

Intro to iOS

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CrashCourse 2013

Who this CrashCourse is for

- Prior C / C++ / Java knowledge
- Know some Object-Oriented Programming concepts
- Have a Mac with Xcode installed (free from the Mac App Store)
- Want to write innovative apps for **0.5 Billion** devices worldwide

Requirements

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Intro

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MVC

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Demo

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What next?

iOS App Development

- **Objective-C** (derived from C and SmallTalk)
- Object-oriented, Class-based
- **iOS SDK** (currently v6.0)
- **Xcode** IDE (currently v4.5)
- **Free** to test on the iOS Simulator (included in Xcode)
- **\$99/year** to test on device and submit to the App Store

Requirements

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Intro

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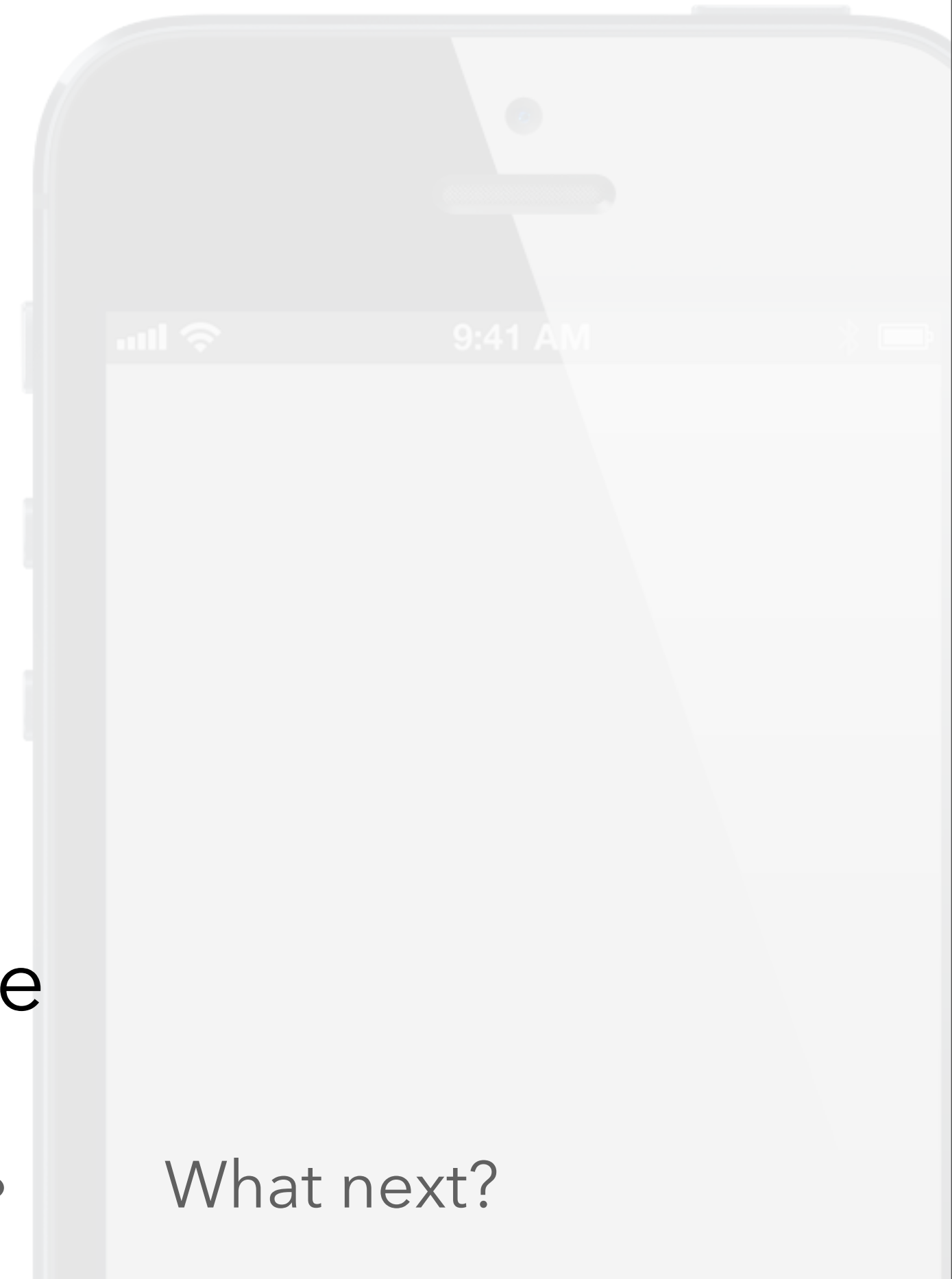
MVC

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Demo

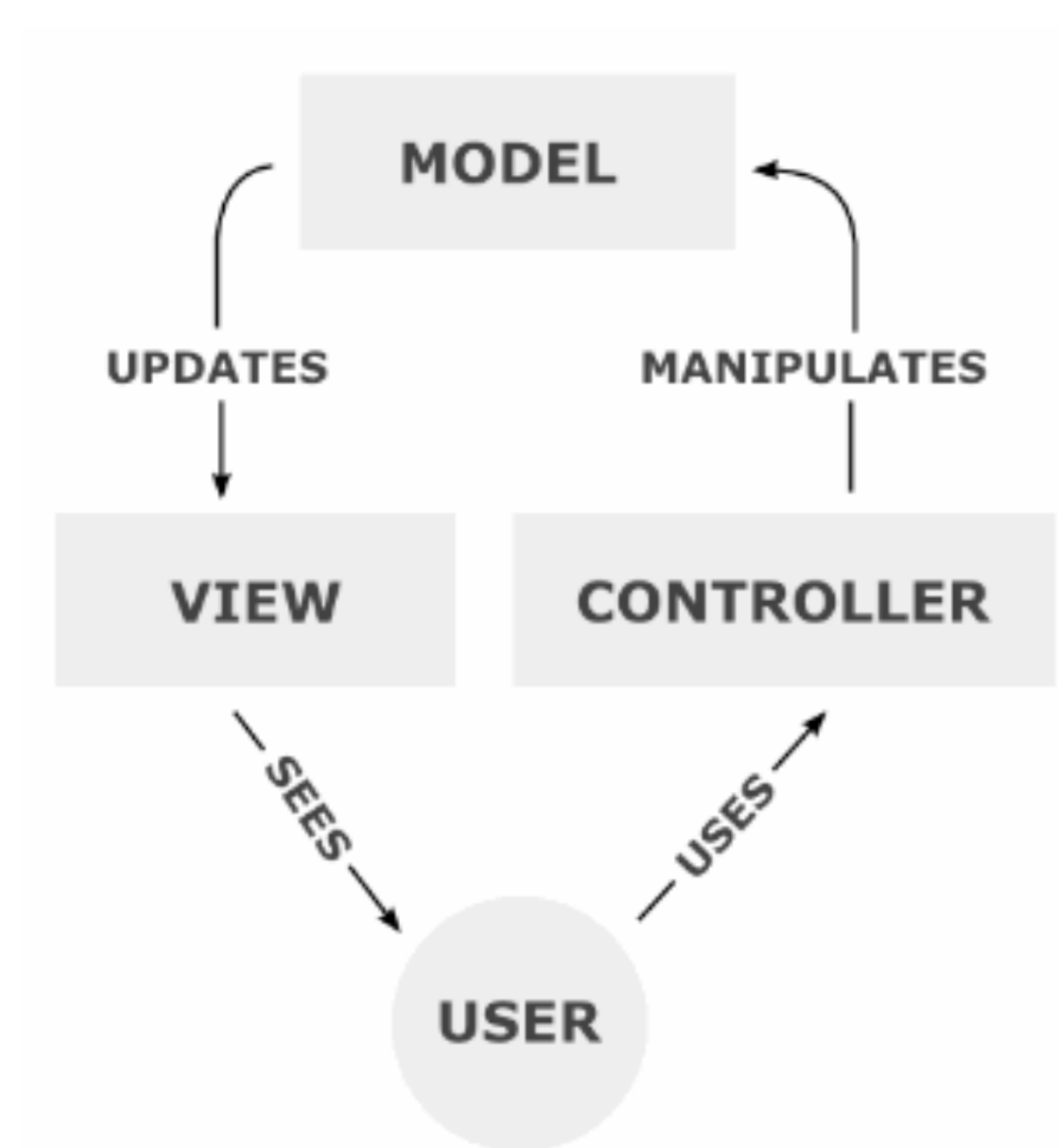
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What next?



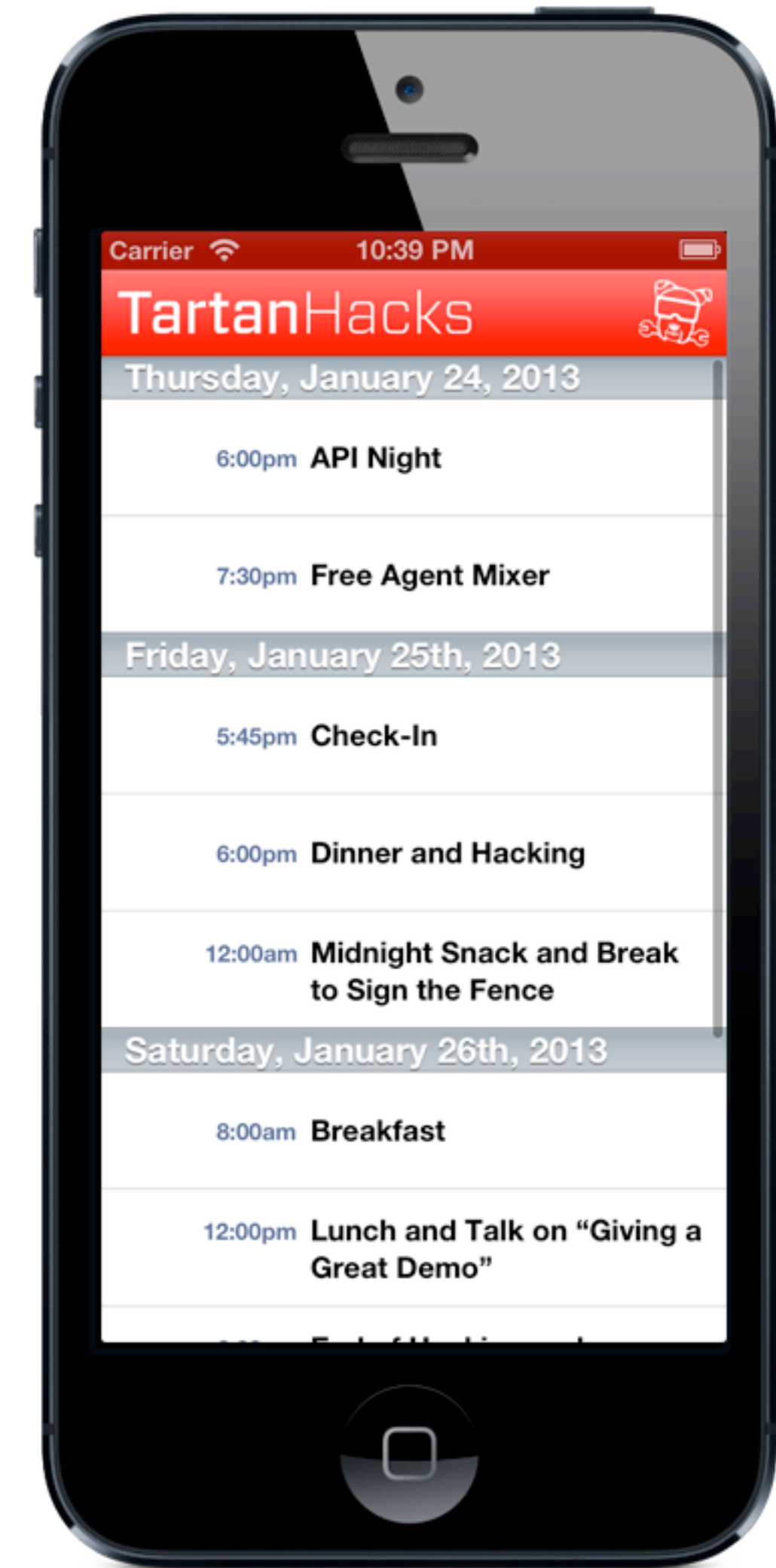
Model-View-Controller (MVC)

- Underlying design pattern of iOS development
- Model: Encapsulates **data** (time/title of an Event)
- View: Presents information to the user on the **screen** (a single row showing details of an Event)
- Controller: **Ties** the model to the view (a table that manages all rows)



Demo: TartanHacks App

(starter code: <http://tinyurl.com/CrashCourseiOS>)



What next?

- iOS Developer Library (<http://developer.apple.com/library/ios/navigation/>)
- WWDC Videos (<https://developer.apple.com/videos/>)
- Ray Wenderlich's Advanced Tutorials (<http://www.raywenderlich.com>)
- Office Hours / Contact me (<http://isaacl.net>)

Requirements



Intro



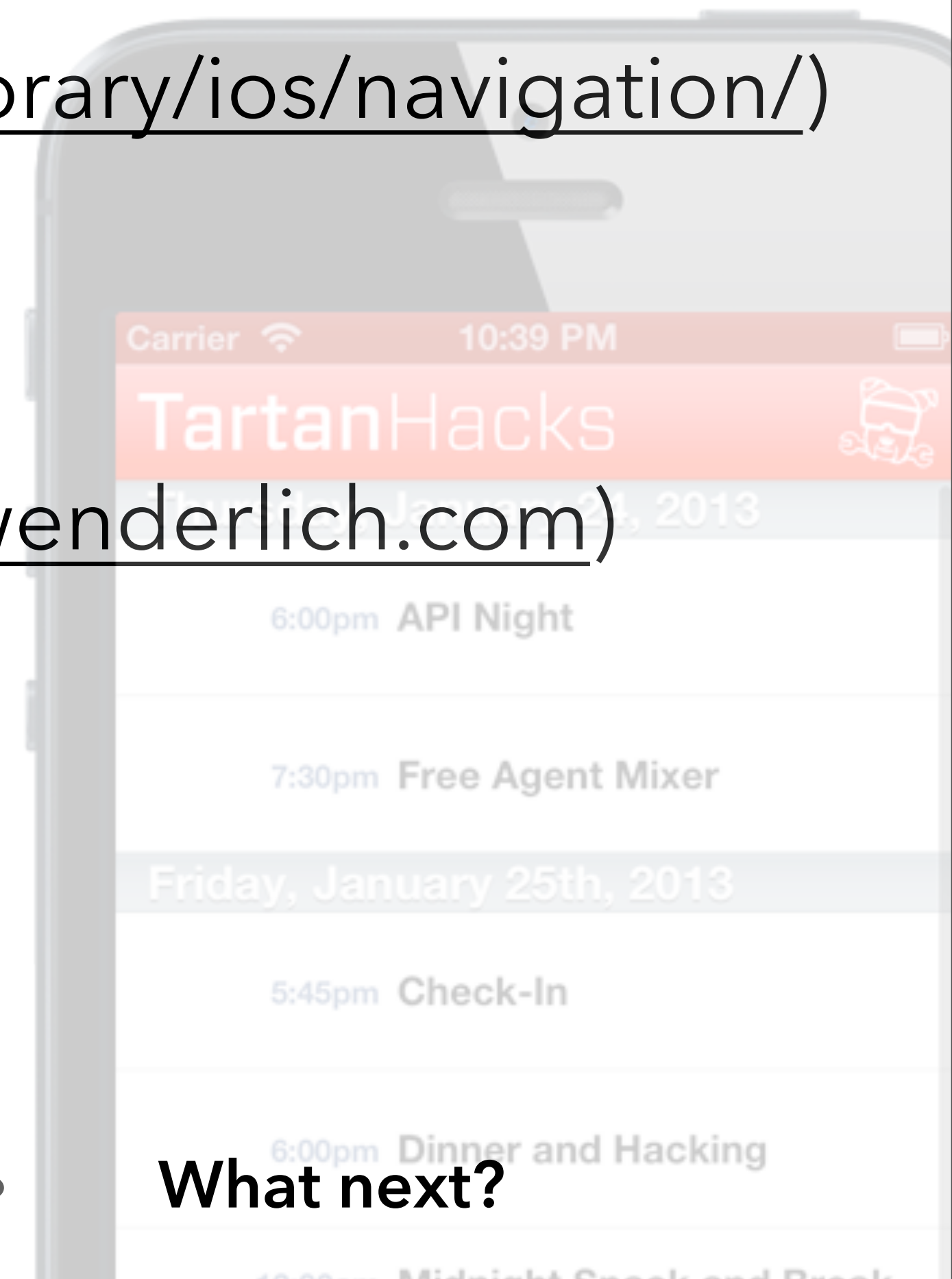
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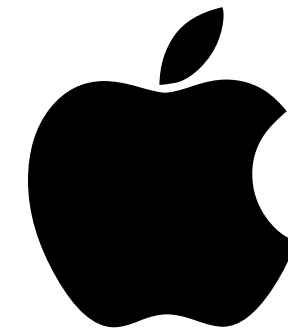


Demo



What next?





[**self** beginHacking:**now** withPassion:**YES**];

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(resources from this talk posted at <http://tinyurl.com/CrashCourseiOS>)

