

W E S T E R N
FOUNDERS
NETWORK

iOS PROGRAMMING EDUCATIONALS
Session #1

QUESTIONS?

E | EDUCATION@FOUNDERSNETWORK.CA

Topics Today

- Intro to Xcode
- Intro to Objective-C
- Variables
- Logical Operators
- If-else Statements
- Intro to StoryBoard & Interface Builder

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XCODE

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

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

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


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.

Logical Operators

Comparing Data

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

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

```
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
```

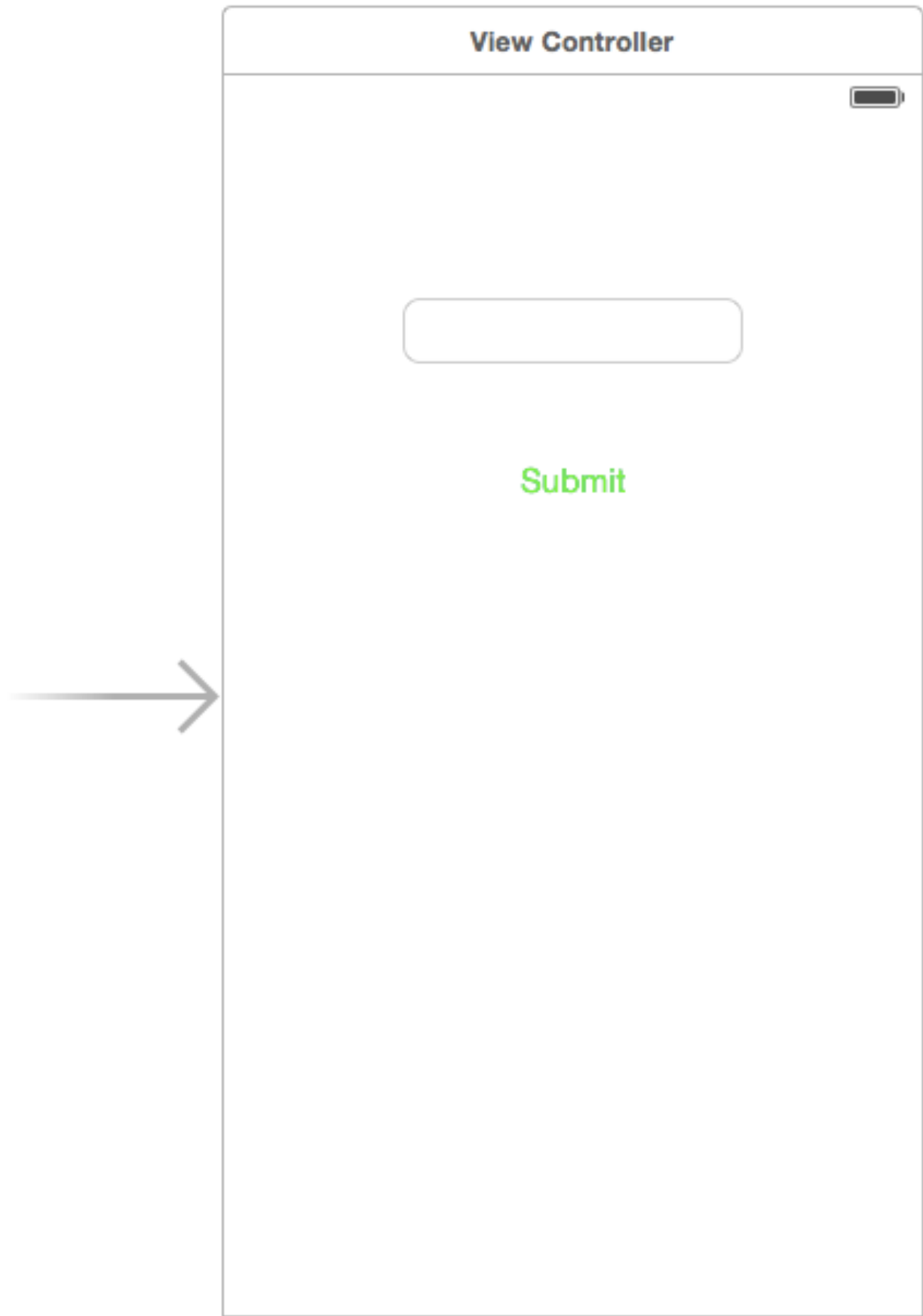
```
- (void)viewDidLoad {  
    [super viewDidLoad];
```

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

```
}
```

```
@end
```

STORY BOARD



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