

# iOS DEVELOPMENT CRASH COURSE

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## Welcome to iOS Development

We're going to start by building a Resume app. Imagine showing that to employers!

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

Now that we got that out of the way, let's get started:

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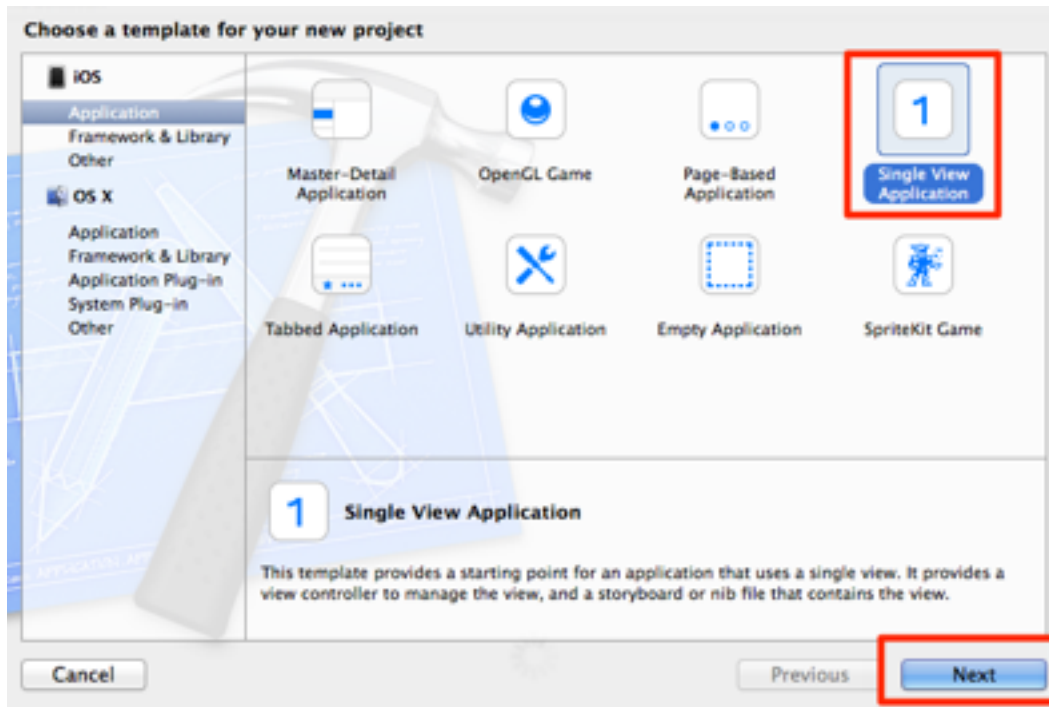
## Get Started

If you do not have Xcode 5 install, install it first via .

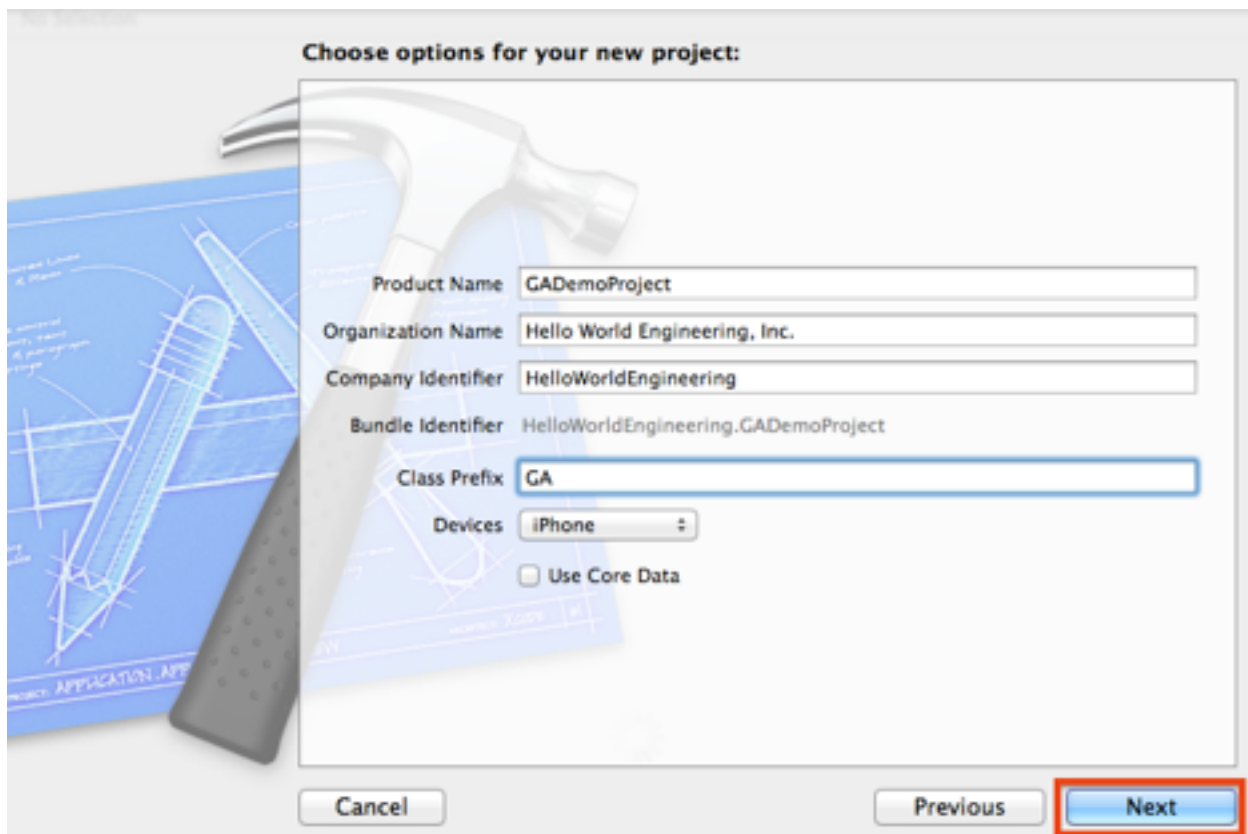
- Now, let's **create** our first **project**!
  - Open Xcode
  - Select **Create** a new **Xcode project**



- Select **Single View Application** and click **Next**:



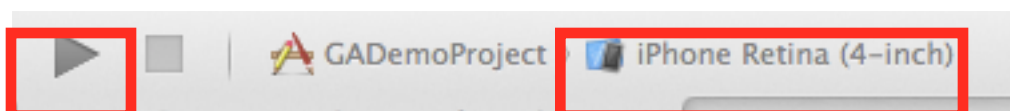
- Fill out your **information** and click **Next**:
  - **Product Name**: Whatever you want your product name to be
  - **Organization Name**: This could be the name of your business, or your name



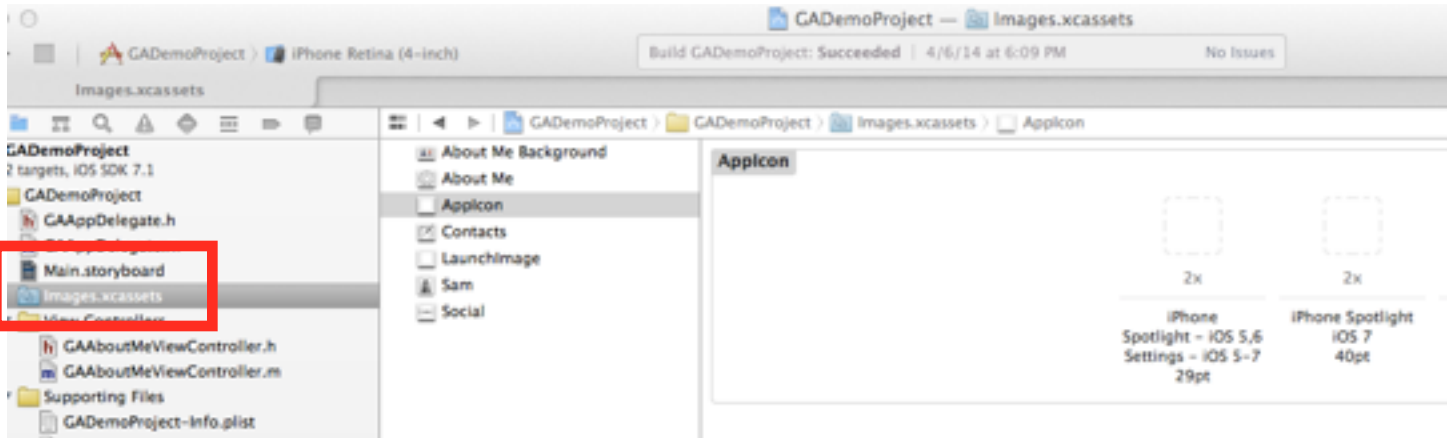
- **Company Identifier:** This needs to be unique. The convention is to use your domain ending (e.g. com) followed by the domain name or your name, so **com.yourname**.
- **Class Prefix:** You can leave this blank or add a 2-3 letter **prefix**. For my company, General Assembly, for example, the prefix would be **GA**. This prefix will be added to all your project files by default, so let's leave it blank for this tutorial to avoid confusion.
- **Devices:** Make sure **iPhone** is selected. In the future, you can make apps for iPad only by selecting the iPad option or for iPad and iPhone by selecting the Universal option.
- Select a folder to save your project in and **Create!**
- Our app is only going to work in **Portrait** mode as a start, so **uncheck** the **Landscape Left** and **Landscape Right** options.

The screenshot shows the 'General' tab in Xcode. Under the 'Identity' section, the 'Bundle Identifier' is 'HelloWorldEng.GADemoProject', 'Version' is '1.0', 'Build' is '1.0', and 'Team' is 'None'. Under the 'Deployment Info' section, the 'Deployment Target' is '7.0', 'Devices' is 'iPhone', and 'Main Interface' is 'Main'. In the 'Device Orientation' section, the 'Portrait' checkbox is checked, while 'Upside Down', 'Landscape Left', and 'Landscape Right' are unchecked. The 'Status Bar Style' is set to 'Default'.

- Click the big **Play** button to run the application in the **iPhone Retina (4-inch)** simulator



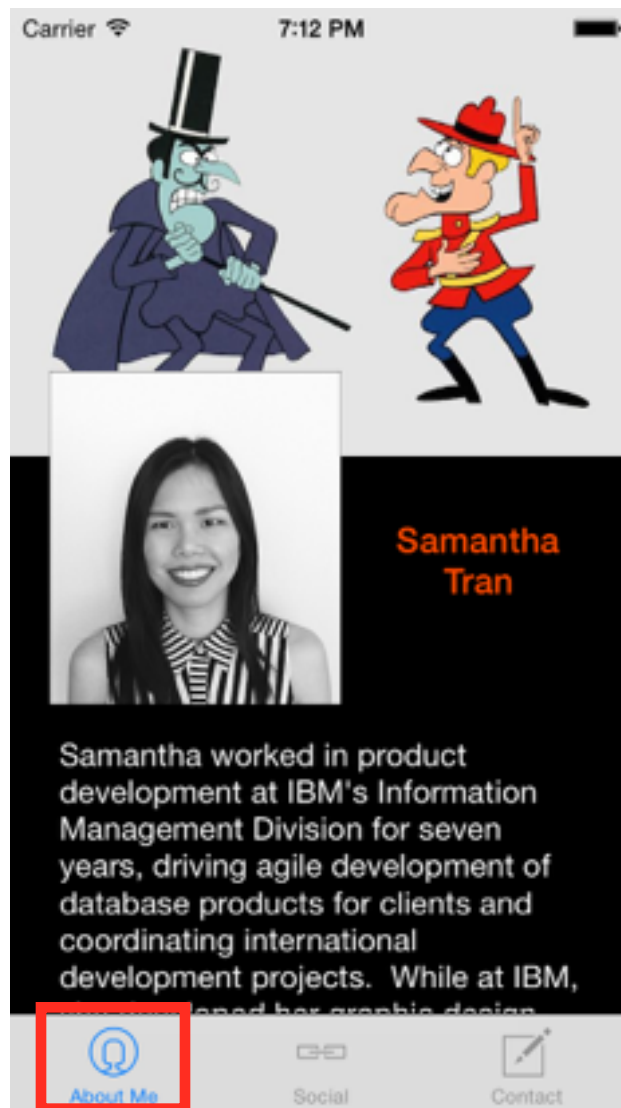
- The project should successfully run, and all you'll see is a white screen.
- Use the **Command + Shift + H** keyboard shortcut to go to the simulator home screen, and see your app icon in action!
- **Homework:** The App Icons and Launch Image are the first image your users see when the app launches. Read the Launch Image section of Apple's iOS Human Interface Guidelines and add an App Icon and Launch Image to your app:



Congratulations, you've created your first iPhone project! Now onto the fun stuff ;)

# About Me

We're going to start by adding the about me tab first. The end result will look something like this:

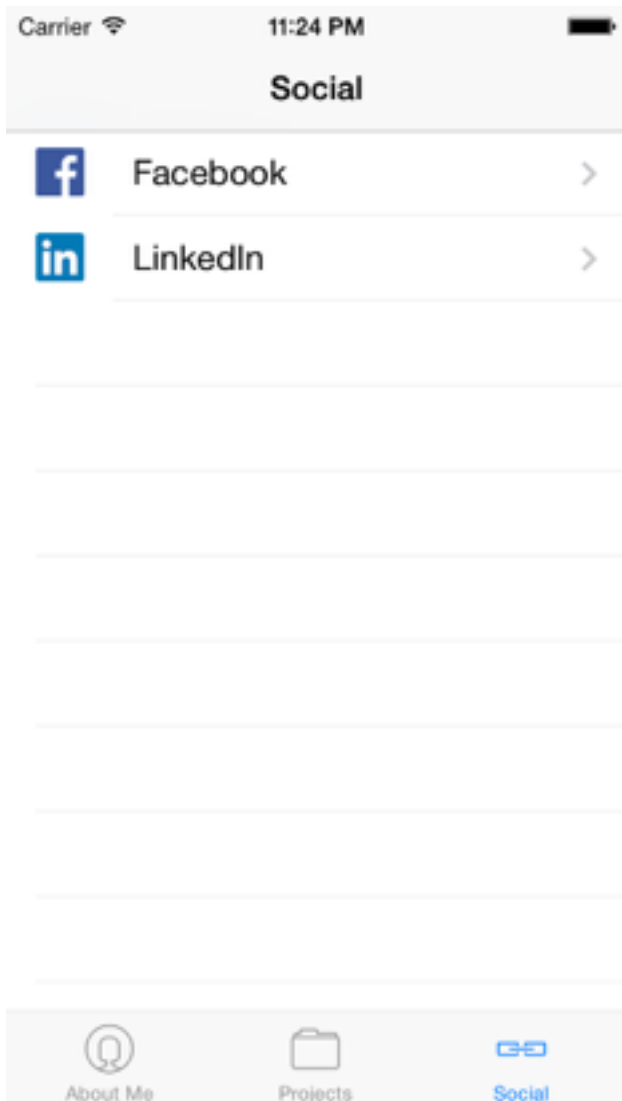


- Open the **Main.storyboard** file. This is where you're going to work on the visual design of your application, and you'll see a View Controller there.
- A **View Controller** is the logic that controls the view, what the users sees. For example, a button is a View, but when the user touches the button, the event is then sent to the View Controller.
- Delete the View Controller that is already included in the StoryBoard. We're going to start the project with the Tab View Controller, since we'll have 3 tabs.

# Social

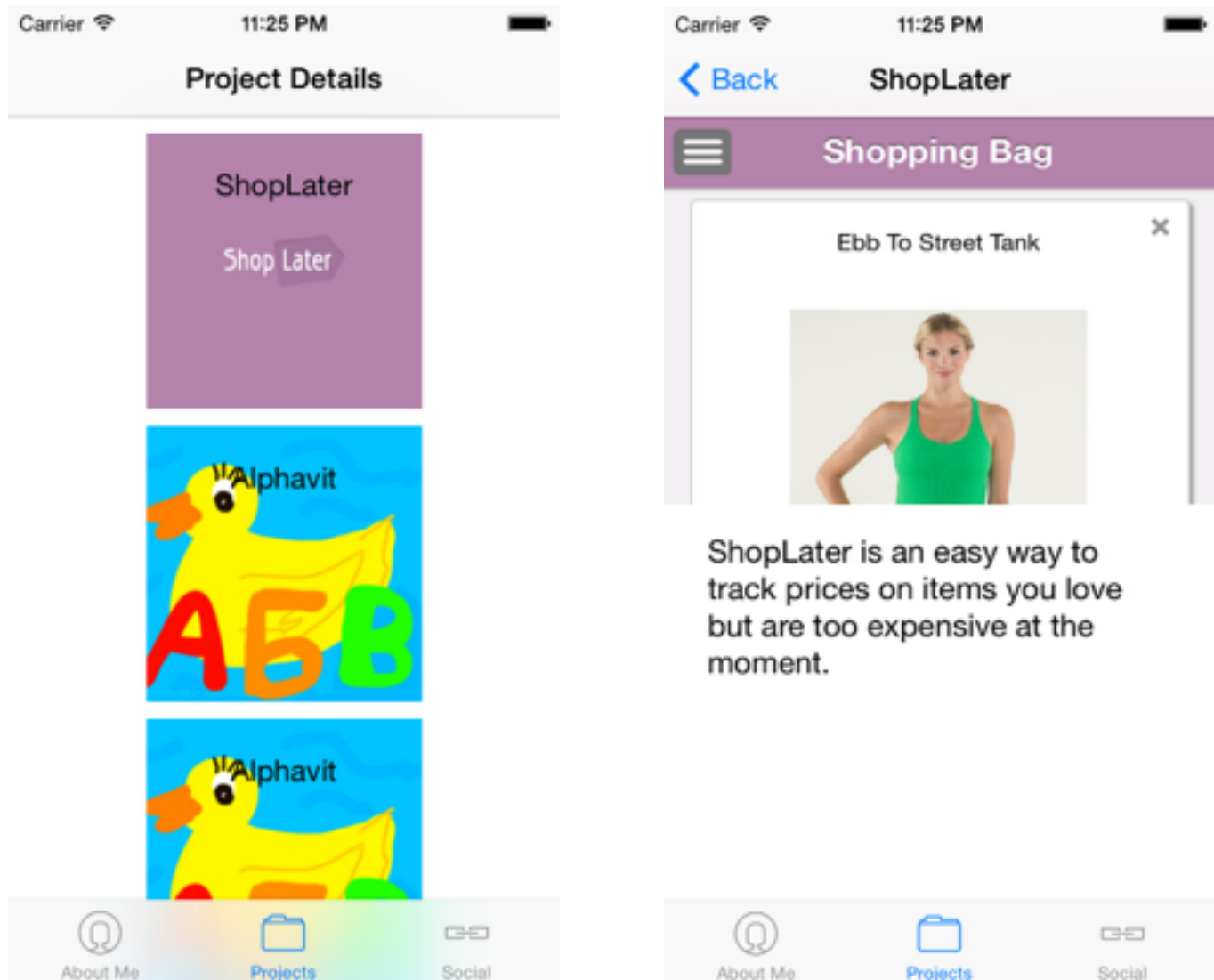
What's the use of a Resume App without easily accessible social links?! So this is what we're building for our second tab:

When a user clicks on one of your social profiles, they'll be taken to a WebView of your social profile.



# Projects

Your Resume app should for sure show off your Projects. So this is what we're going to make next!



In your **Storyboard**, drag on a new **Navigation Controller** and connect it to the **Tab Bar Controller** to create the Projects tab.

- Use the **projects icon** image provided in the Images folder for the Tab Bar Icon Image.
- Rearrange the order of the Tab Bar Icons on the Tab Bar Controller just by dragging the new Projects Icon to the left.
- Remove the TableViewController that came as part of your Projects Navigation Controller, can connect the Projects Navigation Controller to a Collection View Controller.
- Change the title of your Collection View Controller to My Projects.