

MOBILE DEVELOPMENT 5

GETTING STARTED

Kishin Manglani

GETTING STARTED

XCODE 7

GETTING STARTED

GA INTRO

GETTING STARTED

INSTRUCTOR INTRO

INTRODUCTIONS

- 1. WHAT DO YOU DO? WHY ARE YOU TAKING THIS COURSE? WHAT ARE YOUR GOALS?**
- 2. DO YOU HAVE ANY EXPERIENCE PROGRAMMING? IF NOT, WHAT'S YOUR PERCEPTION OF IT?**
- 3. WHAT'S YOUR FAVORITE APP AND WHY?**

GETTING STARTED

LEARNING OBJECTIVES

- › Set course expectations
- › List and define the basic constructs of layout in iOS
- › Outline developer workflow and tools on a high level
- › Create the first iOS project outlining the development process of an app
- › Label Xcode workspace window

GETTING STARTED

SYLLABUS AND PRE-WORK DEBRIEF

GETTING STARTED

CLASS INFORMATION

- › Amount of work expected for class
- › Processes for getting recent class resources
- › Submitting homework
- › Final project
- › Syllabus and learning goals

GETTING STARTED

PROGRAMMING POLL

GETTING STARTED

GETTING THINGS ON THE SCREEN

GETTING STARTED

GETTING VIEWS ON SCREEN

- To start understanding iOS apps, we'll first tackle 'views' on the screen
- Almost everything we see on screen is a view
- There are lots of kinds of views
 - Buttons, labels, tables, images, etc
- UIKit

GETTING STARTED

UIKIT

- UIKit is the framework Apple gives you to make user interface elements
- What does that mean?

GETTING STARTED

UIKit

- Basically, it means that Apple gives us code to use, so we don't have to create UI components from scratch
- Every app has buttons, text, scrolling, tabs, “screens” and all of this code is bundled into UIKit
- Every screen you see is a view controller—view controllers are a part of UIKit

GETTING STARTED

XCODE PROJECTS

GETTING STARTED

OUR FIRST PROJECT

- Open Xcode
- Create new project (Command + Shift + N)
- Add user interface elements to project (Using Storyboards)
- Change user interface element properties
- Discuss the different project templates

GETTING STARTED

CODE ALONG

GETTING STARTED



EXERCISE

KEY OBJECTIVE(S)

Learn the flow of building a new project. Add UI elements to project and modify their properties.

TIMING

- 15 min* 1. Work with a partner
- 5 min* 2. Debrief

DELIVERABLE

Create a new project. The view controller should display text that contains a short bio. The project should have a button with the text “Goals”.

GETTING STARTED

GIT/GITHUB

GETTING STARTED

GITHUB

- A social network for sharing and collaborating on code
- What we'll use to get slides, submit homework, post resources, collaborate on the final project
- Free, as long as what you post is public

GETTING STARTED

GITHUB

- <https://github.com/ga-students/MOB-NYC-5>
- <http://bit.ly/1iJHycu> (same as above)

GETTING STARTED

GIT

- The ‘pipes’ that power github
- Many developers use the command line, though we’ll use an app
- A general-purpose ‘version control’ tool that lets us:
 - Back up
 - Revert
 - Collaborate
 - ...our code

GETTING STARTED

GIT

- Repository (repo)
- Branches
 - master - typically the repository's main branch. Depending on the work flow it is the one people work on or the one where the integration happens
- Commits

GETTING STARTED

GITHUB WALKTHROUGH

GETTING STARTED

Q&A