2016/7/14

Welcome to Xcode

Version 7.2 (7C68)

Get started with a playground
Explore new ideas quickly and easily.

Create a new Xcode project
Start building a new iPhone, iPad or Mac application.

Check out an existing project
Start working on something from an SCM repository.

Show this window when Xcode launches

Open

Choose a template for your new project:

- iOS
  - Application
  - Framework & Library
- watchOS
  - Application
  - Framework & Library
- tvOS
  - Application
  - Framework & Library
- OS X
  - Application
  - Framework & Library
  - System Plug-in
- Other

Master-Detail Application

Page-Based Application

Single View Application

Tabbed Application

Game

Single View Application

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.

Cancel

Previous

Next

Choose options for your new project:

Product Name: MyFirstApp

Organization Name: coolcompany

Organization Identifier: coolcompany

Bundle Identifier: coolcompany.MyFirstApp

Language: Swift

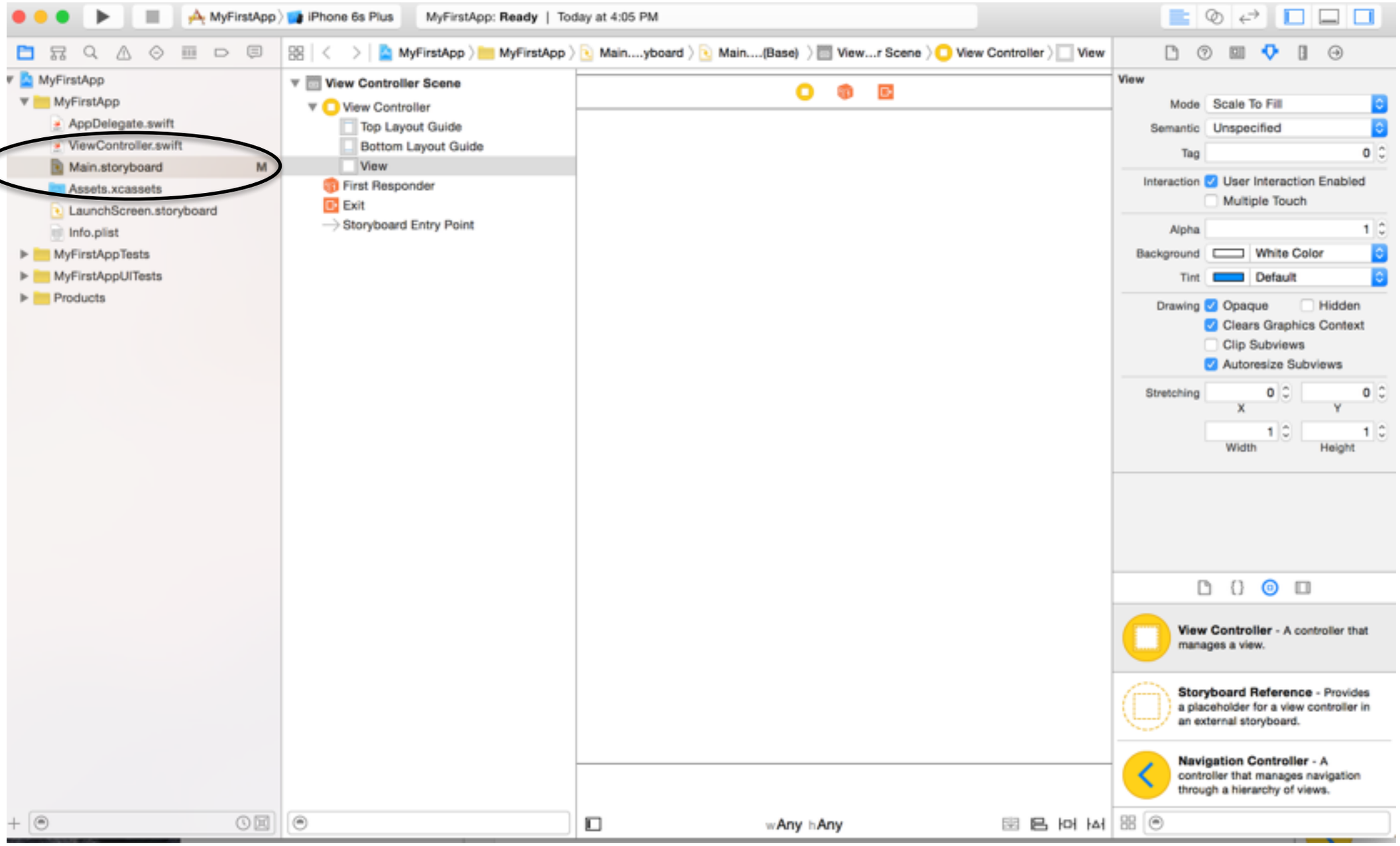
Devices: Universal

- [ ] Use Core Data
- [x] Include Unit Tests
- [x] Include UI Tests

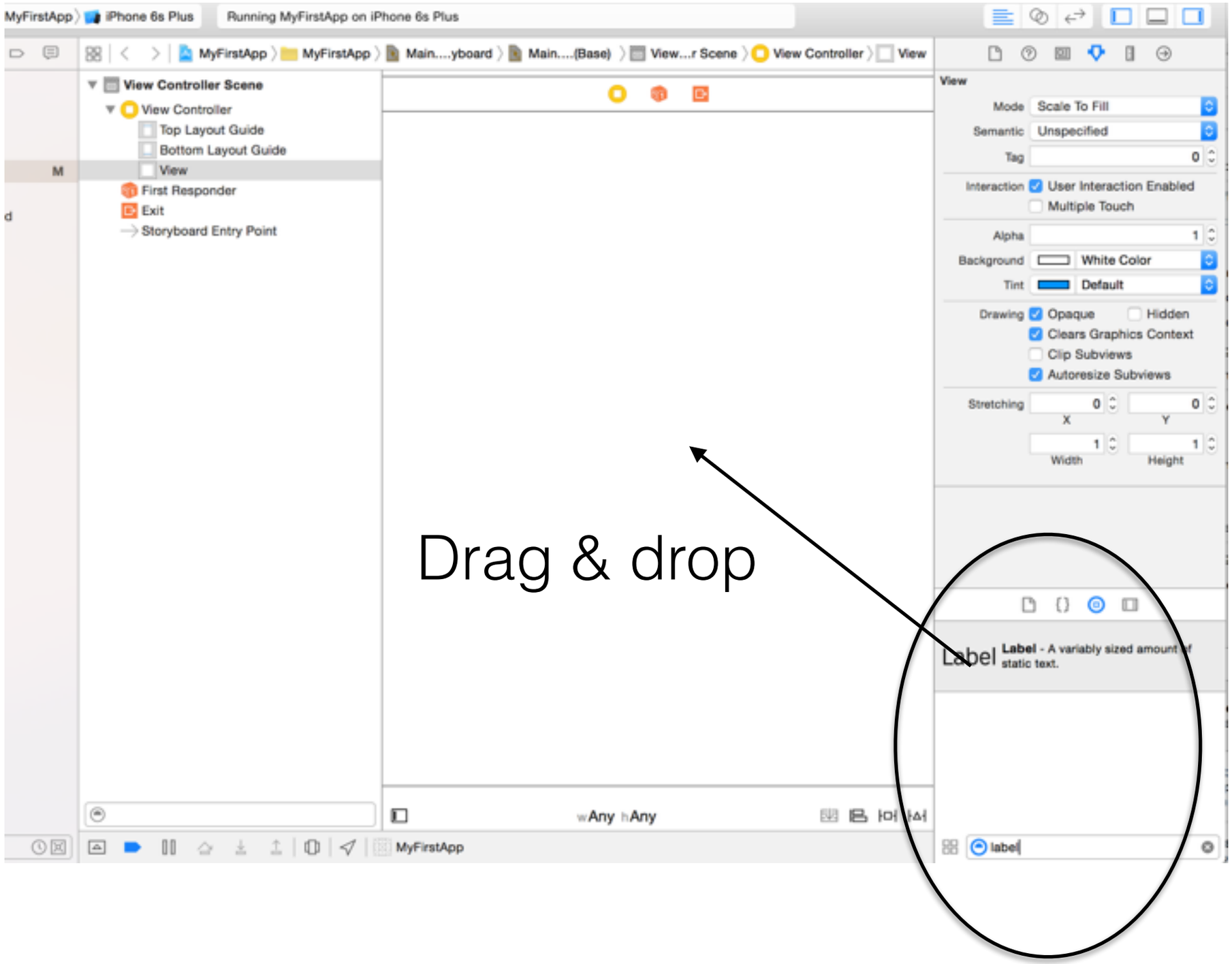
Cancel

Previous

Next


MyFirstApp
iPhone 6s Plus
MyFirstApp: Ready | Today at 4:05 PM
MyFirstApp
MyFirstApp
AppDelegate.swift
ViewController.swift
Main.storyboard
M
Assets.xcassets
LaunchScreen.storyboard
Info.plist
MyFirstAppTests
MyFirstAppUITests
Products
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Guide
View
First Responder
Exit
Storyboard Entry Point
MyFirstApp
MyFirstApp
Main....yboard
Main....(Base)
View...r Scene
View Controller
View
wAny hAny
View
Mode
Scale To Fill
Semantic
Unspecified
Tag
0
Interaction
User Interaction Enabled
Multiple Touch
Alpha
1
Background
White Color
Tint
Default
Drawing
Opaque
Hidden
Clears Graphics Context
Clip Subviews
Autoresize Subviews
Stretching
0
X
0
Y
1
Width
1
Height
View Controller - A controller that manages a view.
Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.
Navigation Controller - A controller that manages navigation through a hierarchy of views.

Add label


MyFirstApp
iPhone 6s Plus
Running MyFirstApp on iPhone 6s Plus
MyFirstApp
MyFirstApp
Main....yboard
Main....(Base)
View...r Scene
View Controller
View
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Guide
View
First Responder
Exit
Storyboard Entry Point
View
Mode
Scale To Fill
Semantic
Unspecified
Tag
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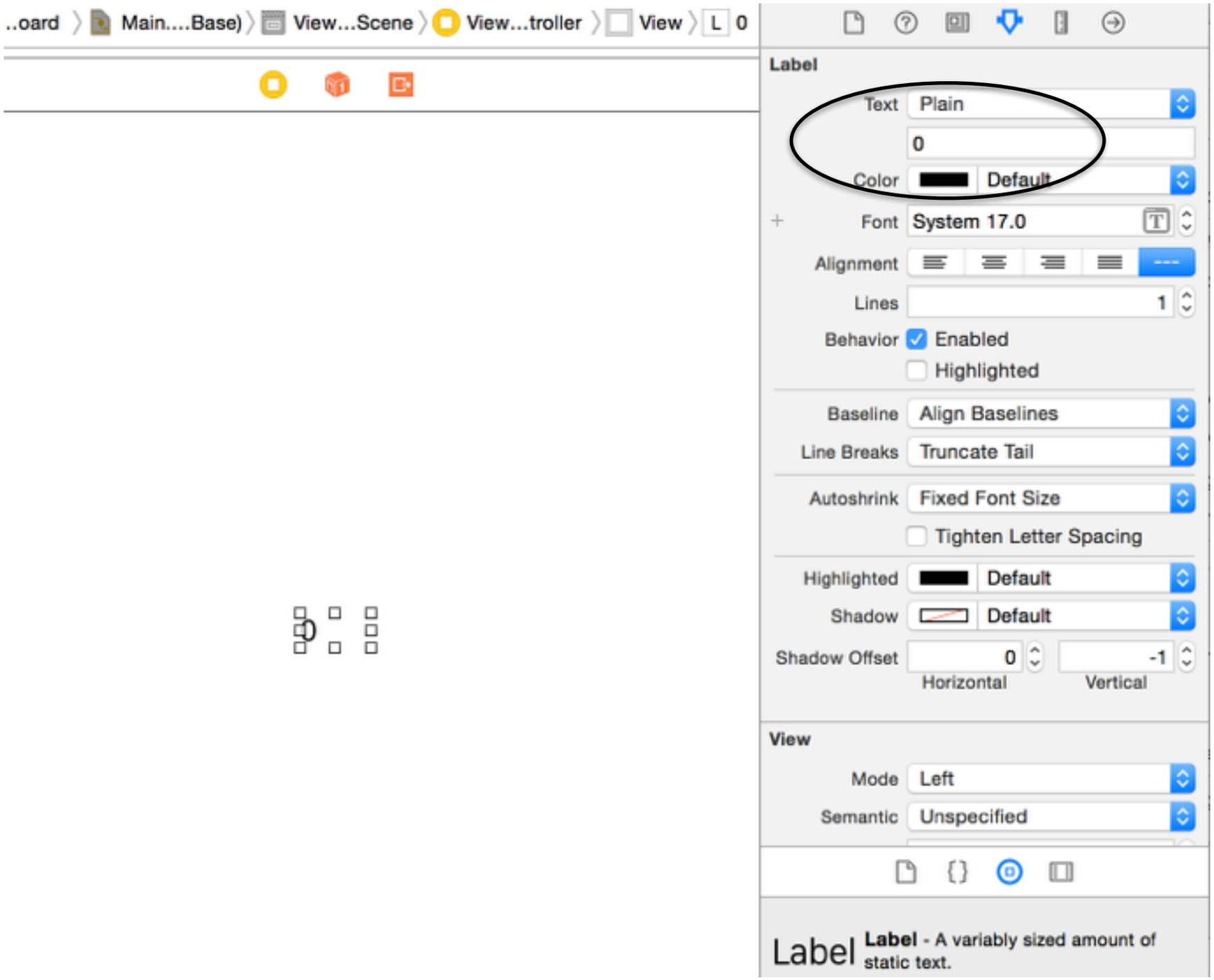
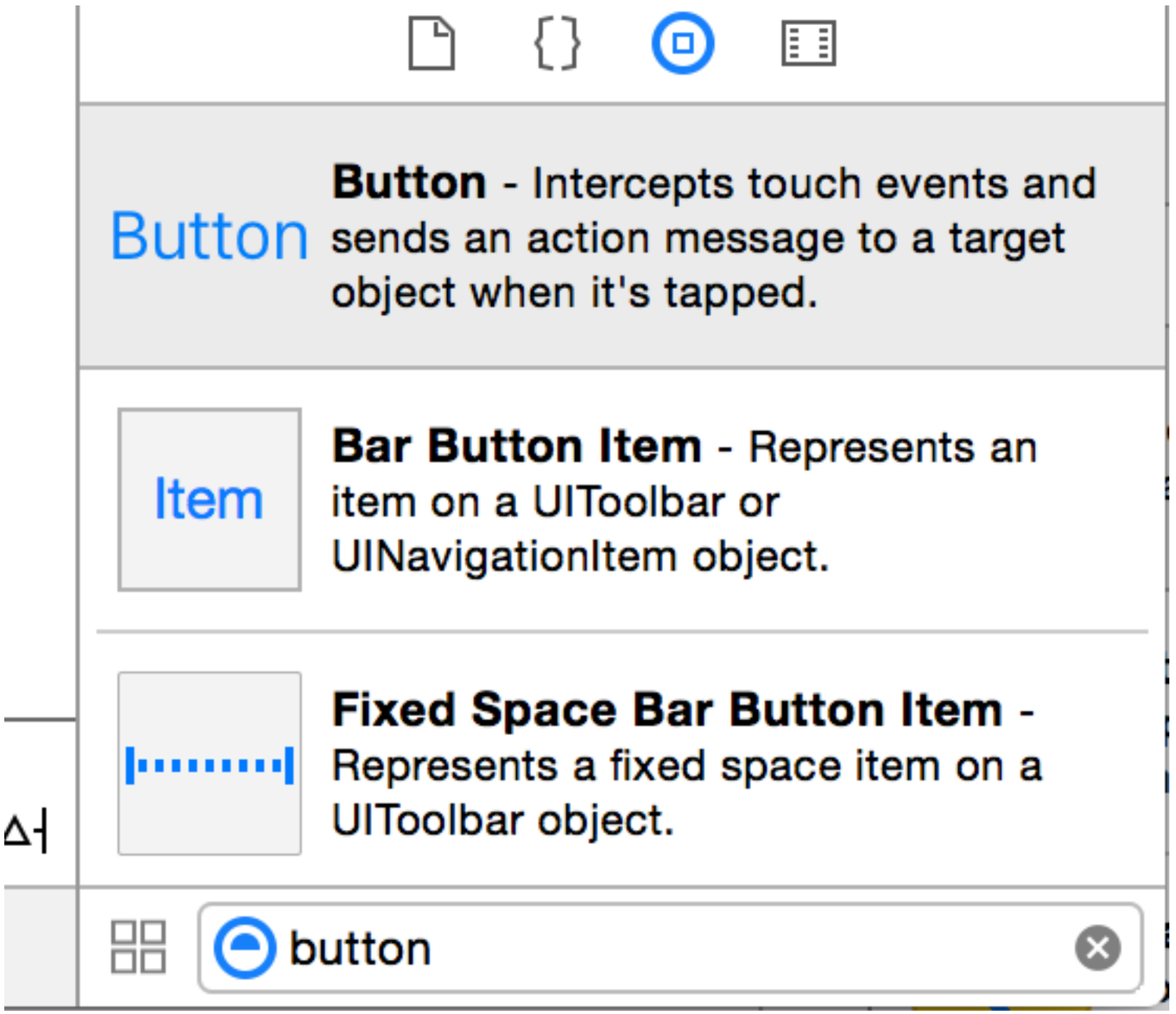
Interaction
User Interaction Enabled
Multiple Touch
Alpha
1
Background
White Color
Tint
Default
Drawing
Opaque
Hidden
Clears Graphics Context
Clip Subviews
Autoresize Subviews
Stretching
0
0
X
Y
1
1
Width
Height
Drag & drop
Label
Label - A variably sized amount of static text.
label
wAny hAny
MyFirstApp

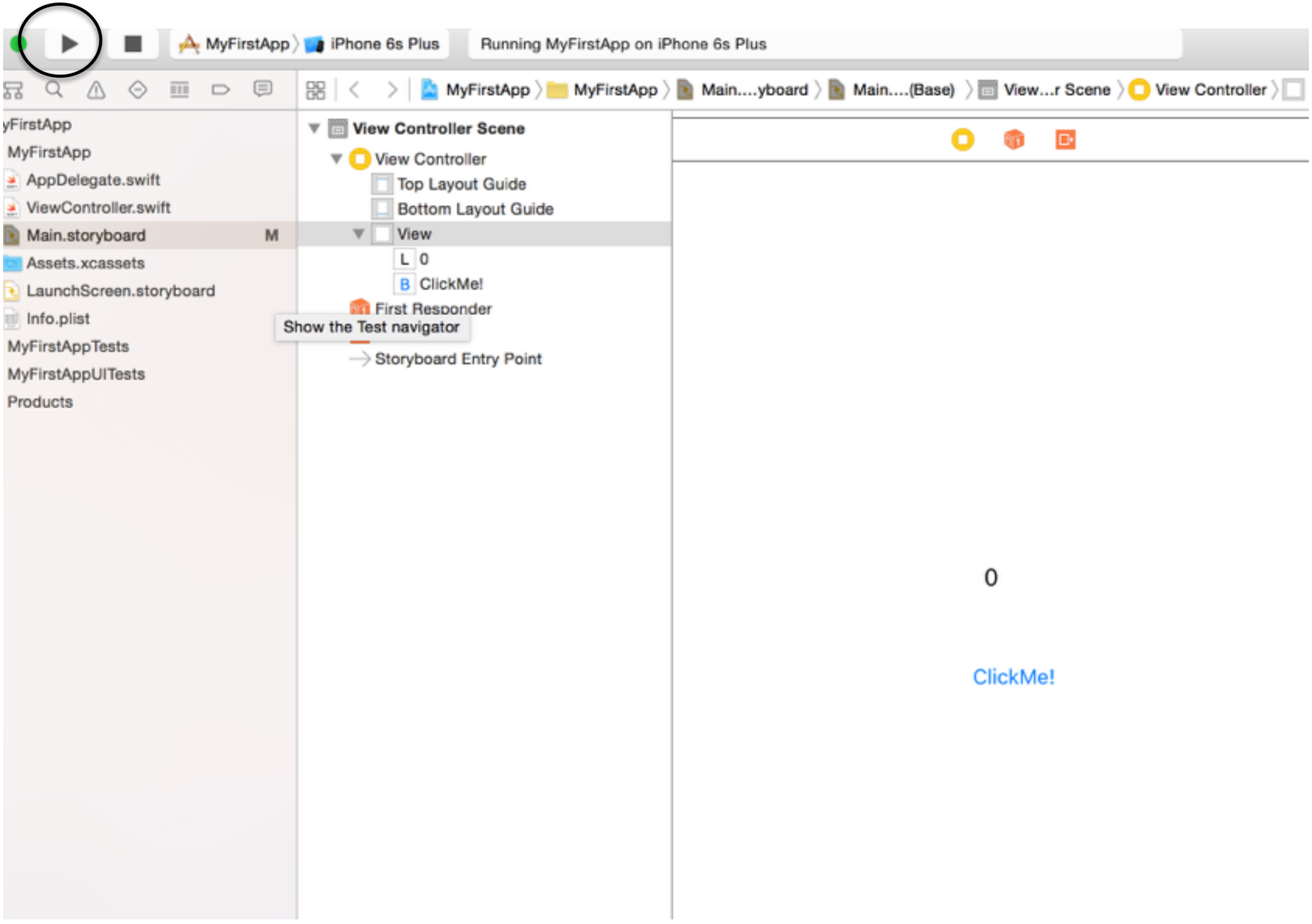
Change label text



Add button


Button
Button - Intercepts touch events and sends an action message to a target object when it's tapped.
Item
Bar Button Item - Represents an item on a UIToolbar or UINavigationItem object.
Fixed Space Bar Button Item - Represents a fixed space item on a UIToolbar object.
button

Build & Run


MyFirstApp
iPhone 6s Plus
Running MyFirstApp on iPhone 6s Plus
MyFirstApp
MyFirstApp
Main....yboard
Main....(Base)
View...r Scene
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MyFirstApp
AppDelegate.swift
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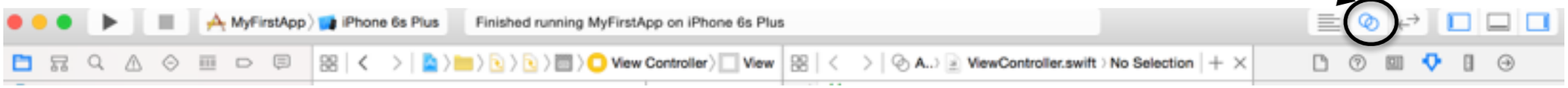
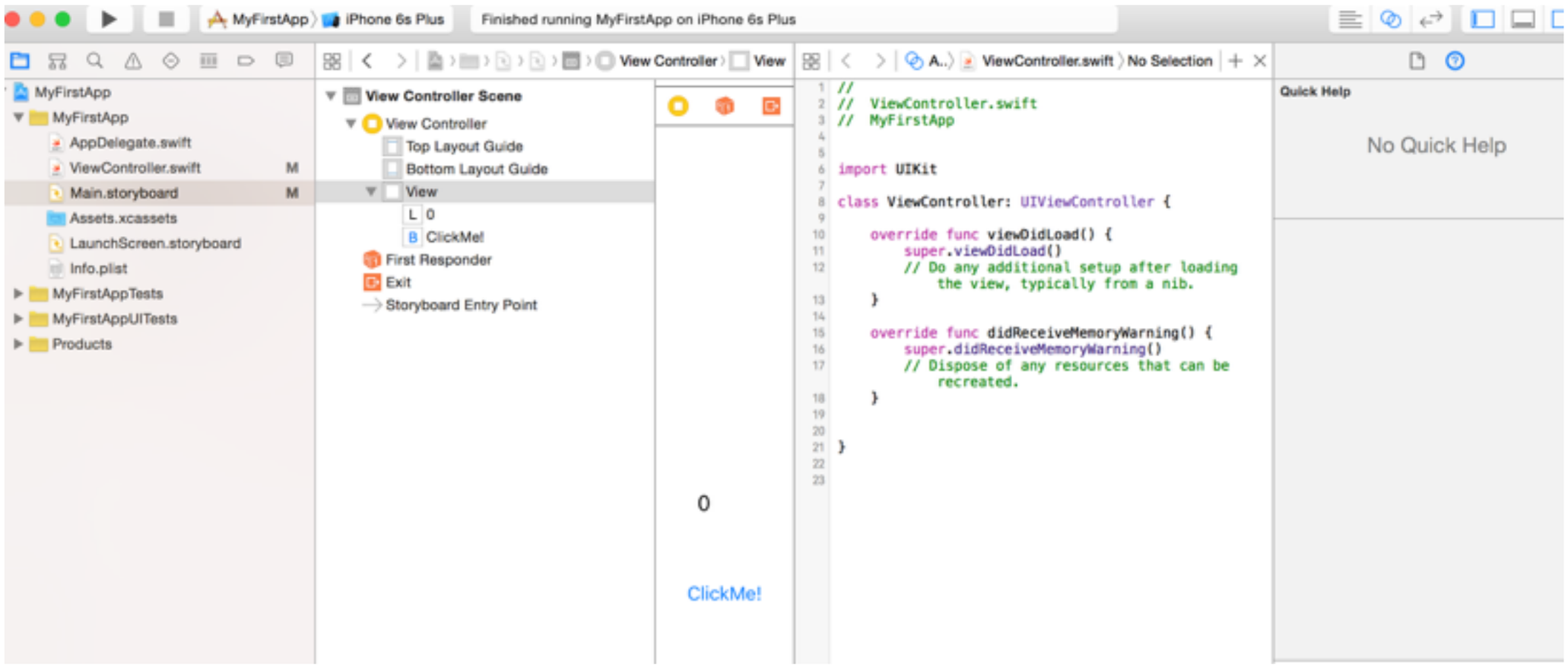
LaunchScreen.storyboard
Info.plist
MyFirstAppTests
MyFirstAppUITests
Products
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Guide
View
L 0
B ClickMe!
First Responder
Show the Test navigator
Storyboard Entry Point
0
ClickMe!

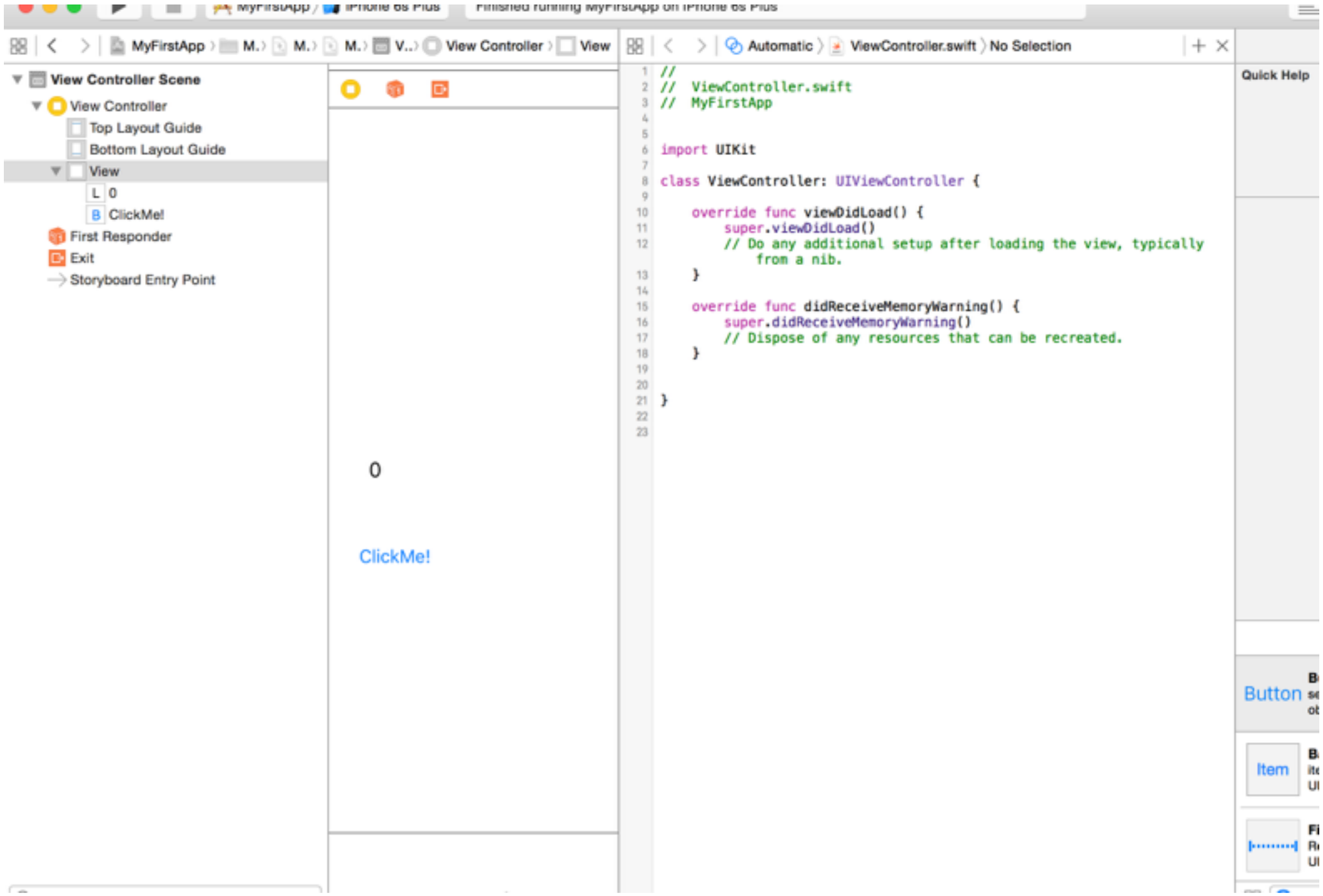
Click to open assistant editor



Opened assistant editor

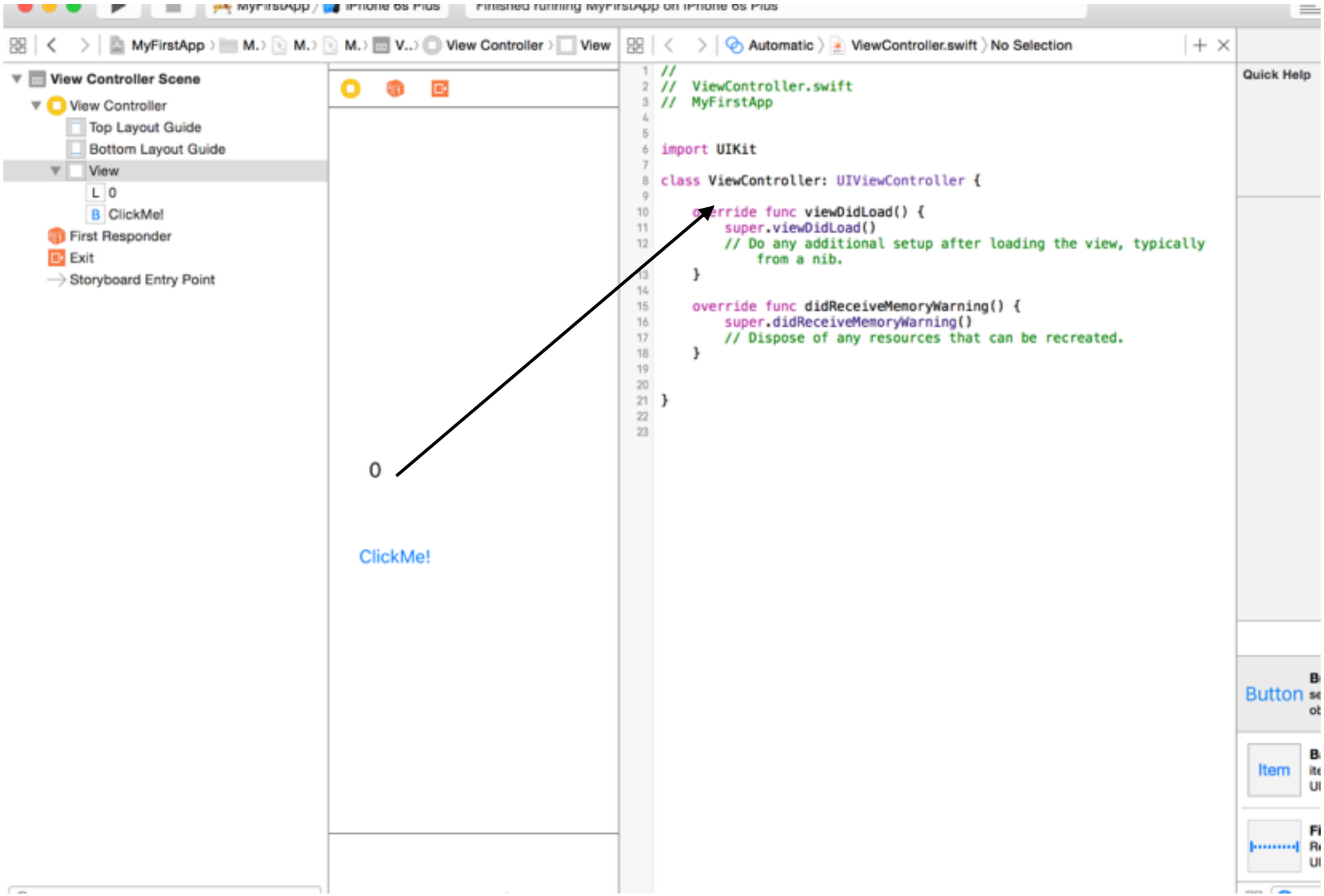


Press Command + 0, to expand/collapse file explorer.

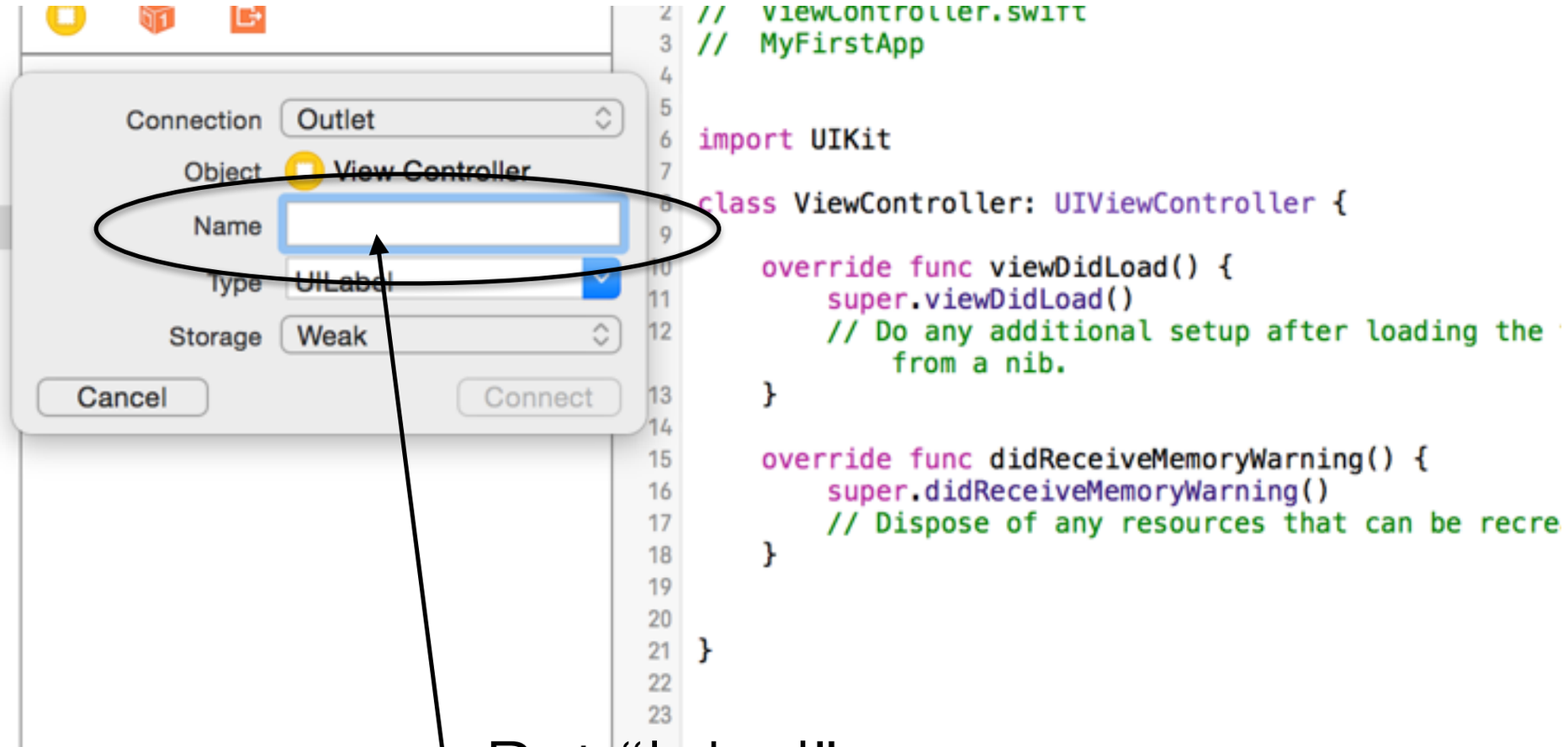



```
//
//  ViewController.swift
//  MyFirstApp


import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
            from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```

Connect label and swift code



1: Keep pressing “Control” key.
2: Try to drag & drop the label to swift code.
3: You will see blue arrow coming from the label.
4: Put the arrow on swift code.
5: You will see a pop up displayed below.



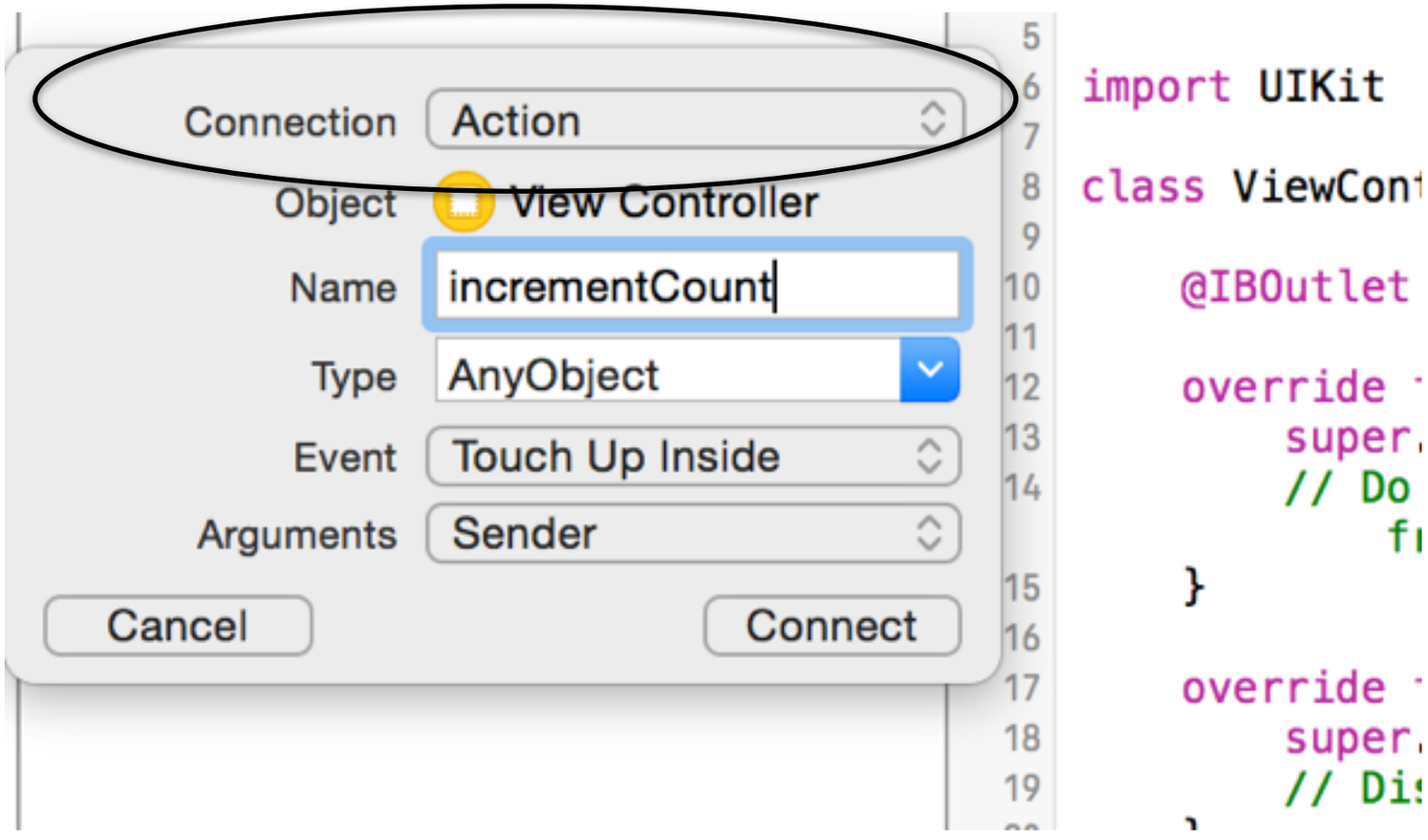
Put “label” as name.

A code line is auto generated.

```
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var label: UILabel!

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
            from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```

Do the same for button.

*Select “Action” as Connection.
Different one is selected by default!



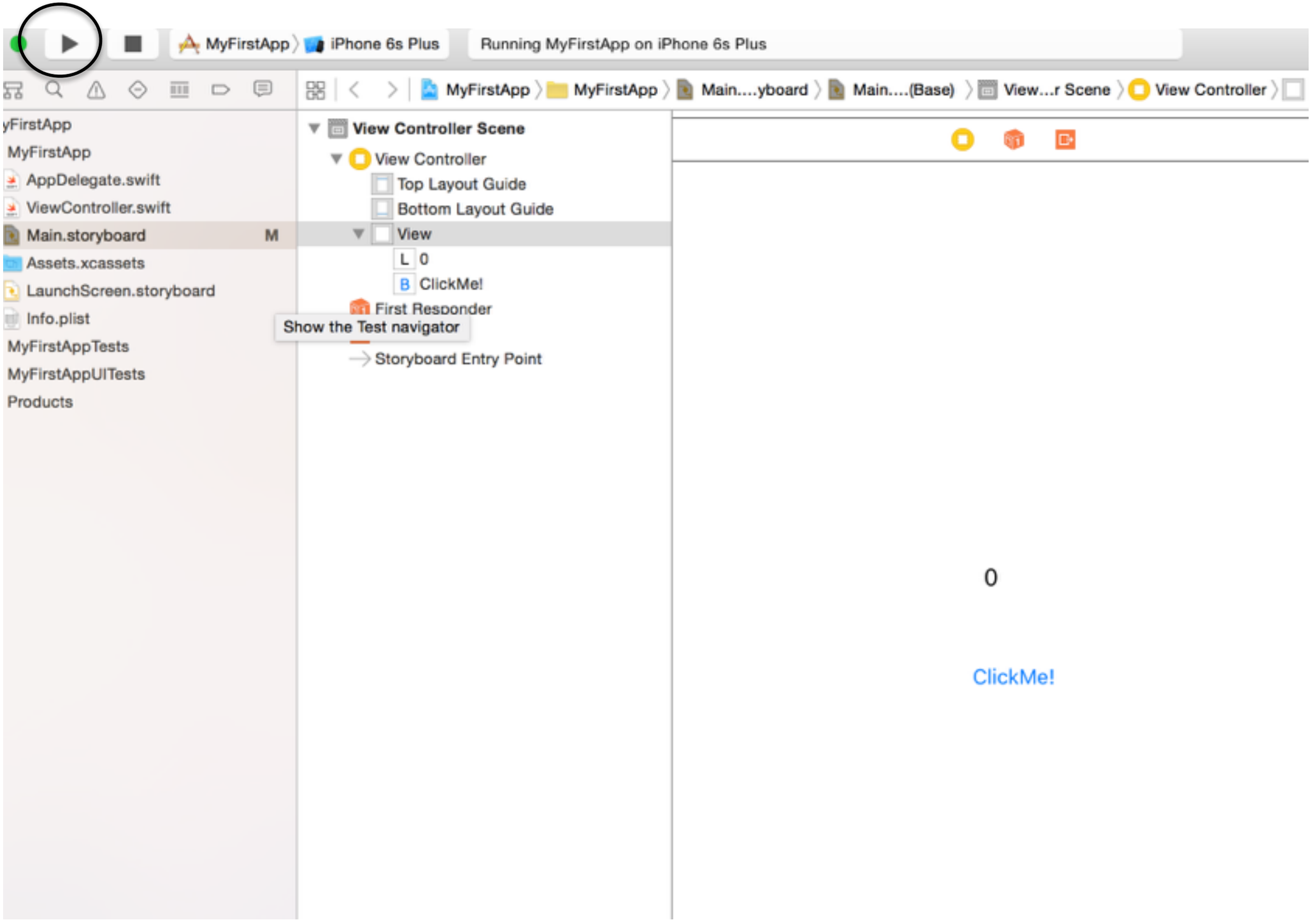
Codes line are auto generated.

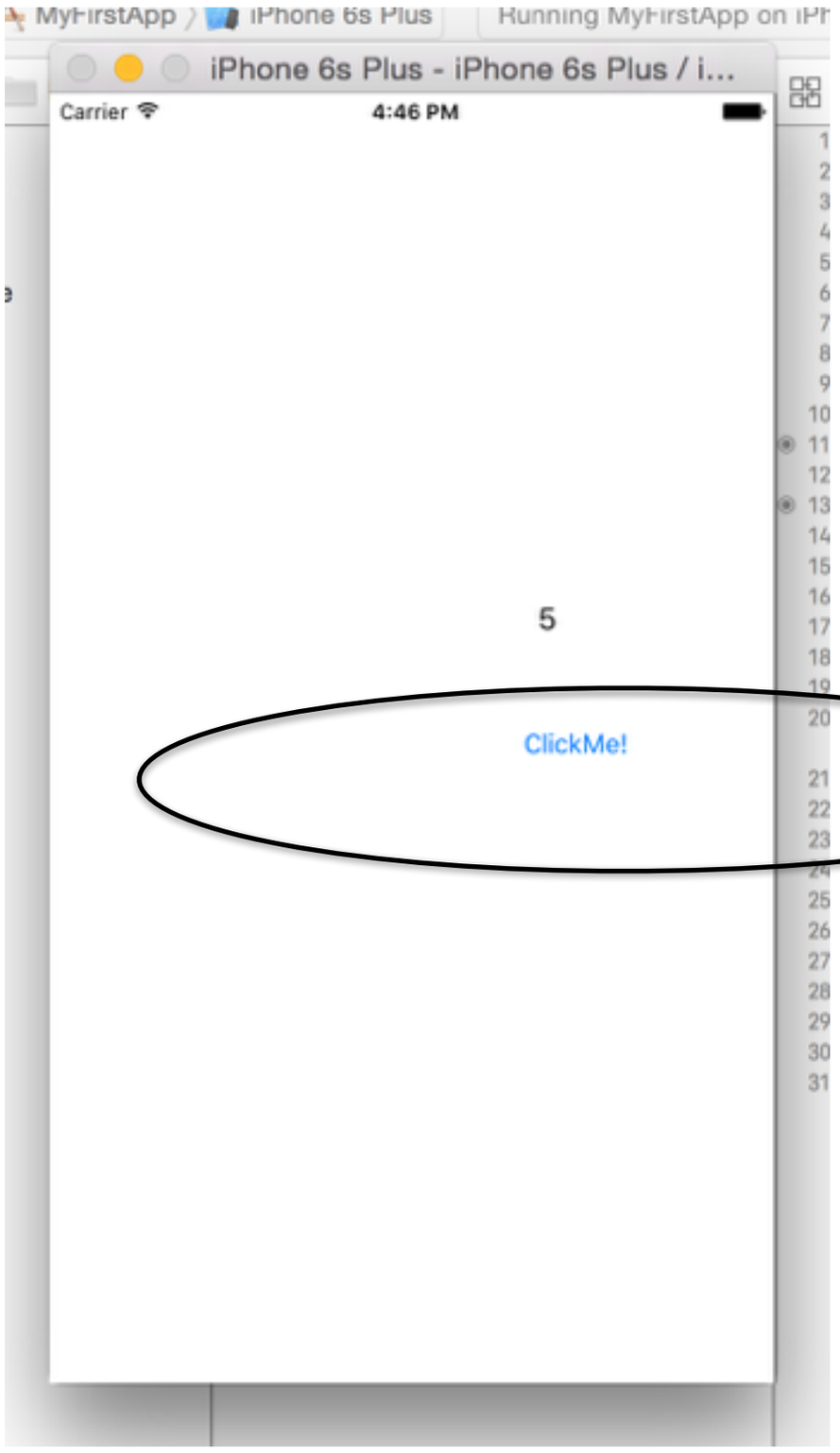
```
4
5
6   import UIKit
7
8   class ViewController: UIViewController {
9
10      @IBOutlet weak var label: UILabel!
11
12      @IBAction func incrementCount(sender: AnyObject) {
13      }
14
15      override func viewDidLoad() {
16          super.viewDidLoad()
17          // Do any additional setup after loading the view, typica
                from a nib.
18      }
19
20      override func didReceiveMemoryWarning() {
21          super.didReceiveMemoryWarning()
22          // Dispose of any resources that can be recreated.
23      }
24
25
26  }
27
28
```

Complete code.

```
import UIKit

class ViewController: UIViewController {

    var clickCount = 0
    @IBOutlet weak var label: UILabel!

    @IBAction func incrementCount(sender: AnyObject) {
        self.clickCount++
        self.label.text = "\(self.clickCount)"
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
            from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```

Build & Run. Again





Click.
Number increases!

Run on real device

https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/LaunchingYourApponDevices/LaunchingYourApponDevices.html