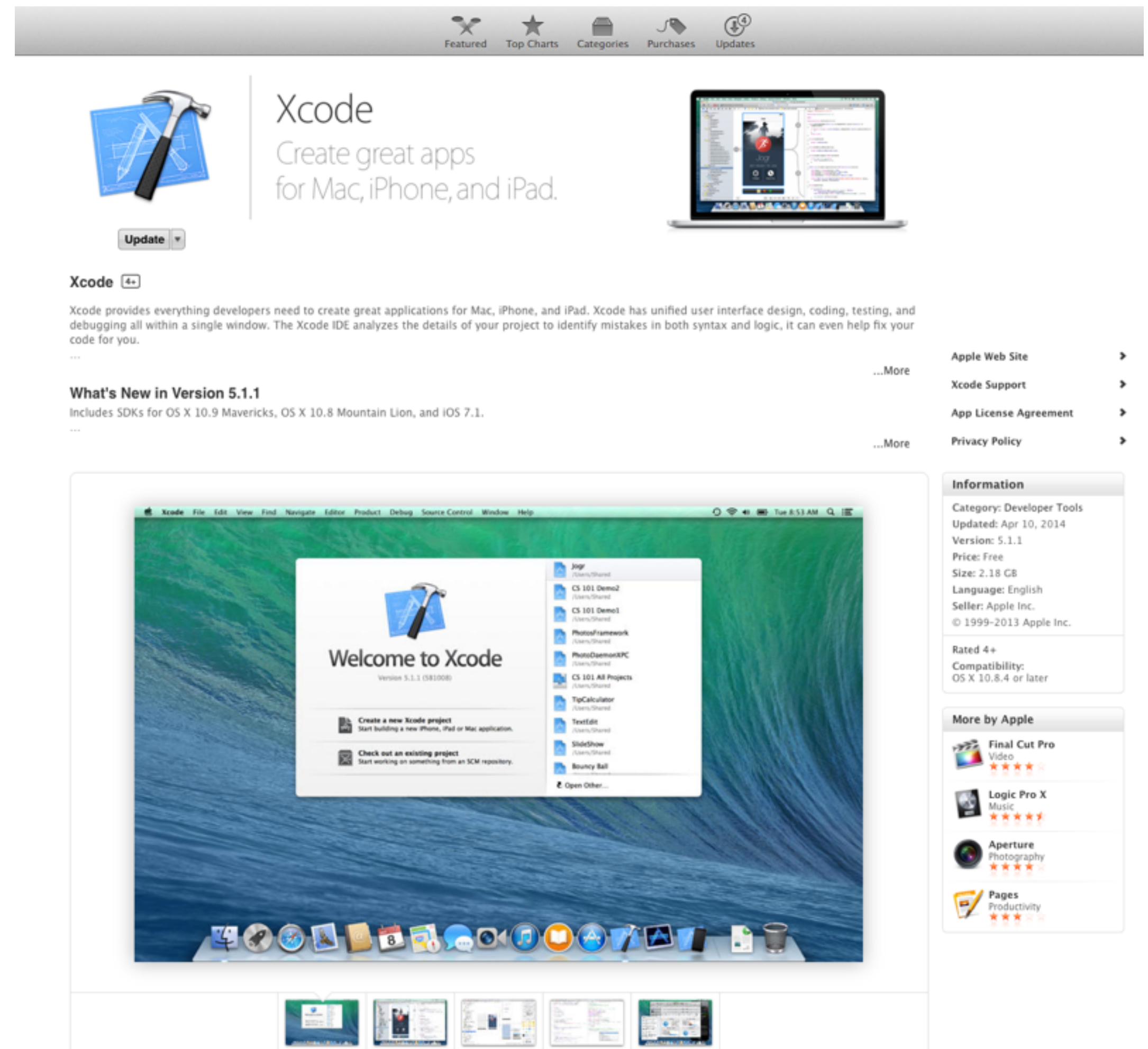


GOOD MORNING – PLEASE DOWNLOAD XCODE

To download the latest version of Xcode:

- Open the **App Store** app on your **Mac** (by default it's in the Dock).
- In the search field in the top-right corner, type **Xcode** and press the Return key.
- Click Free image
 - Xcode is downloaded into your /Applications directory.



GENERAL ASSEMBLY: MOBILE APP DEVELOPMENT CRASH COURSE

JEREMY HUFF – iOS DEVELOPER, CO-FOUNDER HELLOWORLDDENG.COM

SAMANTHA TRAN – iOS DEVELOPER, CO-FOUNDER HELLOWORLDDENG.COM

AGENDA – DAY 1

- Introductions
- The Apple Way
- App Design Overview
- Model–View–Controller Structure
- App Project Overview
- X–Code Walkthrough
- Objective–C Overview: Fundamentals and Syntax
- Storyboards
- Building App!!!
- Wrap Up

INTRODUCTIONS

INTRODUCTIONS

- Name
- Tech Background – Programming Language
- Why do you want to learn from this class?
- Favorite App
- App Idea

THE APPLE WAY

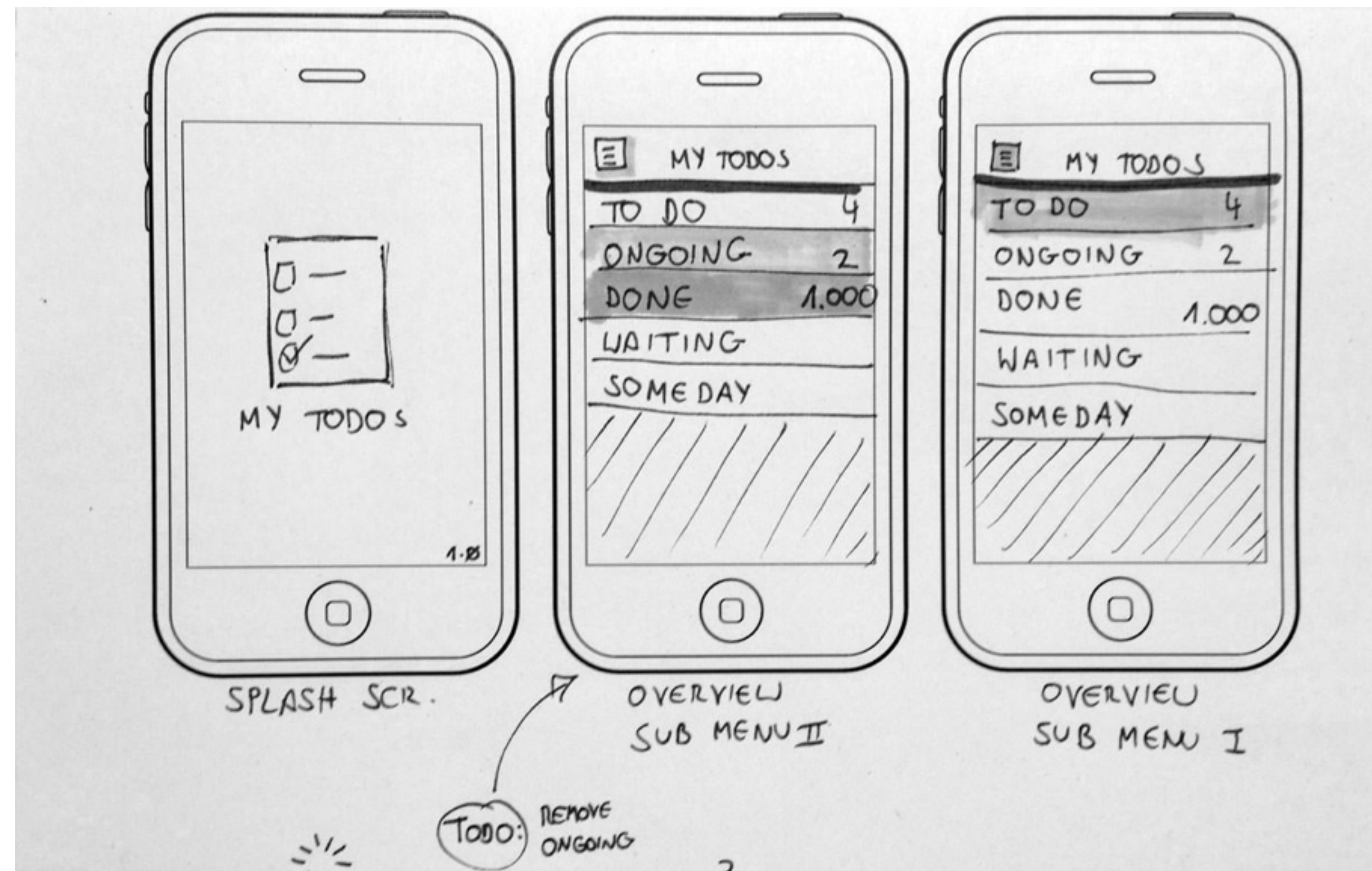
THE APPLE WAY

- Why develop for iOS?
- Devices - http://en.wikipedia.org/wiki/List_of_iOS_devices
- Objective-C
- Closed Source
- XCode, Interface Builder
- iOS Human Interface Guidelines - https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/index.html#//apple_ref/doc/uid/TP40006556
- Apple Approval Needed

APP DESIGN OVERVIEW

APP DESIGN OVERVIEW

- Multi-faceted – graphic design, UI, UX, software engineering
- Design phase – sketches, storyboards
- Translate designs into software architecture



UI flows visualize how a user gets from A to B.

MODEL-VIEW-CONTROLLER

MODEL-VIEW-CONTROLLER

- User interfaces are comprised of **views** – https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/Anatomy.html#//apple_ref/doc/uid/TP40006556-CH24-SW1
- Views can contain subviews
- Views are managed by **view controllers**
- View controllers can contain children view controllers
- View controllers interface with the app's **model**

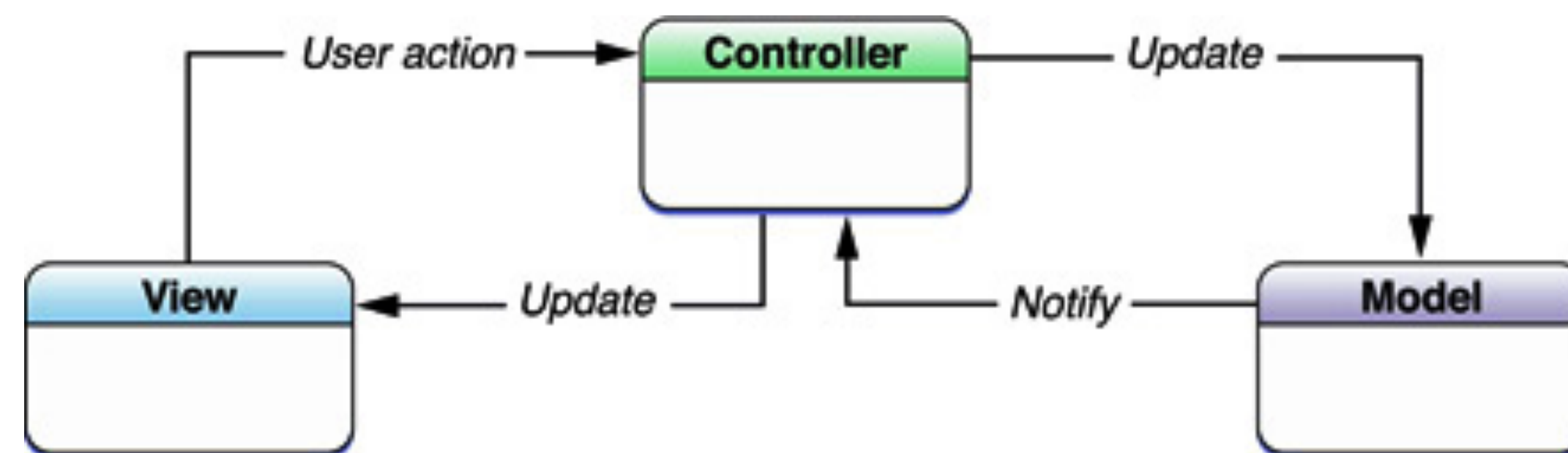
MODEL-VIEW-CONTROLLER

Model-View-Controller (MVC) design pattern assigns objects in an application one of three roles: model, view, or controller.

Model objects encapsulate the data specific

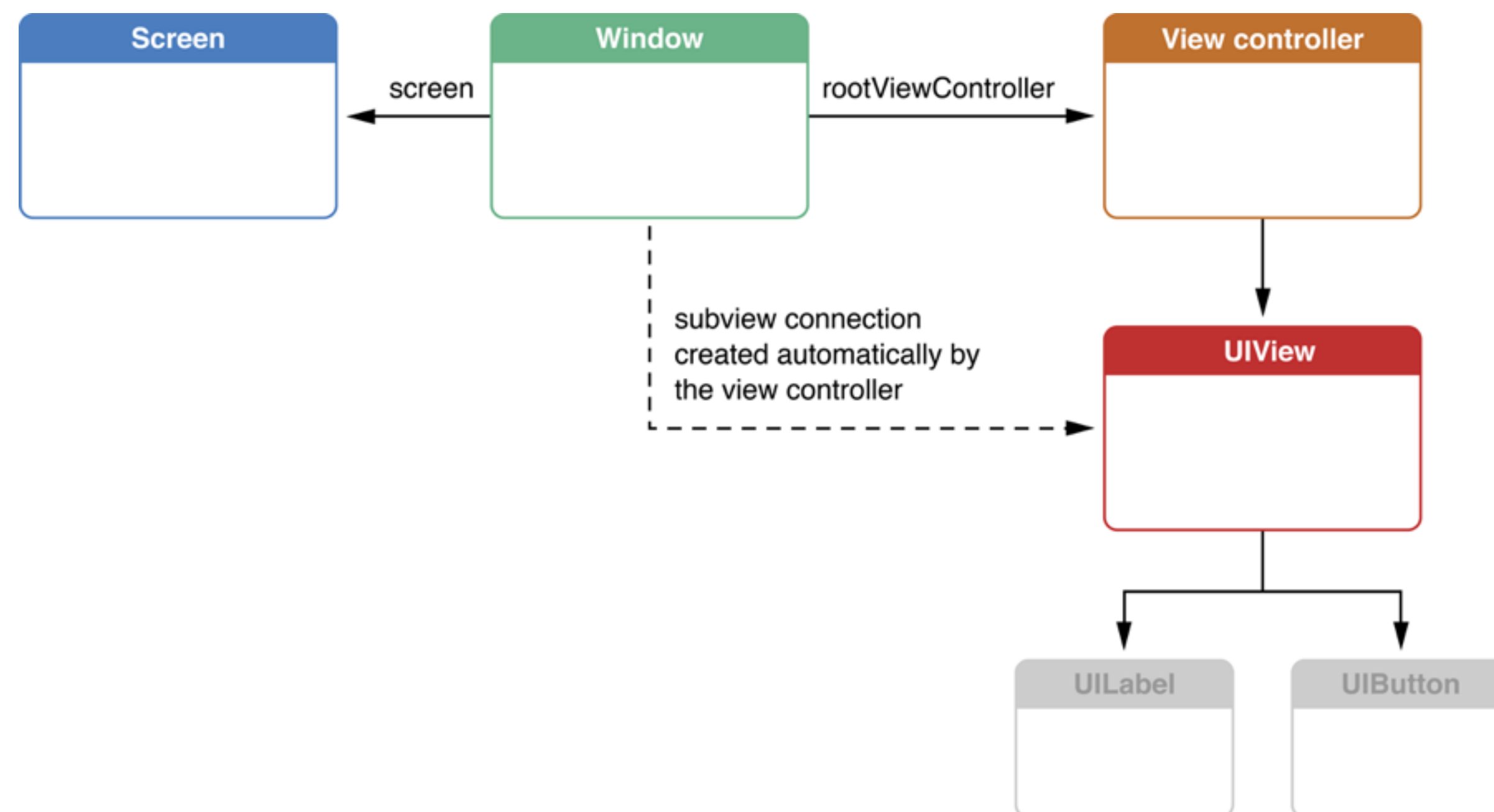
A **view** object is an object in an application that users can see

A **controller** object acts as an intermediary between one or more of an application's view objects and one or more of its model objects.



MODEL-VIEW-CONTROLLER

In iOS each view controller organizes and controls a view; this view is often the root view of a view hierarchy.



APP PROJECT OVERVIEW

APP PROJECT OVERVIEW

We're going to start by building a Resume app.

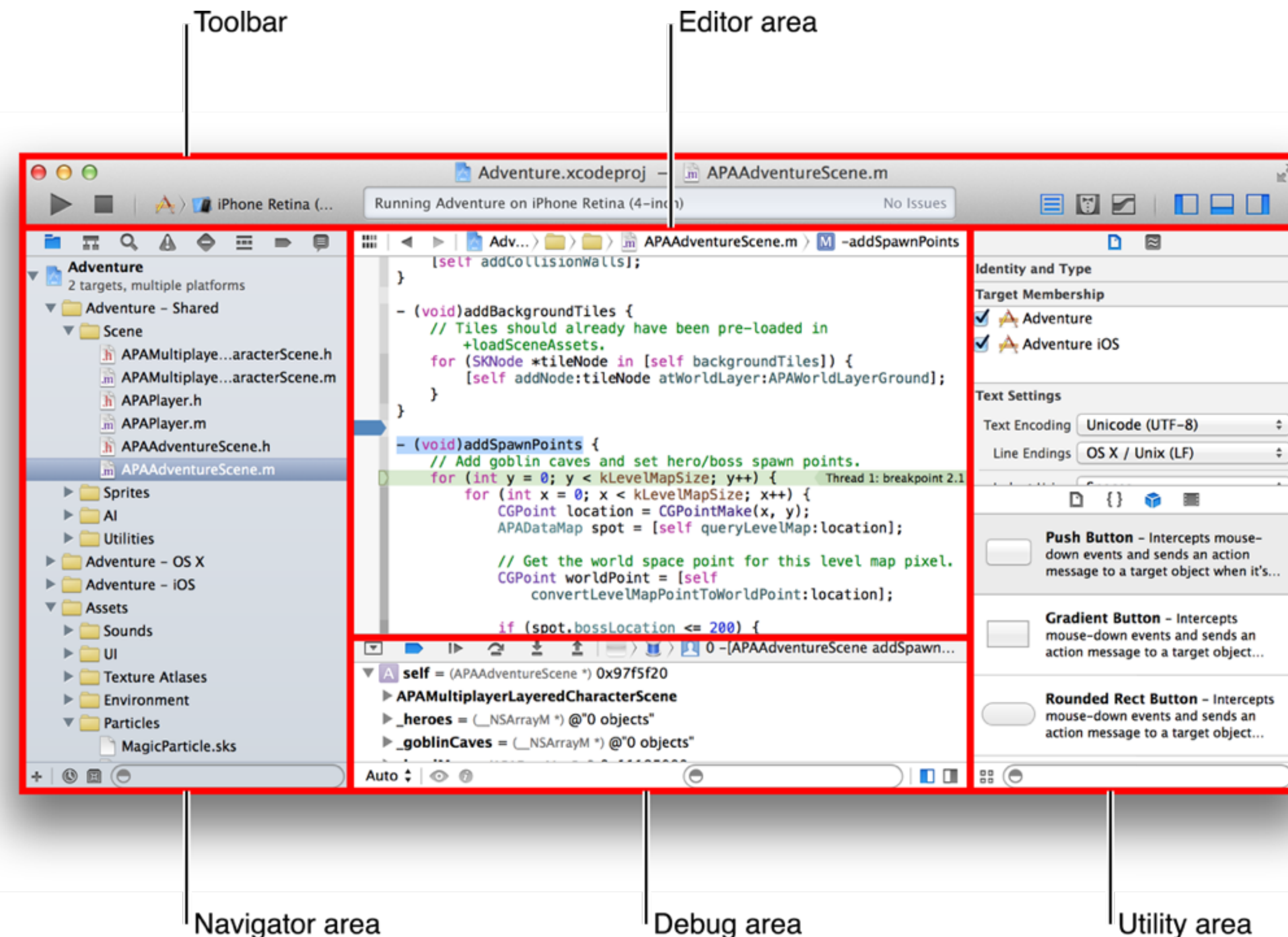
The Resume app will consist of three sections:

- About Me: Share your story.
- Social Links: Make it easy for others to follow you on LinkedIn, Twitter, Facebook, Github, and more.
- Projects: Impress employers with projects you've worked on

XCODE WALKTHROUGH

XCODE WALKTHROUGH

https://developer.apple.com/library/mac/recipes/xcode_help-general/_index.html



Navigator area: Navigation through source and project files
Debug area: Controls for execution and debugging
Utility area: Quick Help, file and data inspectors, and media objects.

OBJECTIVE-C OVERVIEW

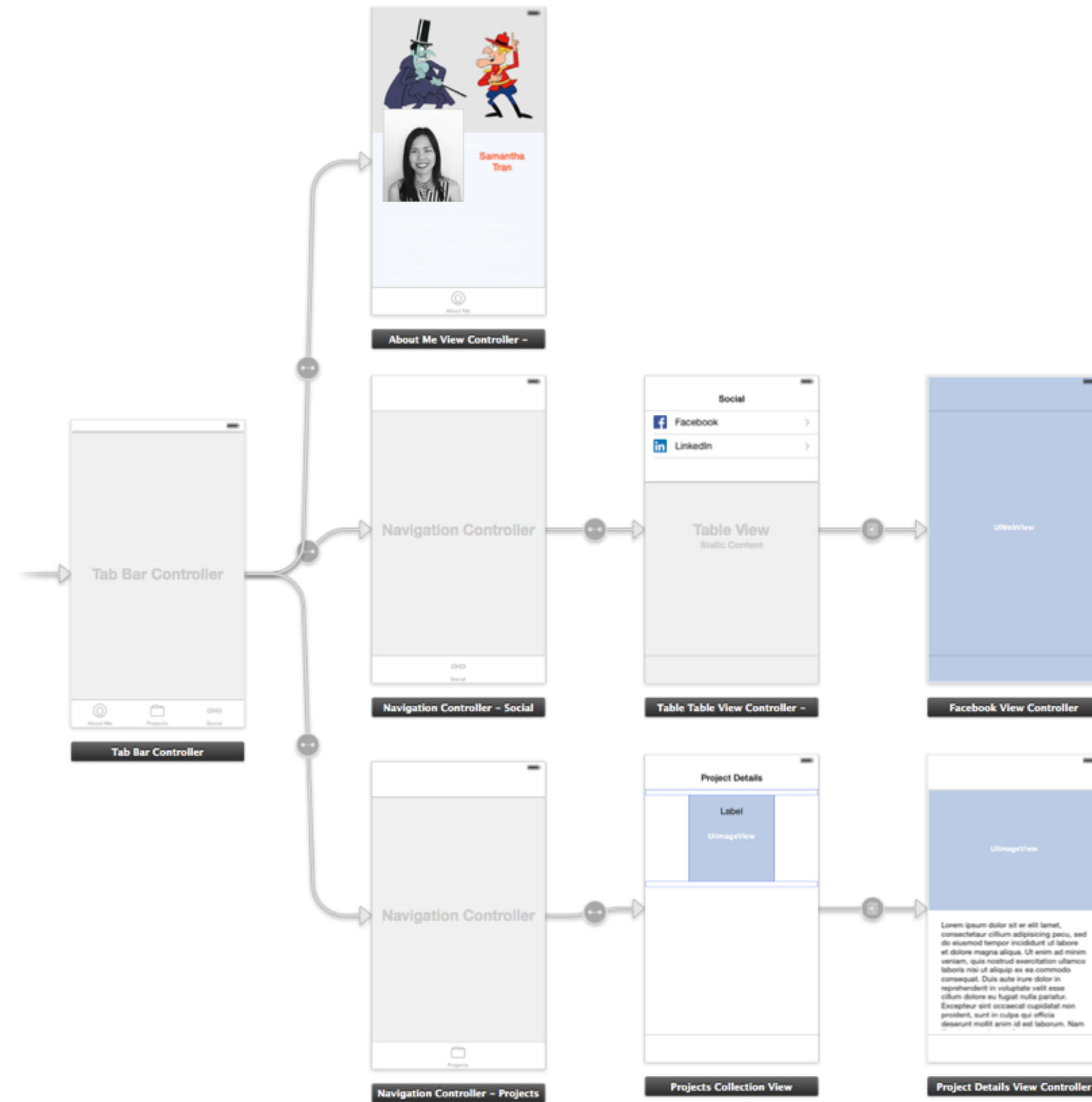
OBJECTIVE-C OVERVIEW

- Objective-C Syntax
- Objective-C Language Structure - Classes, Properties, etc.
- Objective-C Data Types - NSString, NSArray, NSObject, NSDictionary
- Cheat Sheet - <http://cdn1.raywenderlich.com/downloads/RW-Objective-C-Cheatsheet-v-1-5.pdf>

STORYBOARDS

STORYBOARDS

- A **storyboard** is a visual representation of the app's user interface, showing screens of content and the transitions between them.



BUILD YOUR APP!!!

WRAP-UP

WRAP-UP

- How to use XCode
- How to use Storyboards
- Connecting Visual Storyboard Views with ViewController Code
- Reading Documentation

HOMEWORK

- Finish the About Me section of the tutorial if you haven't already
- Personalize the look of your About Me page
- Play around with the different Storyboard right pane options