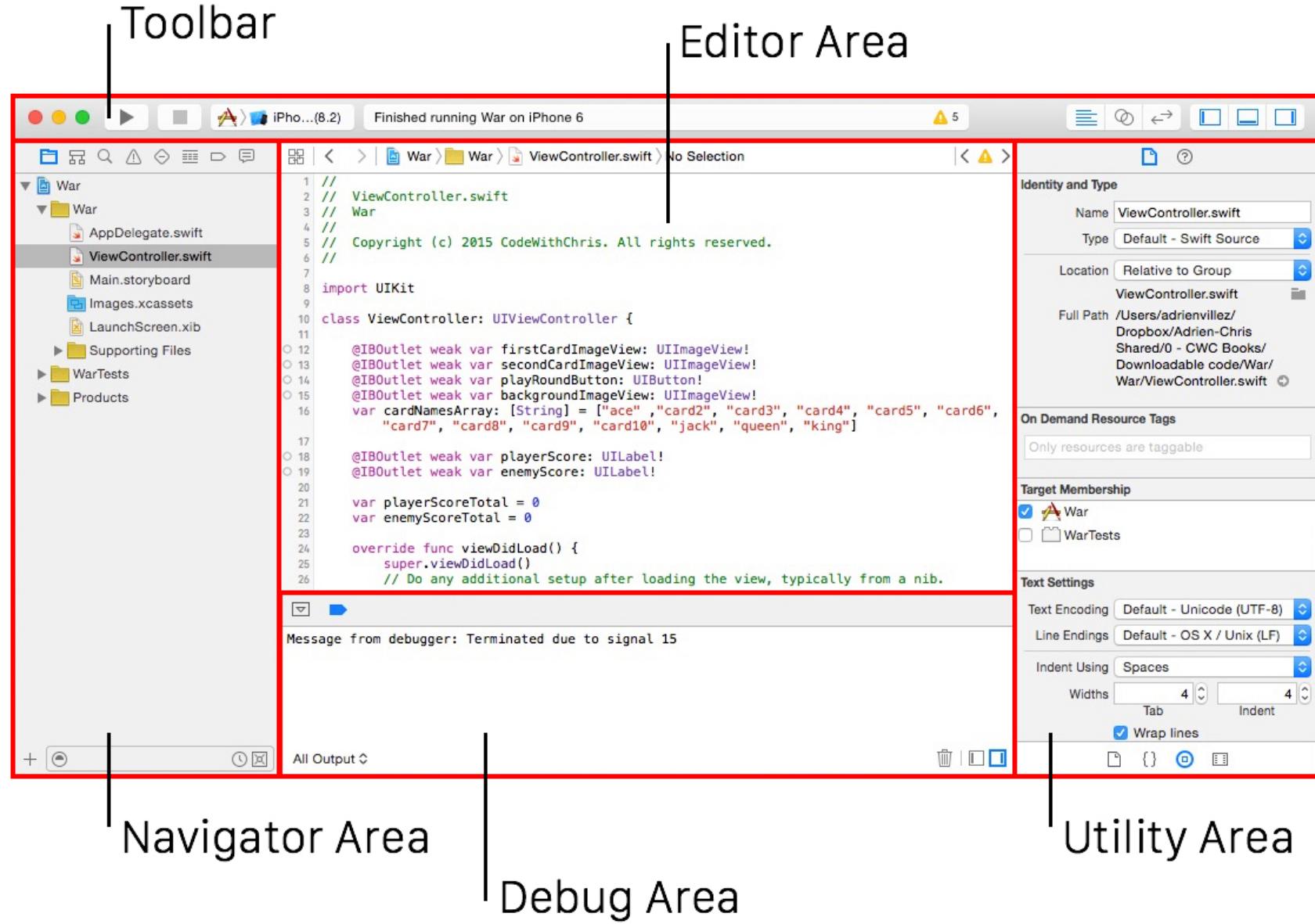
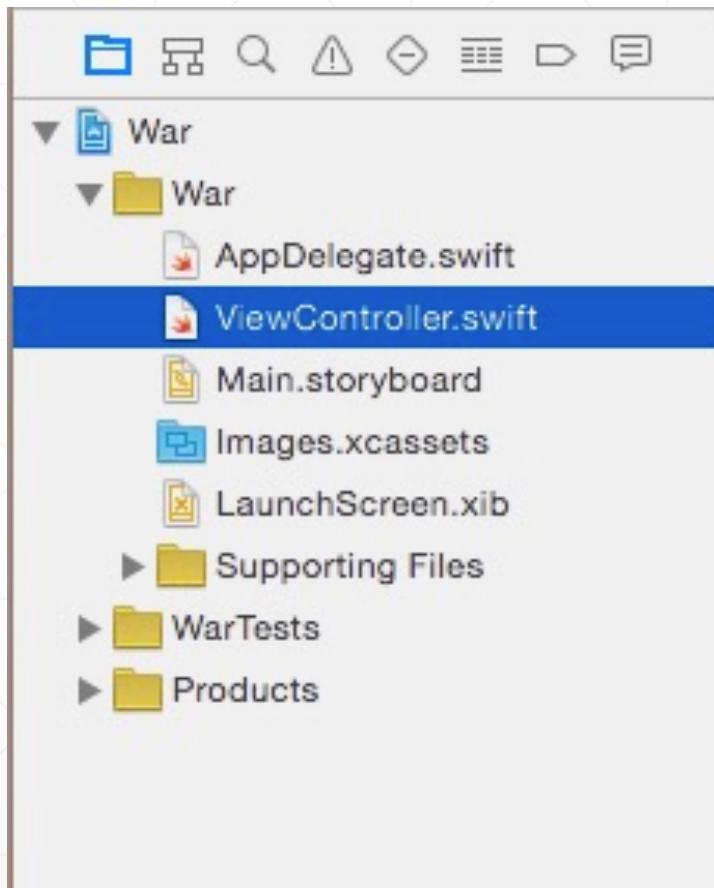


Agenda

- Xcode intro
- Music Venue app





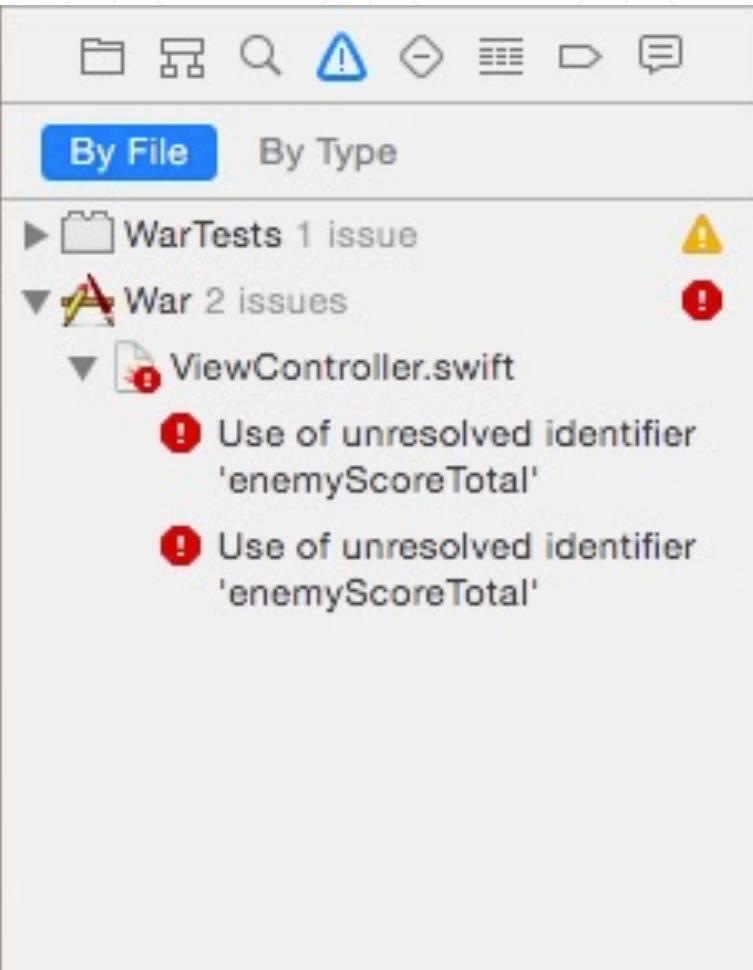


The screenshot shows the Xcode interface with the following details:

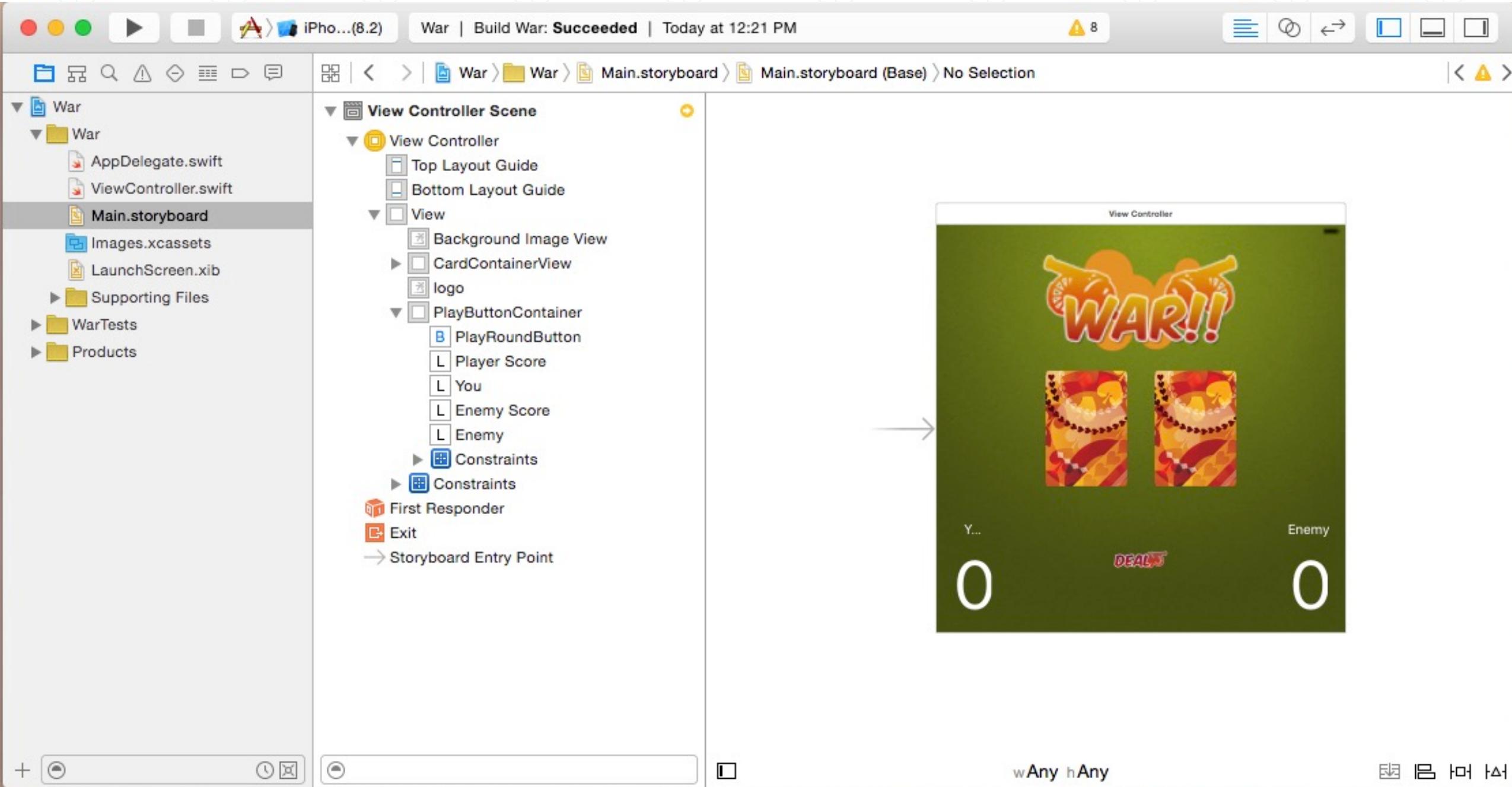
- Top Bar:** Shows standard Mac OS X window controls (red, yellow, green), a project icon labeled "iPho... (8.2)", the title "War | Build War: Succeeded | Yesterday at 5:00 PM", and a warning count of 5.
- Left Navigator:** Displays the project structure under "War".
 - War**: Contains:
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - Supporting Files**
 - WarTests**
 - Products**
- Central Editor:** The "Info" tab of the "War" target settings.
 - Deployment Target:** iOS Deployment Target set to 8.2.
 - Configurations:** Name is "Based on Configuration File".
 - Debug: No Configurations Set
 - Release: No Configurations Set
 - Localizations:** English – Development Language, 2 Files Localized.
- Right Panel:** "Identity and Type" section for the project.
 - Name: War
 - Location: Absolute
 - Containing directory: /Users/adrienvillez/Dropbox/Adrien-Chris/Shared/0 - CWC Books/Downloadable code/War/War.xcodeproj
 - Project Document:
 - Project Format: Xcode 3.2-compatible
 - Organization: CodeWithChris
 - Class Prefix: (empty)
 - Text Settings:
 - Indent Using: Spaces
 - Widths: Tab width is 4, Indent width is 4
 - Wrap lines: checked
 - Source Control:
 - Repository: --
 - Type: --
 - Current Branch: --
 - Version: --

The screenshot shows the Xcode interface with the 'Find' results window open. The search term 'playerScore' is entered in the search bar. The search scope is set to 'In Project' and 'Ignoring Case'. The results list includes items from 'Main.storyboard (Base)' and 'ViewController.swift'. In 'Main.storyboard (Base)', there is an outlet connection for a View Controller to an outlet named 'playerScore'. In 'ViewController.swift', there is a code block that increments a variable 'playerScoreTotal' and updates the 'playerScore' label's text.

```
playerScore
Main.storyboard (Base) War
View Controller: Outlet = "playerScore"
ViewController.swift War
@IBOutlet weak var playerScore: UILabel!
var playerScoreTotal = 0
playerScoreTotal += 1
self.playerScore.text = String(playerScoreTotal)
self.playerScore.text = String(playerScoreTotal)
```

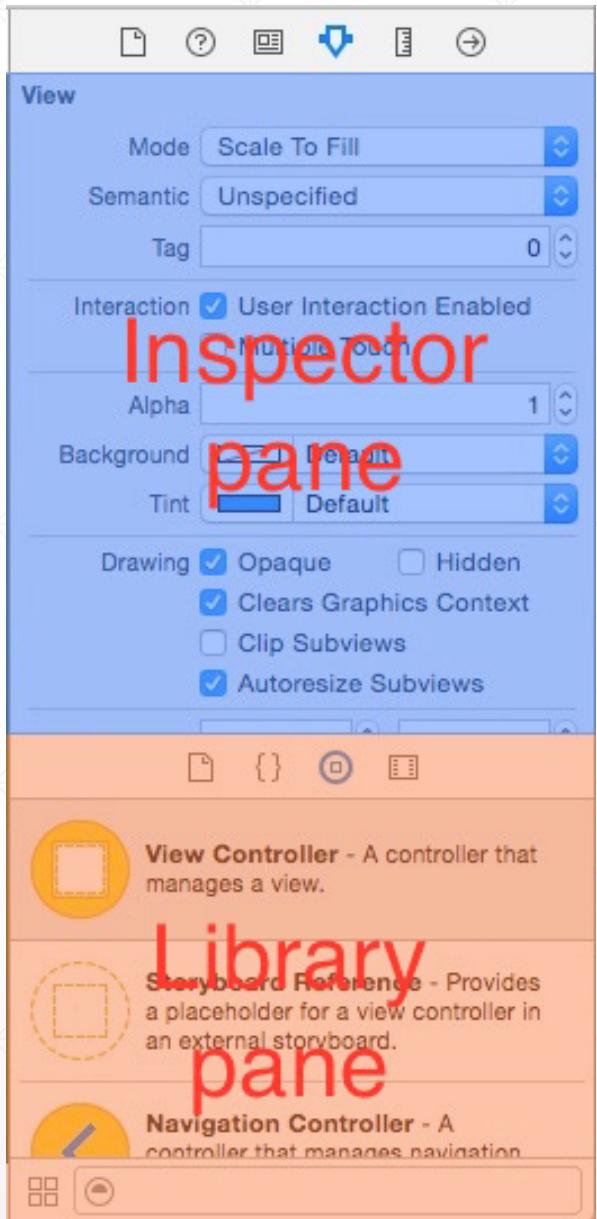


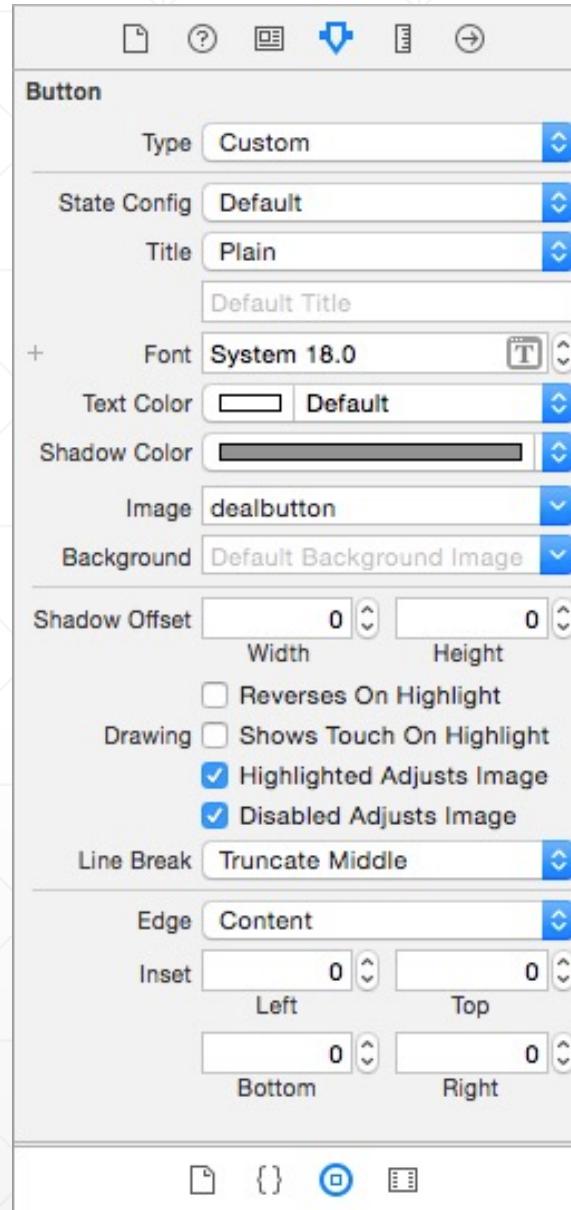
```
1 // ViewController.swift
2 // War
3 //
4 // Copyright (c) 2015 CodeWithChris. All rights reserved.
5 //
6
7 import UIKit
8
9
10 class ViewController: UIViewController {
11
12     @IBOutlet weak var firstCardImageView: UIImageView!
13     @IBOutlet weak var secondCardImageView: UIImageView!
14     @IBOutlet weak var playRoundButton: UIButton!
15     @IBOutlet weak var backgroundImageView: UIImageView!
16     var cardNamesArray: [String] = ["ace", "card2", "card3", "card4", "card5", "card6",
17                                     "card7", "card8", "card9", "card10", "jack", "queen", "king"]
18
19     @IBOutlet weak var playerScore: UILabel!
20     @IBOutlet weak var enemyScore: UILabel!
21
22     var playerScoreTotal = 0
23     var enemyScoreTotal = 0
24
25     override func viewDidLoad() {
26         super.viewDidLoad()
27         // Do any additional setup after loading the view, typically from a nib.
28     }
29 }
```



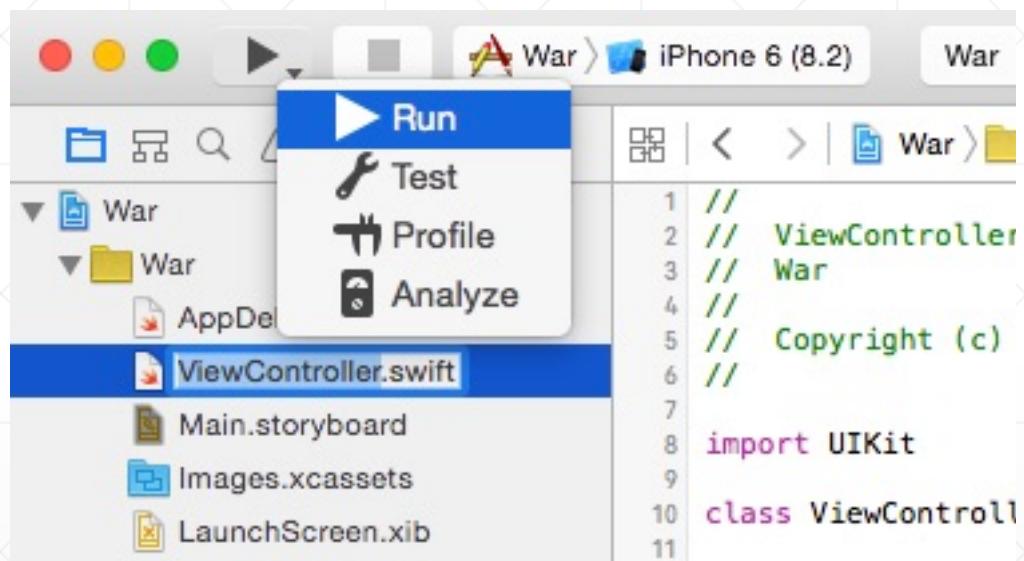
```
24     override func viewDidLoad() {  
25         super.viewDidLoad()  
26         // Do any additional setup after loading the view, typically from a nib.  
27  
28         // self.playRoundButton.setTitle("Play", forState: UIControlState.Normal)  
29     }  
30 }
```

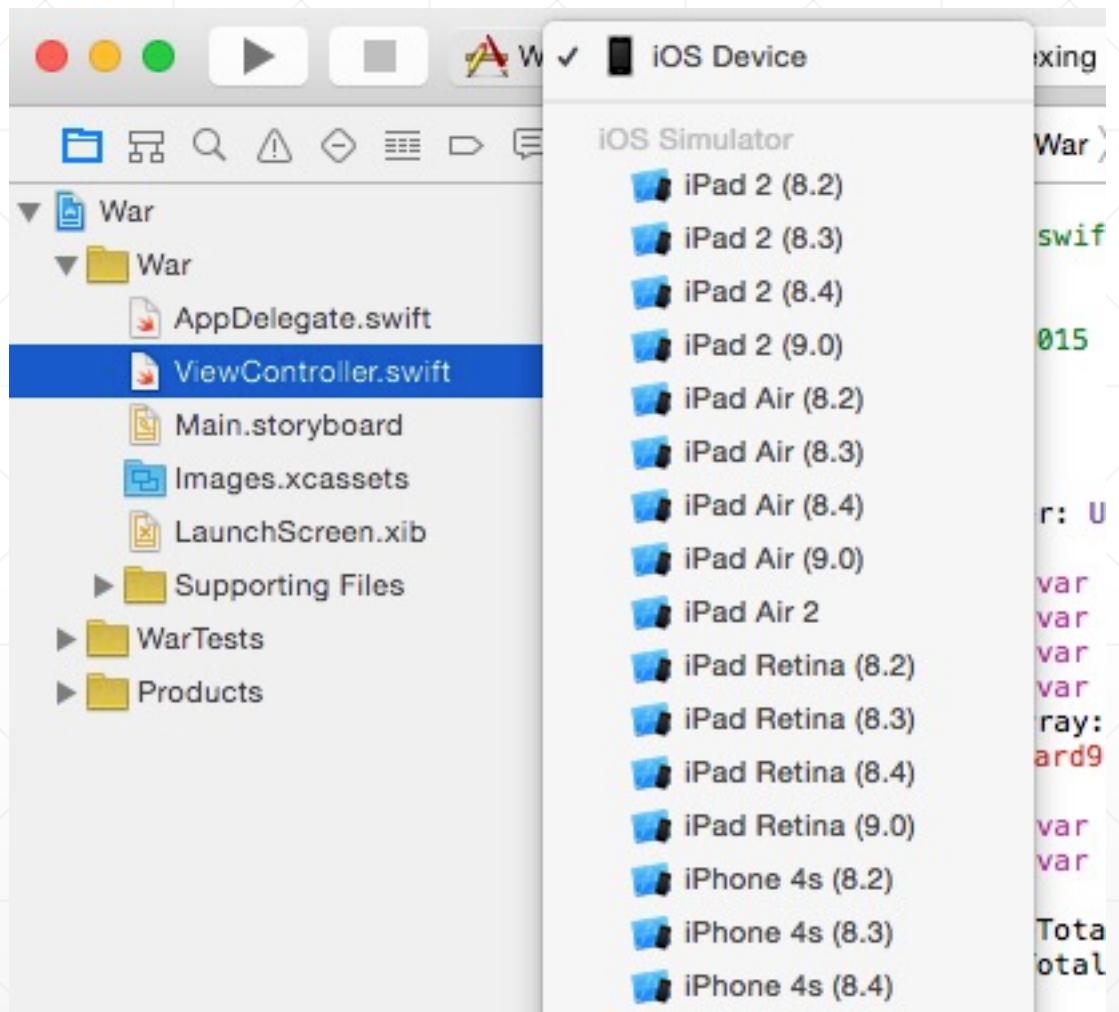


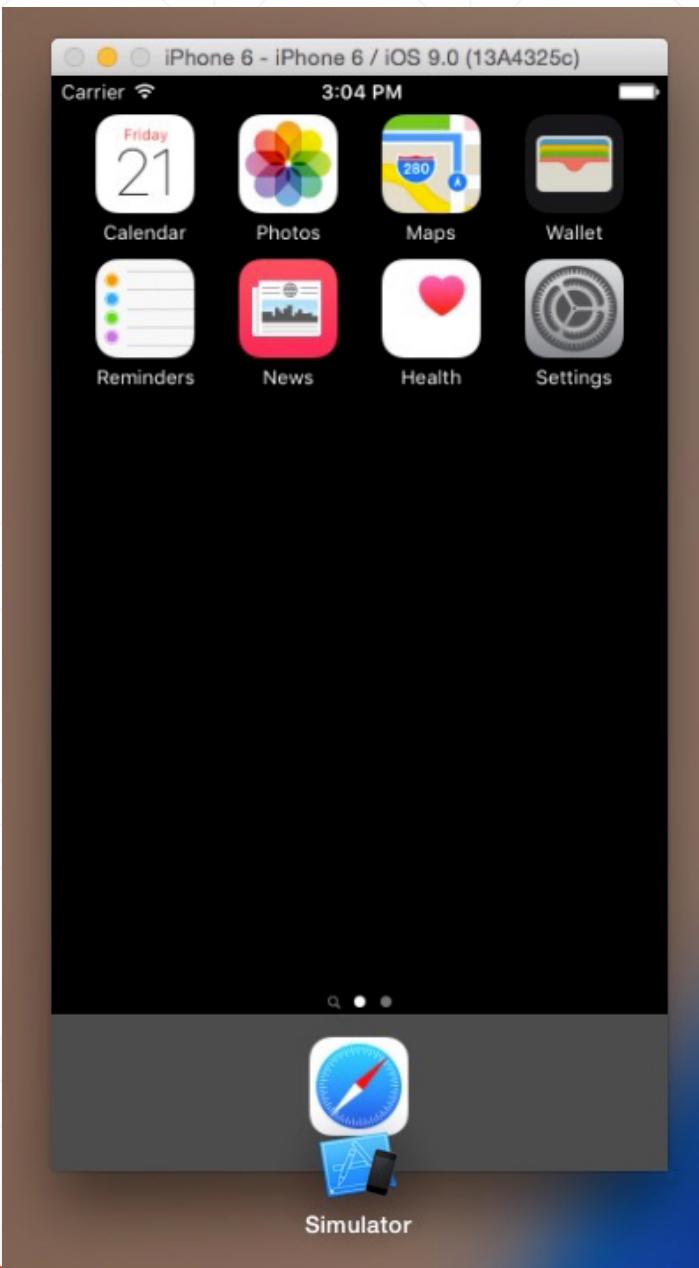


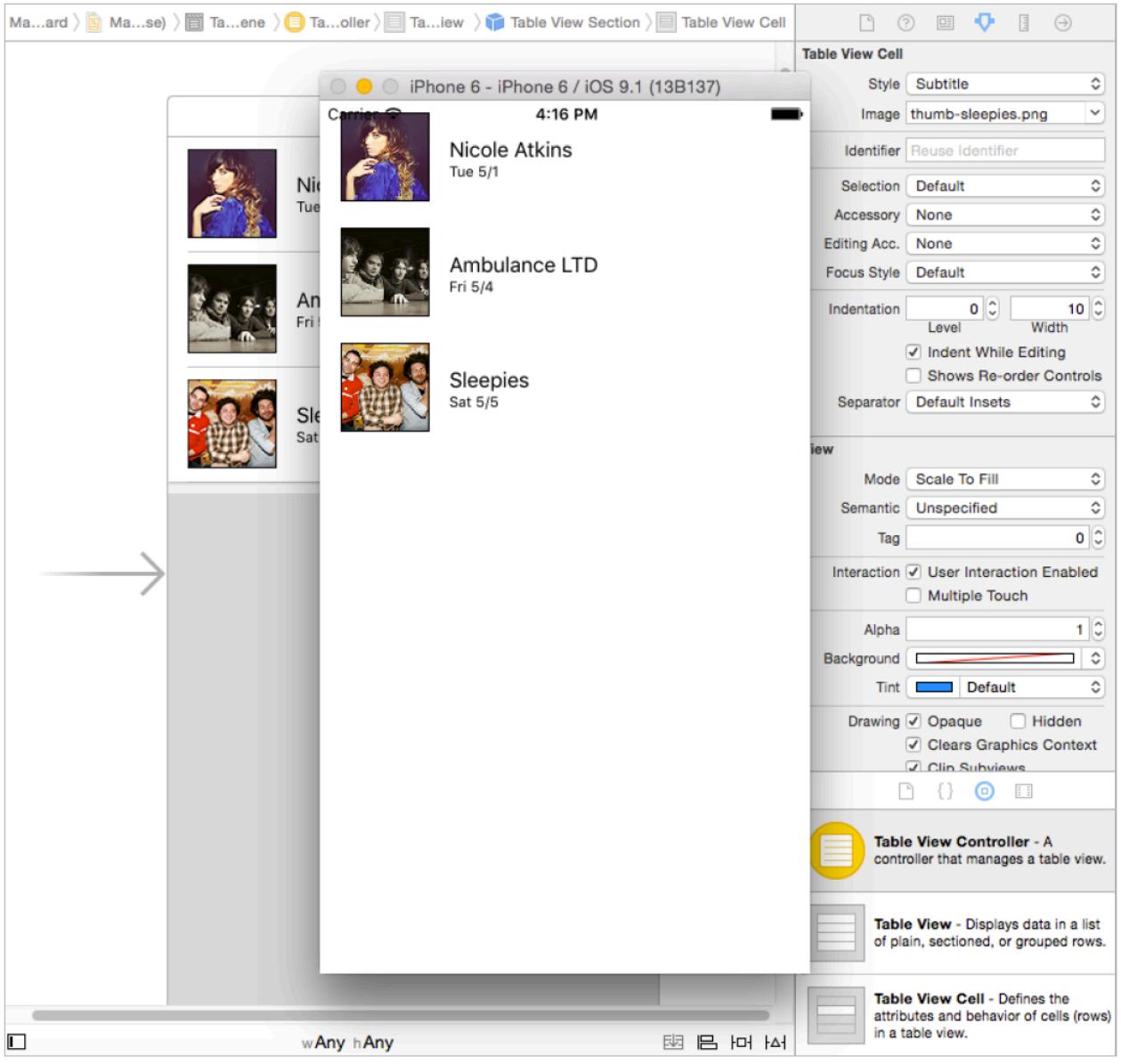




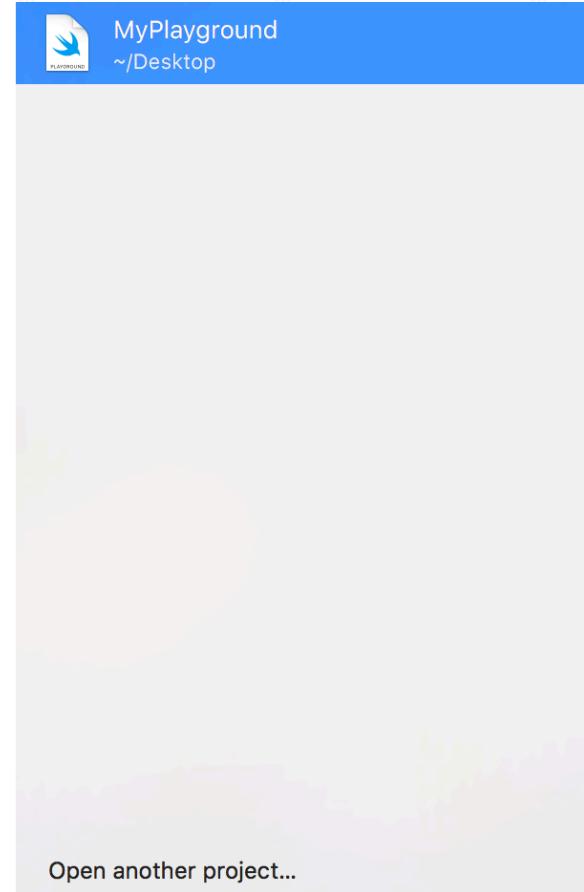








Getting Started



Getting Started

Choose a template for your new project:

iOS watchOS tvOS macOS Cross-platform Filter

Application

| | | | | |
|---|---|--|---|---|
|  Single View Application |  Game |  Master-Detail Application |  Page-Based Application |  Tabbed Application |
|  Sticker Pack Application |  iMessage Application | | | |

Framework & Library

| | | |
|--|---|--|
|  Cocoa Touch Framework |  Cocoa Touch Static Library |  Metal Library |
|--|---|--|

Cancel Previous Next

Getting Started

Choose options for your new project:

Product Name:

Team:

Organization Name:

Organization Identifier:

Bundle Identifier:

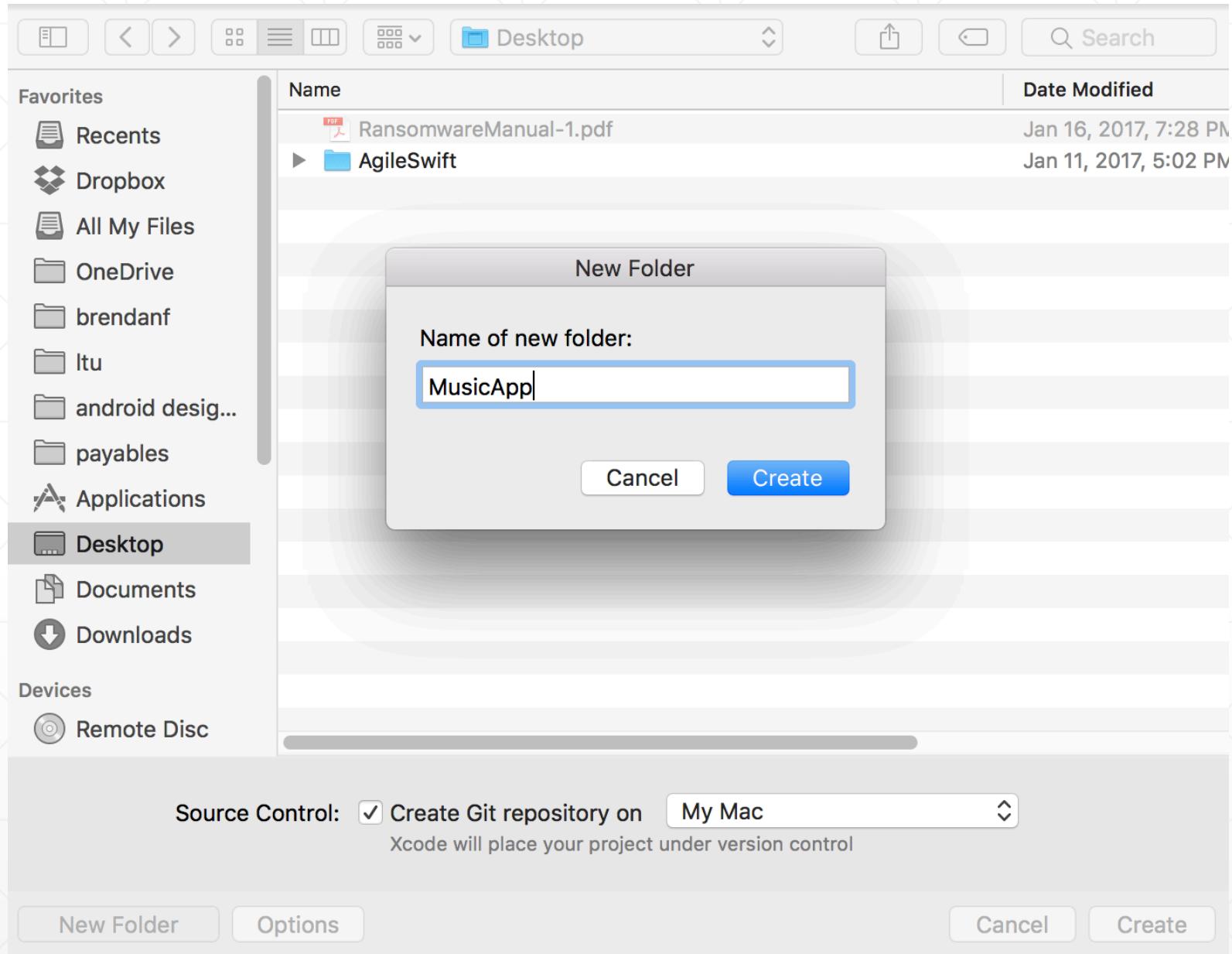
Language: 

Devices: 

Use Core Data

Include Unit Tests

Include UI Tests



MusicApp > iPhone 7 Plus

MusicApp: Ready | Today at 11:37 AM

MusicApp

General Capabilities Resource Tags Info Build Settings Build Phases Build Rules

PROJECT

MusicApp

TARGETS

MusicApp

Display Name: MusicApp

Bundle Identifier: com.example.MusicApp

Version: 1.0

Build: 1

No accounts found
Add a developer account to sign your app.
Add Account...

Deployment Info

Deployment Target: 10.2

Devices: iPhone

Main Interface: Main

Device Orientation:

- Portrait
- Upside Down
- Landscape Left
- Landscape Right

Status Bar Style: Default

Hide status bar

Requires full screen

App Icons and Launch Images

App Icons Source: AppIcon

Launch Images Source: Use Asset Catalog...

Launch Screen File: LaunchScreen

Embedded Binaries

Identity and Type

Name: MusicApp

Location: Absolute

Full Path: /Users/User/Desktop/MusicApp/MusicApp/MusicApp.xcodeproj

Project Document

Project Format: Xcode 3.2-compatible

Organization: example

Class Prefix:

Text Settings

Indent Using: Spaces

Widths: 4 Tab: 4 Indent: 4

Wrap lines

No Matches

+ Filter - Filter

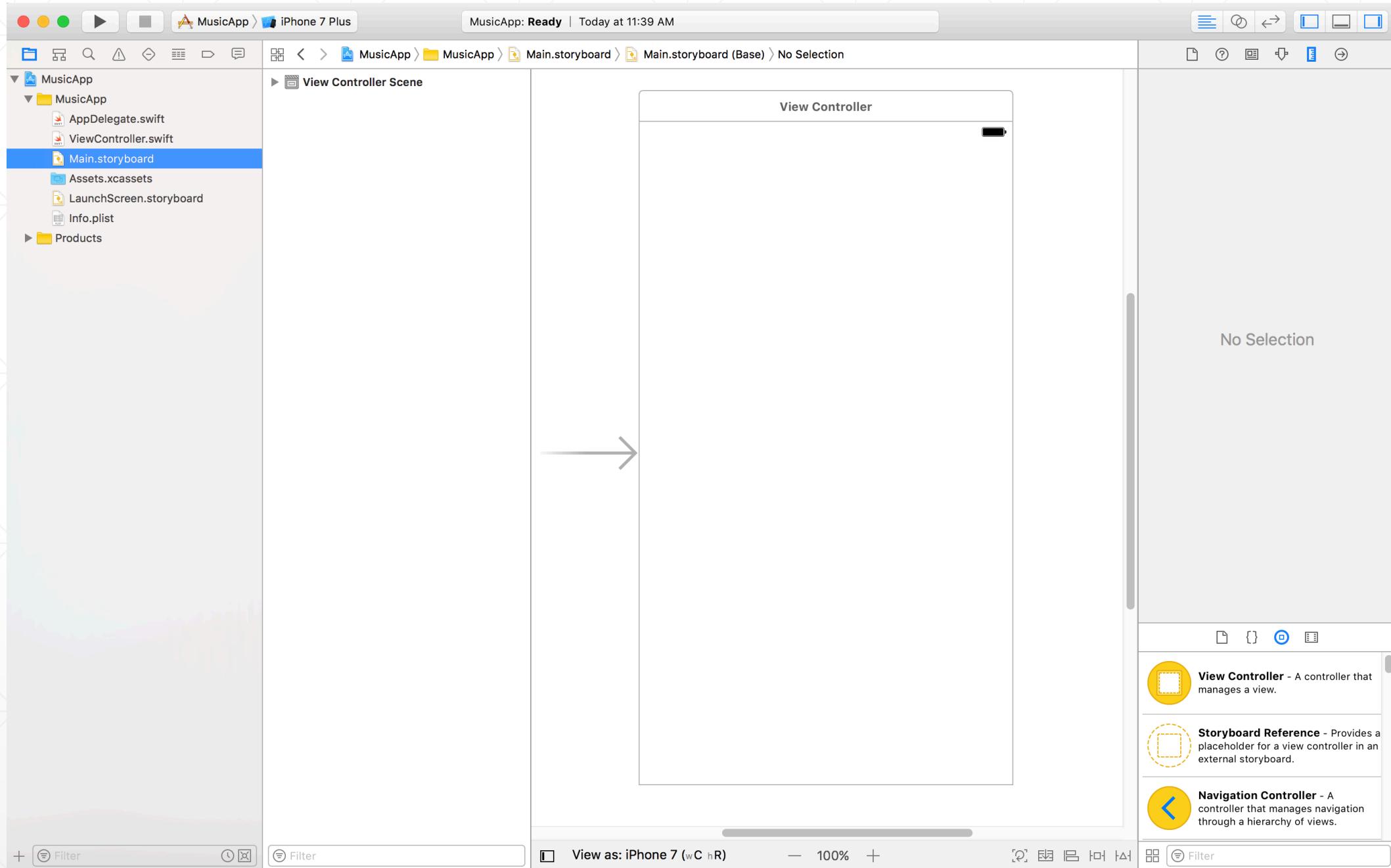
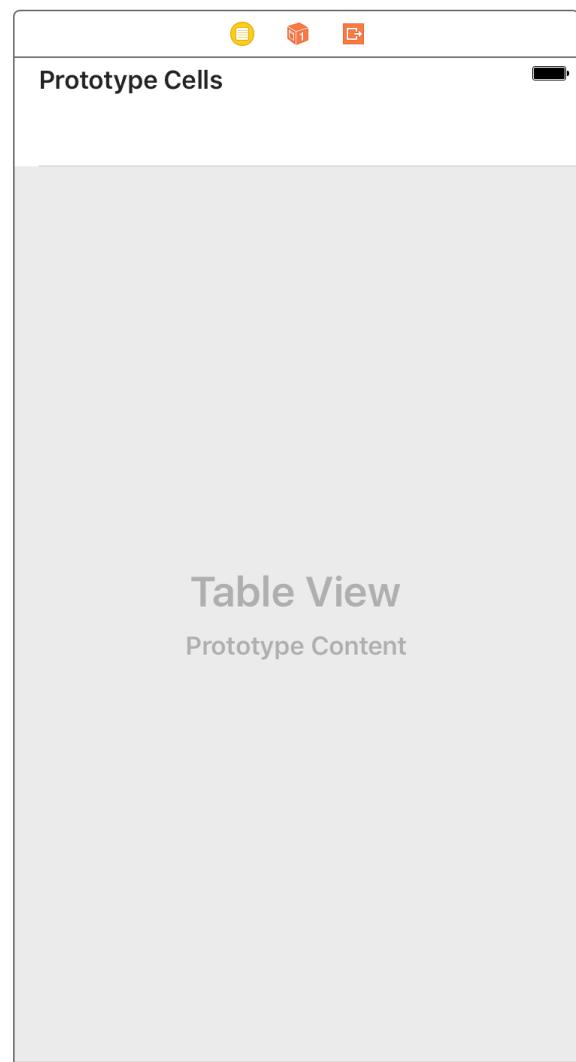
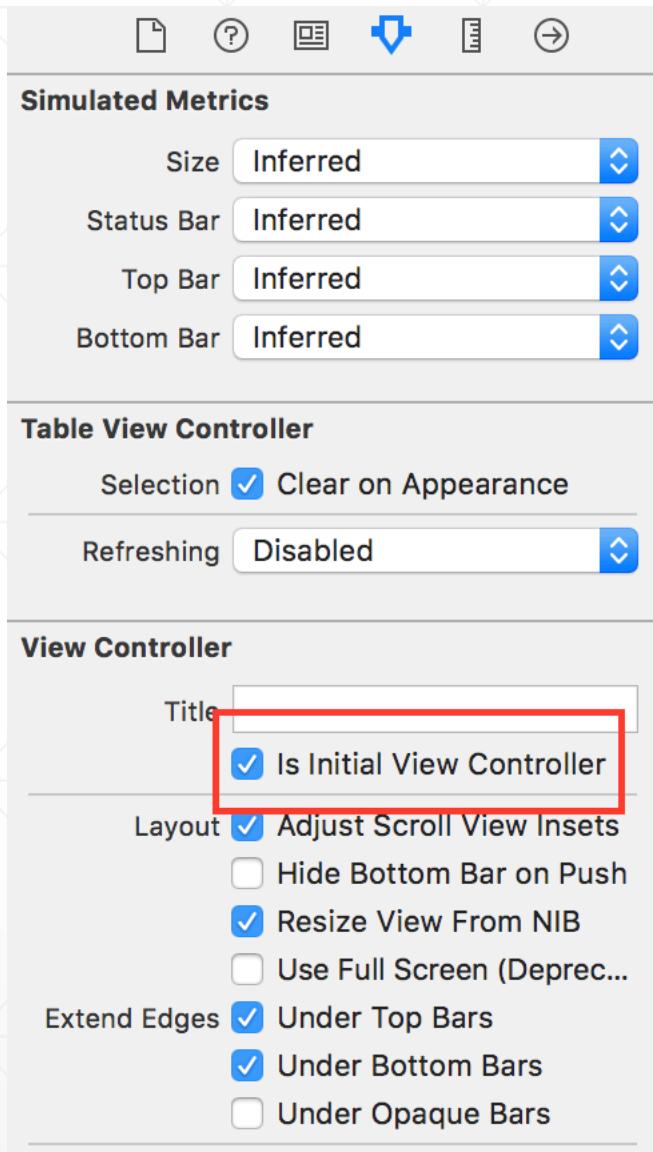


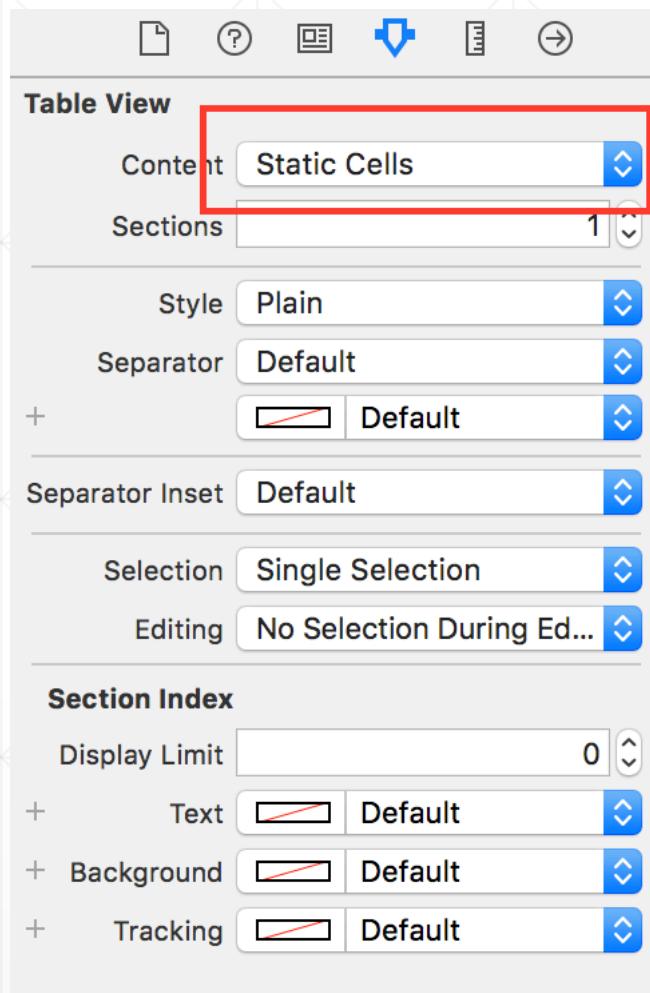
Table View Controller Scene

- Table View Controller
- Table View
- First Responder
- Exit

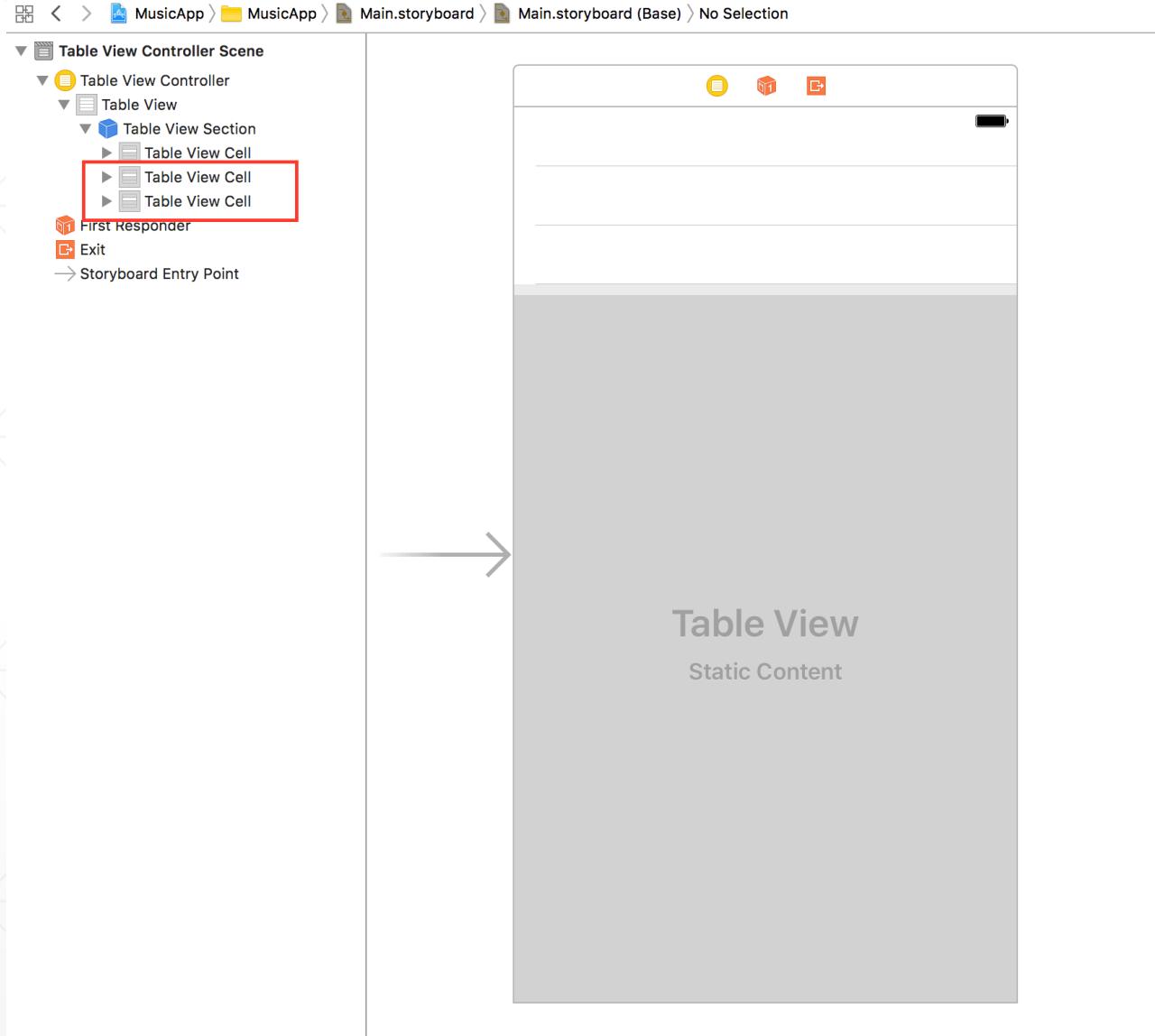


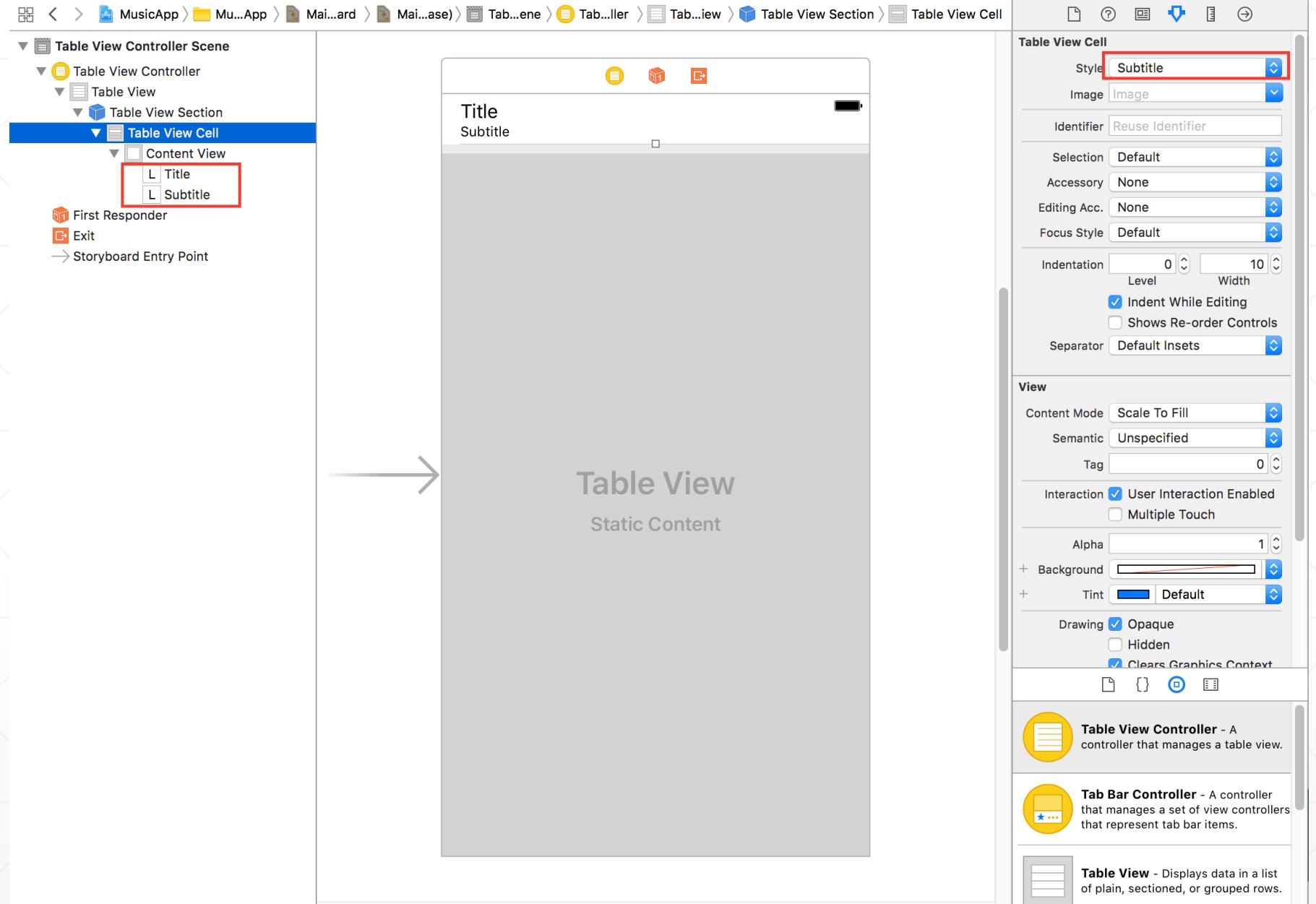


Adding Cells



Adding Cells





MusicApp > iPhone 7 Plus

MusicApp: Ready | Today at 2:44 PM

File Edit View Insert Object Library Window Help

MusicApp

MusicApp

AppDelegate.swift

ViewController.swift

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Products

Table View Controller Scene

Table View Controller

Table View

Table View Section

Table View Cell

Content View

L Nicole Atkins

L Subtitle

First Responder

Exit

Storyboard Entry Point

Nicole Atkins

Subtitle

Nicole Atkins

Plain

Nicole Atkins

Color Default

Font System 17.0

Alignment

Lines 1

Behavior Enabled

Highlighted

Baseline Align Baselines

Line Break Truncate Tail

Autoshrink Fixed Font Size

Tighten Letter Spacing

Highlighted Default

Shadow Default

Shadow Offset 0 -1

Width Height

View

Content Mode Left

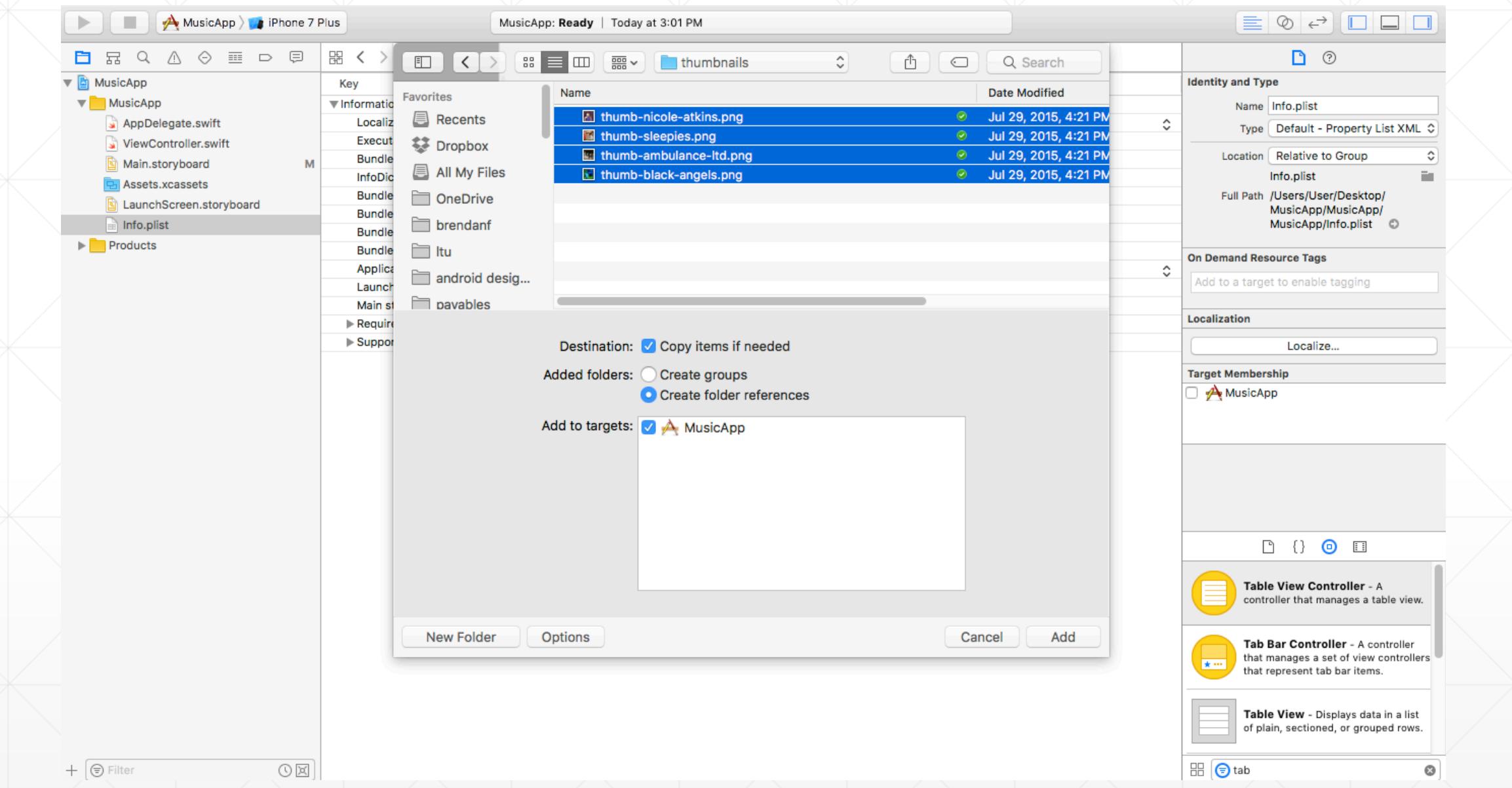
Semantic Unspecified

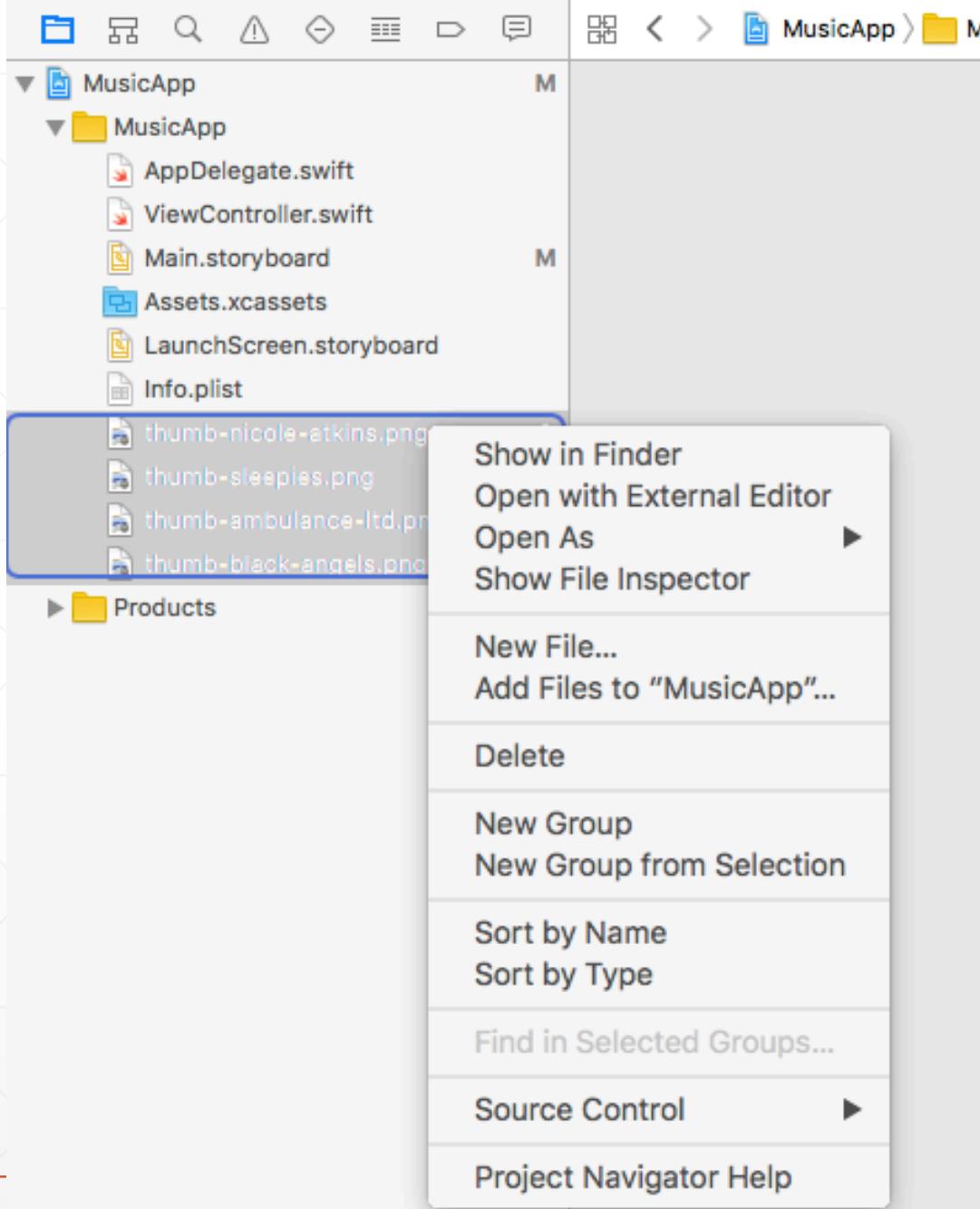
Table View Controller - A controller that manages a table view.

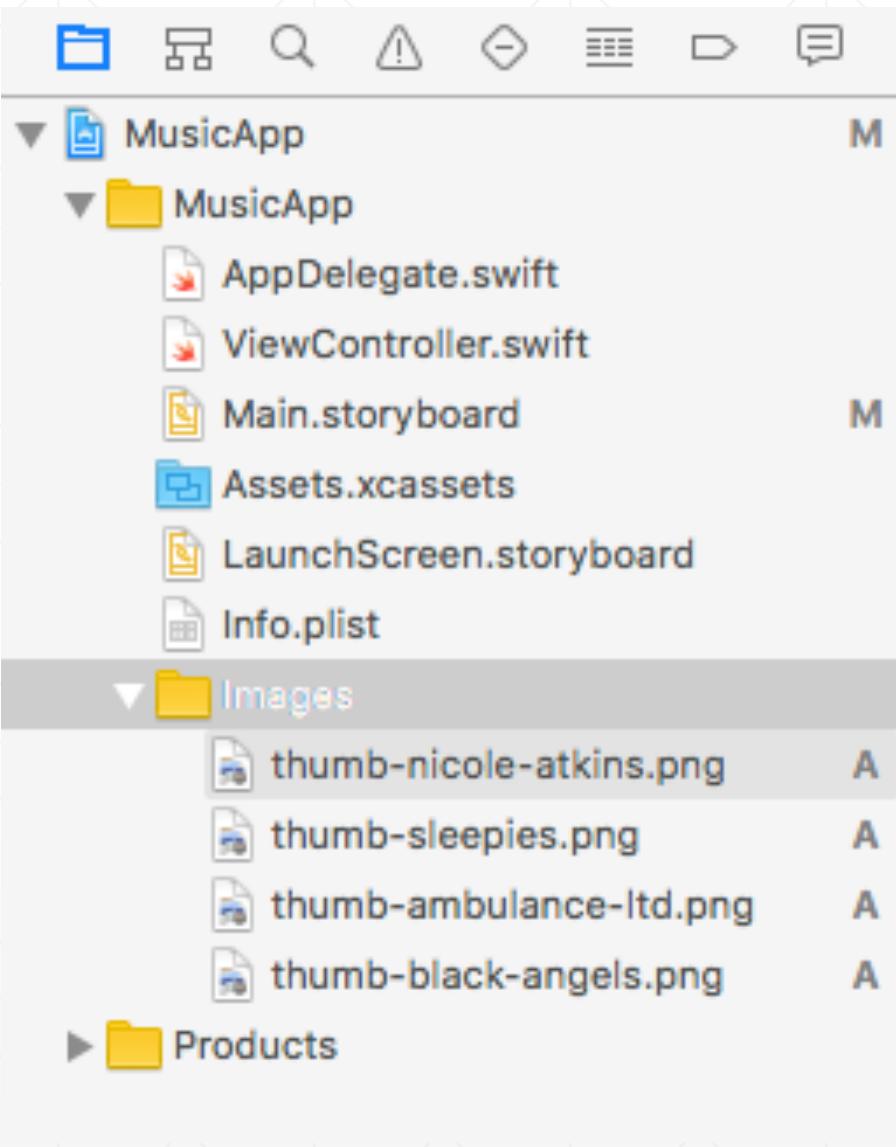
Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.

Table View - Displays data in a list of plain, sectioned, or grouped rows.

The screenshot shows the Xcode interface builder environment. The left sidebar lists project files: AppDelegate.swift, ViewController.swift, Main.storyboard, Assets.xcassets, LaunchScreen.storyboard, and Info.plist. The main area displays the storyboard hierarchy under 'Table View Controller Scene'. A table view cell is selected, containing a label with the text 'Nicole Atkins' and a subtitle 'Subtitle'. The right panel is the 'Attributes Inspector' for the selected label. The 'Text' field is set to 'Plain', and the 'Text' value is 'Nicole Atkins', which is highlighted with a red rectangular selection. Other attributes shown include font ('System 17.0'), alignment, and behavior. Below the inspector, three cards provide definitions for 'Table View Controller', 'Tab Bar Controller', and 'Table View'.







MusicApp

MusicApp

AppDelegate.swift

ViewController.swift

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Images

thumb-nicole-atkins.png

thumb-sleepies.png

thumb-ambulance-ltd.png

thumb-black-angels.png

Products

M

M

A

A

A

A

Table View Controller Scene

Table View Controller

Table View

Table View Section

Table View Cell

Content View

Nicole Atkins

5/1

First Responder

Exit

Storyboard Entry Point

Table View Controller - A controller that manages a table view.

Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.

Table View - Displays data in a list

Table View Cell

Style Subtitle

Image Image

Identifier thumb-ambulance-ltd.png

Selection thumb-black-angels.png

Accessory thumb-nicole-atkins.png

Editing Acc. thumb-sleepies.png

Focus Style None

Indentation Level 0 Width 10

Indent While Editing

Shows Re-order Controls

Separator Default Insets

Content Mode Scale To Fill

Semantic Unspecified

Tag 0

User Interaction Enabled

Multiple Touch

Alpha 1

MusicApp

MusicApp

AppDelegate.swift

ViewController.swift

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Images

thumb-nicole-atkins.png

thumb-sleepies.png

thumb-ambulance-ltd.png

thumb-black-angels.png

Products

MusicApp > MusicApp > Main.storyboard > Table View Controller Scene > Table View Controller > Table View > Table View Section > Table View Cell

Table View Cell

Row Height: 88 (Custom)

View: Frame Rectangle (X: 0, Y: 0, Width: 375, Height: 88)

Arrange: Position View

Autoresizing: (Red box indicates active)

Layout Margins: Default

+ Preserve Superview Margins

+ Follow Readable Width

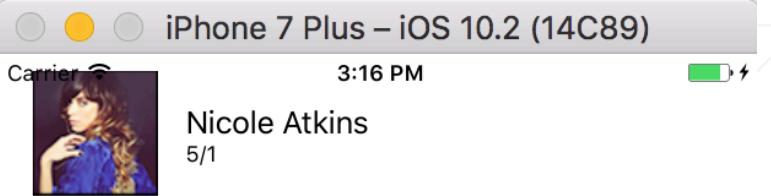
Nicole Atkins

5/1

Table View Controller - A controller that manages a table view.

Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.

Table View - Displays data in a list of plain, sectioned, or grouped rows.



Nicole Atkins
5/1

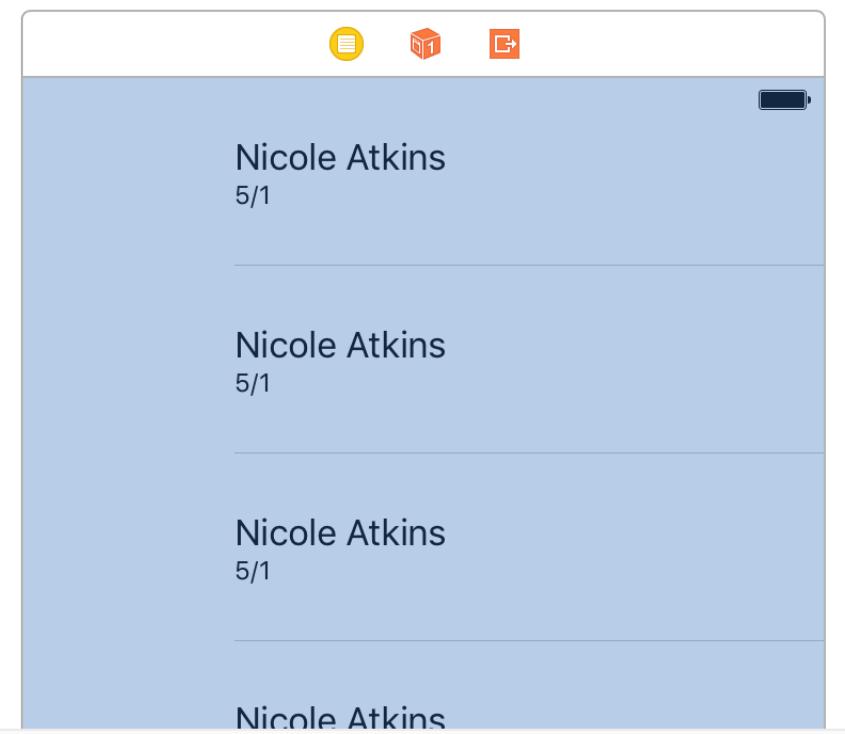
Table View Controller Scene

- Table View Controller
 - Table View
 - Table View Section
 - Table View Cell
 - Content View
 - L Nicole Atkins
 - L 5/1
 - thumb-nicole-atki...

First Responder

Exit

Storyboard Entry Point

**Table View Section**

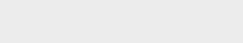
Rows

Header

Footer



Table View Controller - A controller that manages a table view.



Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.



Table View - Displays data in a list of plain, sectioned, or grouped rows.

Table View Controller Scene

Table View Controller

Table View

Table View Section

Table View Cell

Table View Cell

Content View

L Ambulance Ltd

L 5/4



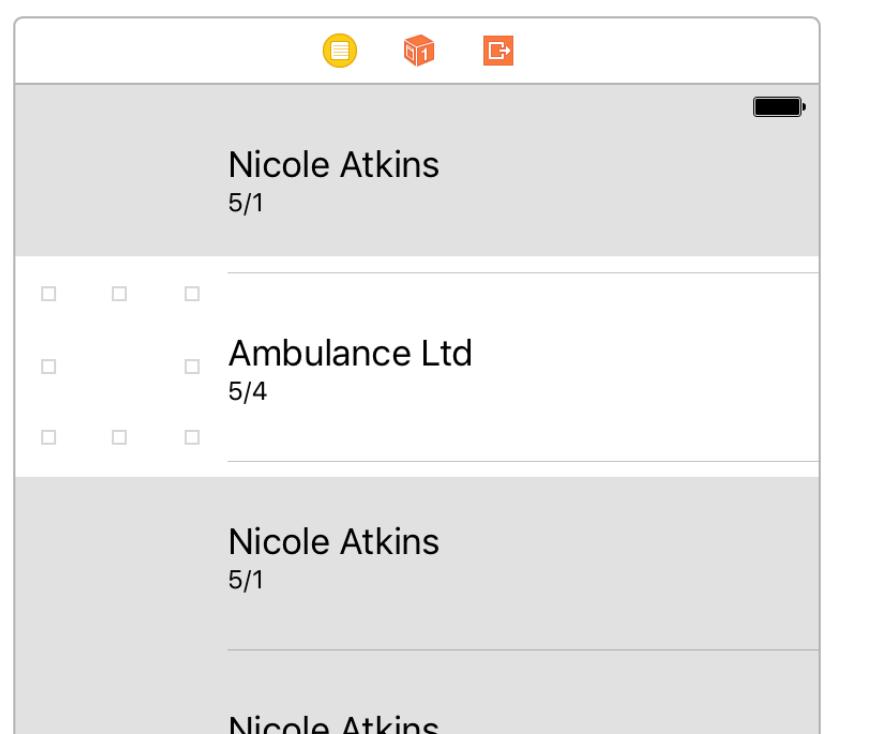
Table View Cell

Table View Cell

First Responder

Exit

Storyboard Entry Point



Filter

View as: iPhone 7 (wC hR) 100% +

Image View

+ Image thumb-ambulance-ltd.png

+ Highlighted Highlighted Image

State Highlighted

View

Content Mode Scale To Fill

Semantic Unspecified

Tag 0

Interaction User Interaction Enabled Multiple Touch

Alpha 1

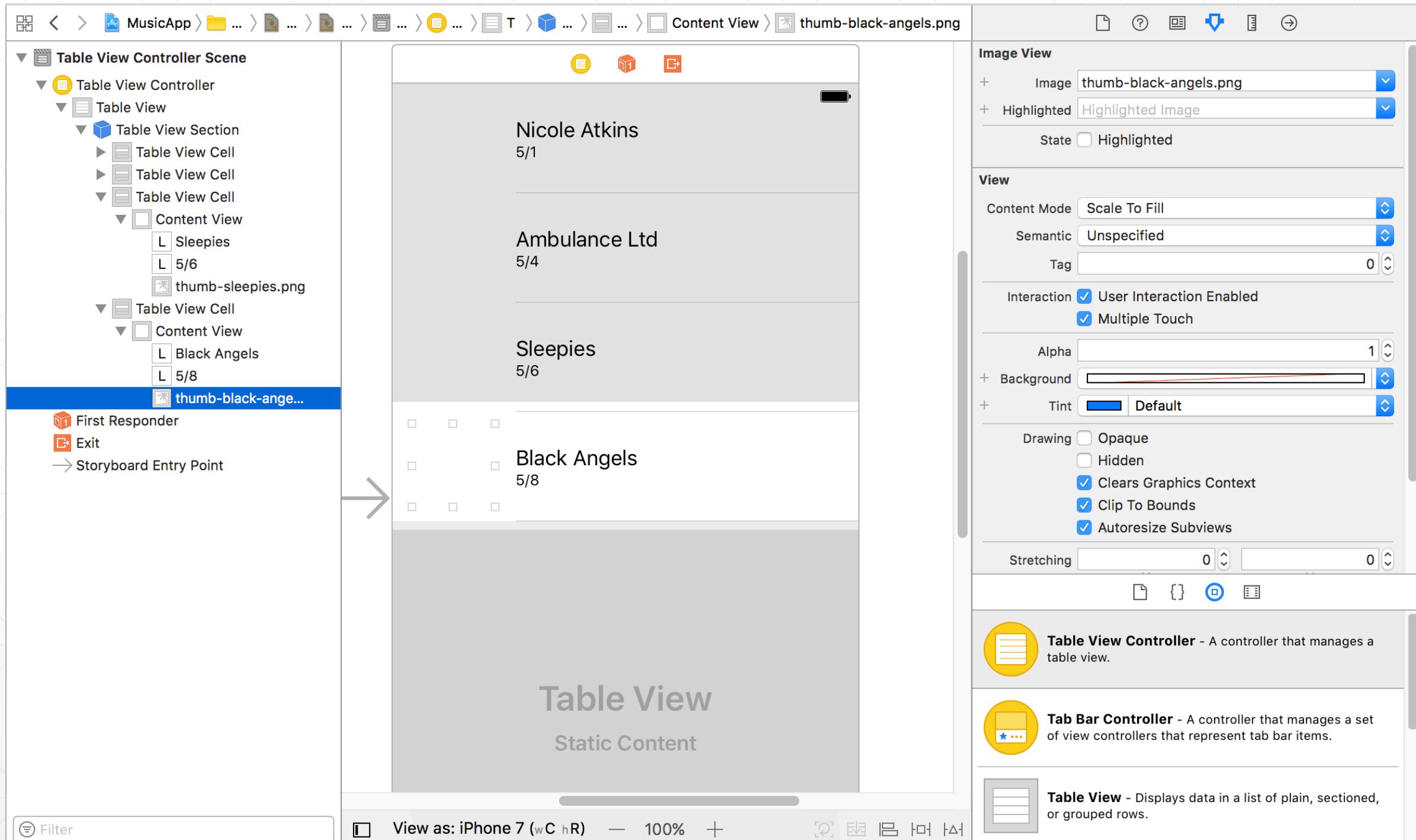
Background

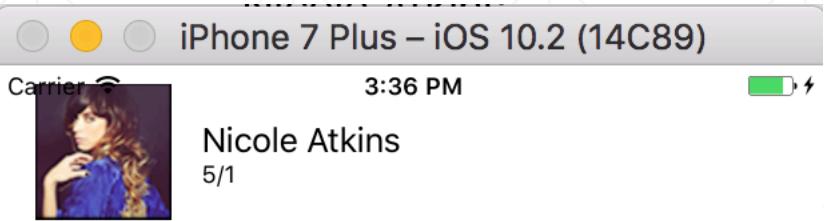
Tint Default

Drawing Opaque Hidden Clears Graphics Context Clip To Bounds Autoresizes Subviews

Stretching 0

**Table View Controller** - A controller that manages a table view.**Tab Bar Controller** - A controller that manages a set of view controllers that represent tab bar items.**Table View** - Displays data in a list of plain, sectioned, or grouped rows.





Ambulance Ltd
5/4



Sleepies
5/6



Black Angels
5/8