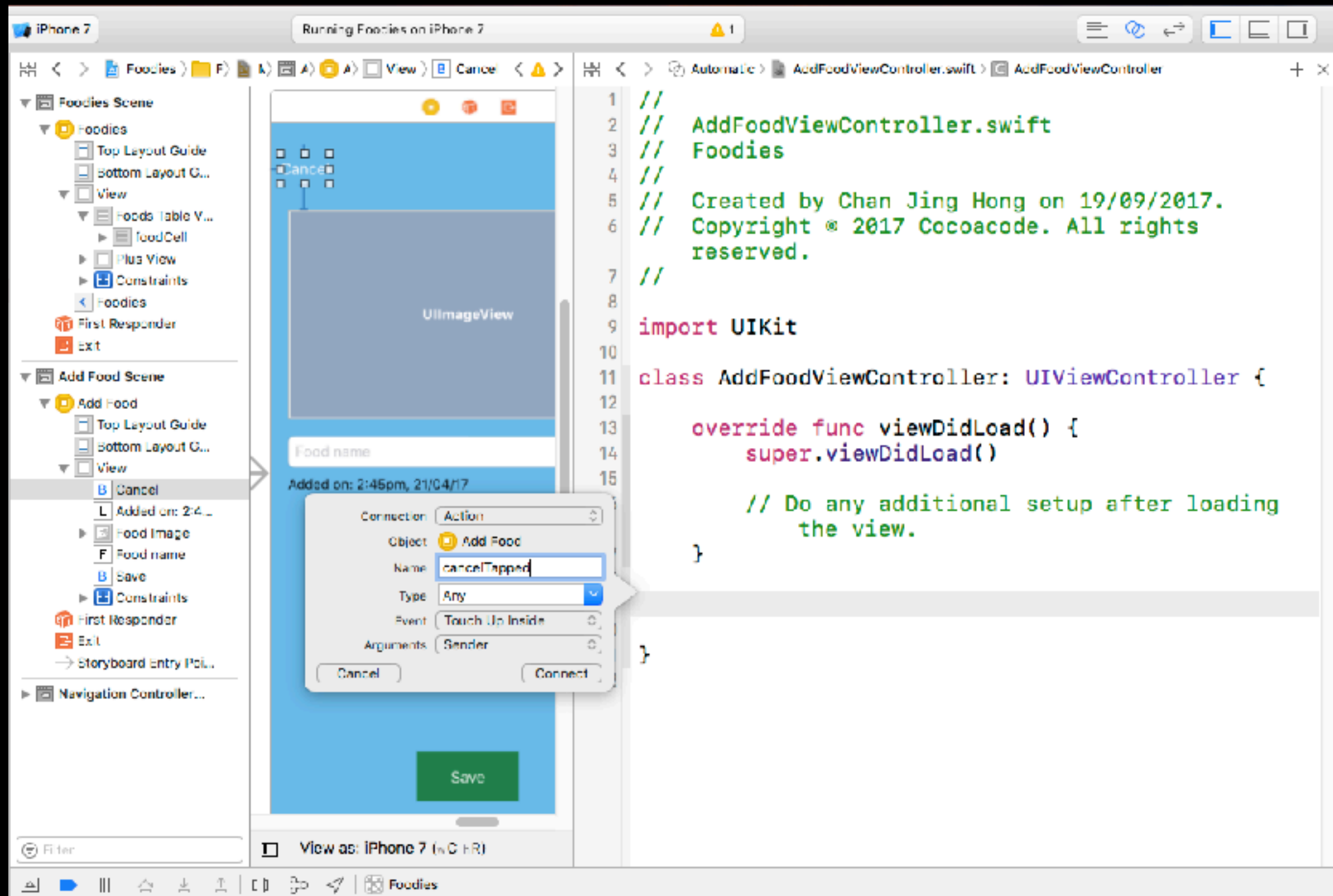
Select the Add Food Scene, and set its custom class to the newly created “AddFoodViewController”

Connecting UI to code



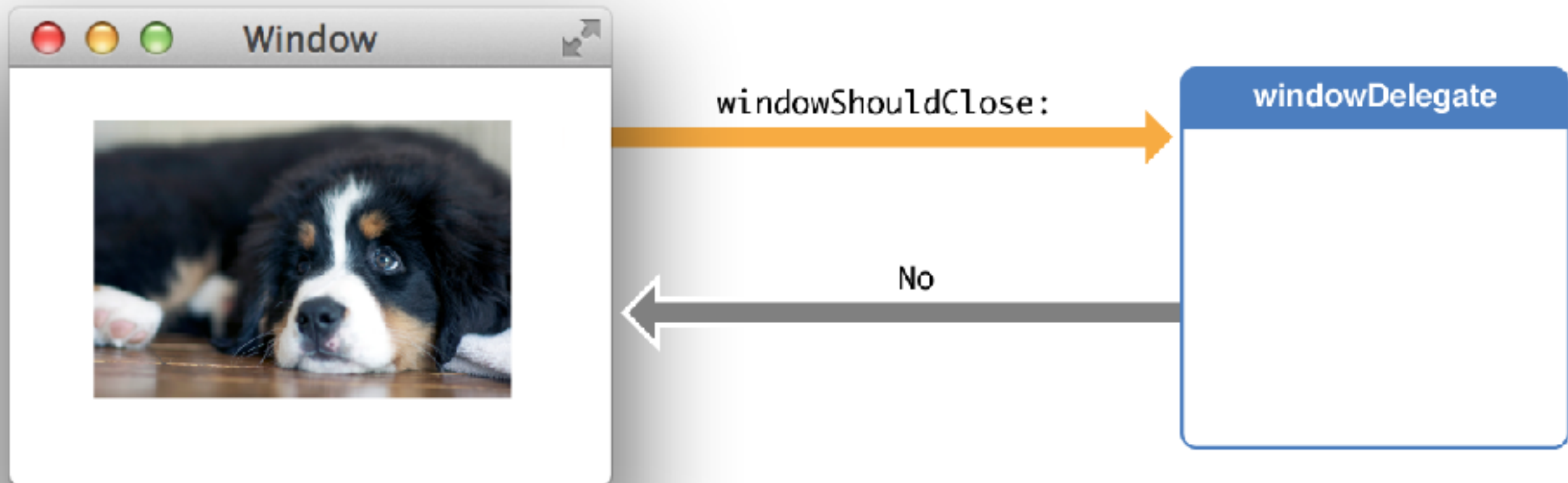
CTRL + Click + Drag from Button to code

Connecting UI to code

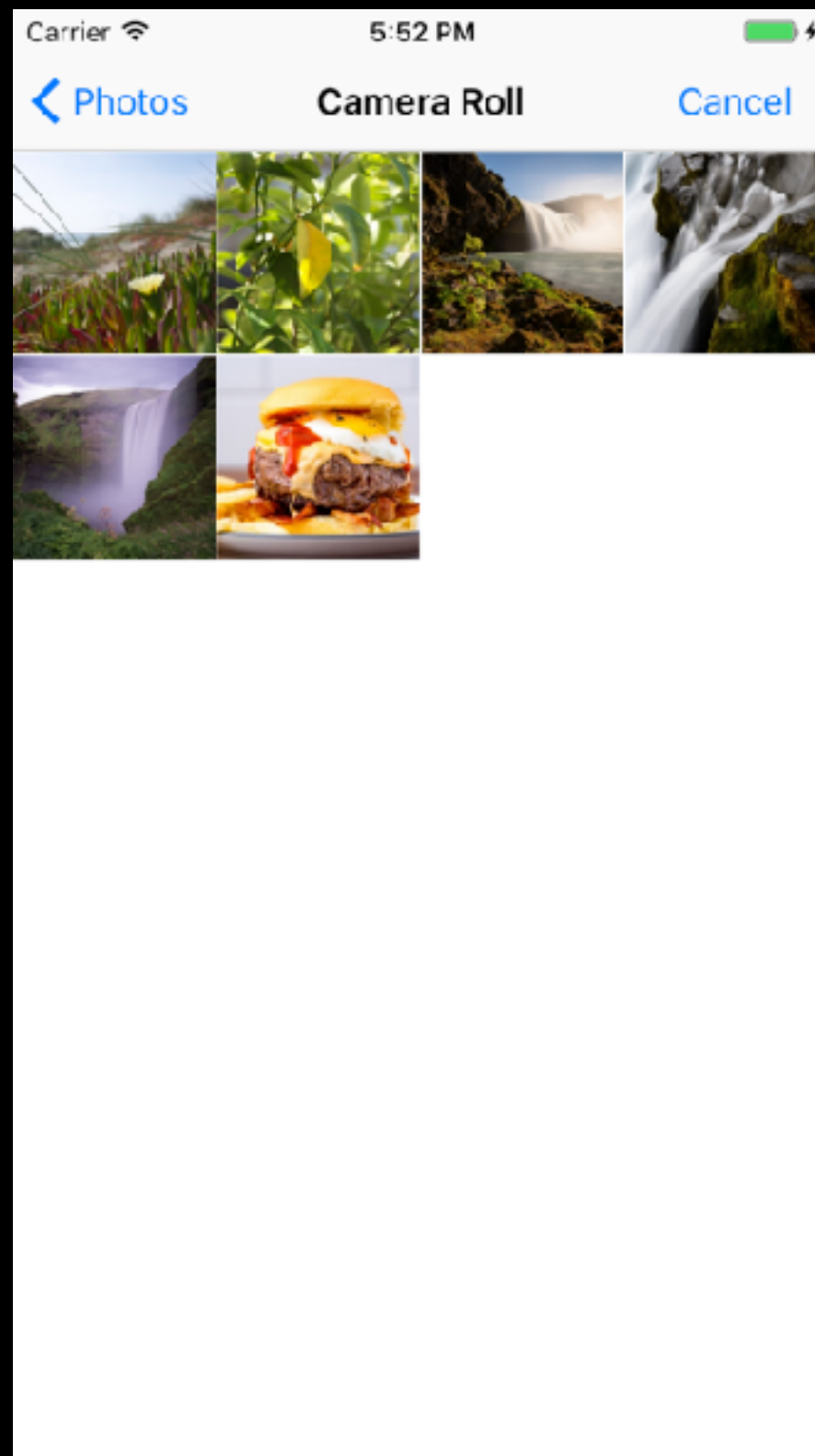


For buttons, choose “Action” as the connection.
As for Images and Labels, choose “Outlet” as the connection.

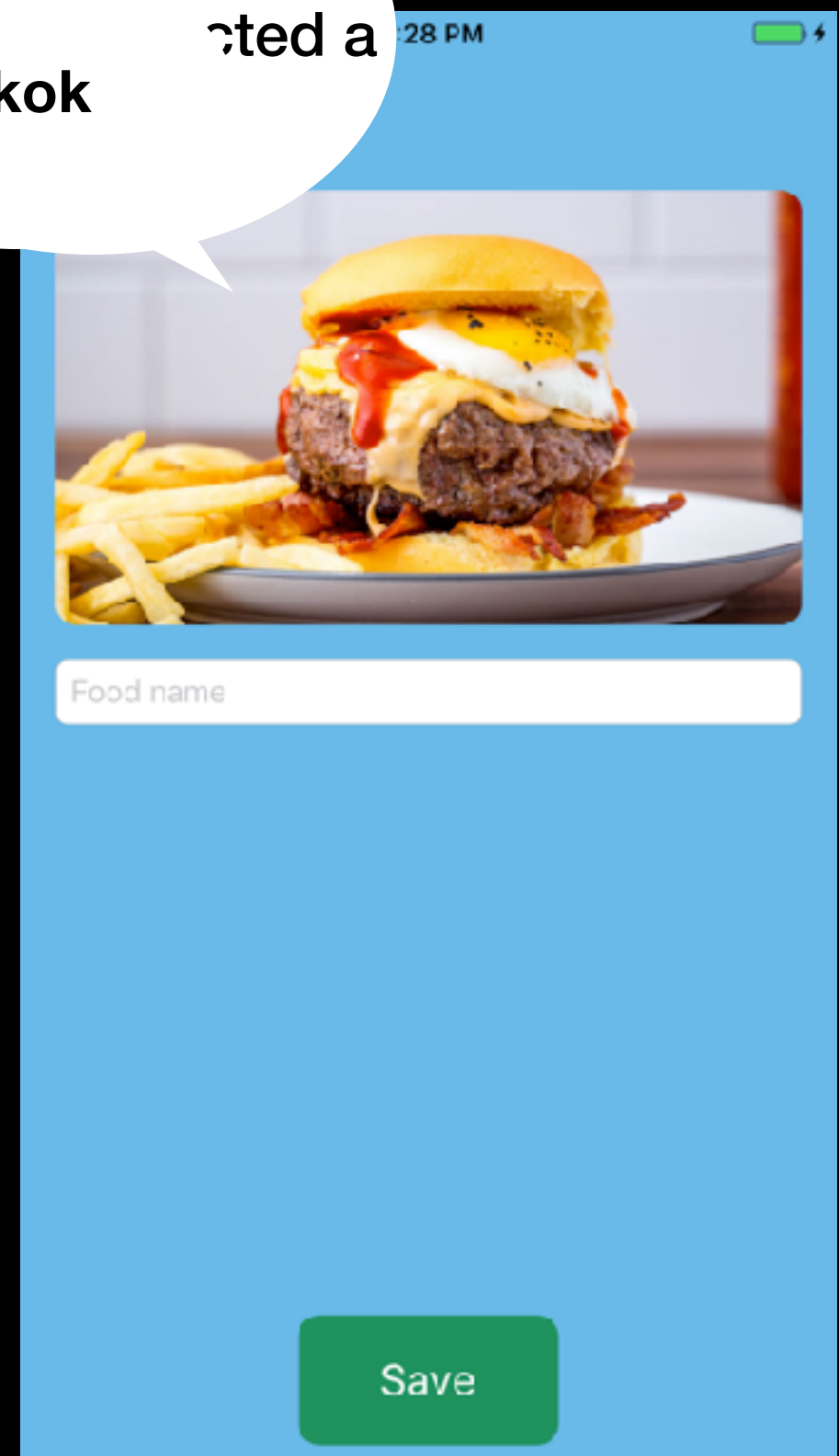
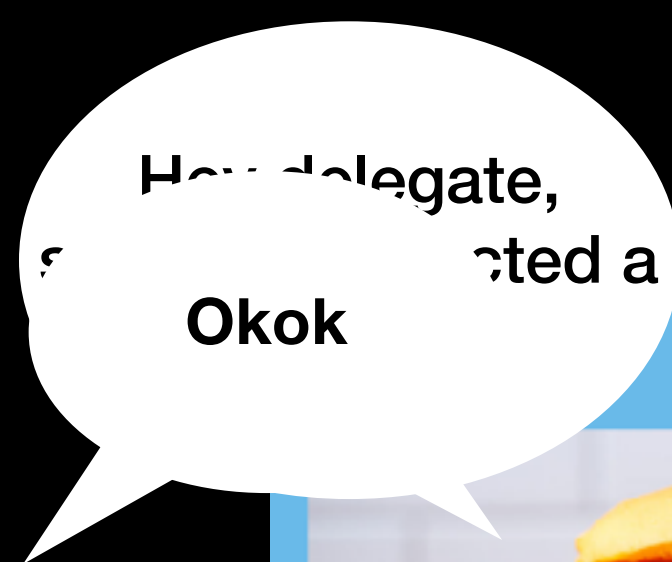
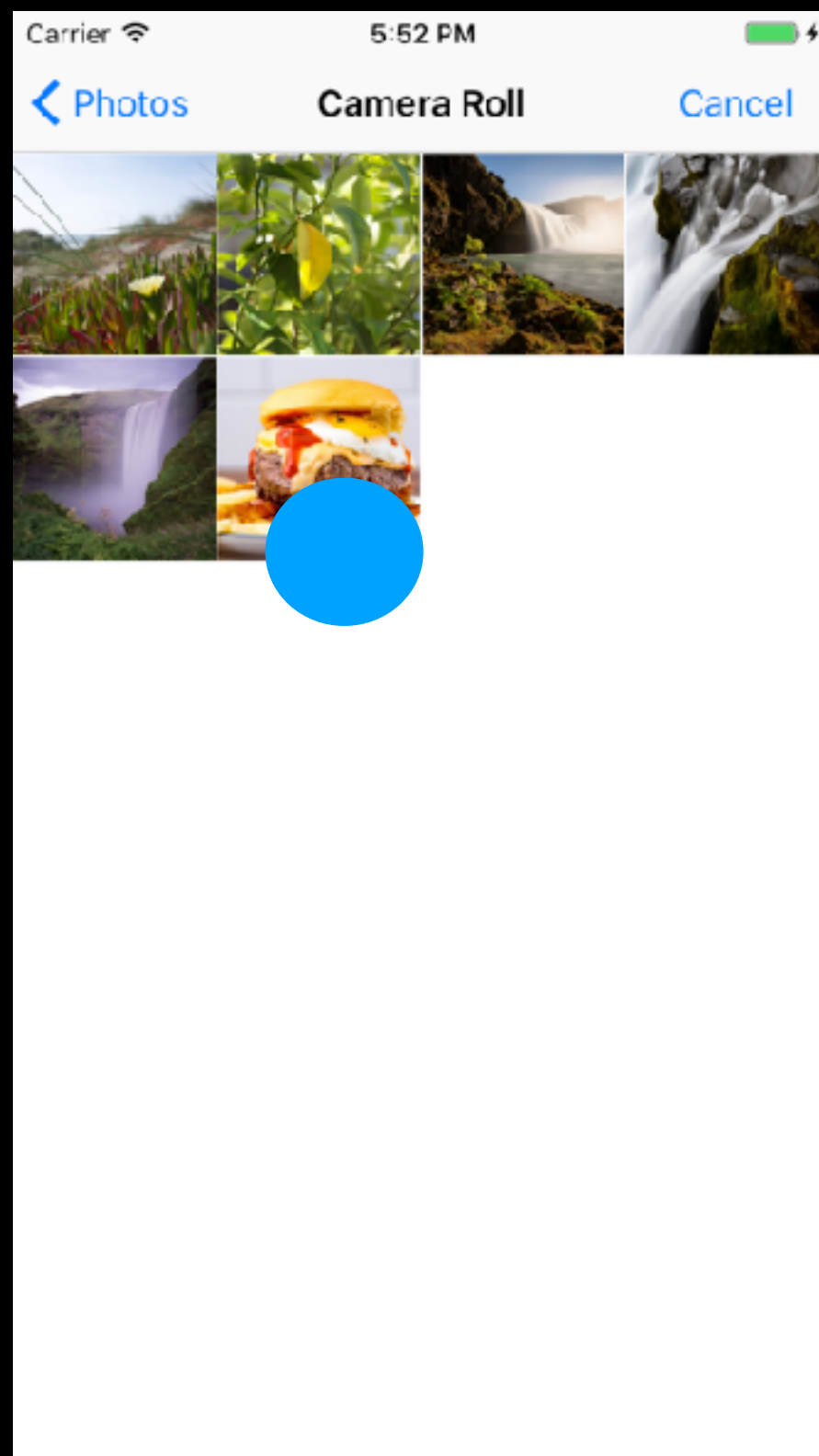
Delegation Pattern



<https://developer.apple.com/documentation/uikit/uiviewcontroller>



ImagePicker, I am
your delegate ok



Carrier

5:28 PM



Cancel



Food name

Save

Model View Controller (MVC)

