GENERAL ASSEMBLY

START BUILDING MOBILE APPS
AN INTRO TO IOS PROGRAMMING USING XCODE AND SWIFT

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GENERAL ASSEMBLY

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 jeffburg.com

AGENDA

- Mobile Intro
- Learn basics of Xcode IDE
- stretch break
- Learn programming basics with Swift
- stretch break
- Make a basic iOS application
- stretch break
- Dive a little deeper into Swift
- Resources

MOBILE INTRO

MOBILE INTRO

- 2 Primary Avenues
  - Web
  - iOS App
- Always default to web
  - Can still have dedicated app icon on home screen
  - Supports offline use
  - No “Disney” filter app review
  - Instant updates
  - No installation necessary
  - Potentially cross-platform

MOBILE INTRO

- Why Go Native?
  - Performance
  - Device specific capabilities
    - Sensors, Camera, Location, Backgrounding
  - 3D / OpenGL / Metal
  - Notifications
- Note that many of the above items are now do-able on web
  - Camera, Pictures
  - Location
  - Notifications (Desktop Safari only right now)

THAT BEING SAID, I LOVE NATIVE!

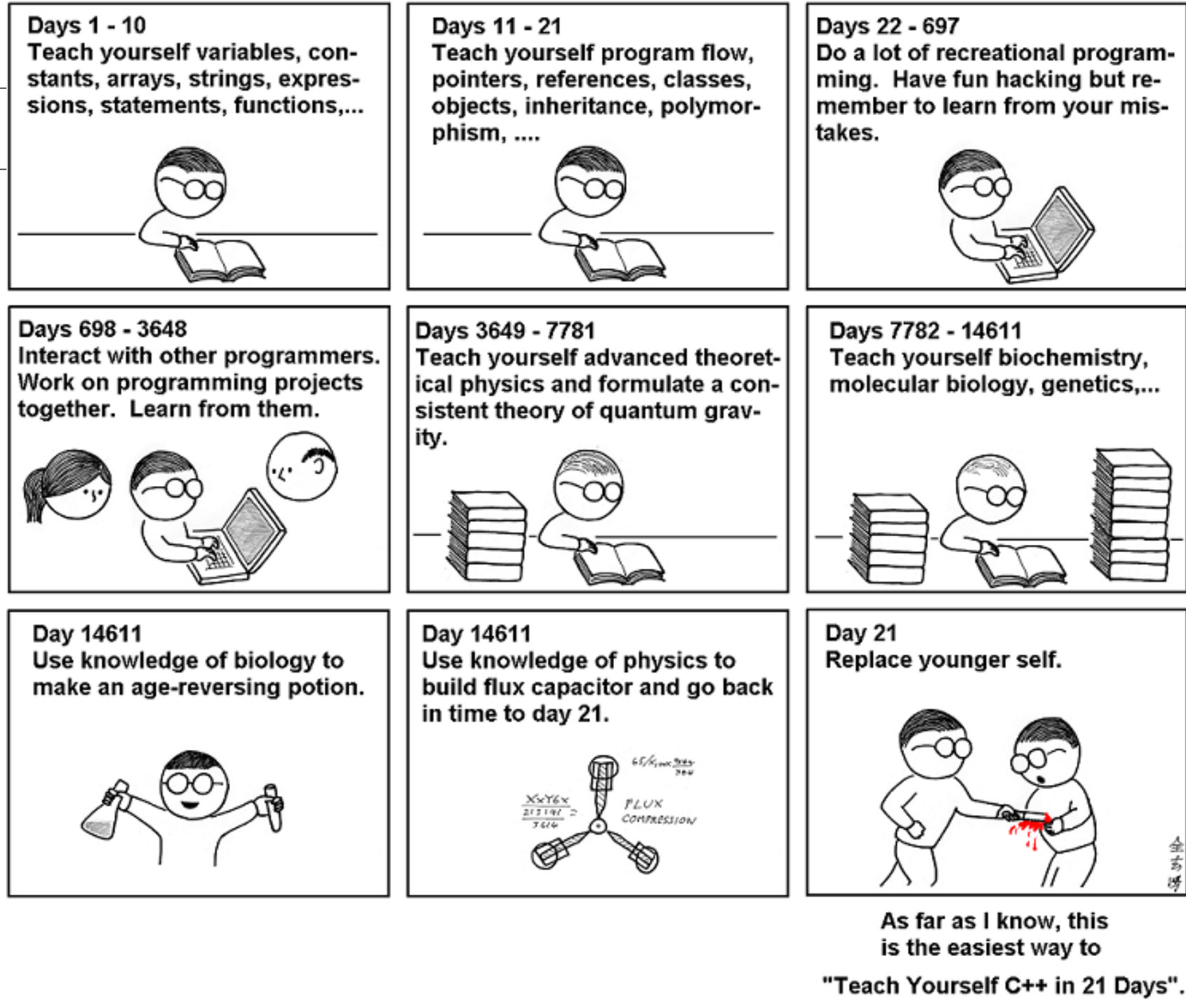
- I like learning 1 language and be able to do everything
  - As opposed to HTML/CSS/Javascript as 3 languages
- I like that the developer ecosystem is contained
  - Apple maintains huge influence over how things “should” work
  - The web is a wild west of frameworks and approaches
- I can’t stand CSS. I find Auto Layout much easier

MOBILE INTRO

- Just remember to think critically about your project and whether the user experience will be better on web vs native
  - Is performance stretched on Web?
  - Is this something a user will only use 1 time and be hesitant to install permanently on their device?
  - Does this use unique features of native?
- e.g Amazon Shopping (great on web, terrible native)
- e.g. Instagram (great on native, questionable on web)

SET EXPECTATIONS

- Learning iOS
  - in 21 days



MOBILE INTRO

- We are going to barely touch the surface
- Basics of Swift
- Basics of iOS
  - From here on out referred to as Cocoa or Cocoa Touch

- Leave you with resources so you can combine tonight's lesson with online resources so you can continue learning.

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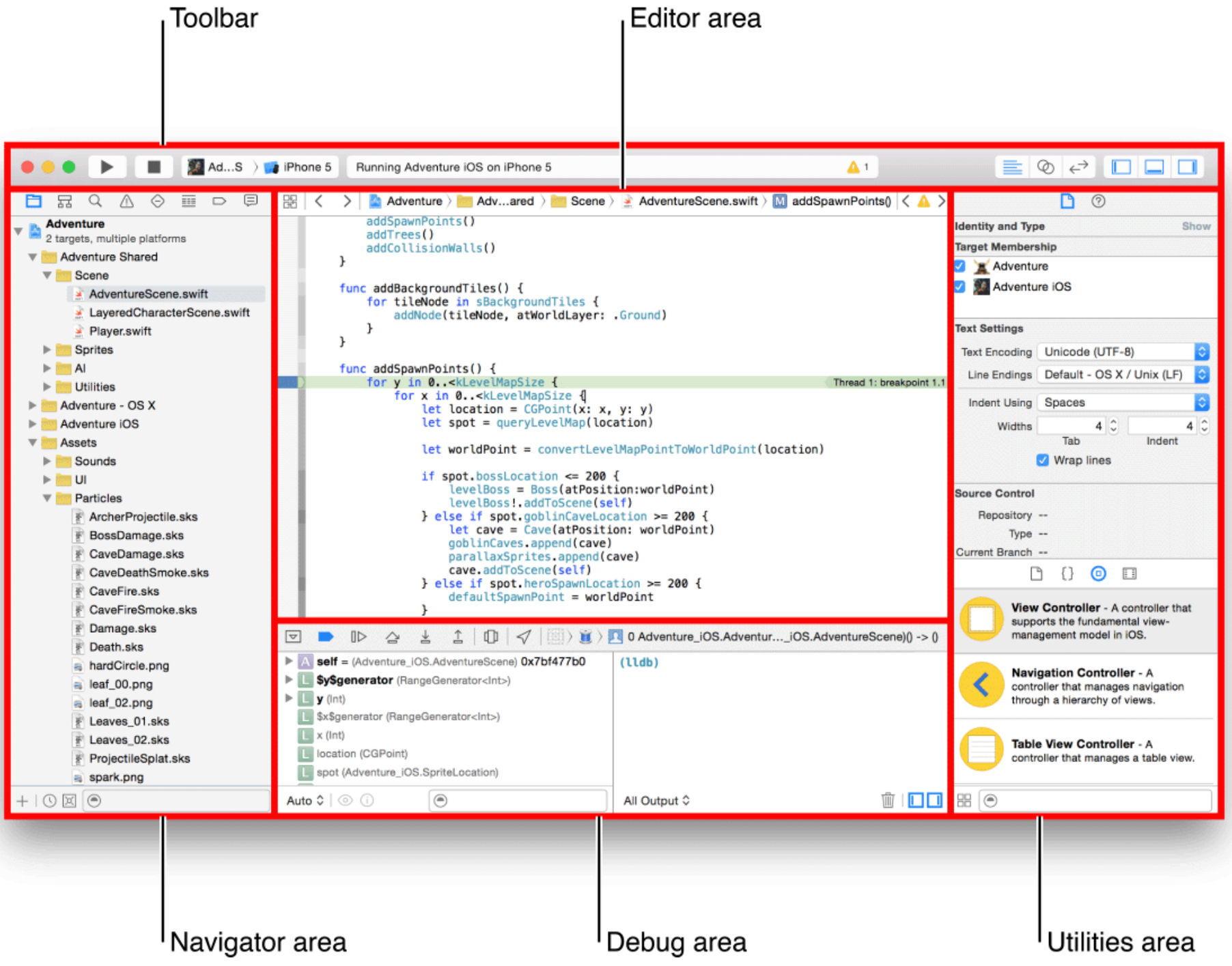
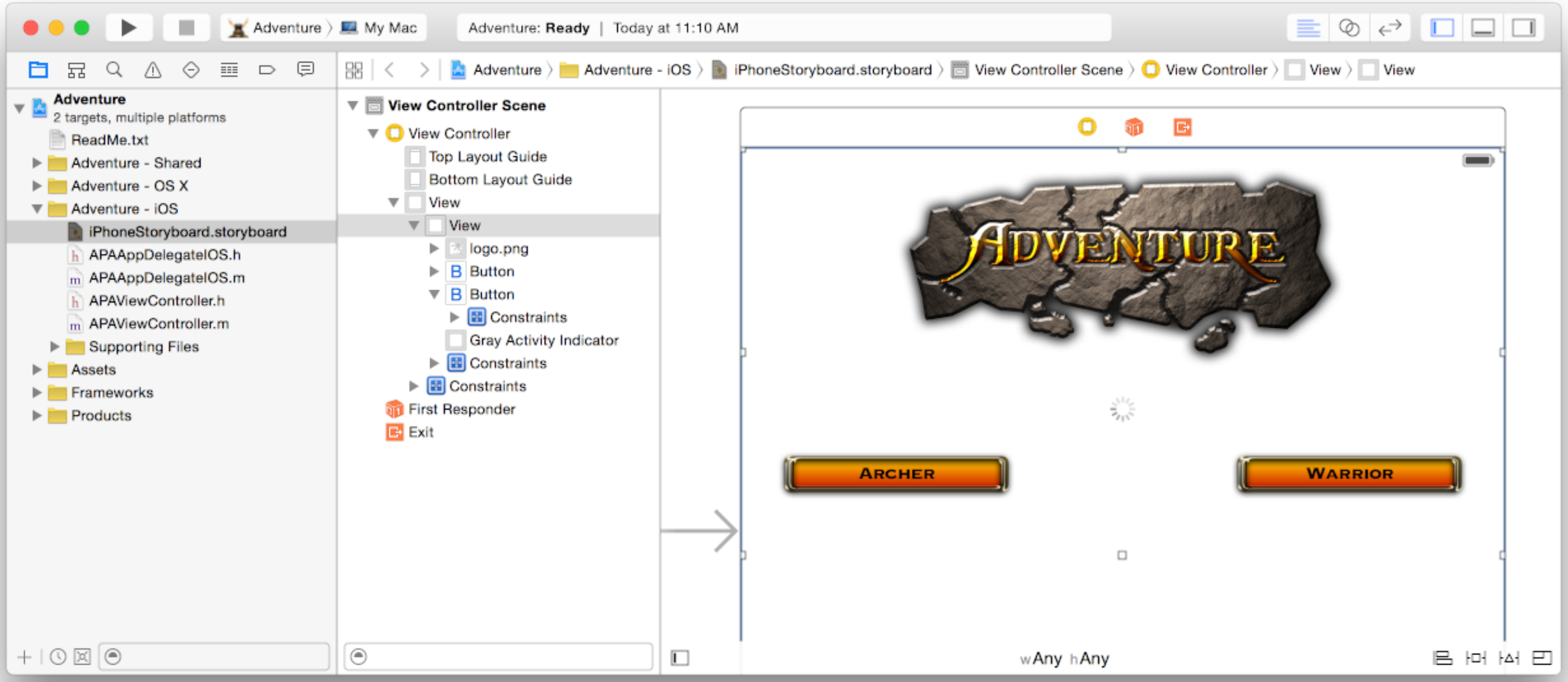
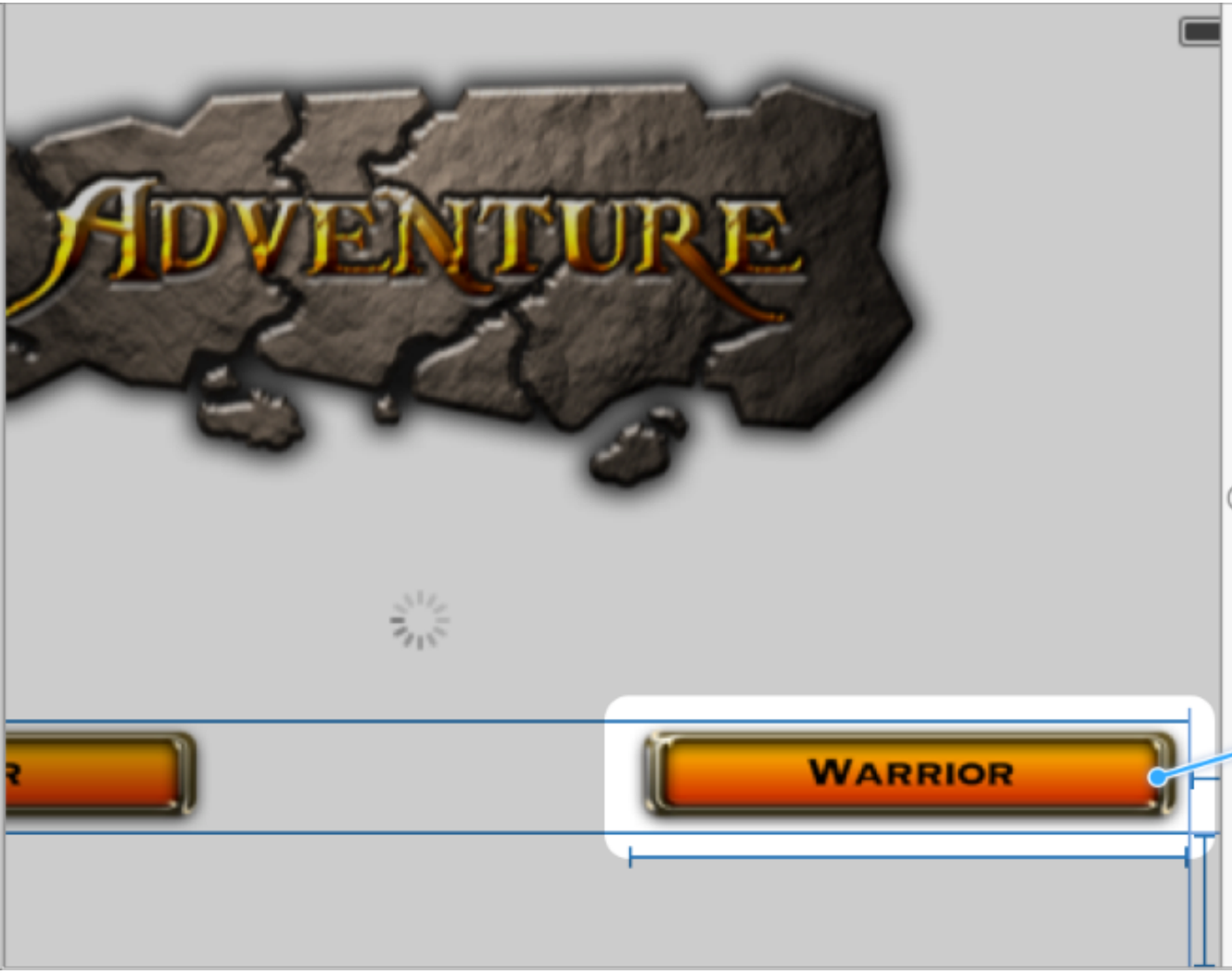
XCODE

XCODE

- Apple's primary IDE for the iOS/watchOS/tvOS/macOS platforms
- Available Free from Mac App Store and http://developer.apple.com
- It does everything:
  - Code editor with auto complete and warnings for common mistakes
  - Interface Builder
  - Compiler
  - Debugger
  - Unit Testing
  - Submitting to App Store

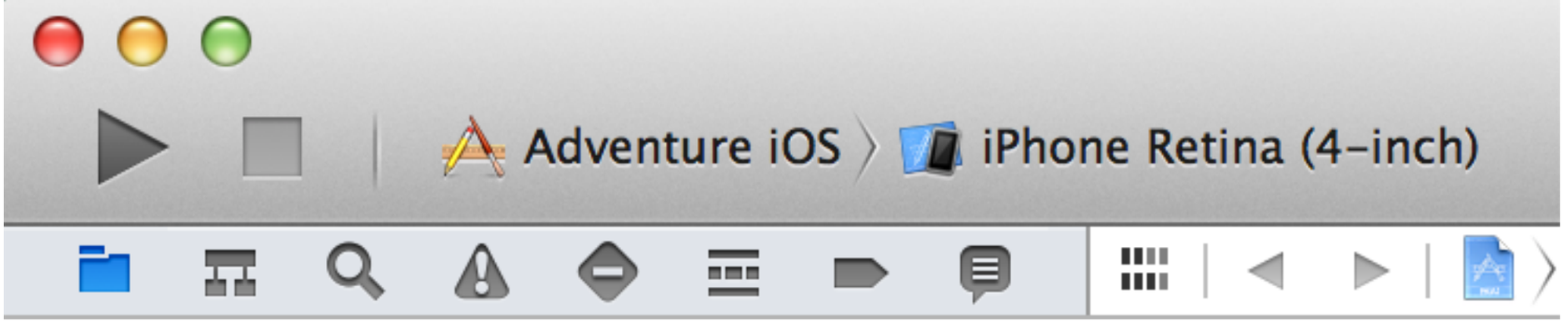

Toolbar
Editor area
Navigator area
Debug area
Utilities area
Ad...S
iPhone 5
Running Adventure iOS on iPhone 5
Adventure
Adv...ared
Scene
AdventureScene.swift
addSpawnPoints()
Adventure
2 targets, multiple platforms
Adventure Shared
Scene
AdventureScene.swift
LayeredCharacterScene.swift
Player.swift
Sprites
AI
Utilities
Adventure - OS X
Adventure iOS
Assets
Sounds
UI
Particles
ArcherProjectile.sks
BossDamage.sks
CaveDamage.sks
CaveDeathSmoke.sks
CaveFire.sks
CaveFireSmoke.sks
Damage.sks
Death.sks
hardCircle.png
leaf_00.png
leaf_02.png
Leaves_01.sks
Leaves_02.sks
ProjectileSplat.sks
spark.png
addSpawnPoints()
addTrees()
addCollisionWalls()
}
func addBackgroundTiles() {
for tileNode in sBackgroundTiles {
addNode(tileNode, atWorldLayer: .Ground)
}
}
func addSpawnPoints() {
for y in 0..<kLevelMapSize {
Thread 1: breakpoint 1.1
for x in 0..<kLevelMapSize {
let location = CGPoint(x: x, y: y)
let spot = queryLevelMap(location)
let worldPoint = convertLevelMapPointToWorldPoint(location)
if spot.bossLocation <= 200 {
levelBoss = Boss(atPosition:worldPoint)
levelBoss!.addToScene(self)
} else if spot.goblinCaveLocation >= 200 {
let cave = Cave(atPosition: worldPoint)
goblinCaves.append(cave)
parallaxSprites.append(cave)
cave.addToScene(self)
} else if spot.heroSpawnLocation >= 200 {
defaultSpawnPoint = worldPoint
}
0 Adventure_iOS.Adventur..._iOS.AdventureScene)() -> ()
self = (Adventure_iOS.AdventureScene) 0x7bf477b0
$y$generator (RangeGenerator<Int>)
y (Int)
$x$generator (RangeGenerator<Int>)
x (Int)
location (CGPoint)
spot (Adventure_iOS.SpriteLocation)
(lldb)
Auto
All Output
Identity and Type
Show
Target Membership
Adventure
Adventure iOS
Text Settings
Text Encoding
Unicode (UTF-8)
Line Endings
Default - OS X / Unix (LF)
Indent Using
Spaces
Widths
4
4
Tab
Indent
Wrap lines
Source Control
Repository --
Type --
Current Branch --
View Controller - A controller that supports the fundamental view-management model in iOS.
Navigation Controller - A controller that manages navigation through a hierarchy of views.
Table View Controller - A controller that manages a table view.

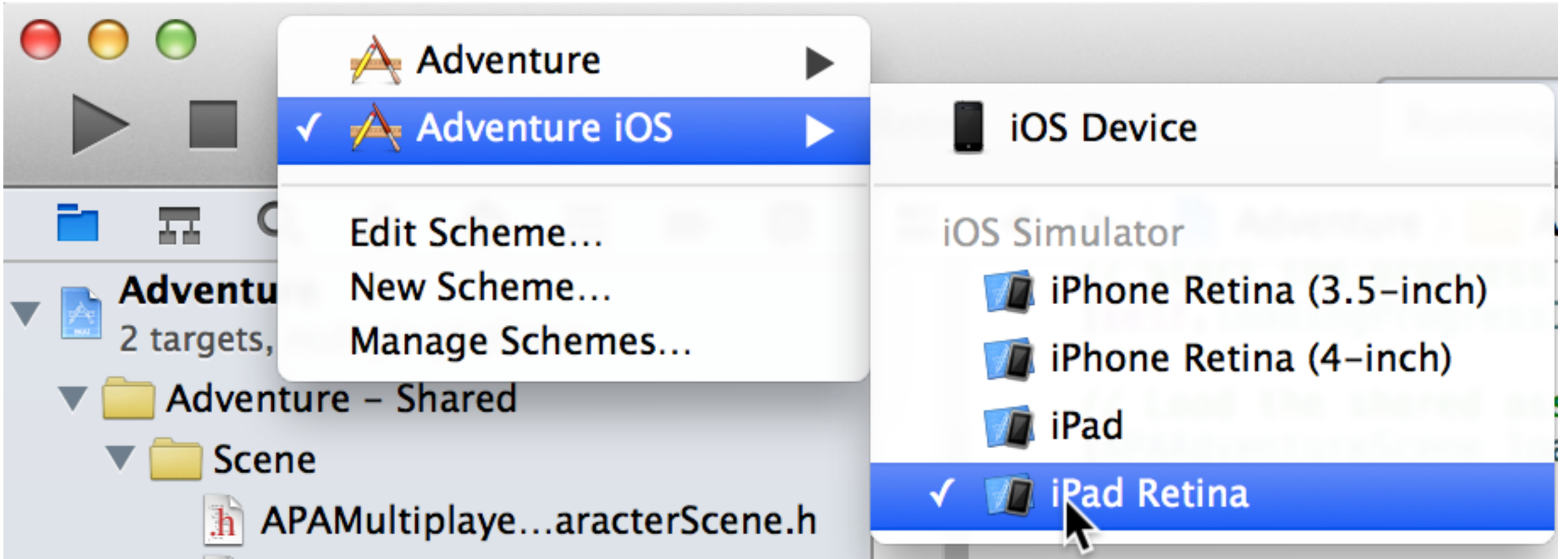

Adventure 〉 My Mac
Adventure: Ready | Today at 11:10 AM
Adventure 〉 Adventure - iOS 〉 iPhoneStoryboard.storyboard 〉 View Controller Scene 〉 View Controller 〉 View 〉 View
Adventure
2 targets, multiple platforms
ReadMe.txt
Adventure - Shared
Adventure - OS X
Adventure - iOS
iPhoneStoryboard.storyboard
APAAppDelegateIOS.h
APAAppDelegateIOS.m
APAViewController.h
APAViewController.m
Supporting Files
Assets
Frameworks
Products
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Guide
View
View
logo.png
Button
Button
Constraints
Gray Activity Indicator
Constraints
Constraints
First Responder
Exit
ADVENTURE
ARCHER
WARRIOR
wAny hAny

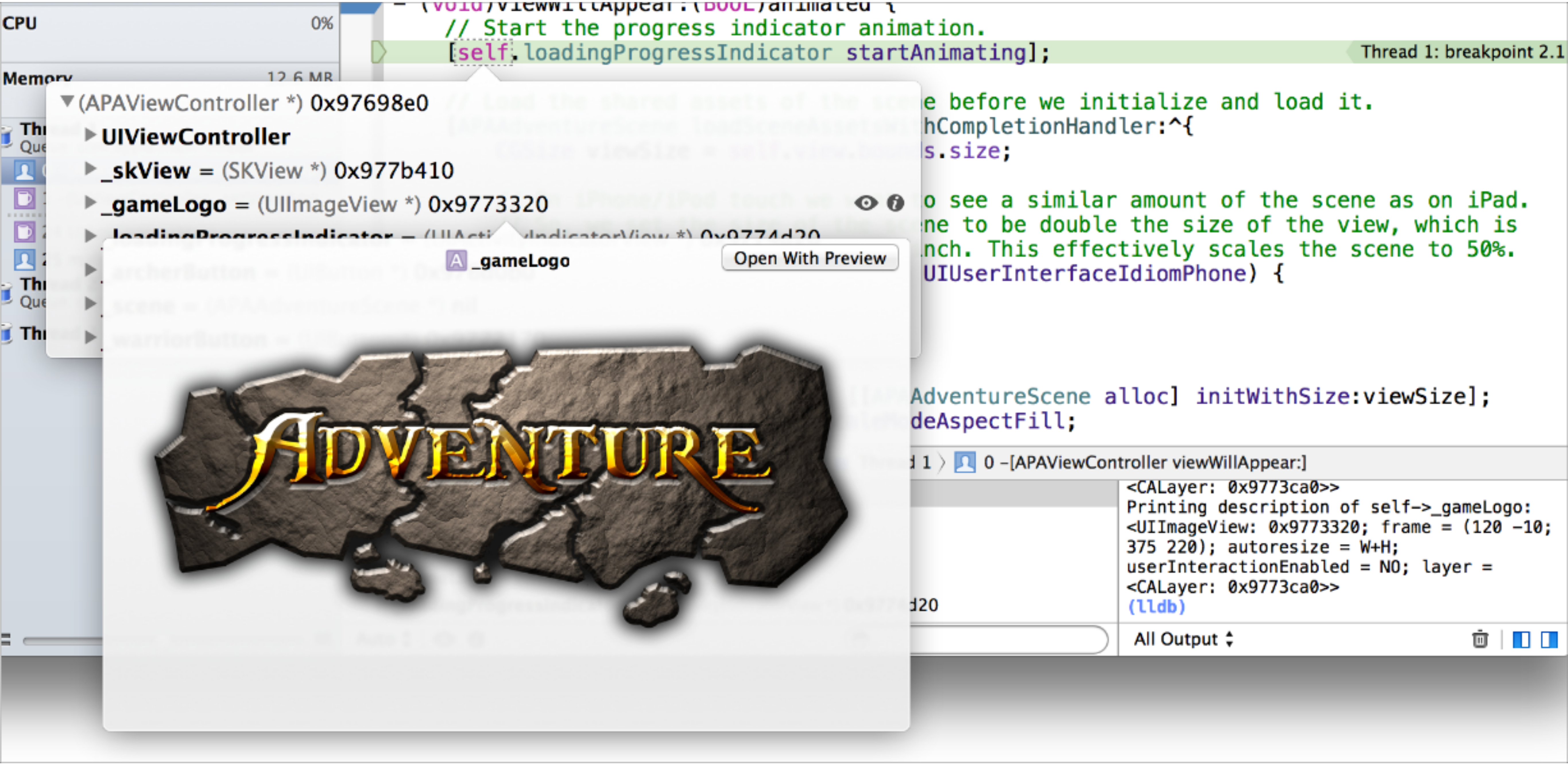


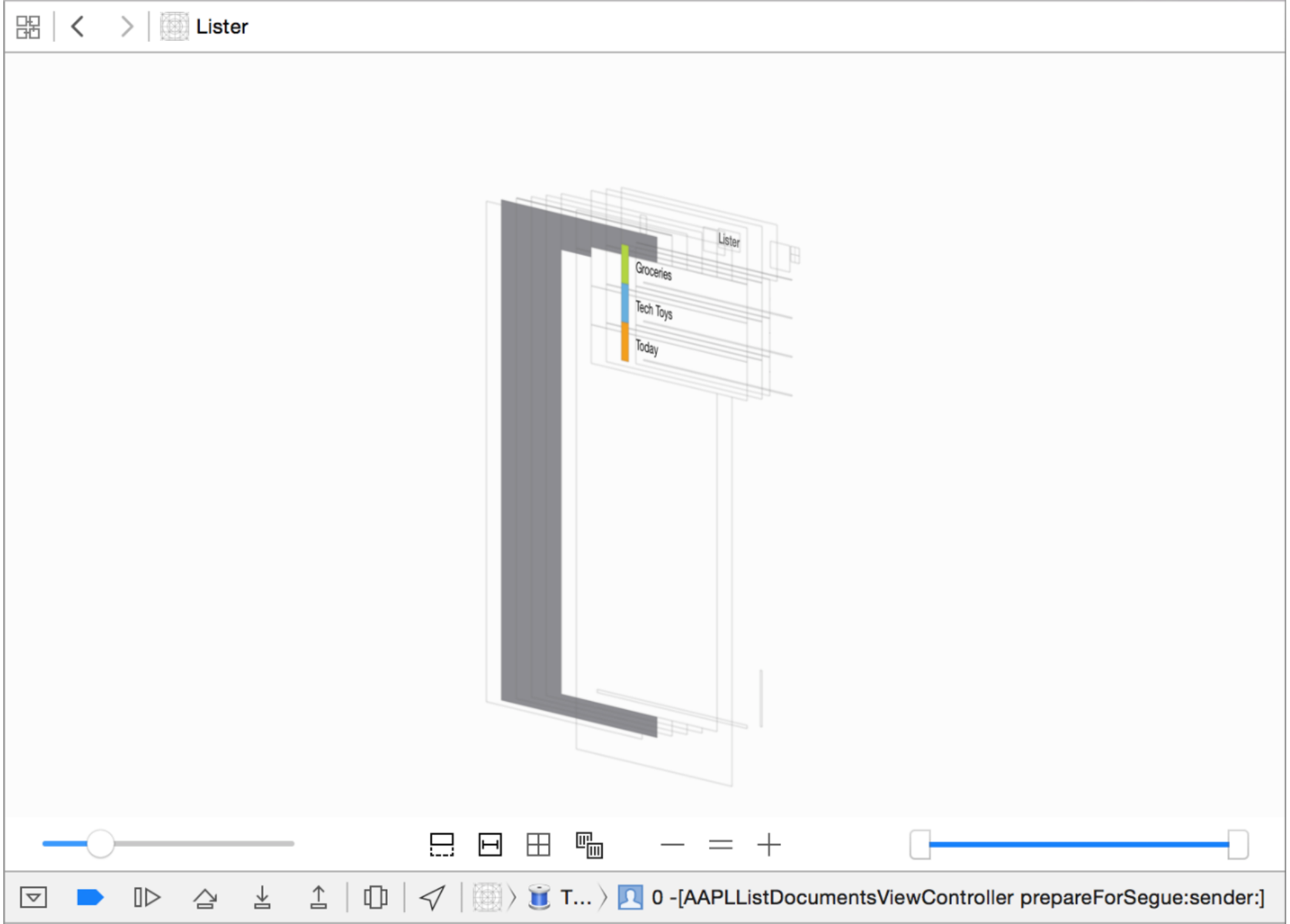

```
        } completion:NULL];
    } else {
        [self.gameLogo setAlpha:alpha];
        [self.warriorButton setAlpha:
            alpha];
        [self.archerButton setAlpha:alpha
            ];
    }
}

- (IBAction)chooseArcher:(id)sender {
    [self startGameWithHeroType:
        APAHeroTypeArcher];
}

#pragma mark - Starting the Game
- (void)startGameWithHeroType:
    (APAHeroType)type {
    [self hideUIElements:YES animated:YES
```

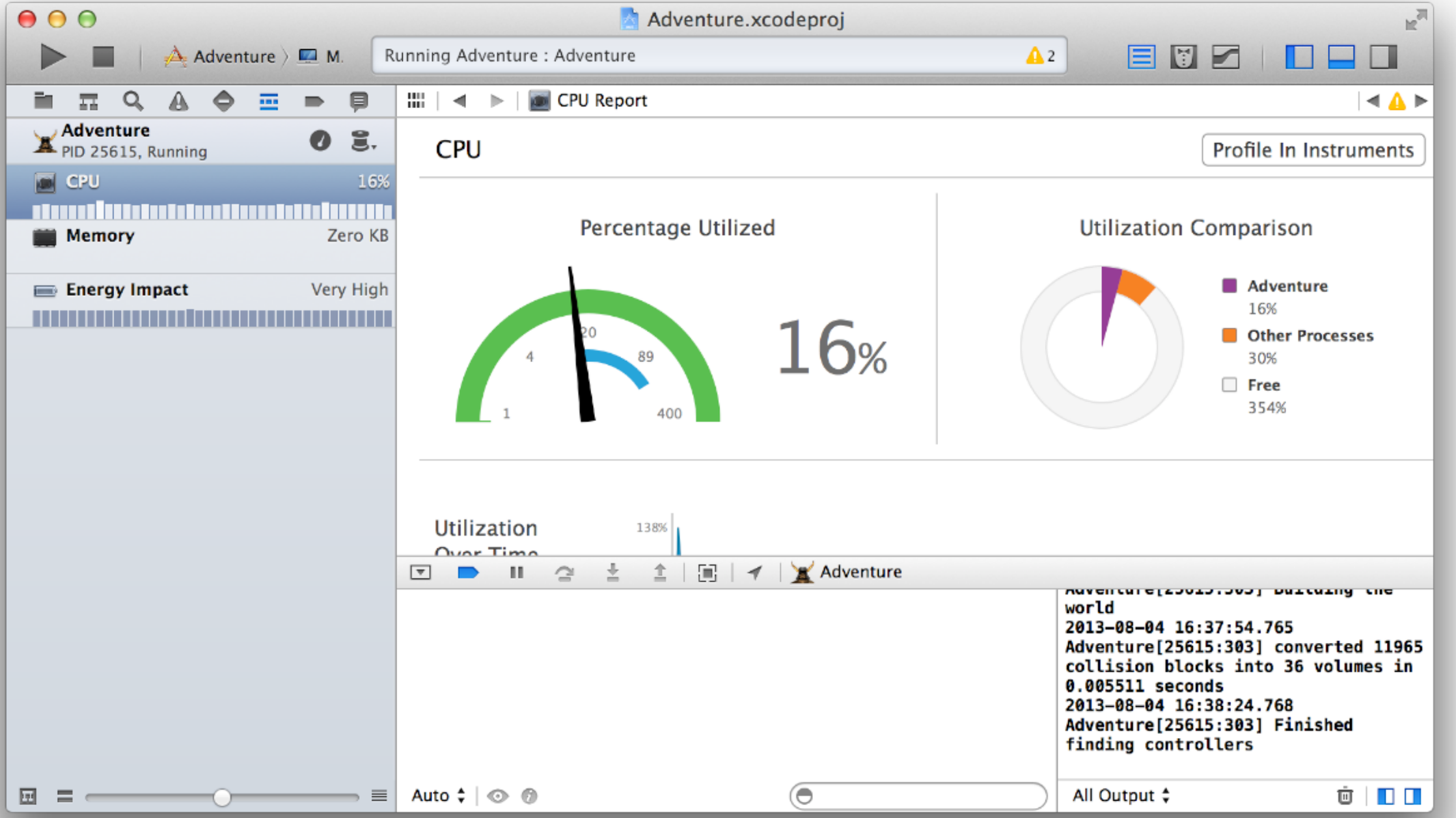
Insert Action

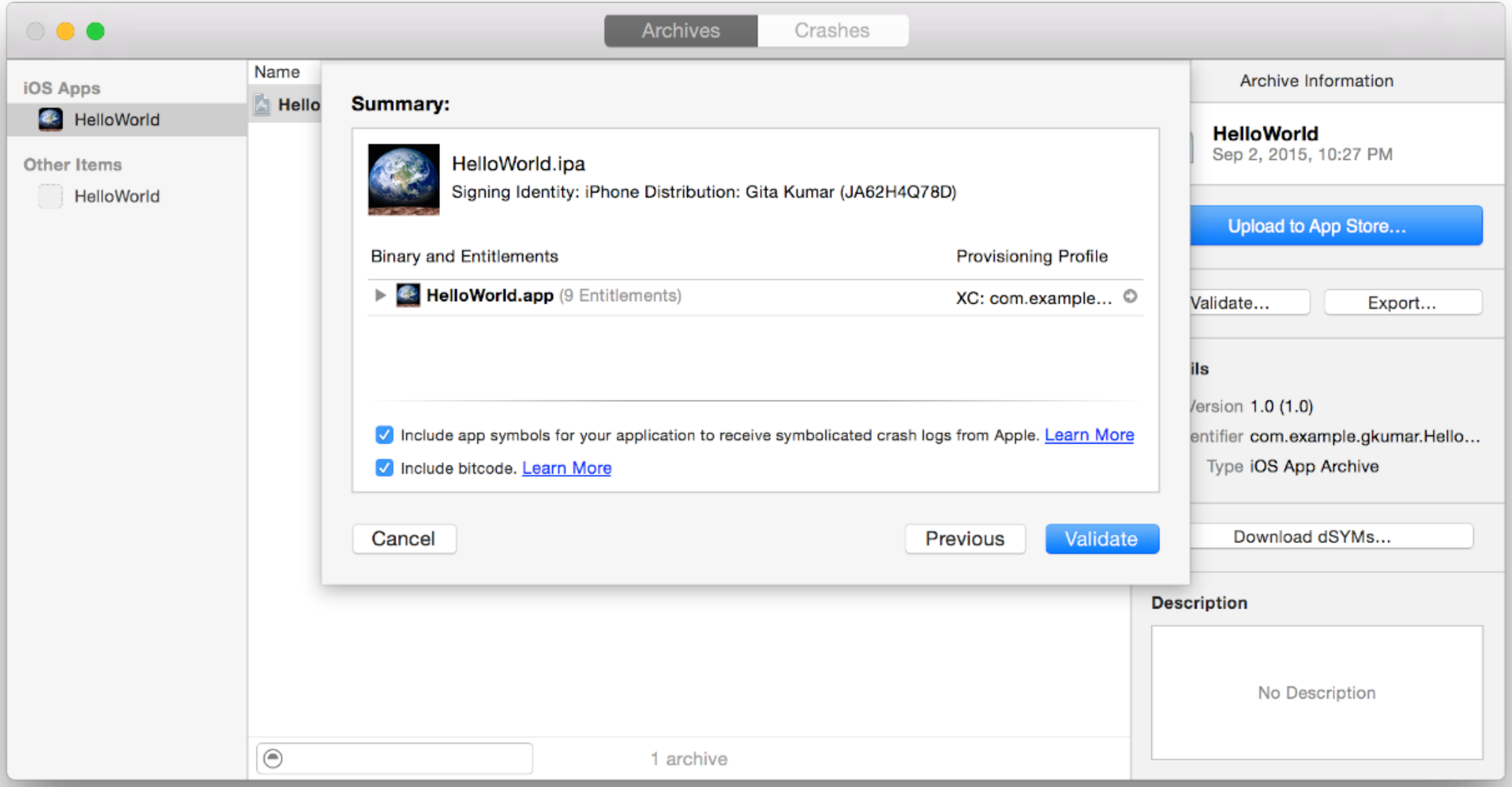

Adventure iOS
iPhone Retina (4-inch)


Adventure
Adventure iOS
Edit Scheme…
New Scheme…
Manage Schemes…
iOS Device
iOS Simulator
iPhone Retina (3.5-inch)
iPhone Retina (4-inch)
iPad
iPad Retina
Adventu
2 targets,
Adventure - Shared
Scene
APAMultiplaye…aracterScene.h


CPU 0%
Memory 12.6 MB
// Start the progress indicator animation.
[self.loadingProgressIndicator startAnimating];
Thread 1: breakpoint 2.1
(APAViewController *) 0x97698e0
UIViewController
_skView = (SKView *) 0x977b410
_gameLogo = (UIImageView *) 0x9773320
_gameLogo
Open With Preview
ADVENTURE
e before we initialize and load it.
hCompletionHandler:^{
s.size;
o see a similar amount of the scene as on iPad.
ne to be double the size of the view, which is
nch. This effectively scales the scene to 50%.
UIUserInterfaceIdiomPhone) {
AdventureScene alloc] initWithSize:viewSize];
deAspectFill;
0 -[APAViewController viewWillAppear:]
<CALayer: 0x9773ca0>>
Printing description of self->_gameLogo:
<UIImageView: 0x9773320; frame = (120 -10; 375 220); autoresize = W+H; userInteractionEnabled = NO; layer = <CALayer: 0x9773ca0>>
(lldb)
All Output


Lister
Lister
Groceries
Tech Toys
Today
T...
0 -[AAPLListDocumentsViewController prepareForSegue:sender:]


Adventure.xcodeproj
Adventure 〉 M.
Running Adventure : Adventure
2
CPU Report
Adventure
PID 25615, Running
CPU 16%
Memory Zero KB
Energy Impact Very High
CPU
Profile In Instruments
Percentage Utilized
20
4
89
1
400
16%
Utilization Comparison
Adventure
16%
Other Processes
30%
Free
354%
Utilization
138%
Adventure
world
2013-08-04 16:37:54.765
Adventure[25615:303] converted 11965 collision blocks into 36 volumes in 0.005511 seconds
2013-08-04 16:38:24.768
Adventure[25615:303] Finished finding controllers
Auto
All Output


Archives
Crashes
iOS Apps
HelloWorld
Other Items
HelloWorld
Name
Hello
Summary:
HelloWorld.ipa
Signing Identity: iPhone Distribution: Gita Kumar (JA62H4Q78D)
Binary and Entitlements
Provisioning Profile
HelloWorld.app (9 Entitlements)
XC: com.example...
Include app symbols for your application to receive symbolicated crash logs from Apple. Learn More
Include bitcode. Learn More
Cancel
Previous
Validate
1 archive
Archive Information
HelloWorld
Sep 2, 2015, 10:27 PM
Upload to App Store...
Validate...
Export...
ils
ersion 1.0 (1.0)
entifier com.example.gkumar.Hello...
Type iOS App Archive
Download dSYMs...
Description
No Description

DemoNewFormat

DemoNewFormat.playground 〉 No Selection

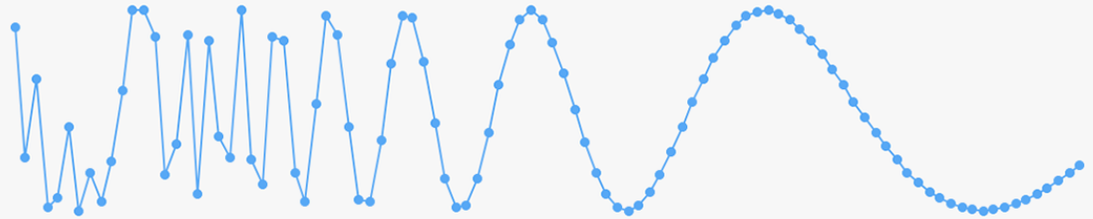
New Playground Authoring Features

New playground files in Xcode 6.3 show results in-line within the playground document. The new format also makes it easy to create gorgeous playgrounds with stylized text and embedded images. Playgrounds are perfect for documentation, tutorials, or samples you include with your projects.

Using simple plain text markup you can quickly create new headings, lists, **bold** or *italic* text, and links from within playground comments. Select the Editor -> Show Documentation as Rich Text menu option to see your playground rendered with styles enabled.

```
import Cocoa

// Let's play with mathematics and an in-line graph
for count in 0...100 {
    sin(1000.0 / Double(count))
```

(101 times)



```
}
```

Playgrounds contain their own resource bundle. Just drag images or other assets into the Resources folder of the playground using Show Package Contents in Finder.

```
// Load a full color image directly from within the playground's Resources folder
var vacationImage = NSImage(named: "Tortolla.jpg")
```

w 5,808 h 1,952

XCODE

- Create New Project
- Add Button and View to Storyboard
- Change the text in the button and the color of the view
- Run in the simulator
- Zip (01)

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BREAK

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SWIFT BASICS

SWIFT

Swift. A modern programming language that is safe, fast, and interactive.

Swift is a powerful and intuitive programming language for iOS, OS X, tvOS, and watchOS. Writing Swift code is interactive and fun, the syntax is concise yet expressive, and apps run lightning-fast. Swift is ready for your next project — or addition into your current app — because Swift code works side-by-side with Objective-C.

SWIFT – THE GOOD

Strongly Typed

Playgrounds

Swift. A modern programming language that is safe, fast, and interactive.

OMG! Yes!

Compatible

Swift is a powerful and intuitive programming language for iOS, OS X, tvOS and watchOS. Writing Swift code is interactive and fun, the syntax is concise yet expressive, and apps run lightning-fast. Swift is ready for your next project — or addition into your current app — because Swift code works side-by-side with Objective-C.

SWIFT – THE BAD

Crashes

Not generally in iOS

Swift. A modern programming language that is safe, fast, and interactive.

OMG! Yes!

Massive Legacy

Swift is a powerful and intuitive programming language for iOS, OS X, t watchOS. Writing Swift code is interactive and fun, the syntax is concise yet expressive, and apps run lightning-fast. Swift is ready for your next project — or addition into your current app — because Swift code works side-by-side with Objective-C.

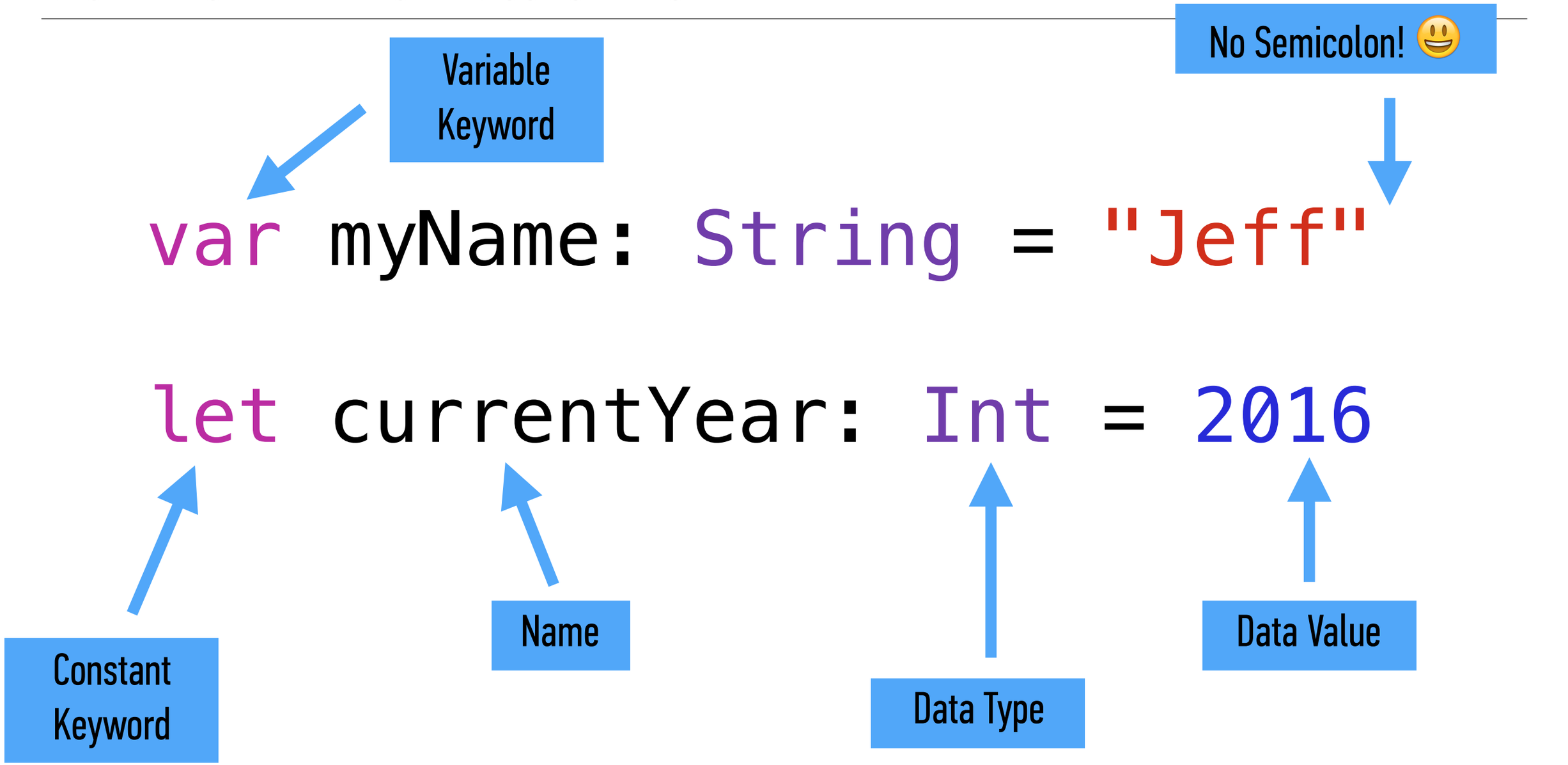
BASIC SWIFT TYPES

```
String
Int
Double
Bool
Optional
Array
Dictionary
```

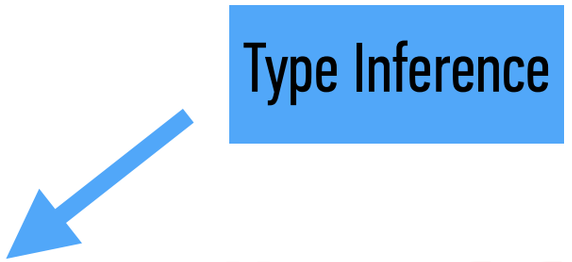
DECLARING VARIABLES AND CONSTANTS

```
var myName: String = "Jeff"

let currentYear: Int = 2016
```

DECLARING VARIABLES AND CONSTANTS



DECLARING VARIABLES AND CONSTANTS



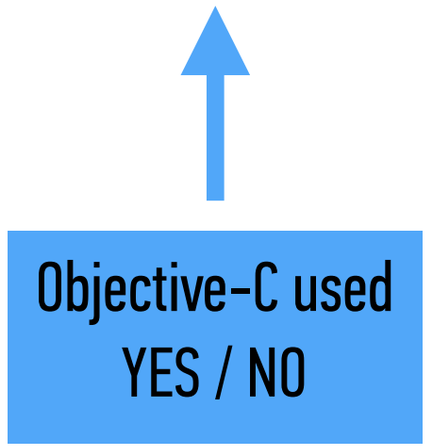

```
var myName = "Jeff"

let currentYear = 2016
```

BOOL

```
let isNervous = true
```

BOOL

```
let isNervous = true
```



STRONGLY TYPED

- Once a variable is declared, its type cannot change
  - This is for both explicit and inferred types
- This makes code easier to reason about
- But it makes conversion from one type to another a PITA
- This is where Swift differs most from “easy” languages
  - Javascript, Python, Ruby, etc

STRONGLY TYPED

```
1 var currentYear = "MMXVI"
2 currentYear = 2016
```

Cannot assign value of type 'Int' to type 'String'

BASIC SWIFT TYPES

```
String
Int
Double
Bool
Optional
Array
Dictionary
```

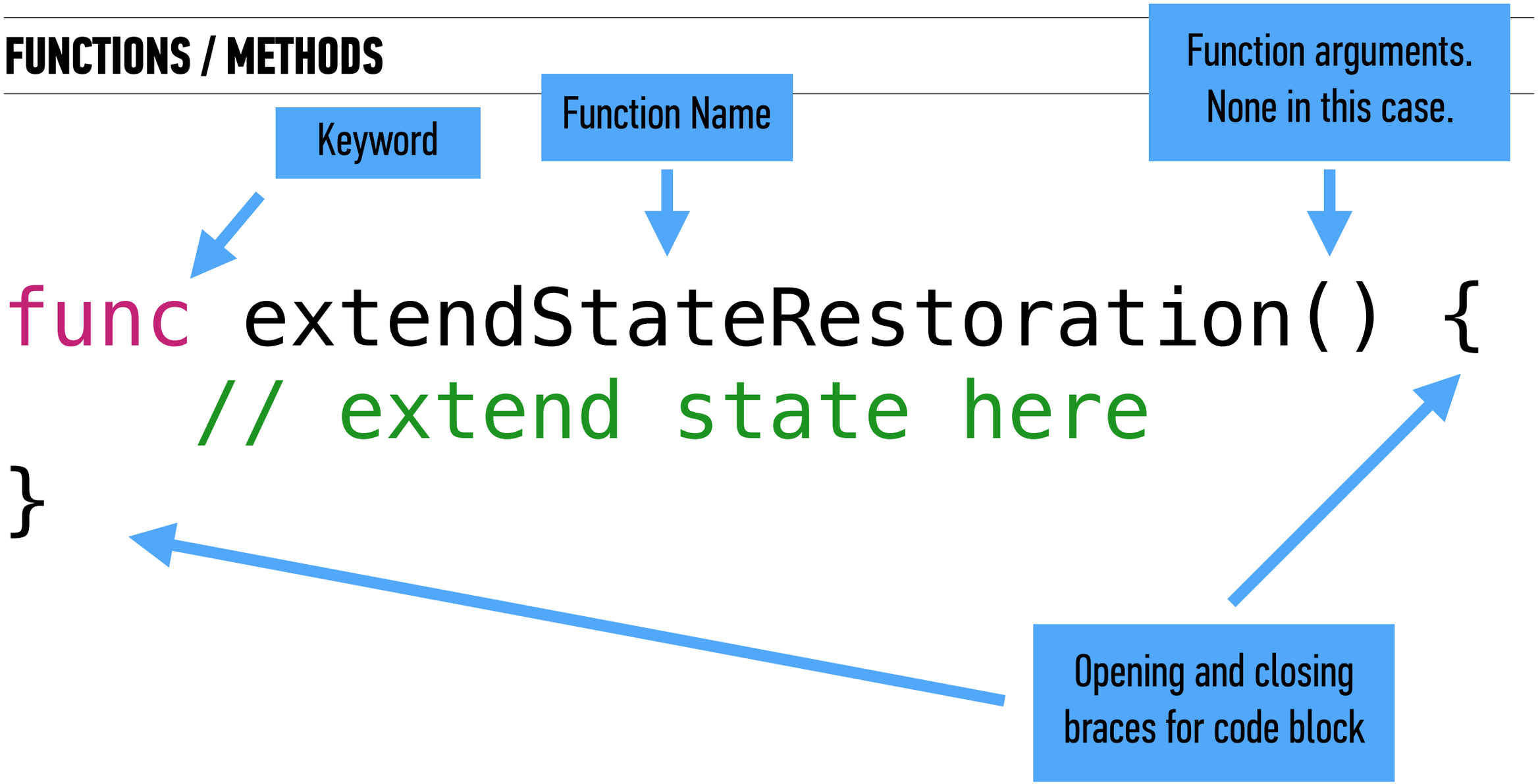
XCODE PLAYGROUND

- Create a new iOS playground
- Declare constants of type: String, Int, Double, Bool
- Show how to check type
- Try to change constant
- Zip (02)

FUNCTIONS / METHODS

```
func extendStateRestoration() {
    // extend state here
}
```

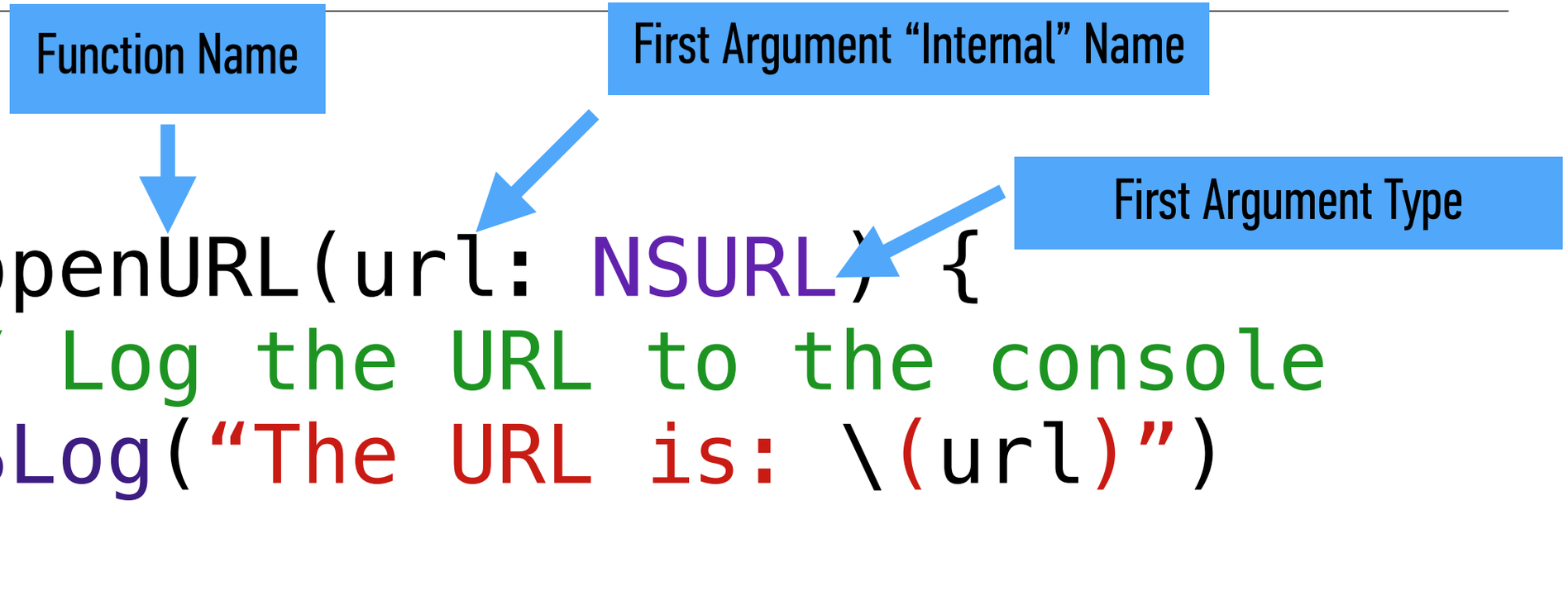
FUNCTIONS / METHODS



FUNCTIONS / METHODS WITH ARGUMENS

```
func openURL(url: NSURL) {
    // Log the URL to the console
    NSLog("The URL is: \(url)")
}
```

FUNCTIONS / METHODS WITH ARGUMENS



FUNCTIONS / METHODS WITH ARGUMENS

```
func openURL(url: NSURL) {
    // Log the URL to the console
    NSLog("The URL is: \(url)")
}
```

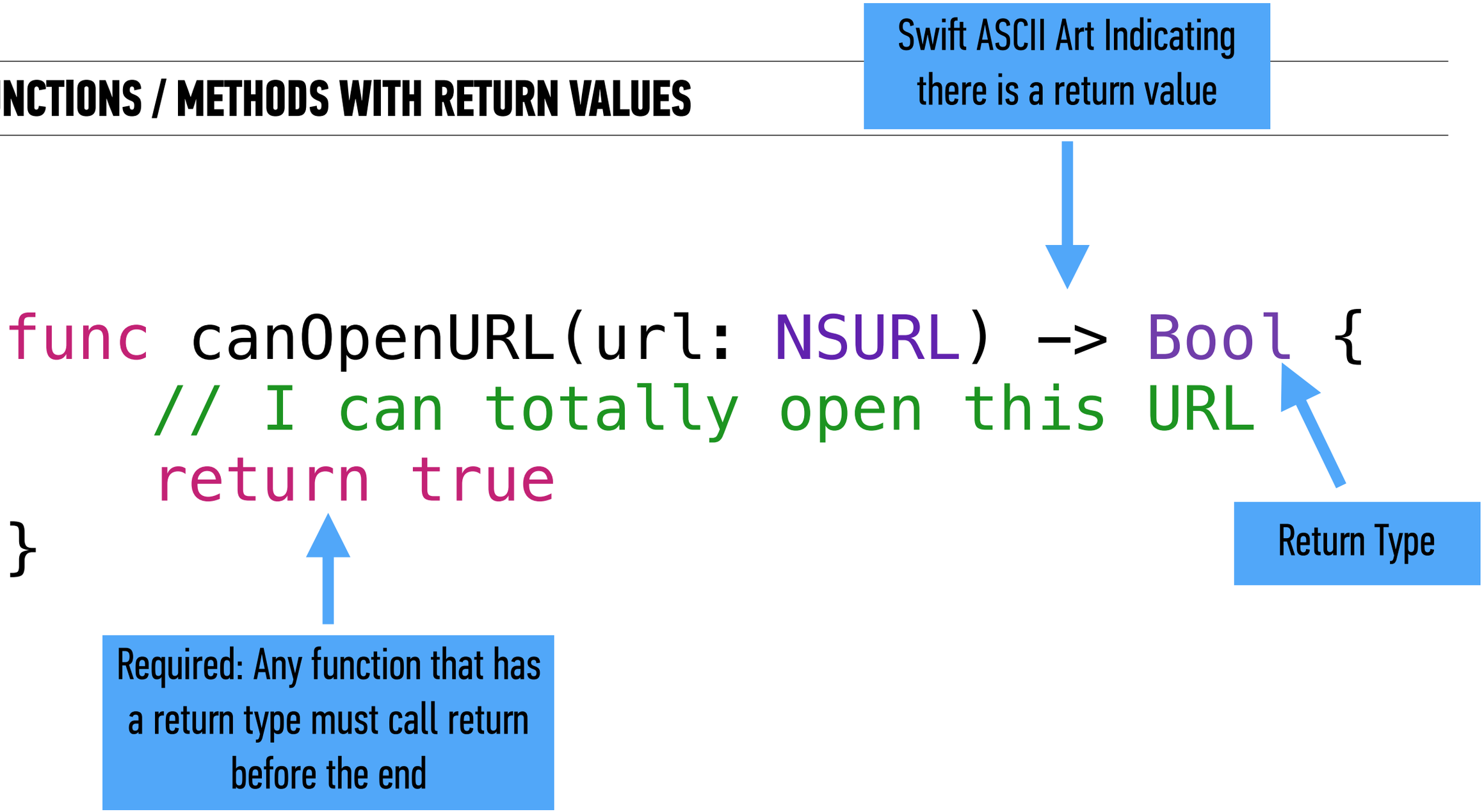
Print / Log command

String "Interpolation"

FUNCTIONS / METHODS WITH RETURN VALUES

```
func canOpenURL(url: NSURL) -> Bool {
    // I can totally open this URL
    return true
}
```

FUNCTIONS / METHODS WITH RETURN VALUES



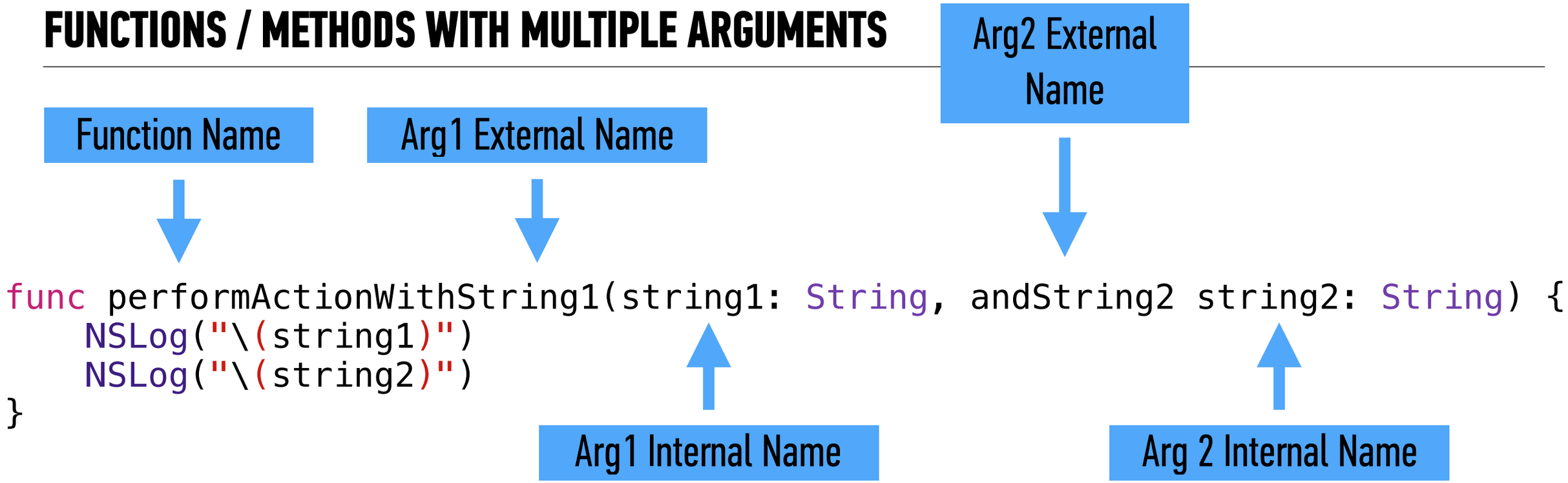
XCODE PLAYGROUND

- Create a no argument function
  - Call it
- Create a 1 argument function
  - Call it
- Create a function that returns a value
  - Call it
- Zip (03)

FUNCTIONS / METHODS WITH MULTIPLE ARGUMENTS

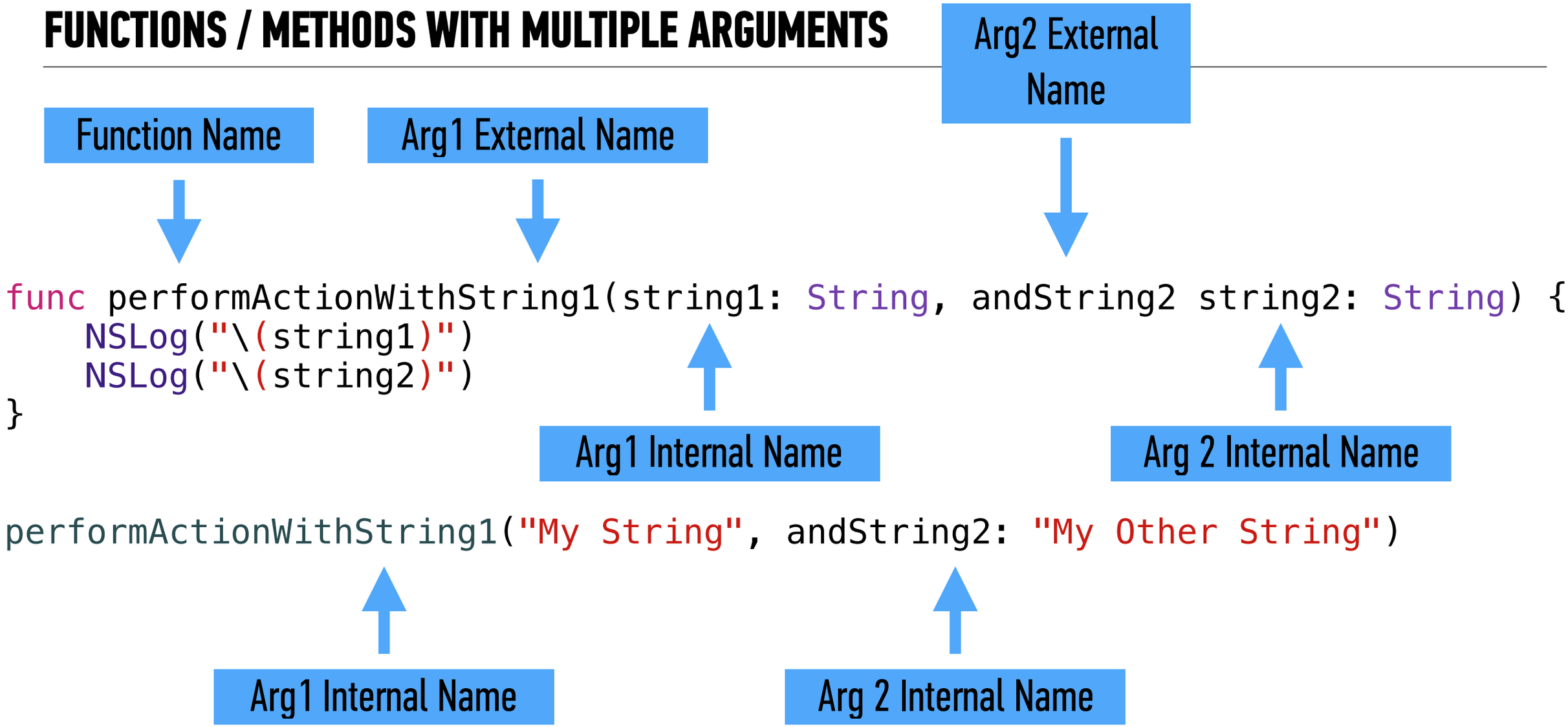
```
func performActionWithString1(string1: String, andString2 string2: String) {
    NSLog("\(string1)")
    NSLog("\(string2)")
}


performActionWithString1("My String", andString2: "My Other String")
```

FUNCTIONS / METHODS WITH MULTIPLE ARGUMENTS




```
func performActionWithString1(string1: String, andString2 string2: String) {
    NSLog("\(string1)")
    NSLog("\(string2)")
}

performActionWithString1("My String", andString2: "My Other String")
```

FUNCTIONS / METHODS WITH MULTIPLE ARGUMENTS



METHODS SHOULD SOUND LIKE PROSE

```
-animateWithDuration:
                delay:
usingSpringWithDamping:
 initialSpringVelocity:
                options:
             animations:
             completion:
```

METHODS SHOULD SOUND LIKE PROSE

```
UIView.animateWithDuration(1.0,
    delay: 0.0,
    usingSpringWithDamping: 1.0,
    initialSpringVelocity: 1.0,
    options: options,
    animations: {
        // finished state of the UI
    }, completion: { success in
        // code to run when finished
})
```

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BREAK

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- ~~Mobile Intro~~
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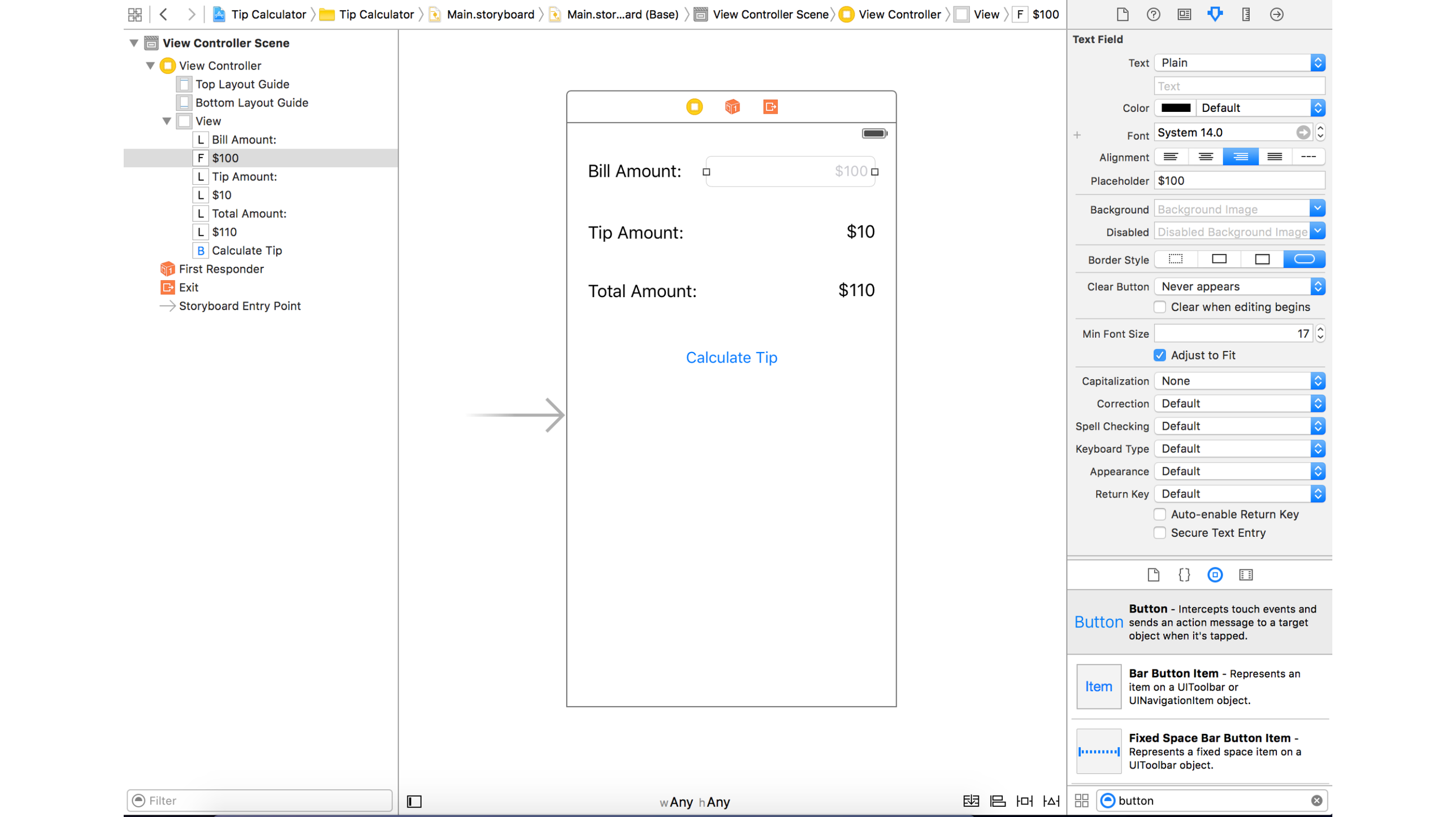
IOS APP


Tip Calculator
Tip Calculator
Main.storyboard
Main.stor...ard (Base)
View Controller Scene
View Controller
View
F $100
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Guide
View
L Bill Amount:
F $100
L Tip Amount:
L $10
L Total Amount:
L $110
B Calculate Tip
First Responder
Exit
Storyboard Entry Point
Bill Amount:
$100
Tip Amount:
$10
Total Amount:
$110
Calculate Tip
wAny hAny
Filter
Text Field
Text Plain
Text
Color Default
Font System 14.0
Alignment
Placeholder $100
Background Background Image
Disabled Disabled Background Image
Border Style
Clear Button Never appears
Clear when editing begins
Min Font Size 17
Adjust to Fit
Capitalization None
Correction Default
Spell Checking Default
Keyboard Type Default
Appearance Default
Return Key Default
Auto-enable Return Key
Secure Text Entry
Button
Button - Intercepts touch events and sends an action message to a target object when it's tapped.
Item
Bar Button Item - Represents an item on a UIToolbar or UINavigationItem object.
Fixed Space Bar Button Item - Represents a fixed space item on a UIToolbar object.
button

PROPERTIES AND METHODS – COCOA OBJECTS

- Properties - Describe an object
  - eg. A physical car has:
    - Make
    - Model
    - Color
- Methods - Functions that let an object do stuff
  - eg. A car can do:
    - Start engine
    - Drive forward
- The difference between these and our playgrounds is these live at the top level of our custom objects in Cocoa.

IBOUTLETS AND IBACTIONS – COCOA OBJECTS

- IBOutlet - Property that lets our code communicate with the interface
- IBAction - Function that lets the interface communicate with our code

TIP CALCULATE SNEAK PEAK

```
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var totalAmountLabel: UILabel!
    @IBOutlet weak var tipAmountLabel: UILabel!
    @IBOutlet weak var billAmountTextField: UITextField!

    @IBAction func calculateTip(sender: UIButton) {
        // get the double value of the string in the text field
        let billAmount = Double(self.billAmountTextField.text!)!

        // hard code our tip percentage
        let tipPercentage = 0.2

        // calculate the tip amound and update the UI
        let tipAmount = billAmount * tipPercentage
        self.tipAmountLabel.text = "$\(tipAmount)"

        // calculate the total amount and update the UI
        let total = billAmount + tipAmount
        self.totalAmountLabel.text = "$\(total)"
    }
}
```

XCODE

- Create a tip calculator
- Layout the interface
- Create an IBAction for the button
- Create outlets for the labels
- Do the math
- Zip (04)

AGENDA

- ~~Mobile Intro~~
- ~~Learn basics of Xcode IDE~~
- ~~stretch break~~
- ~~Learn programming basics with Swift~~
- ~~stretch break~~
- ~~Make a basic iOS application~~
- stretch break
- Dive a little deeper into Swift
- Resources

BREAK

AGENDA

- ~~Mobile Intro~~
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- Resources

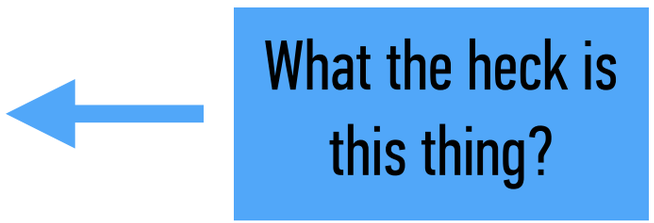
SWIFT OPTIONALS

BASIC SWIFT TYPES

```
String
Int
Double
Bool
Optional
Array
Dictionary
```

BASIC SWIFT TYPES

~~String~~
~~Int~~
~~Double~~
~~Bool~~
Optional
Array
Dictionary

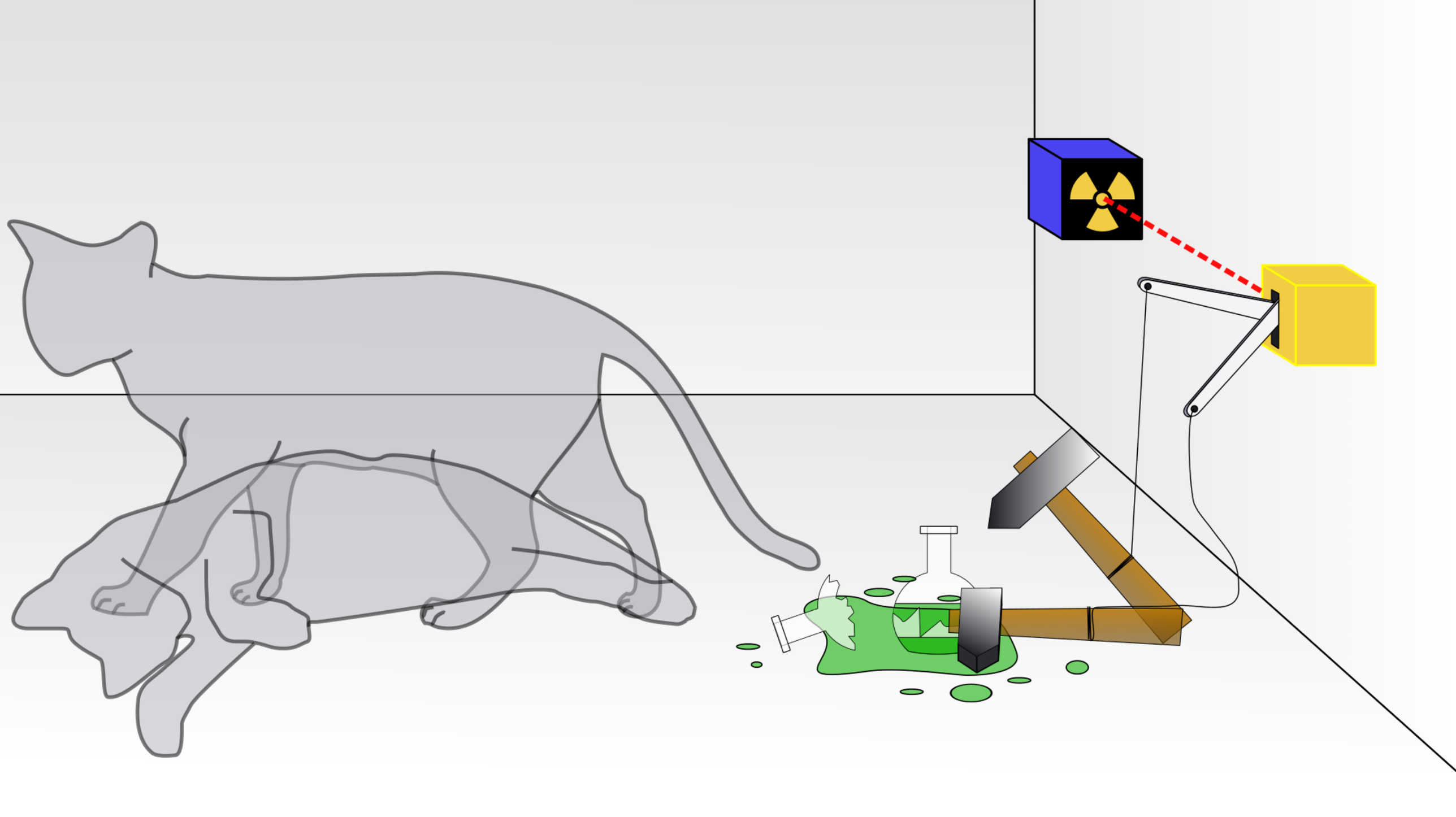


BASIC SWIFT TYPES

~~String~~
~~Int~~
~~Double~~
~~Bool~~
Optional
Array
Dictionary

Swift has its own

Schrödinger Cat Type



OPTIONALS

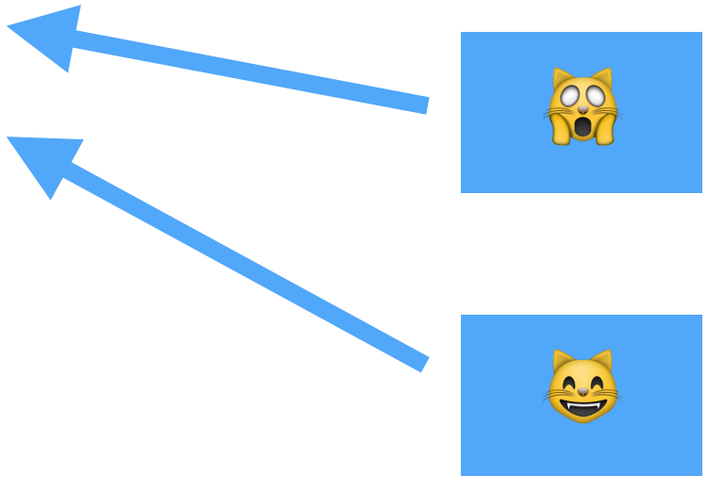
- Optionals are actually very similar to Booleans
- Booleans are special kind of type called an ENUM(eration)
- Enums contain a set list of possible options
- For example:
  - True / False
  - Logged In / Logged Out
  - Not Downloading / Downloading / Downloaded
  - Not Downloading / Downloading / Downloaded / Error

OPTIONALS

- Optionals are just this same Enum concept but the options are
  - None
  - Some

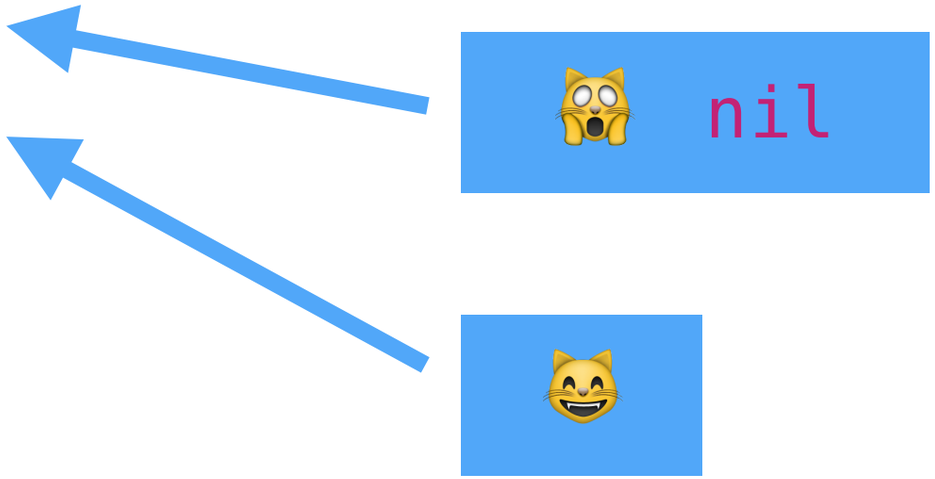
OPTIONALS

- Optionals are just this same Enum concept but the options are
  - None
  - Some



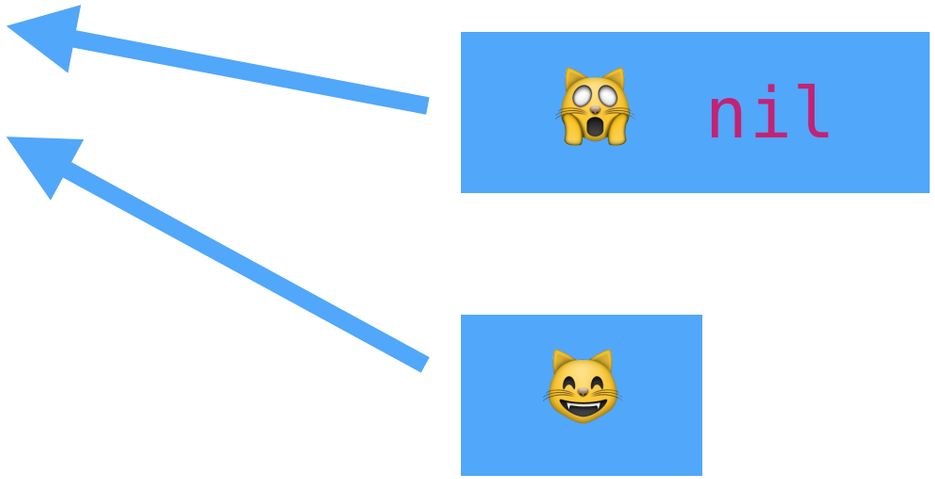
OPTIONALS

- Optionals are just this same Enum concept but the options are
  - None
  - Some



OPTIONALS

- Optionals are just this same Enum concept but the options are
  - None
  - Some



- But you're asking… how is this like Schrödinger?
  - So far, there is no mystery

OPTIONALS

- Optionals allow Swift developers to explicitly specify what is known and when.
  - “compile time” knowledge
    - vs
  - “runtime” knowledge
- For example. Downloading an image:
  - You have a URL. You tell the code to download the URL
  - But there is no guarantee the server will actually send you an image
  - It could send you a 404 error which is an HTML file… or nothing…
  - Either way, its not an image and you don’t know this at “compile time”

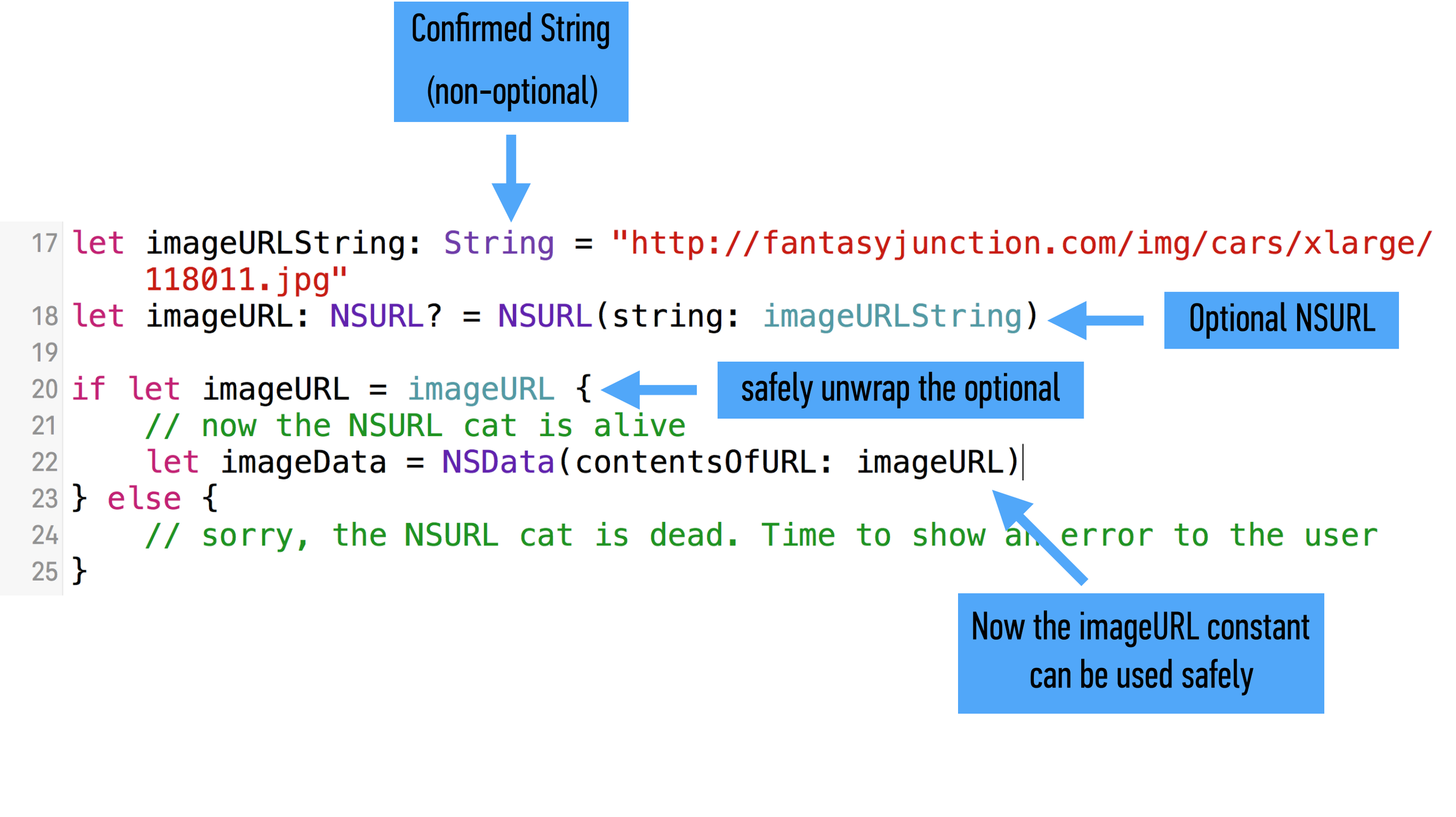
```
16 let imageURLString: String = "http://fantasyjunction.com/img/
     cars/xlarge/118011.jpg"
17 let imageURL: NSURL? = NSURL(string: imageURLString)
18 let imageData: NSData? = NSData(contentsOfURL: imageURL!)
19 let image: UIImage? = UIImage(data: imageData!)
```

```
"http://fantasyjunction.co...

http://fantasyjunction.co...
<ffd8ffe0 00104a46 494...
w 800 h 533
```

OPTIONALS

- ? = The type we're dealing with is optional
- ! = I'm super confident that the cat is alive
  - If I'm wrong, I accept that my app will crash for my users if the cat is dead
- But, there is a way to deal with optionals in a safe way
  - So that you can present an error to the user if the cat is dead
  - This is never an easy conversation :-/

```swift
let imageURLString: String = "http://fantasyjunction.com/img/cars/xlarge/
    118011.jpg"
let imageURL: NSURL? = NSURL(string: imageURLString)

if let imageURL = imageURL {
    // now the NSURL cat is alive
    let imageData = NSData(contentsOfURL: imageURL)
} else {
    // sorry, the NSURL cat is dead. Time to show an error to the user
}
```


Confirmed String
(non-optional)
17 let imageURLString: String = "http://fantasyjunction.com/img/cars/xlarge/
118011.jpg"
18 let imageURL: NSURL? = NSURL(string: imageURLString)
Optional NSURL
19
20 if let imageURL = imageURL {
safely unwrap the optional
21 // now the NSURL cat is alive
22 let imageData = NSData(contentsOfURL: imageURL)
23 } else {
24 // sorry, the NSURL cat is dead. Time to show an error to the user
25 }
Now the imageURL constant
can be used safely

XCODE PLAYGROUNDS

- Create an optional string
- Set it to NIL
- Experiment with Printing it
- Safely Unwrap it
- Zip (05)

SWIFT COLLECTION TYPES

BASIC SWIFT TYPES

~~String~~
~~Int~~
~~Double~~
~~Bool~~
~~Optional~~
Array
Dictionary

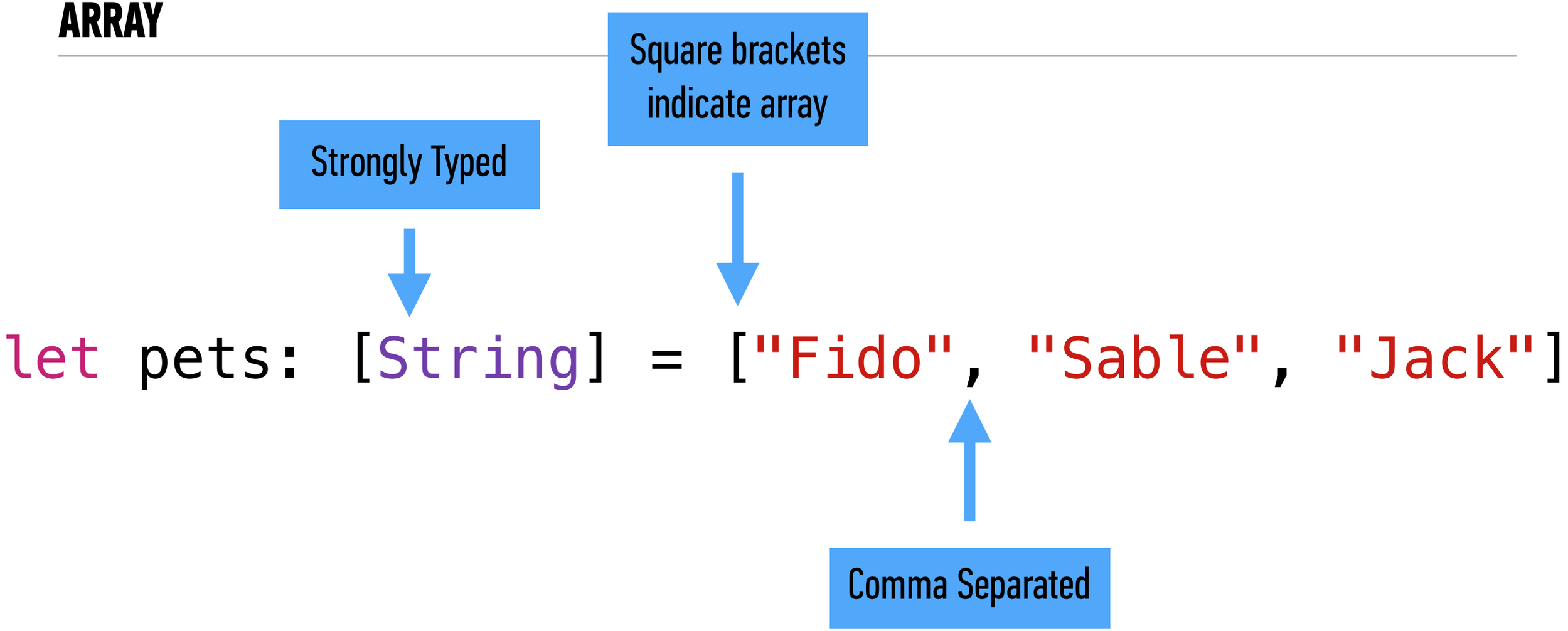
ARRAY

- Ordered list of items
- Its #1 job in life is to keep items in order
- Strongly Typed
- Mixed Type arrays are allowed but not recommended
- Get items out by asking the array for the item at an Integer index
- Arrays are 0-indexed
- Runtime crash caused by asking the Array for an item that doesn’t exist.

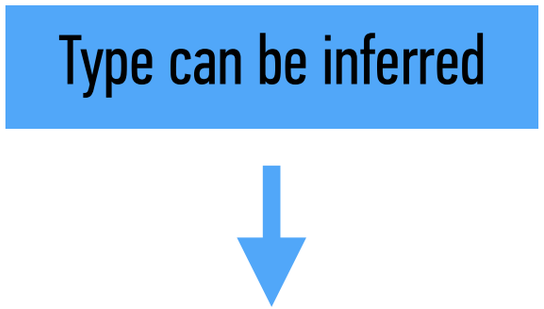
ARRAY

```
let pets: [String] = ["Fido", "Sable", "Jack"]
```

ARRAY


Square brackets indicate array
Strongly Typed
let pets: [String] = ["Fido", "Sable", "Jack"]
Comma Separated

ARRAY




```
let pets = ["Fido", "Sable", "Jack"]
```

ARRAY

```
14 let myFavoritePet = pets[1]                                    "Sable"
15
16 let myLeastFavoritePet = pets[4]                               error
17  Execution was interrupted, reason: EXC_BAD_INSTRUCTION (code=EXC_I386_INV...
```

ARRAY

Pick your item via its number in the list

List is 0 indexed. So 1 is the second item.

Special square brackets syntax is called "Subscripting"

```
14 let myFavoritePet = pets[1]                    "Sable"
15
16 let myLeastFavoritePet = pets[4]               error
17  Execution was interrupted, reason: EXC_BA_ _INSTRUCTION (code=EXC_I386_INV...
```

If you ask for an entry that does not exist, you get a runtime crash.

DICTIONARY

- Key / value pairs
- Unordered
- The Key is strongly typed and the Value is strongly typed
  - But they do not need to be the same type.
- Access the value by asking for the dictionary for it via the key.
- Its ok to ask the dictionary for an item with a key that does not exist.
  - It returns nothing. No crash.

DICTIONARY

```
9  let ages: [String : Int] = ["Sam" : 22, "Jim" : 49]
10
11 let jimsAge = ages["Jim"]
12 let jessiesAge = ages["Jessie"]
```

```
["Sam": 2...

49
nil
```

DICTIONARY

Strongly Typed

Square bracket with Colon indicates Dictionary

```
9  let ages: [String : Int] = ["Sam" : 22, "Jim" : 49]
10
11 let jimsAge = ages["Jim"]
12 let jessiesAge = ages["Jessie"]
```

```
["Sam": 2...

49
nil
```

Subscripting to get the value out

When you ask for something that doesn't exist, you get NIL

XCODE PLAYGROUNDS

- Create an Array
- Get an item out of the array
- Create a dictionary
- Get an item out of the dictionary
- Zip (06)

AGENDA

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SWIFT AND COCOA TOUCH RESOURCES

RESOURCES

https://www.raywenderlich.com/category/swift

Alternative – For Complete Beginners to Progra

The iOS Apprentice is the best option, but if you don't feel like signing up for the newsletter, don't worry - we have an alternative option for you.

This series is a gentle introduction to Swift for those who are completely new to programming. Enjoy!

- Learn to Code iOS Apps with Swift Tutorial 1: Welcome to Programming
- Learn to Code iOS Apps with Swift Tutorial 2: Your First Project
- Learn to Code iOS Apps with Swift Tutorial 3: Arrays, Objects, and Classes
- Learn To Code iOS Apps With Swift Tutorial 4: Your First App
- Learn To Code iOS Apps With Swift Tutorial 5: Making it Beautiful

Alternative – For Experienced Programmers

If you are already an experienced programmer and want a "quick start" to Swift, this is the best option for you.

In this series, you'll learn the basics of the Swift language, and will make a basic tip calculator app using what you have learned.

- Swift 2 Tutorial: A Quick Start
- Swift 2 Tutorial Part 2: A Simple iOS App
- Swift 2 Tutorial Part 3: Tuples, Protocols, Delegates, and Table Views

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Q&A

(SLIDES)

https://github.com/jeffreybergier/ga-start-building-mobile-apps

Jeffrey Bergier
UX Designer & iOS Developer