Swift and iOS Workshop – Part 1 – Project
TO-DO LIST!

BRIEF:

Ever find yourself forgetting to do simple tasks? Maybe it occurs when you go to your weekly Target runs for grocery, or maybe it happens when you need to remind yourself to do some homework. Regardless, we have all been in a situation where creating a todo list would come in handy! Of course some are comfortable with plain ***old paper and pen***, but as computer scientists/programmers/tech enthusiasts we want to automate the task as much as we can!

With the tools of Swift and iOS programming we can make our very first application to be a simple, common, but most importantly a functional and useful app.

OBJECTIVE:

We are going to create a todo application! Note that this project may seem extremely daunting to begin with, but with the knowledge and drive to build apps you should find yourself creating this useful application at the end of it all. Just remember to stick with it!

For this project we are going to create a single view (one corresponding ViewController) and load it with a UITableView. Create the application such that when a button is pressed the user is prompted to type what he/she wants to do, and once this is done the table is populated with this data.

Further extensions: Make all the todo's save in the device memory, so that even when the user closes the application, she/he can reopen the app and find the items still there! Allow the user to delete the items from the list as well with a swipe (this is actually built in the UITableViewDelegate functionality!)

CONCLUSIONS:

This is a difficult project, and will take a lot of self research to complete. Remember Google and StackOverflow are a programmer's life line, so use them! Just remember to have fun and enjoy programming.

For any further assistance/questions, you can message me.
Facebook: https://www.facebook.com/jahan.cherian
Email me at jcherian@media.ucla.edu
For any further contact visit my website: http://jahancherian.com

"Your time is limited, so don't waste it living someone else's life. Stay Hungry. Stay Foolish" – Steve Jobs

HINTS:

- Store the items in a suitable collection type like maybe an array
- Make your ViewController inherit from UITableViewDelegate and UITableViewDatasource
- For any tableview, we must use the functions with parameters:
    1. numberOfRowsInSection
    2. cellForRowAtIndexPath
    3. canEditRowAtIndexPath
    4. commitEditingStyle
- To save/edit items into memory look at NSUserDefaults
- Think of UIViews as containers in which you can add things like textfields (for typing) and buttons (for adding to table)! They have ***hidden*** properties that can be set to true to hide them and false to show them!
- The add button can be placed in the navigation bar as a ***Bar Button***