APP DEV RESEARCH

* Using xCode as it is the main developer tool used on Mac and used to build iOS apps. I downloaded it from the App Store, and it does include its own coding environment.
* It did have a Git repo feature, but I did have to create a new repo on Git and push it myself to the website. I already had xCode installed on my computer and do not recall making any system changes for it when I first installed it.
* Apple developer website already has a Hello World template, so Part 1 was easy. I did play around with the different functions and icons I can use.
* Honestly, most of the Habit Tracker app was built by lots of google searches and trying to work it out on my own and failing, then inserting what I had into chat and figuring it out.

INSTALLING STEPS:

Go to App Store on Mac > Search “xCode” > Download and Install > Open xCode and select platform you’d like to develop for > xCode will install any necessary packages > Ready to start developing.

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| Research | Takeaway | Time |
| https://docs.swift.org/swift-book/documentation/the-swift-programming-language/ | Functions, Variables, Syntax | 5 hours |
| https://developer.apple.com/tutorials/swiftui/ | Hello World template & other useful info | 12 hours |
| ChatGPT.com | Used for syntax, variable, stack errors and date formatter function | 3 hours |
| https://www.youtube.com/watch?v=mRyC0I74jAk | Learned about VStacks, Lists...etc. | 20 minutes |
| https://www.youtube.com/watch?v=X5hy3M47OC4 | Lists, and variables..etc | 1 hr |
| https://www.reddit.com/r/SwiftUI/ | Found some useful stuff in here | 30 minutes |
| Googles AI Overview | Very useful examples | 3 hours |
| https://www.swift.org/getting-started/swiftui/ | Build list using V,H stack | 30 minutes |