

Beginner

# 101: iOS Apprentice Review Part 1

Part 2: Demo

# iOS Apprentice Review Part 1

## Part 2: Demo Instructions

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# User Interface Part I

In this demo, you will create the basic user interface for the Story Time app.

The steps here will be explained in the demo, but here are the raw steps in case you miss a step or get stuck.

## Step 1: Add Image (Background)

In **Main.storyboard**, drag an image view onto the view.

Set the following properties:

Image – zombies

Alpha – 0.1

Position - x: 0 y: 0 w: 600 h: 600

## Step 2: Add Label (Title)

Drag a label onto the view.

Set the following properties:

Title – “CHOOSE YOUR STORY”

Color – Dark Gray Color

Font – System 20.0

Alignment - Center

Position - x: 23 y: 24 w: 554 h: 24

## Step 3: Add Segmented Control (Monsters)

Drag a segmented control onto the view.

Set the following properties:

Number of Segments - 2

Segment 0 Title – Zombies

Segment 1 Title - Vampires



Tint – Dark Gray Color

Position - x: 31 y: 62 w: 539 h: 29

## Step 4: Add Label (Name)

Drag another label onto the view.

Set the following properties:

Title – “Name:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Left

Position - x: 31 y: 120 w: 51 h: 21

## Step 5: Add Label (Verb)

Drag another label onto the view.

Set the following properties:

Title – “Verb:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Left

Position - x: 42 y: 162 w: 40 h: 21

## Step 6: Add Text Field (Name Field)

Drag a text field onto the view.

Set the following properties:

Placeholder – “a person's name”

Clear Button – Appears while editing

Position - x: 99 y: 116 w: 471 h: 30



## Step 7: Add Text Field (Verb Field)

Drag another text field onto the view.

Set the following properties:

Placeholder – “a word used to describe an action”

Clear Button – Appears while editing

Position - x: 99 y: 158 w: 471 h: 30

## Step 8: Add Label (Number)

Drag another label onto the view.

Set the following properties:

Title – “Number:”

Color – Dark Gray Color

Font – System 17.0

Alignment - Center

Position - x: 101 y: 206 w: 399 h: 21

## Step 9: Add Slider (Number Selection)

Drag a slider onto the view.

Set the following properties:

Value – min: 2 max: 100 current: 50

Min Track Tint Color – Dark Gray Color

Max Track Tint Color – Light Gray Color

Position - x: 99 y: 235 w: 403 h: 31

## Step 10: Add Label (Monster Setting)

Drag another label onto the view.

Set the following properties:

Title – “Monsters Win:”



Color – Dark Gray Color

Font – System 17.0

Alignment – Left

Position – x: 245 y: 273 w: 111 h: 21

## Step 11: Add Switch (Monster Setting Selection)

Drag a switch onto the view.

Set the following properties:

On Tint – Dark Gray Color

Thumb Tint – Light Gray Color

Position – x: 276 y: 307 w: 51 h: 31

## Step 12: Add Label (Story Header)

Drag another label onto the view.

Set the following properties:

Title – “Your Story:”

Color – Dark Gray Color

Font – System 17.0

Alignment – Left

Position – x: 258 y: 350 w: 85 h: 21

**Note:** The Starter Project 1b starts at step 13.

## Step 13: Add Text View (Story)

Drag a text view onto the view.

Set the following properties:

Title – “your generated story will appear here”

Color – Dark Gray Color

Background – Light Text Color



Font – System 20.0

Alignment – Left

Behavior – Editable: No Selectable: Yes

Position - x: 16 y: 379 w: 568 h: 169

## Step 14: Add Button

Drag a button onto the view.

Set the following properties:

Title – “Generate Story”

Text Color – Dark Gray Color

Font – System 15.0

Position - x: 16 y: 562 w: 568 h: 30

## Step 15: Add Button (Hide Keyboard)

Drag a button onto the view, and move it just above the image view in the hierarchy.

Set the following properties:

Title – “”

Position - x: 0 y: 0 w: 600 h: 600

**Note:** You will learn an alternative way for handling this in Part 2.

## Step 16: Build & Run

You’ll immediately notice things look strange. That’s because none of the constraints for Auto Layout have been set. Do that now.

With the View Controller selected, do the following:

1. Resolve Auto Layout Issues
2. Clear Constraints
3. Reset to Suggested Constraints



# User Interface Part II

In this next section, you'll be connecting the interface to the code using IBOutlets and IBActions.

## Step 1: Create Properties

In **ViewController.swift**, add the following code to the section marked setup variables:

```
var currentNumber = 50
var currentSwitchValue = true
var storyType = 0
var monsters = "zombies"
```

## Step 2: Create IBOutlets

Add the following code to the section marked setup IBOutlets:

```
@IBOutlet weak var backgroundImage: UIImageView!
@IBOutlet weak var segmentedControl: UISegmentedControl!
@IBOutlet weak var textField1: UITextField!
@IBOutlet weak var textField2: UITextField!
@IBOutlet weak var sliderControl: UISlider!
@IBOutlet weak var switchControl: UISwitch!
@IBOutlet weak var textview: UITextView!
@IBOutlet weak var button: UIButton!
```

## Step 3: Connect IBOutlets

Connect each outlet to its respective control by control-dragging from the view controller to the control. For simplicity, these are named and listed in the same order as they were added to the view.

## Step 4: Connect IBActions (part 1)

In order to track the value changes for the segmented control, slider, and switch, three methods have been created. Connect these now to their respective controls by control-dragging from the control to the view controller.





## Step 5: Connect IBActions (part 2)

There are two more actions to connect; it is `generateStory()` and `hideKeyboard()`. Connect the "Generate Story" button to `generateStory()` and the other button to `hideKeyboard()`.

## Step 6: Build & Run

If everything went well, you should now see the function names appear in the output window for each respective control when its value changes. This is done using `println("\(__FUNCTION__)")`.

## Step 7: Style Text View

The text view gets lost. Add the following code to `viewDidLoad()` to help make it stand out a bit more:

```
textView.layer.borderColor = UIColor.darkGrayColor().CGColor
textView.layer.borderWidth = 1.0
```

With your interface connected, you're ready to move onto the Lab where you'll add code to your existing functions.

