Week 1: Getting Started, Intro to Nibs / Storyboard

Learning Goal: Translate wireframes into functional app interfaces

Learning objectives:

Set course expectations, high-level introduction to programming languages/OO and how they are used, what is an app, define developer workflow and tools, get practice with interface builder and XCode, creating your first iOS project.

Assignment Prompt - Week 1

1) Project prompt
Take an existing app that contains one screen and add several screens and transitions on to it. The provided app contains one screen, built using Interface Builder. You will need to add several screens to this app, and make it possible to transition to those screens. At the end of your assignment, you will need to submit your final app to Dropbox for review. This assignment will give you hands-on experience with Xcode, interface builder and git.

2) Goals of project
   ● Navigate Xcode and Interface Builder.
   ● Use Interface Builder to quickly prototype basic multi-screen apps.
   ● Understand the basic constructs of a programming language (if not the ability to actually write code).
   ● Name the components of an app and describe the lifecycle of an app.

3) Project requirements
Your app must:
   ● The posted app has a storyboard with one view controller that appears on launch. Create a login screen with two text boxes and a 'login' button. The first text box should have an email keyboard, the second should obscure the typed text (i.e. be a password field). Make the login screen the first thing the user sees when they launch the app.
   ● When the user clicks on the 'login' button on the login screen, direct the user to the preexisting screen that was included with the project. Do this using a navigation controller.
   ● The pre existing screen that was included with the project has several buttons on it, some placeholder text and a blank image view. Change the image view to contain a picture of yourself, and make the text above the buttons say '{Your name}'s first app'.
   ● When tapped, the 'info' button on the home screen should display a modal (from bottom to top animation) view controller. That view controller should display text that contains a short bio of yourself.

- When tapped, the 'goals' button of the app should push a view controller into view via the navigation controller. This page contains text that describes a short blurb about what you're hoping to get out of this class. The text should be red and bold. Below the text should be an image of one of your favorite things.
- The top right hand side of the navigation bar on the 'goals' screens should have a button called 'info'. When tapped, it should present push your info screen onto view using the navigation controller.

4) Deliverables
- Assignment (code, project file) posted on Dropbox

5) Timeline:
- Due on first day of week 2

6) Suggested ways to get started
- Answer the following questions:
  - o What can we use Interface Builder for?
  - o What is a storyboard? What is a nib? How are they different?
  - o What is a view controller? A view?
  - o What is programming language? Why are they needed?
  - o What is an 'outlet' in Interface Builder?
  - o What is Git? Why do we use it, and what does it do?

7) Resources
- Apple's intro to Interface Builder: https://developer.apple.com/library/mac/documentation/ToolsLanguages/Conceptual/Xcode_Overview/Edit_User_Interfaces/edit_user_interface.html
- Github's git walkthrough: https://try.github.com
- A two-part tutorial on Storyboards: http://www.raywenderlich.com/50308/storyboards-tutorial-in-ios-7-part-1

8) Evaluation
Your assignment will be evaluated regarding the extent to which you meet the above requirements using this rubric.

The rubric outlines how your assignment will be evaluated on assignment readiness and stability.