

W E S T E R N
FOUNDERS
NETWORK

iOS Programming Educationals

Session #1

```
NSLog(@"Hello World!");
```

Variables

```
NSString *helloWorldString=@"Hello World!";  
NSLog(@"%@", helloWorldString);
```

```
int number = 1;  
NSLog(@"%d", number);
```

Variables

```
NSString *helloWorldString=@"Hello World!";  
NSLog(@"%@", helloWorldString);
```

```
int number = 1;  
NSLog(@"%d", number);
```

- Programming involves storing and working with different types of data. This is done by using **variables**
- A **variable** stores a piece of **data**, and gives it a specific **name**

Variables

The variable will have a different type based on what they are storing

- **NSString**: Stores a string of characters (words or sentences)
- **int**: Stores a integer
- **BOOL**: Stores a boolean (YES or NO)
- **double**: Stores a number with decimal places

Variables

The variable will have a different type based on what they are storing

- `NSString`: Stores a string of characters (words or sentences)
- `int`: Stores a integer
- `BOOL`: Stores a boolean (YES or NO)
- `double`: Stores a number with decimal places

```
NSString *myString=@"Coding is so much fun!";  
int number=12;  
BOOL myBool=YES;  
double decimalNumber=15.92;
```

Variables

Example

```
int int1=6;  
int int2=8;  
int sum=int1+int2;  
NSLog(@"Integer %d plus %d equals %d",int1, int2,sum);
```

Logical Operators

Comparing Data

Equal Operator: **a == b** : **YES** if a **EQUALS** b. **NO** if a does not **EQUAL** b.

Or Operator: **a || b** : **YES** if a is true **OR** if b is true. **NO** if both is false.

And Operator: **a && b** : **YES** if both and **AND** b are true. **NO** if one is false.

Not Operator: **!a** : **YES** if a is false. **NO** if a is true.

If-Else Statements

```
int myInt=5;

if(myInt==5){
    //Do something
}
else if (myInt==7){
    //Do some other things
}
else{
    //Do some other other things...
}
```

This is a comment!



Example

Example

```
BOOL youStudy=NO;  
  
if(youStudy){  
    NSLog(@"You wont fail!");  
}  
else{  
    NSLog(@"You fail 😭");  
}
```

Start here...

ViewController.m

ViewController.m

```
//  
//  ViewController.m  
//  Lecture1  
//  
//  Created by Mark Hall on 2014-10-27.  
//  Copyright (c) 2014 Founders Network. All rights reserved.  
//
```

```
#import "ViewController.h"
```

```
@implementation ViewController
```

```
- (void)viewDidLoad {  
    [super viewDidLoad];
```

```
    //Code executed when the app starts up
```

```
}
```

```
@end
```

STORY BOARD



View Controller

Submit

ViewController.m

```
#import "ViewController.h"
```

```
@interface ViewController ()  
@property (weak, nonatomic) IBOutlet UILabel *myLabel;  
@end
```

```
@implementation ViewController  
- (IBAction)buttonPressed:(id)sender {  
    //Code executed when button is pressed  
}  
  
- (void)viewDidLoad {  
    [super viewDidLoad];  
    //Code executed when the app starts up  
}  
  
@end
```

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PROJECT I

Text-based Game