

PROGMM

App: HolaMundo



App: HolaMundo

- Introducción a Xcode
- Crear *outlets* y acciones

Nuevo proyecto



Welcome to Xcode

Version 8.1 (8T61a)

No Recent Projects



Get started with a playground

Explore new ideas quickly and easily.



Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.



Check out an existing project

Start working on something from an SCM repository.



Show this window when Xcode launches

Open another project...

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

Choose options for your new project:

Product Name:

Team:

Organization Name:

Organization Identifier:

Bundle Identifier:

Language:

Devices:

Use Core Data

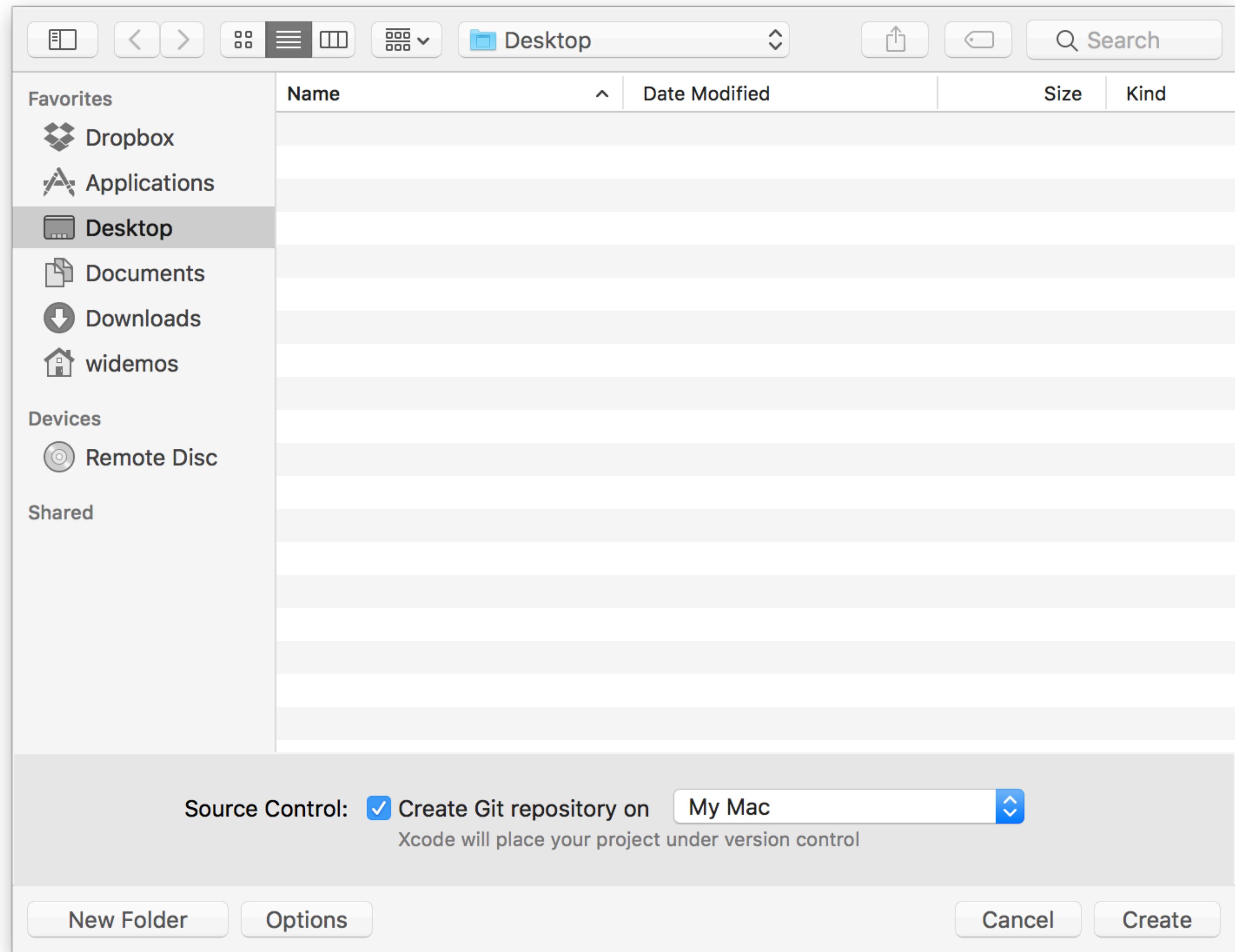
Include Unit Tests

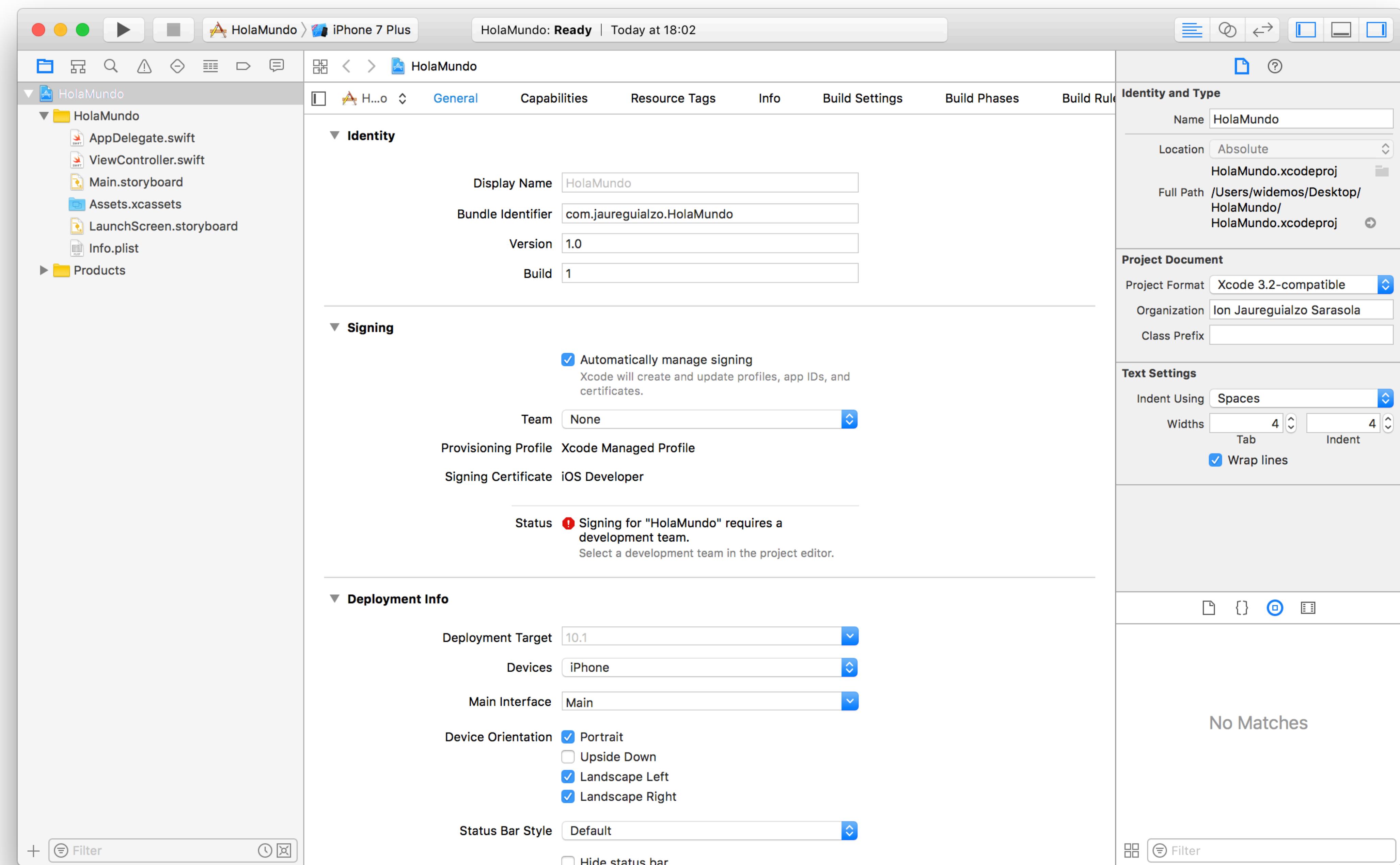
Include UI Tests

Cancel

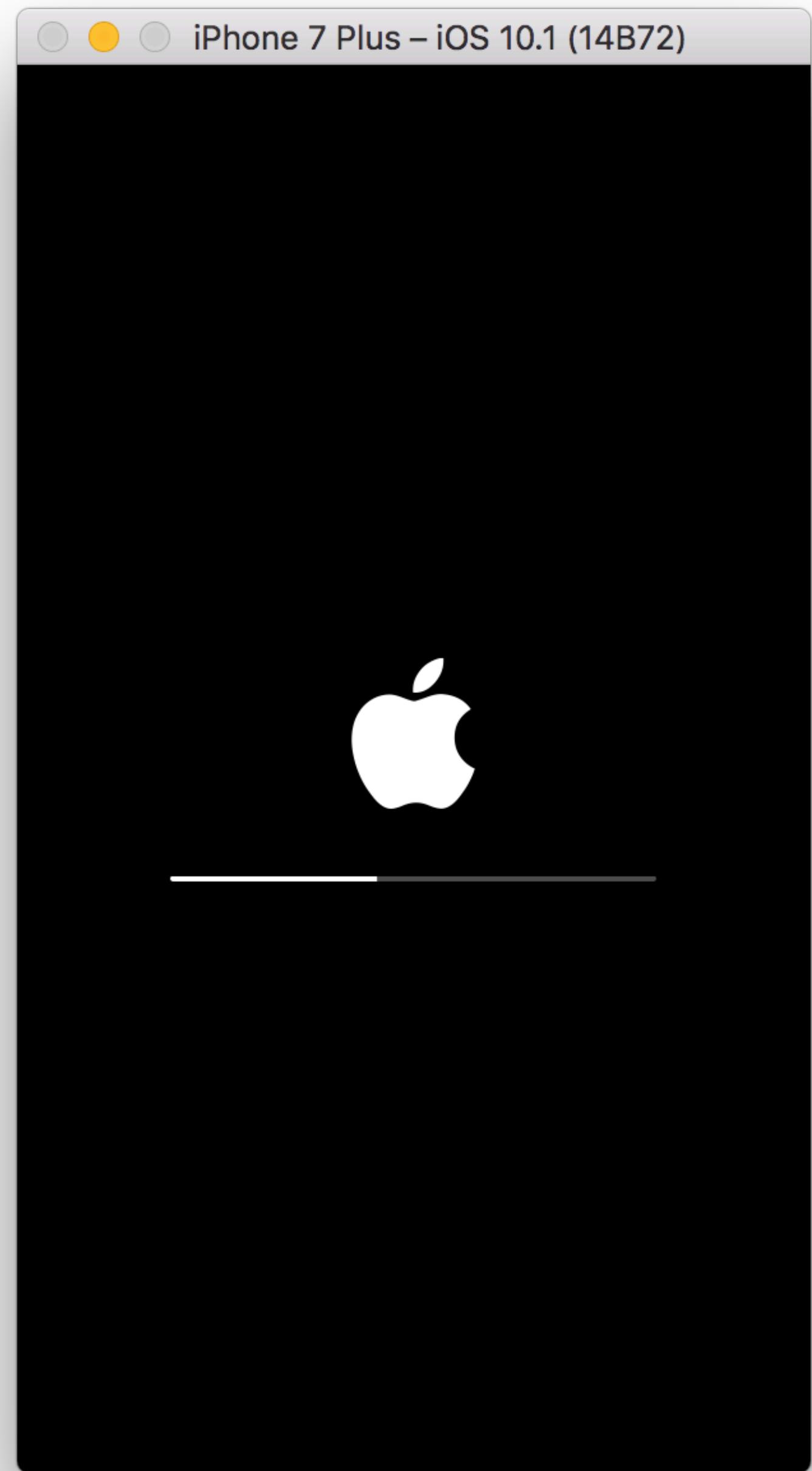
Previous

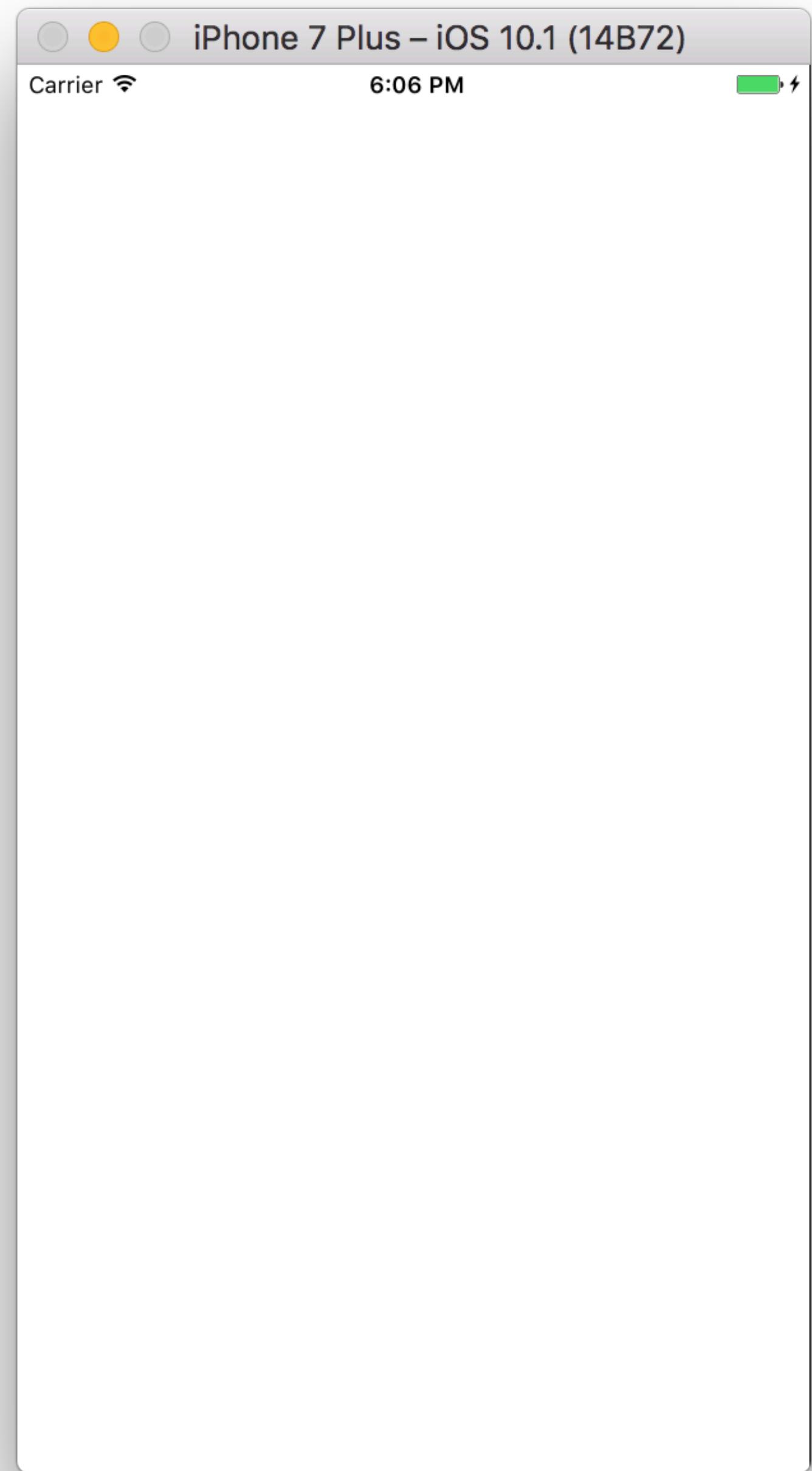
Next

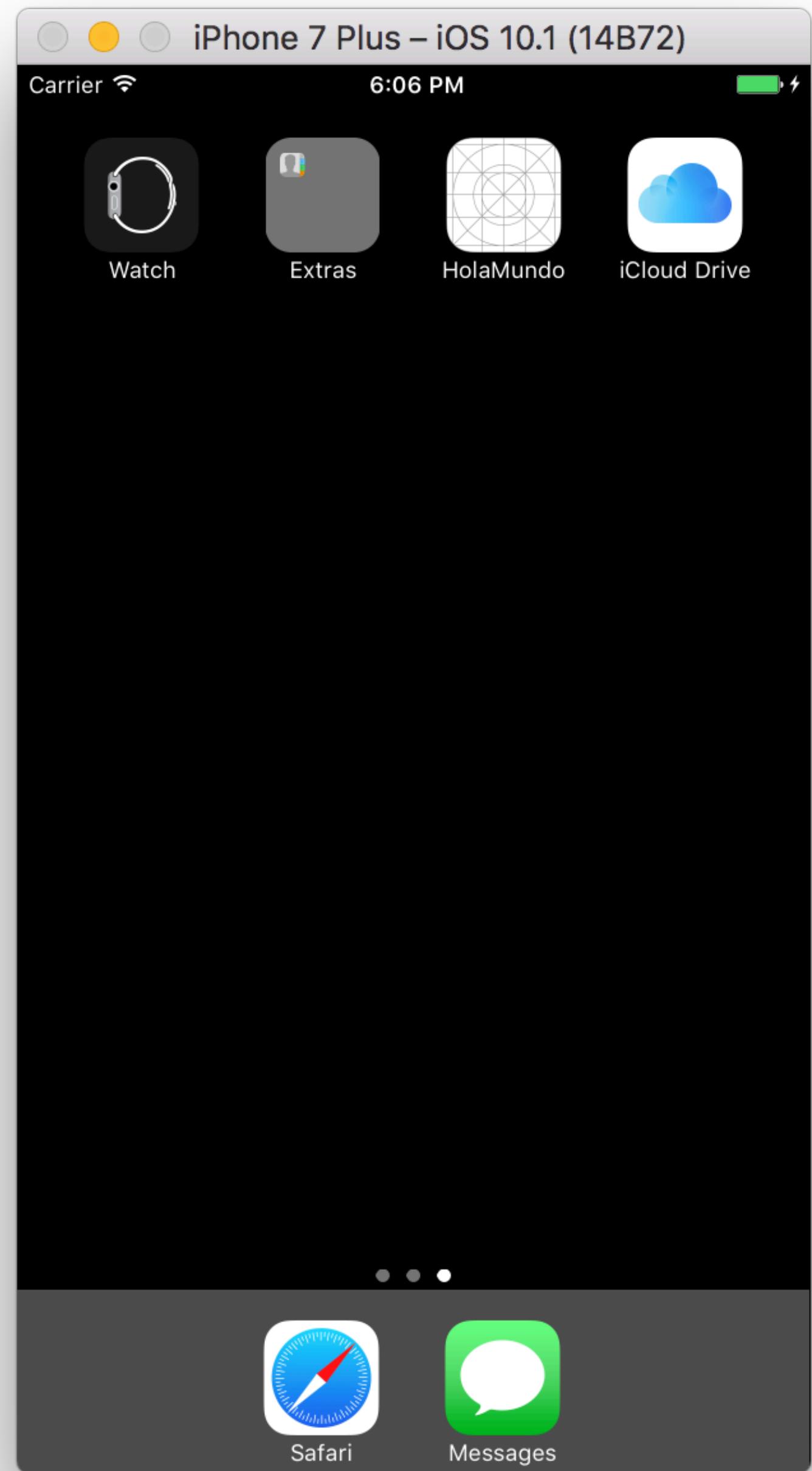




Simuladores y dispositivos







Device

 No devices connected to 'My Mac'...

Build Only Device

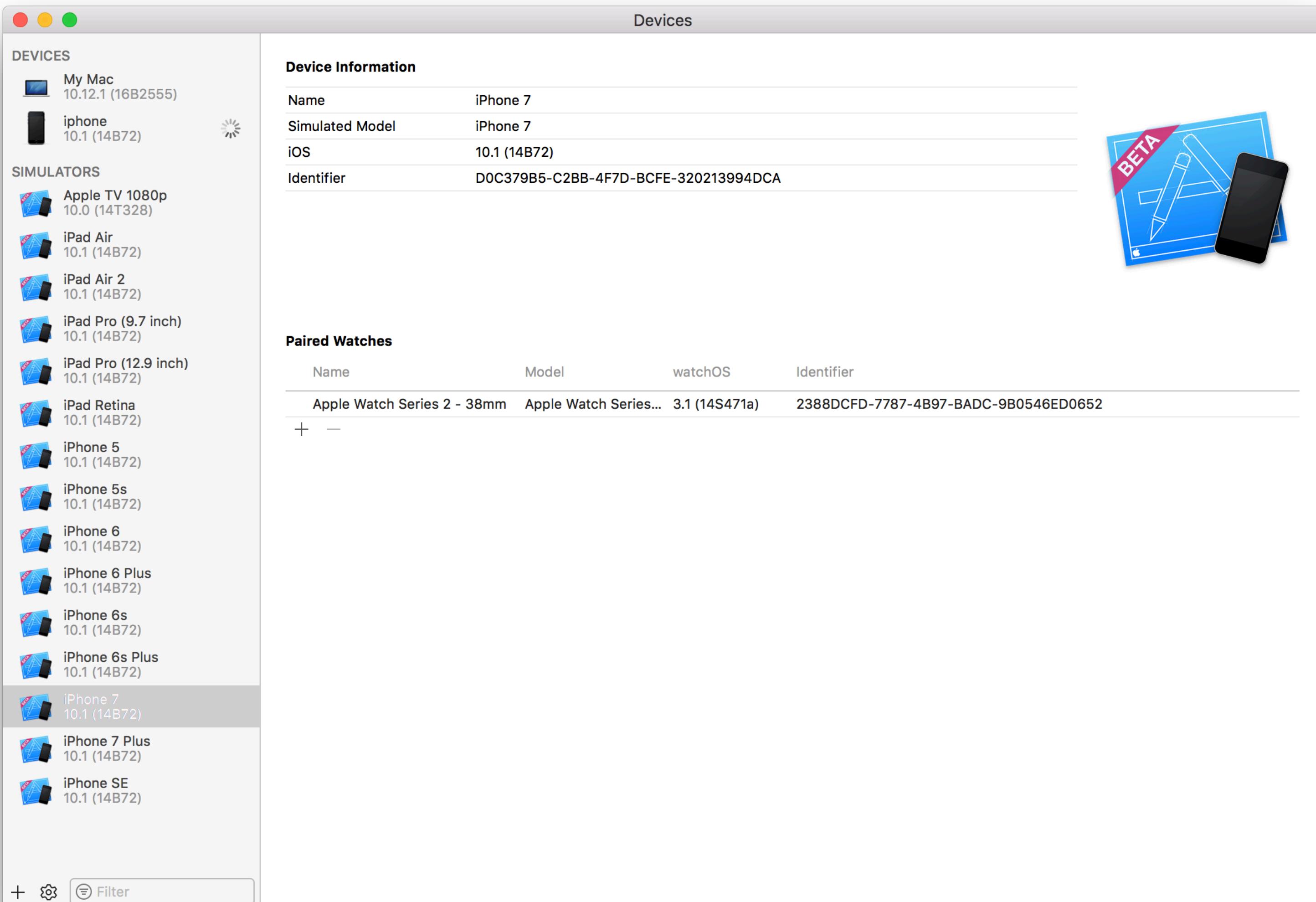
 Generic iOS Device

iOS Simulators

-  iPad Air
-  iPad Air 2
-  iPad Pro (9.7 inch)
-  iPad Pro (12.9 inch)
-  iPad Retina
-  iPhone 5
-  iPhone 5s
-  iPhone 6
-  iPhone 6 Plus
-  iPhone 6s
-  iPhone 6s Plus
-  iPhone 7
-  iPhone 7 Plus
-  iPhone SE

Add Additional Simulators...

Download Simulators...





▼ Signing

Automatically manage signing

Xcode will create and update profiles, app IDs, and certificates.

Team None

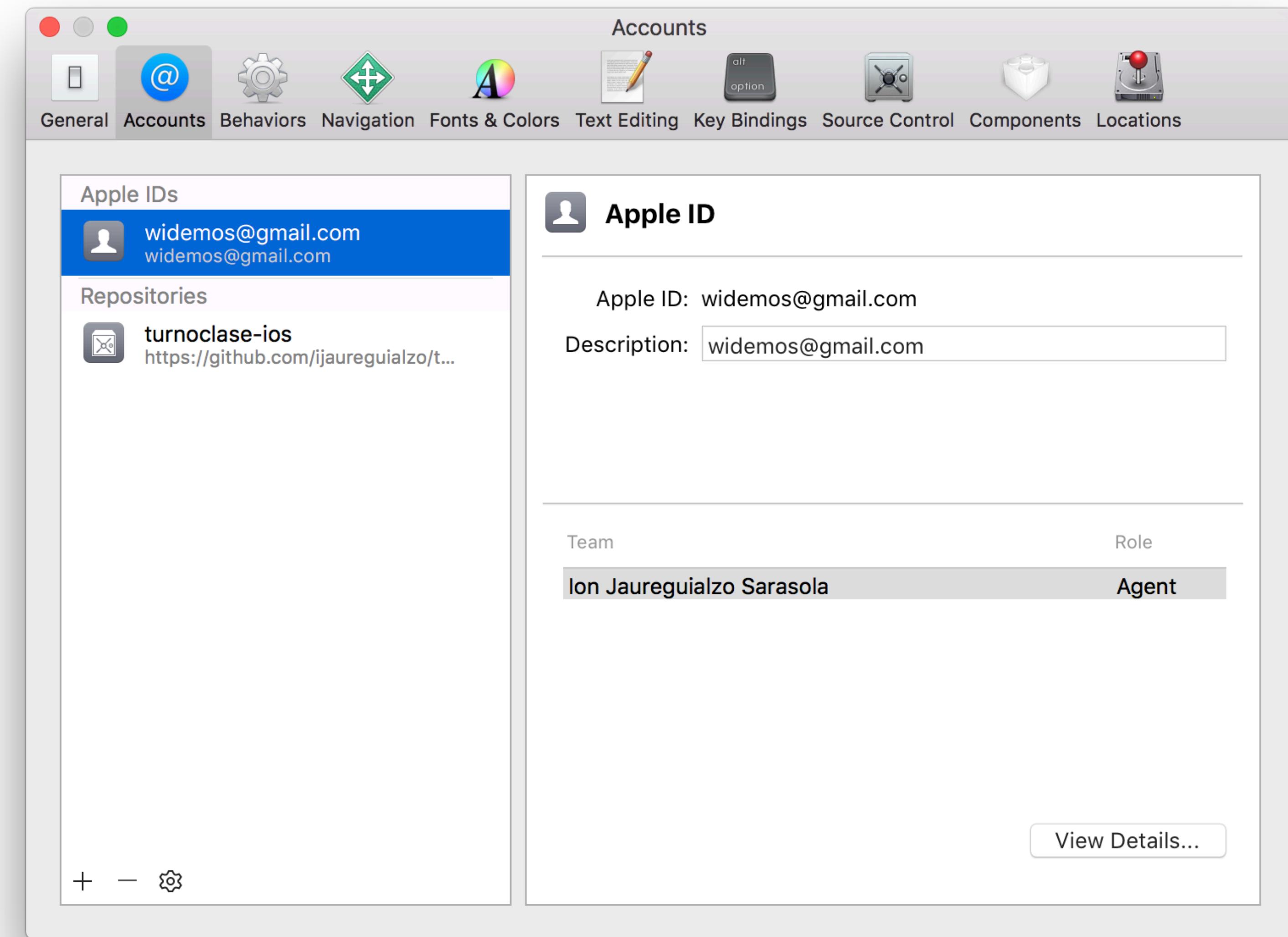
Provisioning Profile Xcode Managed Profile

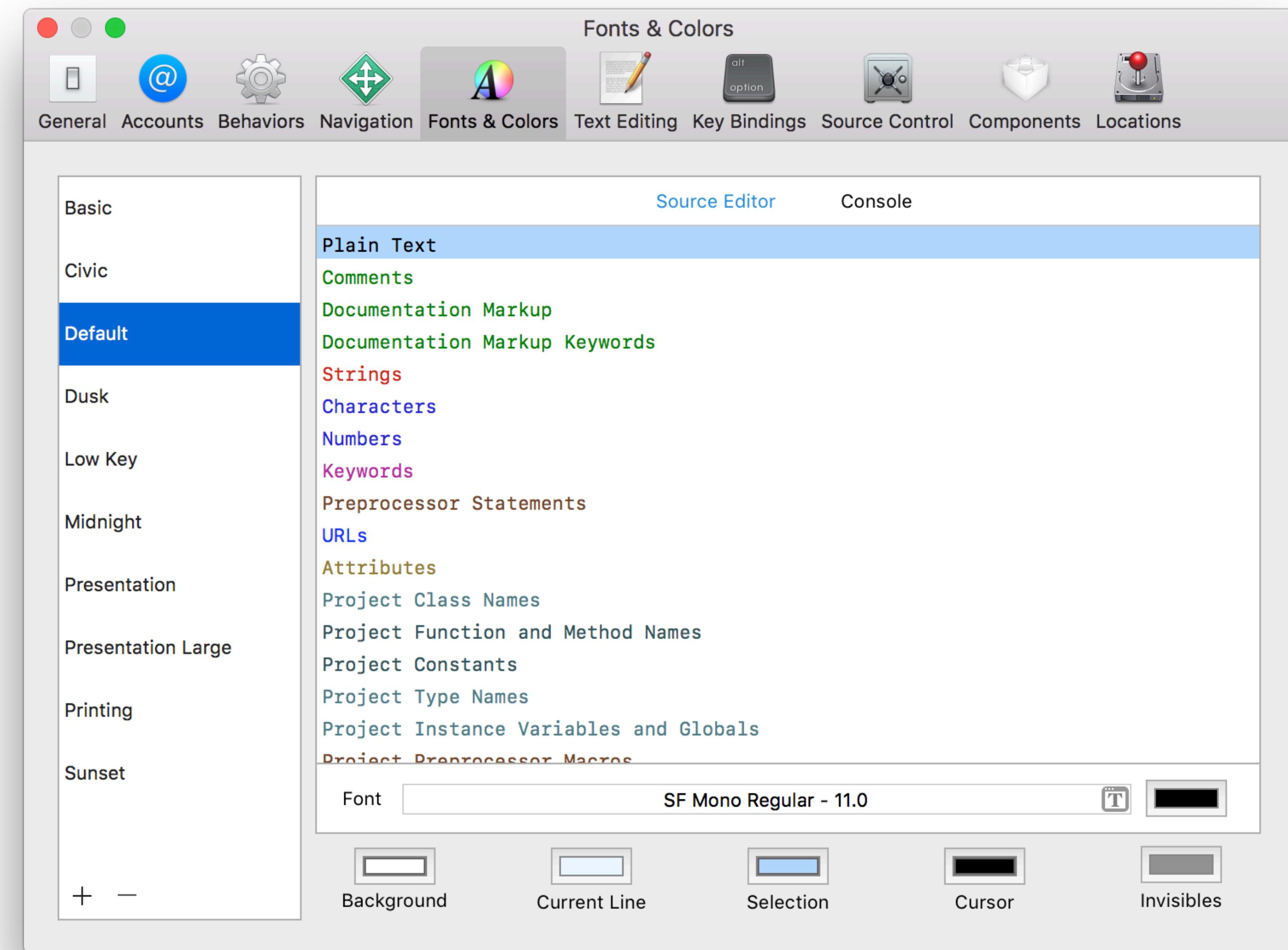
Signing Certificate iOS Developer

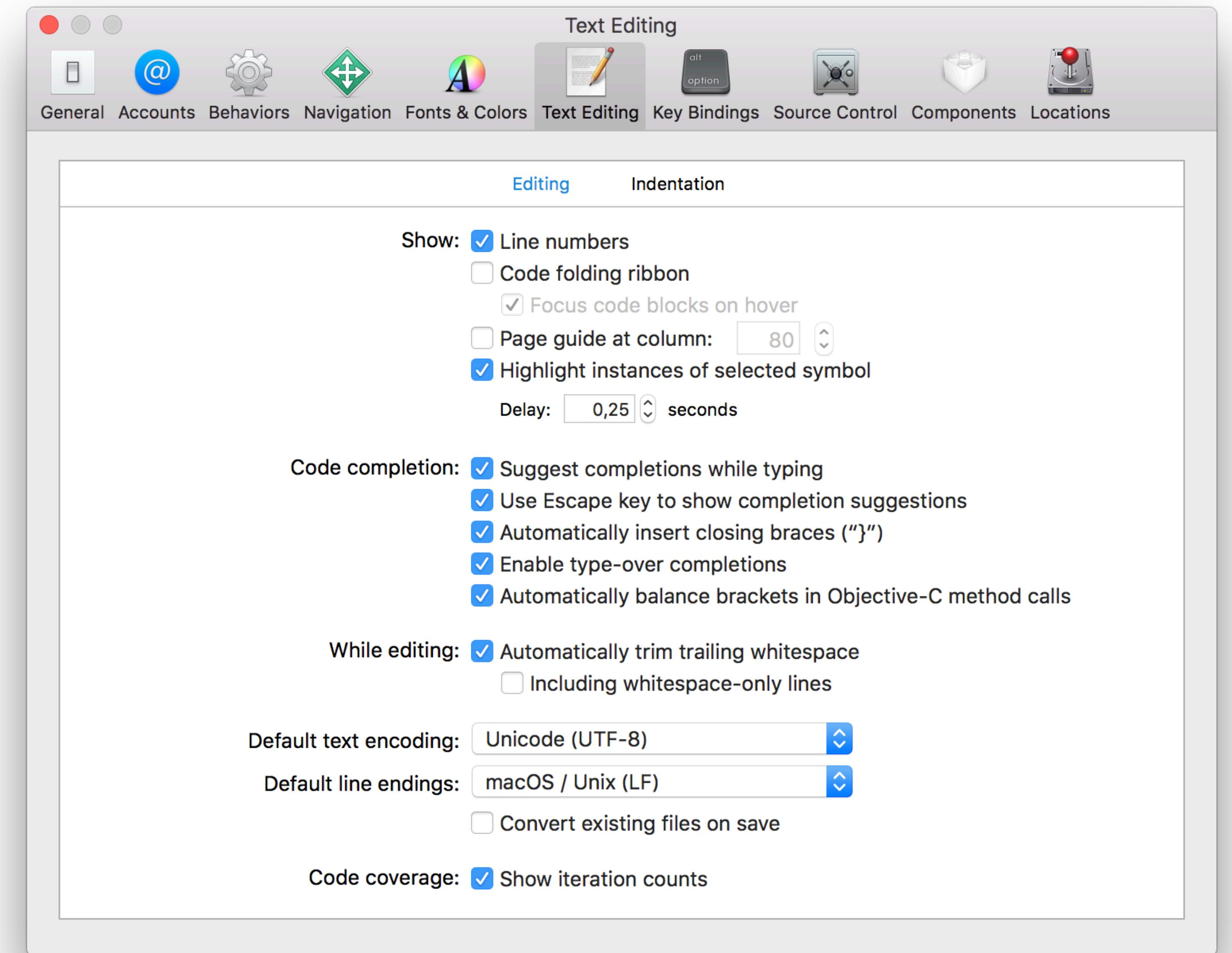
Status ! Signing for "HolaMundo" requires a development team.

Select a development team in the project editor.

Preferencias de Xcode







Editores

Installing Guides and Sample Code

HolaMundo > iphone

HolaMundo > HolaMundo > ViewController.swift > No Selection

Identity and Type

- Name: ViewController.swift
- Type: Default - Swift Source
- Location: Relative to Group
- Full Path: /Users/widemos/Desktop/HolaMundo/HolaMundo/ViewController.swift

On Demand Resource Tags

Only resources are taggable

Target Membership

HolaMundo

Text Settings

- Text Encoding: Default - Unicode (UTF-8)
- Line Endings: Default - macOS / Unix (LF)
- Indent Using: Spaces
- Widths: Tab 4, Indent 4
- Wrap lines

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.

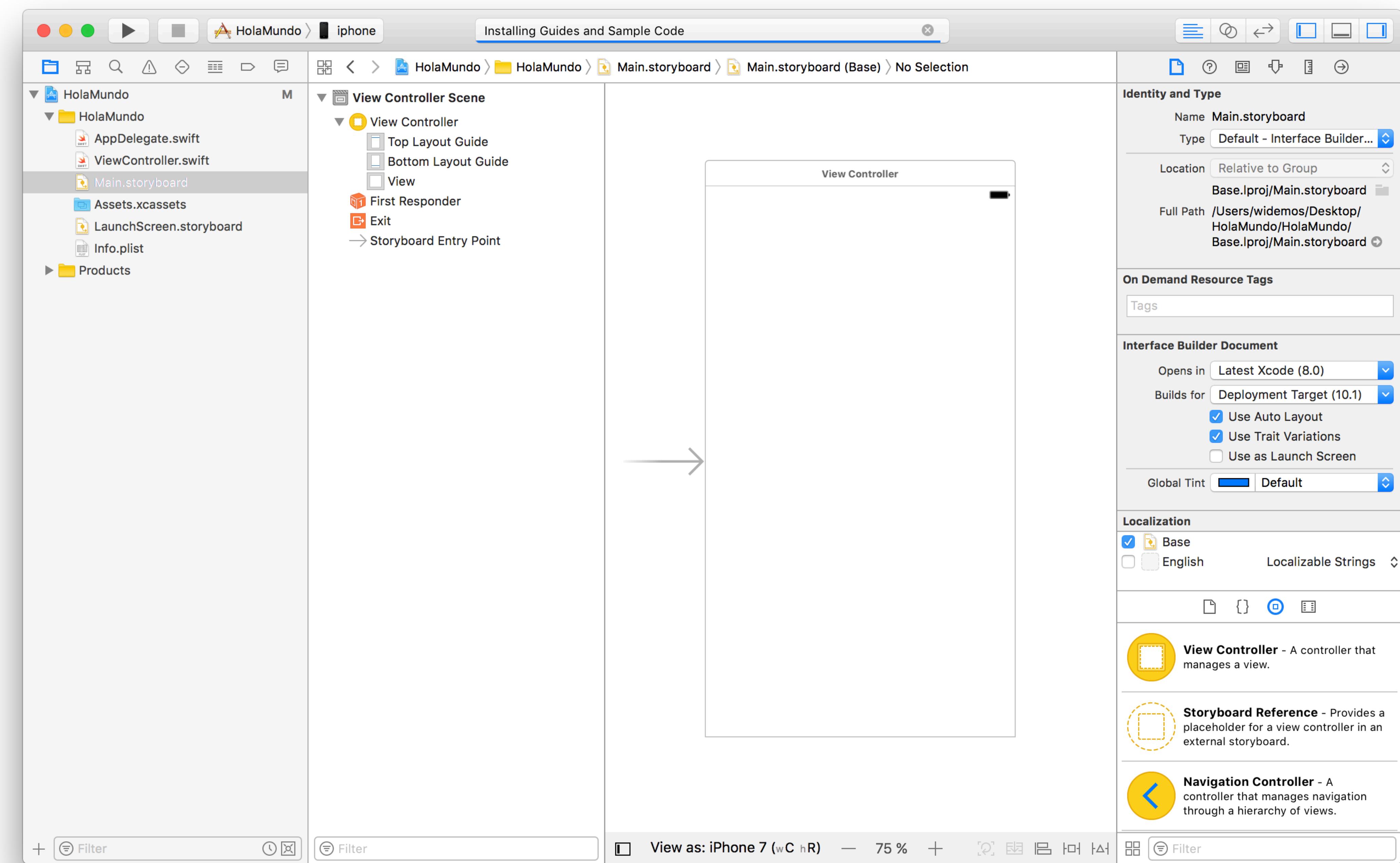
Filter

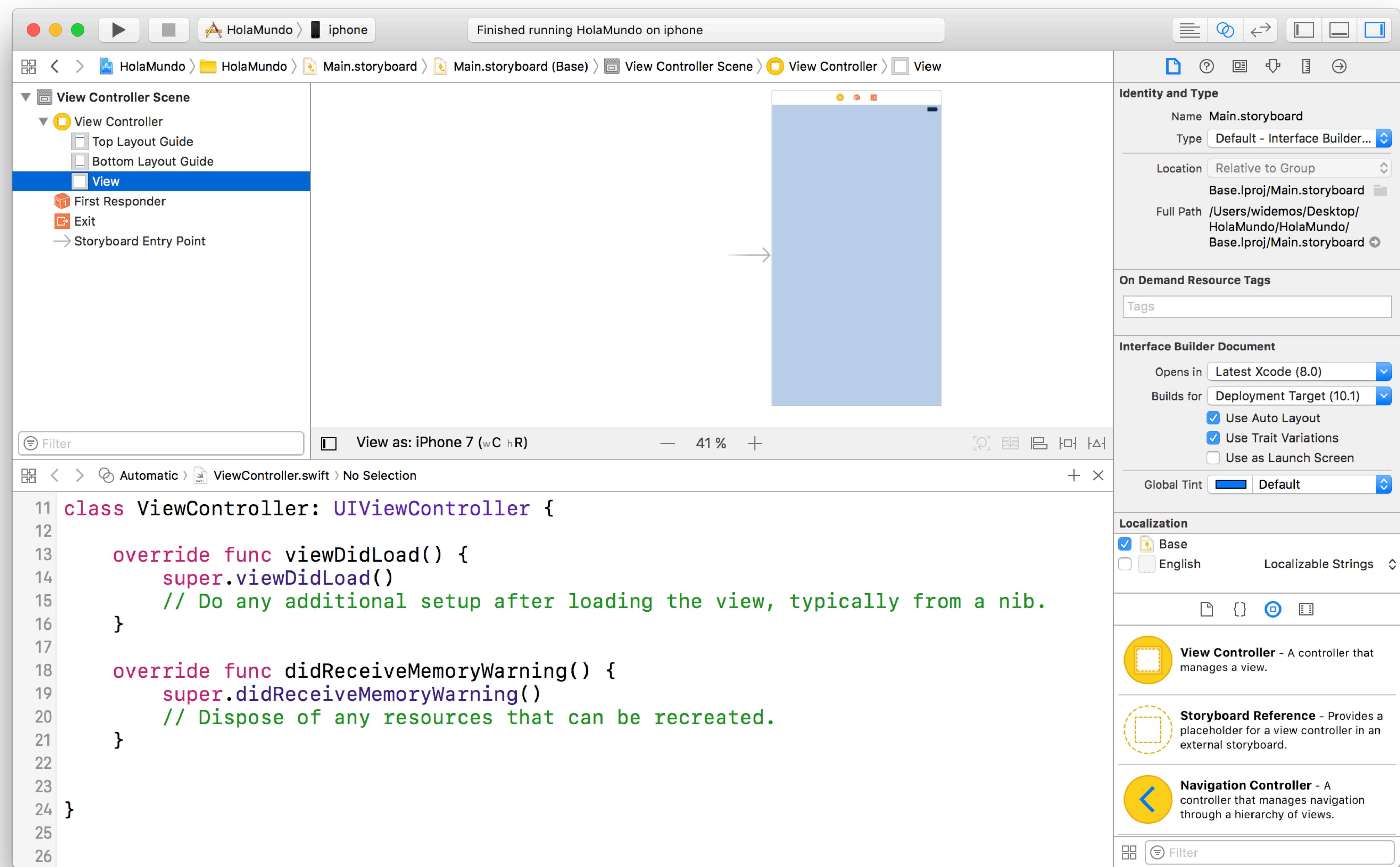
+

Filter

ViewController.swift

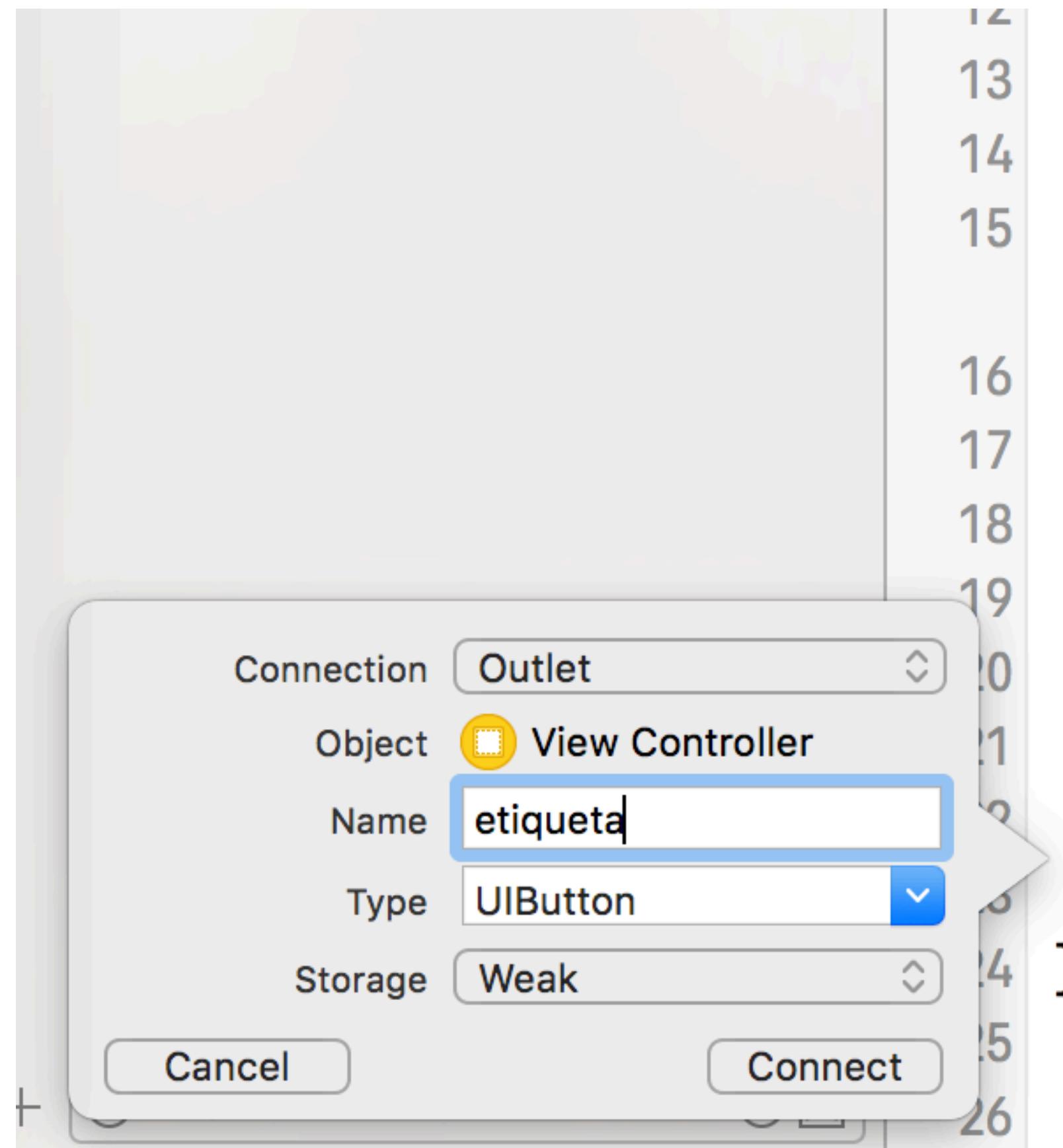
```
1 // ViewController.swift
2 // HolaMundo
3 // Created by widemos on 25/10/16.
4 // Copyright © 2016 Ion Jaureguialzo Sarasola. All rights reserved.
5 //
6 import UIKit
7
8 class ViewController: UIViewController {
9
10    override func viewDidLoad() {
11        super.viewDidLoad()
12        // Do any additional setup after loading the view,
13        // typically from a nib.
14    }
15
16    override func didReceiveMemoryWarning() {
17        super.didReceiveMemoryWarning()
18        // Dispose of any resources that can be recreated.
19    }
20
21
22
23
24 }
25
26 }
```





Outlets y acciones

Outlets

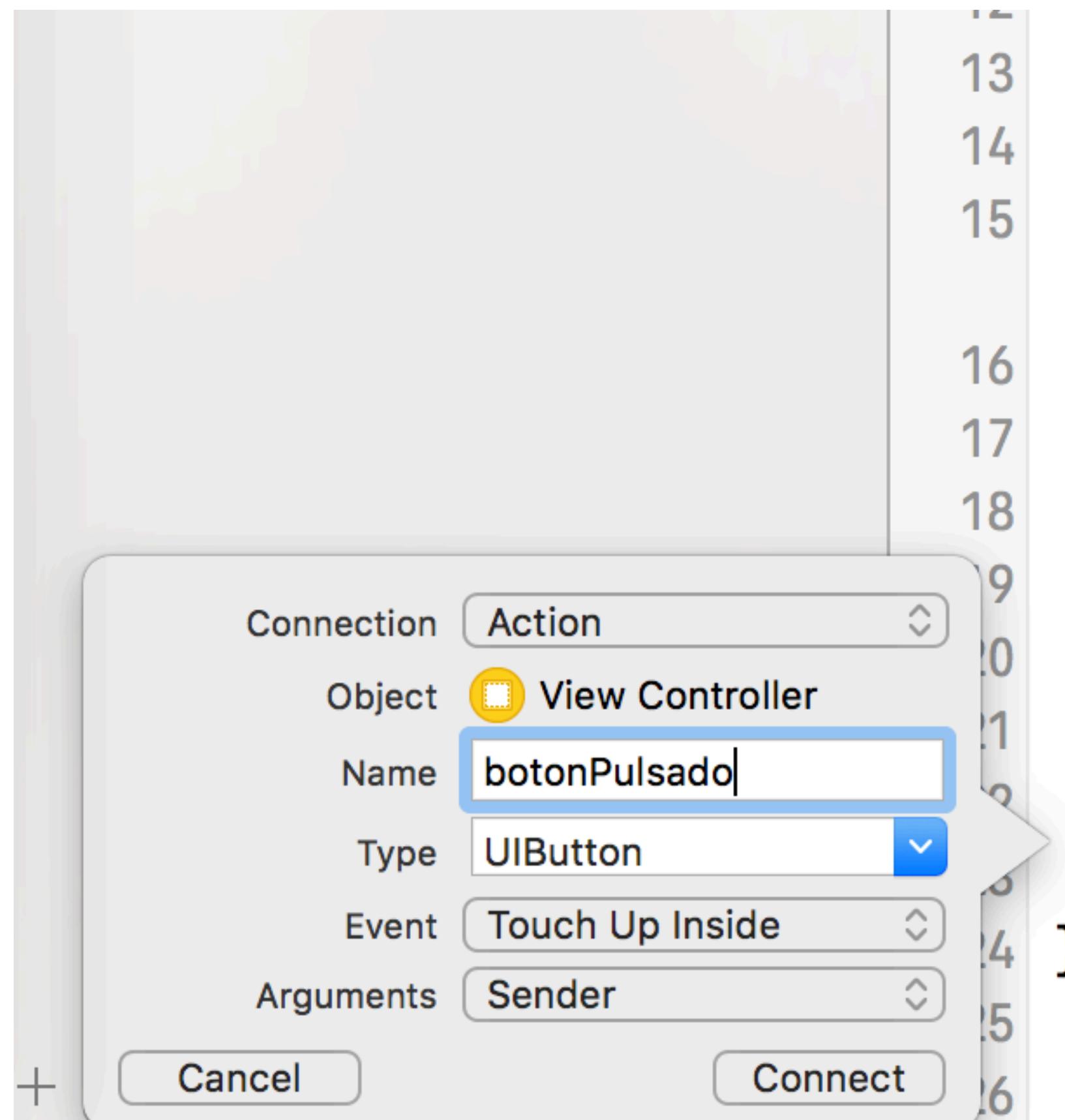


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```

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

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

Acciones



```
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super.viewDidLoad  
// Do any adc  
typically  
}
```

```
override func dic  
super.didReceiveMemoryWarning  
// Dispose of  
}
```

すべての質問は?

Any questions?

Galderarik?

¿Alguna pregunta?

任何問題?

Alguma pergunta?

أيَّ أَسْئَلَةً؟

질문 있나요?