Good training practices

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1. Encourage creativity

2. Talk slowly and clearly

3. Use pretty language e.g. ‘Lovely’, ‘smashing’

4. Praise the user when possible

1. Ingredients

a. Xcode

b. Blogs

c. App Developer sites

2. A tour of Xcode

a. Various options

b. Downloading on windows

3. Our first App

a. Labels

b. Text

c. buttons

d. View Controller

e. Adding a label via code part 1

f. Adding a label via code part 2 ( by clicking a button)

4. Our second App : Temperature Conversions

a.Scenario

b. Button

c. Label

d. Text

e. Images

f. optionals

g. if statement

h else statement

g. type conversions

h. project crash demo

i. good programming practice

j. naming conventions