

Your First iOS and UIKit App

Jul 24 2018 · Video Course (2 hrs, 46 mins) · Beginner

This is an alternative version of Your First iOS and SwiftUI App - but instead of using SwiftUI to build the user interface, it uses UIKit.

Continue

4.9/5★★★★★94 Ratings

Version

Swift 4, iOS 12, Xcode 10

Getting StartediOS & Swift Tutorials

Basic Controls

- ✓

Introduction 2:27FREE

Learn about the first app you'll build - a simple but fun game called Bull's Eye - and get a preview of all the things you'll learn throughout this part.
- ✓

Challenge: Making a Programming To-Do List 4:04FREE

Make a programming to-do list of all the things you'll need to do to build the game. This helps build a good programming practice of gathering requirements first!
- ✓

Buttons and Actions 8:59FREE

Learn how to add a button to the app and connect it to some Swift code that prints a message to the console.
- ✓

Alerts 5:30FREE

Learn how to make the app display a popup alert when you tap a button.
- ✓

Solving Problems 7:33FREE

Learn how to solve problems beginners frequently run into, such as what to do when your app crashes.
- ✓

Challenge: Connecting Actions 2:30FREE

Practice connecting an action performs on a button - such as a tap - to some Swift code that you write.
- ✓

How Does an App Work 2:40FREE

Learn how apps actually work under the hood, by learning about objects, messages, and events.
- ✓

Portrait vs. Landscape 3:40FREE

Learn how to convert your app from portrait to landscape mode.
- ✓

Challenge: Basic Controls 5:26FREE

Practice adding basic controls like sliders, buttons, and labels into your app by creating the basic layout of the Bulls-eye game.
- ✓

Conclusion 0:29FREE

Let's review where you are with your programming to-do list, and discuss what's next.

Outlets

- ✓

Introduction 0:55FREE

Let's review what you'll be learning in this part, and why it's important.
- ✓

Objects, Data and Methods 4:10FREE

Learn the basics of object-oriented programming, so you can better understand the Swift code you are writing.
- ✓

Strings 3:36FREE

Learn about a very important data type you'll use in your iOS apps, which you can use to store a sequence of characters.
- ✓

Variables 8:14FREE

Learn how to detect when the user moves the slider, and how to store the result in a variable.
- ✓

Challenge: Your First Bug 1:38FREE

In this challenge, you'll come across your first bug - and you'll try and fix it.
- ✓

Connecting Outlets 5:21FREE

Learn about one of the fundamental techniques in iOS development: connecting views like buttons or labels from your storyboard to outlets in your code.
- ✓

Writing Methods 7:01FREE

Learn how to add multiple rounds into Bulls-Eye, and how to write your own methods along the way.
- ✓

Challenge: Connecting Outlets 2:36FREE

Get some more practice connecting views from your storyboard to outlets that you can access from Swift code.
- ✓

Conclusion 0:30FREE

Let's review where you are with your programming to-do list, and discuss what's next in this course.

Coding Basics

- ✓

Introduction 0:46FREE

Let's review what you'll be learning in this part of our Your First iOS App course, and why it's important.
- ✓

Challenge: How to Calculate the Difference 2:51FREE

See if you can figure out an algorithm to calculate the positive difference between the target value and the slider value.
- ✓

Calculating the Difference 2:40FREE

Implement the algorithm you just designed to calculate the difference using Swift.
- ✓

Challenge: Calculating the Difference 1:42FREE

Try improving the algorithm to calculate the difference so it is written in less lines of code.
- ✓

Variables vs. Constants 2:51FREE

Finalize the difference algorithm and score calculation, and learn about an important Swift concept: the difference between variables and constants.
- ✓

Type Inference 1:32FREE

Add the ability to track the user's total score, and learn about something cool called Swift type inference along the way.
- ✓

Challenge: Showing the Score 1:33FREE

Practice some coding basics by modifying Bull's Eye to display the player's total score.
- ✓

Challenge: Tracking Rounds 2:12FREE

It's time for an even bigger challenge: modifying Bull's Eye to keep track and report the current round of the game.
- ✓

Adding Polish 2:29FREE

In this video you will add some polish to the app by telling the player how well they did each round.
- ✓

Challenge: Adding Polish 1:38FREE

Get some final practice with coding basics by giving the user bonus points if they are very close to the target.
- ✓

Conclusion 0:45FREE

Let's review where you are with your programming to-do list, and discuss what's next.

Coding Practice

- ✓

Introduction 0:45FREE

Let's review what you'll be learning in this section, and why it's important.
- ✓

Challenge: Local vs. Instance Variables 3:12FREE

Try this challenge to make sure you understand the difference between local and instance variables, which is a common point of confusion for beginners to programming.
- ✓

Closures 4:43FREE

Learn how to use an important construct in Swift called closures, which you often use to provide a block of code that is executed some time in the future.
- ✓

Challenge: Starting Over 2:13FREE

Get some more coding practice by implementing the "Start Over" button in Bull's Eye.
- ✓

Adding Extra Screens 5:41FREE

Learn how to add multiple screens to your iOS apps, by adding an About screen into Bull's Eye.
- ✓

Challenge: Adding Extra Screens 4:19FREE

Practice adding multiple screens into your iOS apps, by adding an About the Author screen into Bull's Eye.
- ✓

Conclusion 0:23FREE

Let's review where you are with your programming to-do list, and discuss what's next.

Styling the App

- ✓

Introduction 0:54FREE

Let's review what you'll be learning in this section of the course, and why it's important to learn.
- ✓

Styling with Images and Labels 4:50FREE

In this video you'll learn how to add a background image to your app, and how to style labels.
- ✓

Challenge: Styling with Labels 2:02FREE

In this challenge, you'll style the rest of the labels in Bull's Eye.
- ✓

Styling with Buttons and Sliders 9:33FREE

Learn how to style buttons to use custom images, and how to style sliders to use custom thumb images.
- ✓

Challenge: Styling the About Screen 3:25FREE

In this challenge, you'll get practice with styling your apps by improving the look of the About screen.
- ✓

Web Views and Developer Documentation 8:57FREE

Learn how to add web views into your apps to display web pages, and learn how to use Xcode's developer documentation in your day-to-day development.
- ✓

Introduction to Auto Layout 5:57FREE

Learn how to use Auto Layout, a core UIKit technology that makes it easy to support many different screen sizes.
- ✓

Challenge: Introduction to Auto Layout 3:51FREE

In this challenge, you'll get practice with auto layout by setting up Auto Layout on the About screen.
- ✓

App Icon and Display Name 1:49FREE

In this video you'll learn how to set up your app icon, and how to change the display name of your app.
- ✓

Running the App on your Device 3:47FREE

Learn how to run your app on your own physical device so you can carry it around and show it off to your friends!
- ✓

Conclusion 1:05FREE

Let's review what you learned in this course and discuss where to go from here to continue your iOS learning journey

Who is this for?

Total beginners — no Swift, iOS, or previous developer knowledge required! This course walks you through building an app from start to finish.

You'll start by learning about basic controls and how apps work under the hood. Then, you'll master app fundamentals like outlets, strings, and variables. You'll even learn how to fix bugs! You'll get a primer in coding basics to level-up your app-development skills. You'll add more cool functionality to your game and practice your new coding skills.

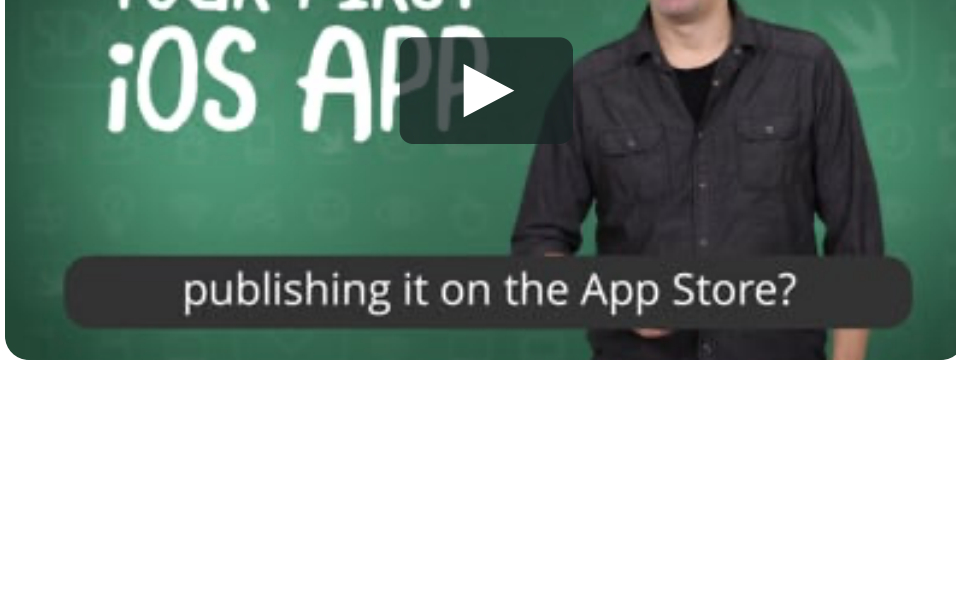
Finally, you'll amp up the flair by learning how to style your app!

This course isn't suited for intermediate or advanced developers. If that's you, check out our [intermediate](#) or [advanced](#) video courses for more ways to level-up your developer skills!

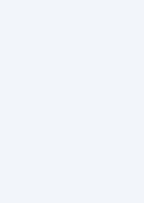
Covered concepts

- This course covers all the concepts you'll need to build your first app! Here are some of the topics you'll conquer along the way:
- ✓ Swift basics
 - ✓ OO programming
 - ✓ iOS ecosystem
 - ✓ Controls
 - ✓ Methods
 - ✓ Strings
 - ✓ Outlets
 - ✓ Autolayout
 - ✓ Variables
 - ✓ Functions
 - ✓ Bug Fixes
 - ✓ Popups
 - ✓ Notifications
 - ✓ Saving Data
 - ✓ User Interface
 - ✓ Score Tracking
 - ✓ App Store
 - ✓ Styling

Trailer



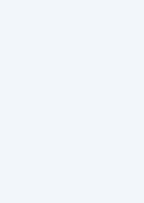
Contributors



Ray Wenderlich

Ray is part of a great team - the [raywenderlich.com](#) team, a group of over 200 developers and editors from across the world. He...

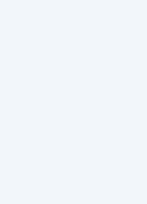
INSTRUCTOR



Christine Sweigart

Christine is Razeware's administrative assistant and video editor. For many years she fostered a strong dislike of green...

EDITOR



Andrew Bristow

EDITOR

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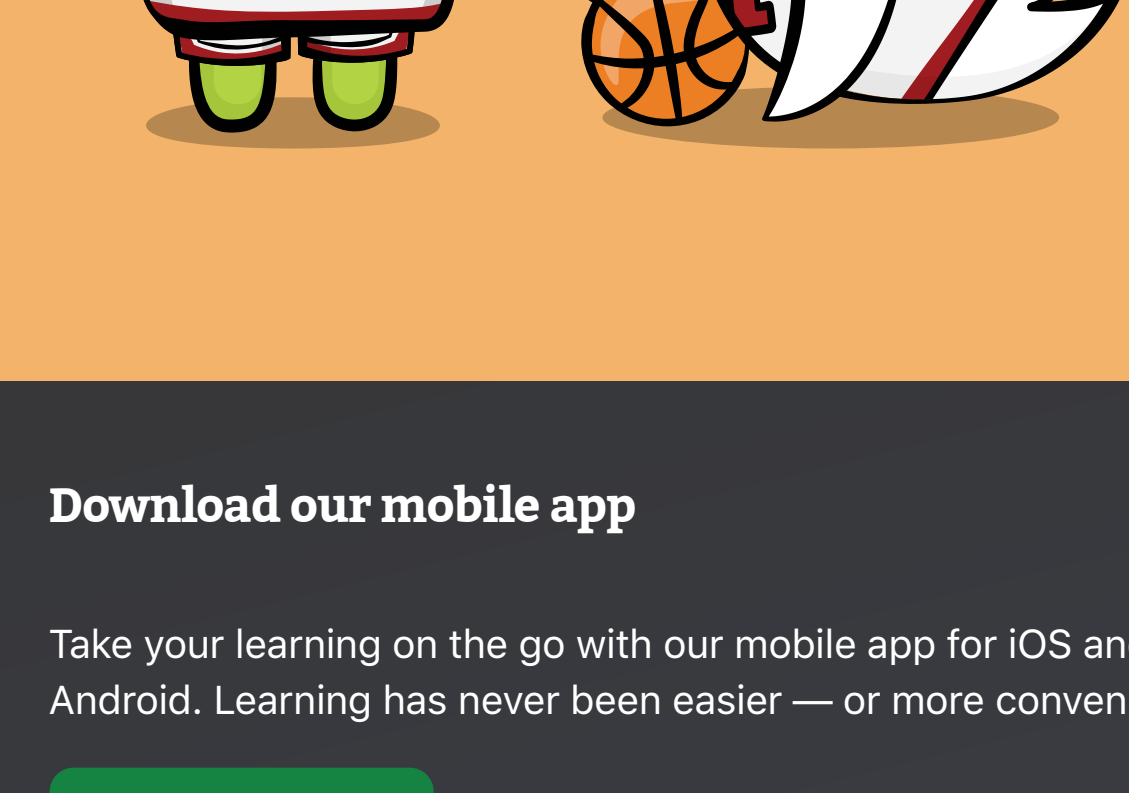
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