

iOS Development with Swift



Outline

- Introduction
- What is iOS?
- What is Xcode?
- What is Swift?
- Some Facts
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Introduction

- This class will teach you how to develop and design an iOS app.
- You will develop mobile apps for iPhones, iPads, iPods and etc.
- You will also learn Swift programming language.

What is iOS?

- iOS is a mobile operating system developed by Apple.
- iOS is subset of MacOS system.
- iOS initially released in 2007.
- Written in C, C++ and Objective-C.
- Presented in iPhones, iPads, iPod Touches.

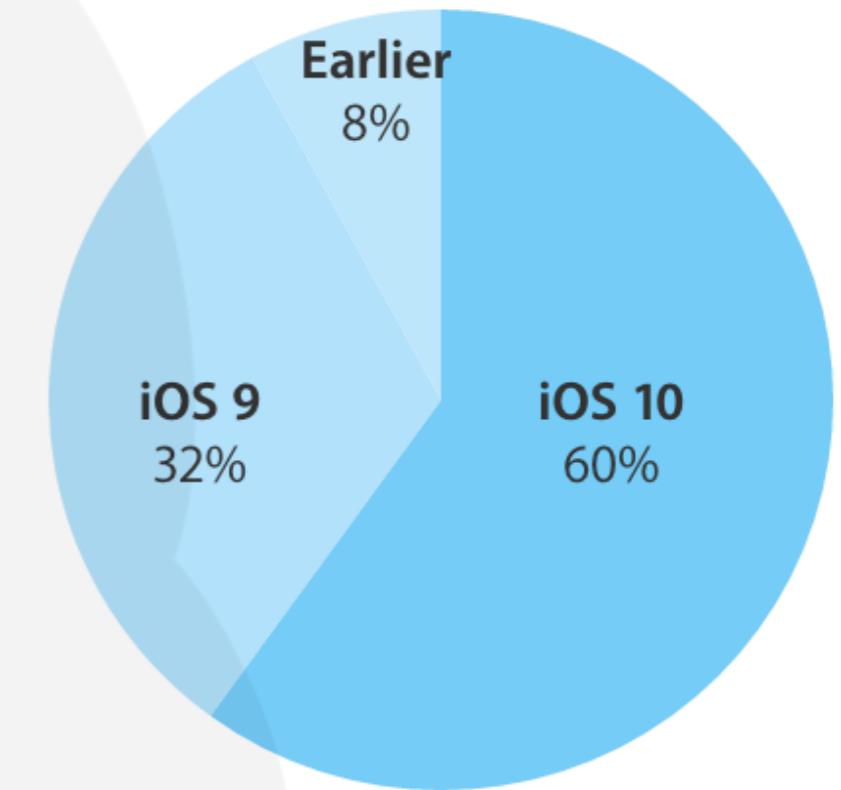
What is iOS?

- Apple provides a development kit called iOS SDK.
- iOS SDK is the software development kit that allows applications to use frameworks provided by SDK.
- SDK contains bunch of frameworks including location services, camera, accelerometer and so on.

iOS Versions

- Latest version of iOS is 10.0.3
- Diagram shows the distribution of iOS versions.
- 92% of devices are using iOS 9 and iOS 10.

60% of devices are using iOS 10.



What is Xcode?

- Apple provides an environment to develop apps.
- Xcode is an integrated development environment.
- It is containing development tools for developing iOS, macOS, tvOS or watchOS software.

What is Swift?

- Swift is a programming language developed by Apple, released in 2014.
- It's created for iOS, OS X, watchOS, tvOS and Linux.
- Open source language.
- Swift 3.0 is the latest release of the language.
- We'll use Swift programming language while developing our apps.

Why Swift?

- Swift is easier to learn.
- A lot readable for beginners.
- Object oriented.
- Faster than Objective-C.
- Less code do more.
- Of course, it's getting popular!

Some Facts

- 2 million available apps in App Store.
- 130 billion times app downloaded from App Store since launched.
- Facebook, Twitter, Messenger, WhatsApp and Snapchat most downloaded apps.
- ~1100 new apps released each day.

Some Facts

- 23% Games, %10 Business, %9 Education, %8 Life Style and %6 Entertainment are the percentage distribution of categories.
- 400.000 developers on App Store.
- Total app store revenue \$20.000.000.000 in 2015.
- 45% of users never paid more than \$1.

Our Roadmap

- Syllabus Link

Conclusion

- In short, we will learn strategies and principles of iOS development in this class.
- We will develop and design iOS Apps with Swift programming language.
- Xcode is used as editor to debug, build and run iOS apps on devices.