

TAKING A BITE FROM THE 
beginner's workshop for iOS App Development



HELLO, I AM KATE

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iOS Developer @ orderbird

**Program committee member
@ codemotion**

AGENDA



Coming up with the idea



Creation of the UI/UX

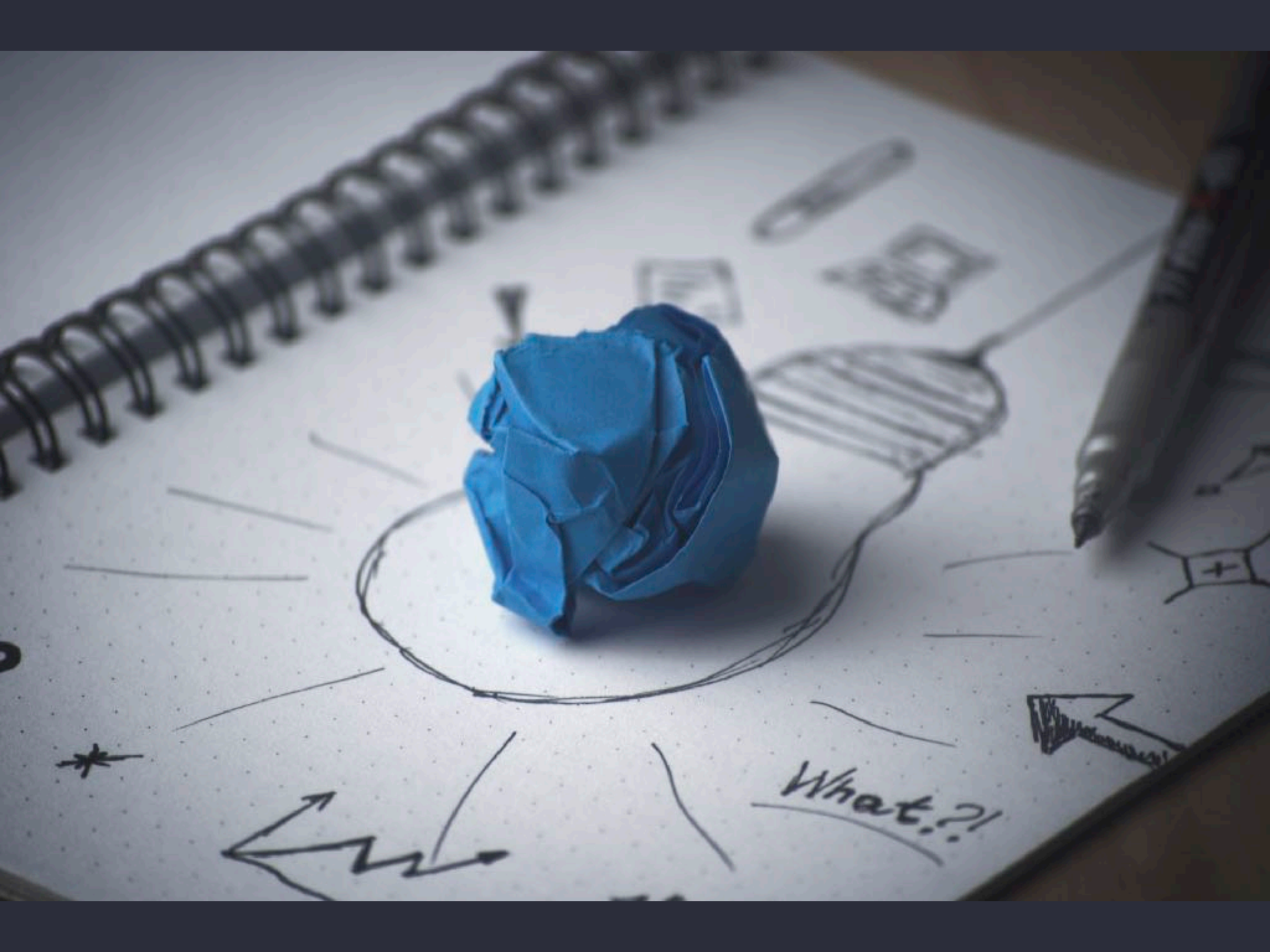


Developing the app



What's next?





What.?!

COMING UP WITH THE IDEA

1. Identify a problem and come up with a solution
2. Do some app research at the App Store
3. Check which apps are getting funded



VALIDATION OF THE IDEA

MARKET RESEARCH

1. Create a matrix list of each of your app features
2. Compare this matrix against 3-5 competitive apps
3. List down your business model
4. Poll potential users.



<https://www.apptamin.com/blog/how-to-validate-your-app-ideas/>



EXAMPLE CASE

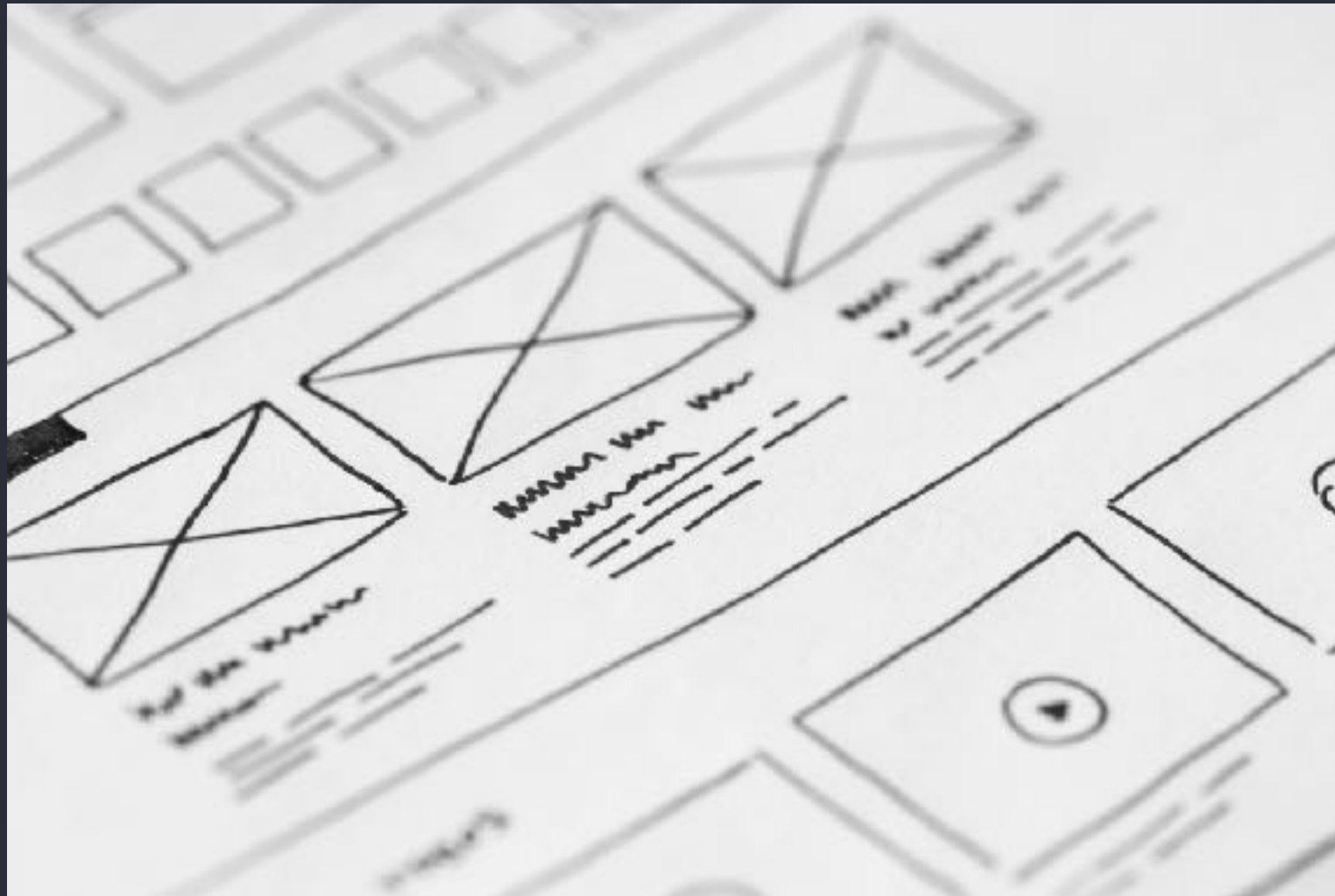
“I want to create an app that will allow me to save all the re:publica talks I am interested to watch in one day”





CREATION OF THE UI/UX

Pen and Paper



CREATION OF THE UI/UX

Online Prototyping apps



CREATION OF THE UI/UX

User Interface

iOS Human Interface Guidelines

Overview

Interaction

Features

Visual Design ▾

Animation

Branding

Color

Layout

Typography

Graphics

UI Bars

UI Views

UI Controls

Extensions

Technologies

Resources

Color

In iOS, color can indicate interactivity, impart vitality, and provide visual continuity. Look to the system's color scheme for guidance when picking app tint colors that look great individually and in combination, on both light and dark backgrounds.

<div>R 255 G 59 B 48</div>	<div>R 255 G 149 B 0</div>	<div>R 255 G 204 B 0</div>	<div>R 76 G 217 B 100</div>	<div>R 90 G 200 B 250</div>	<div>R 0 G 122 B 255</div>	<div>R 88 G 86 B 214</div>	<div>R 255 G 45 B 85</div>
Red	Orange	Yellow	Green	Teal Blue	Blue	Purple	Pink

Use complementary colors throughout your app. The colors in your app should work well together, not conflict or distract. If pastels are essential to your app's style, for example, use a coordinating set of pastels.

In general, choose a limited color palette that coordinates with your app logo. Subtle use of color is a great way to communicate your brand.

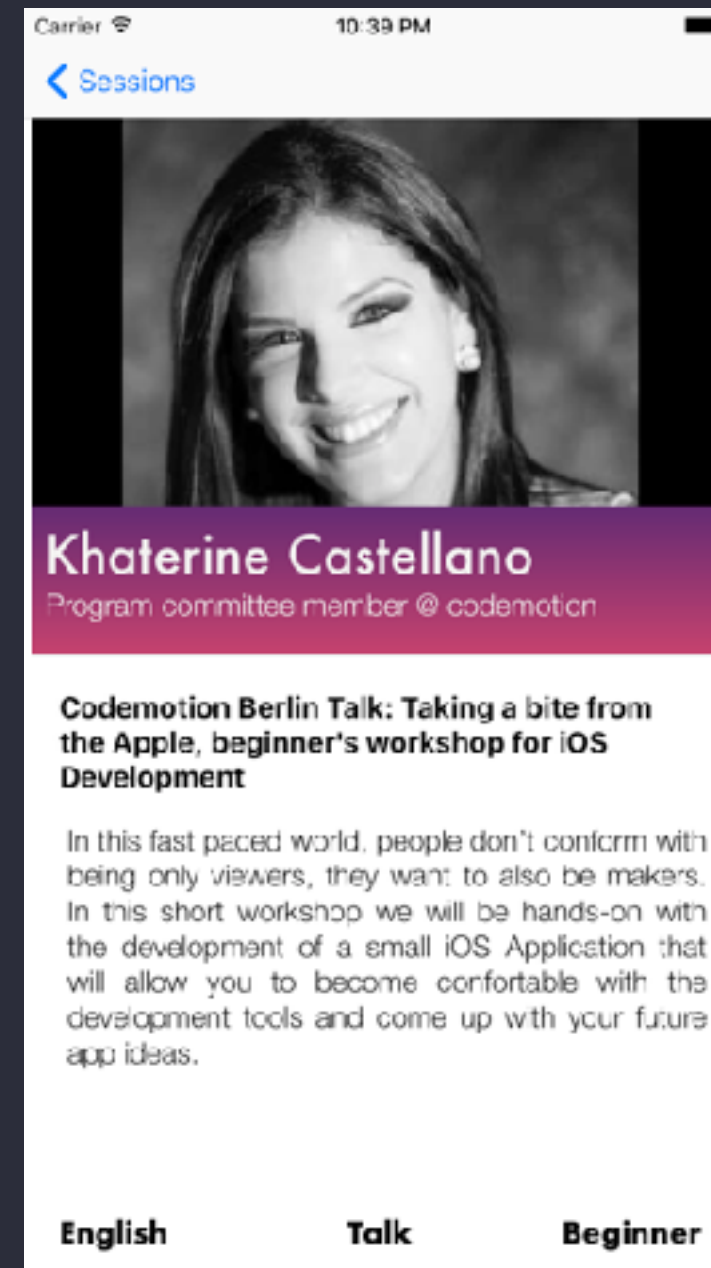
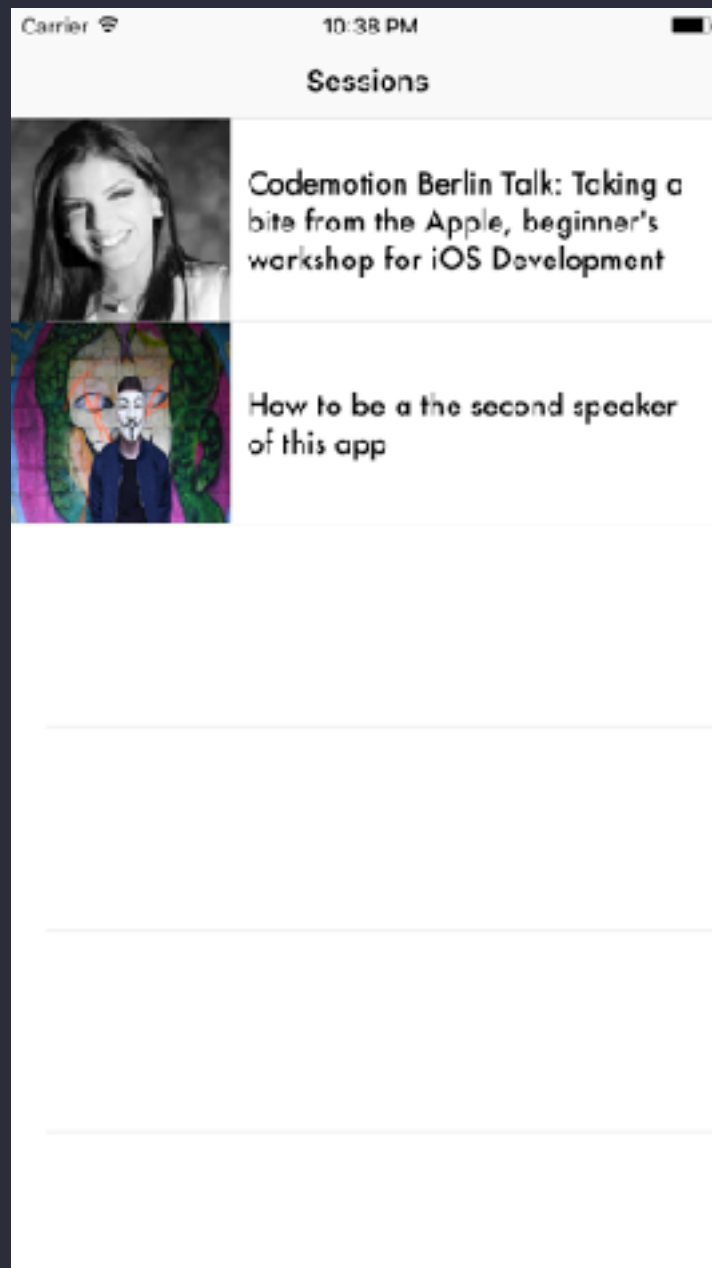
Consider choosing a key color to indicate interactivity throughout your app. In Notes, interactive elements are yellow. In Calendar, interactive elements are red. If you define a key color that denotes interactivity, make sure other colors don't compete with it.



<https://developer.apple.com/ios/human-interface-guidelines/overview/design-principles/>



EXAMPLE CASE





```
1 // 初始化环境
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DEVELOPING THE APP

Programming languages

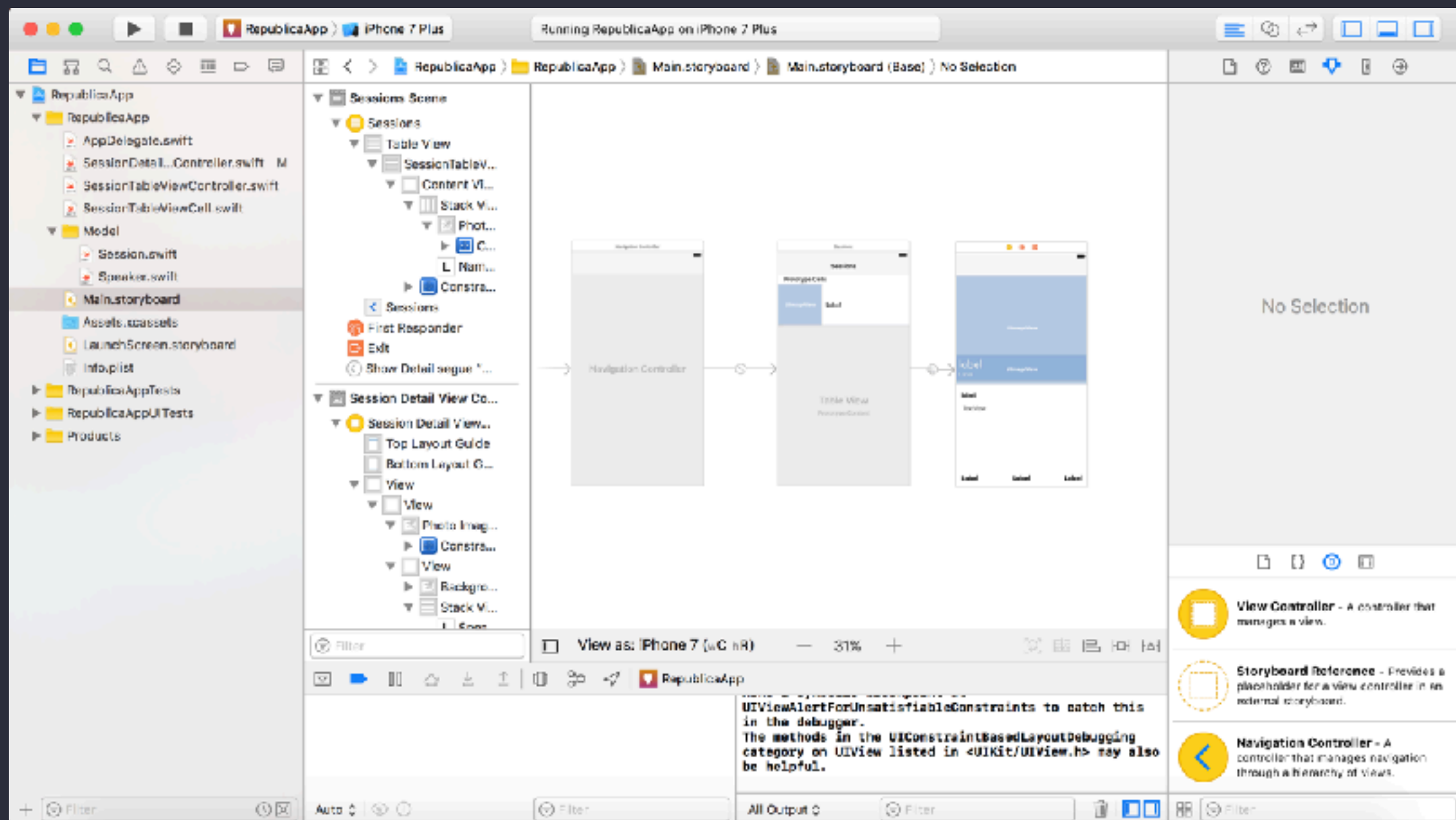


OBJECTIVE-C



DEVELOPING THE APP

Coding environment



EXAMPLE CASE

```
import UIKit

class Speaker {

    //MARK: Properties

    var name: String
    var photo : UIImage?
    var occupation : String

    //MARK: Initialization

    init?(name: String, photo: UIImage?, occupation: String) {

        // Initialize properties

        self.name = name
        self.photo = photo
        self.occupation = occupation
    }
}
```

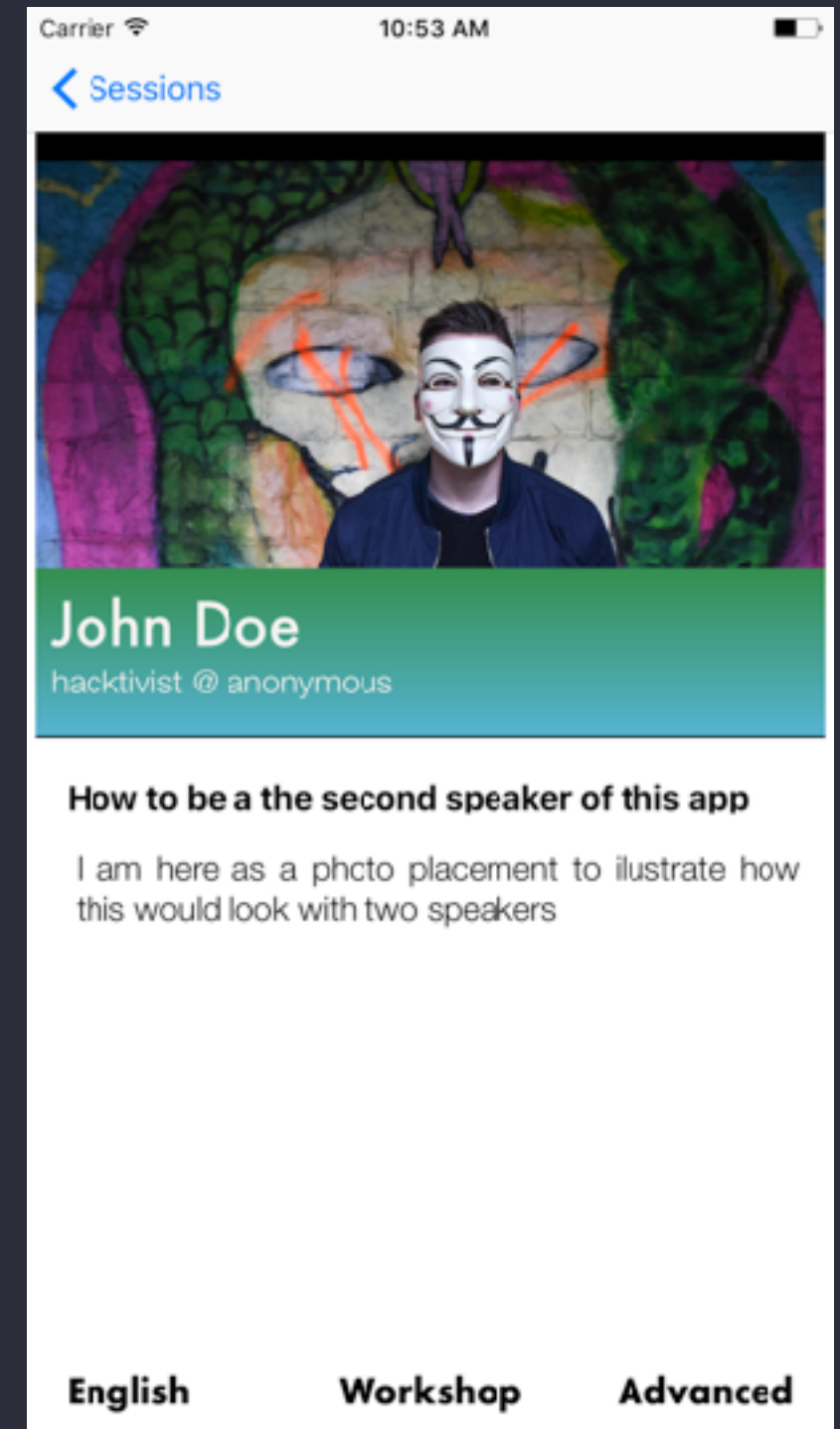
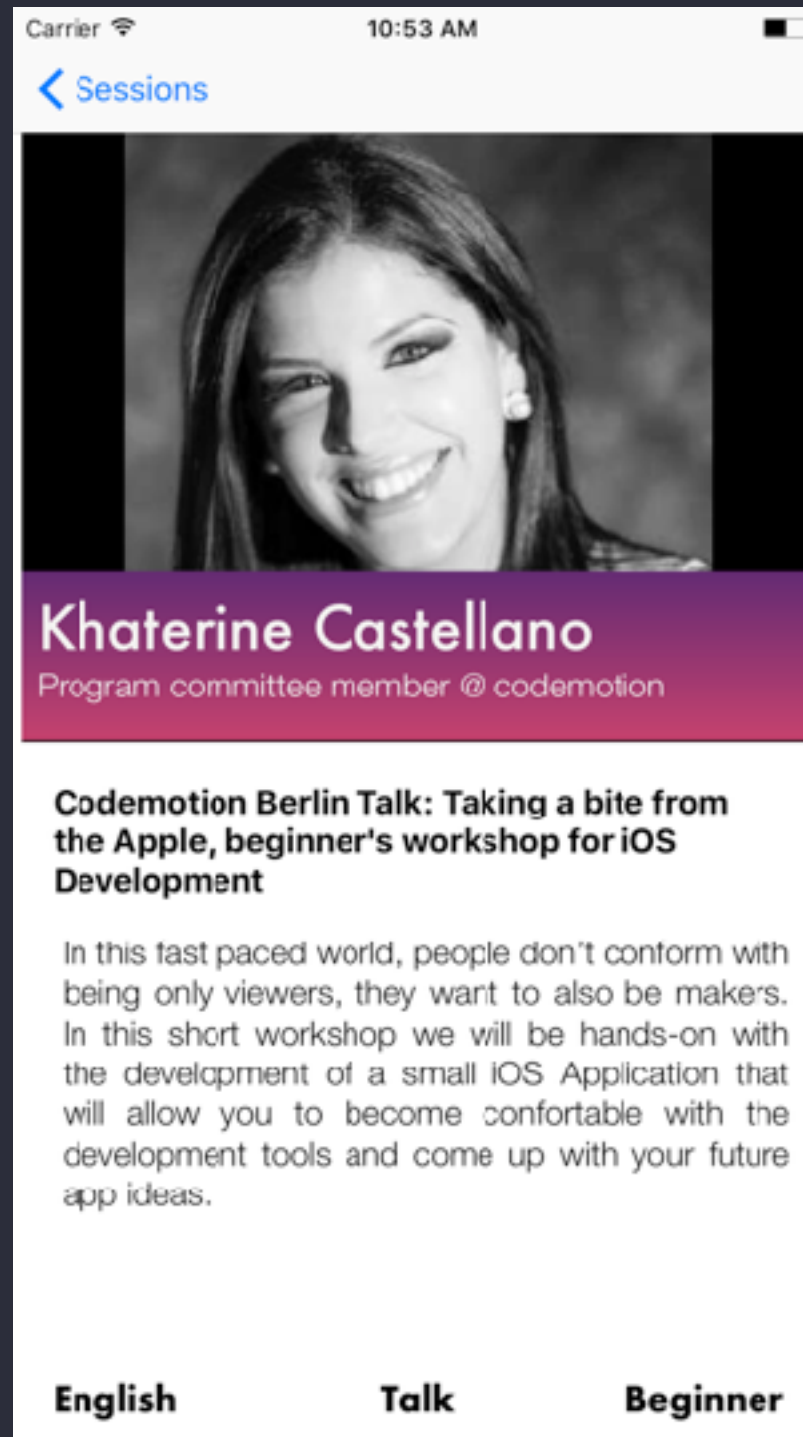
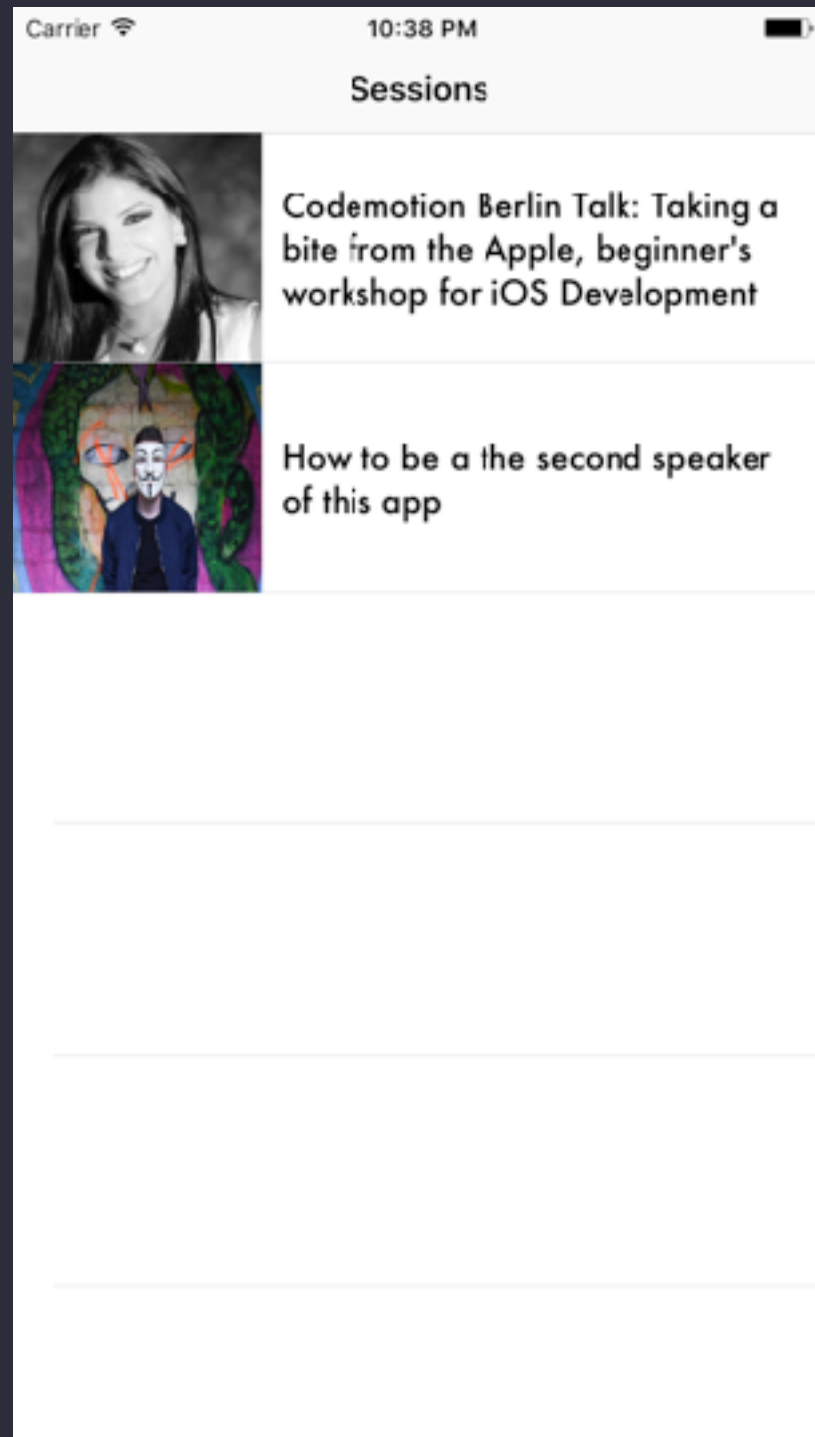


EXAMPLE CASE

```
func setSessionInformation() {  
    guard let selectedSession = self.selectedSession else {  
        return  
    }  
  
    self.sessionNameLabel.text = selectedSession.name  
    self.sessionShortThesisTextView.text = selectedSession.shortThesis  
    self.sessionLanguageLabel.text = selectedSession.language  
    self.sessionLevelLabel.text = selectedSession.sessionLevel.rawValue  
    self.sessionTypeLabel.text = selectedSession.sessionType.rawValue  
  
    self.photoImageView.image = selectedSession.speaker.photo  
    self.speakerNameLabel.text = selectedSession.speaker.name  
    self.speakerOccupationLabel.text = selectedSession.speaker.occupation  
  
    let sessionLevel = selectedSession.sessionLevel  
  
    switch sessionLevel {  
    case .beginner:  
        self.backgroundImageView.image = UIImage(named: "crimson_tide")  
    case .medium:  
        self.backgroundImageView.image = UIImage(named: "dance_forget")  
    case .advanced:  
        self.backgroundImageView.image = UIImage(named: "emerald_water")  
    }  
}
```

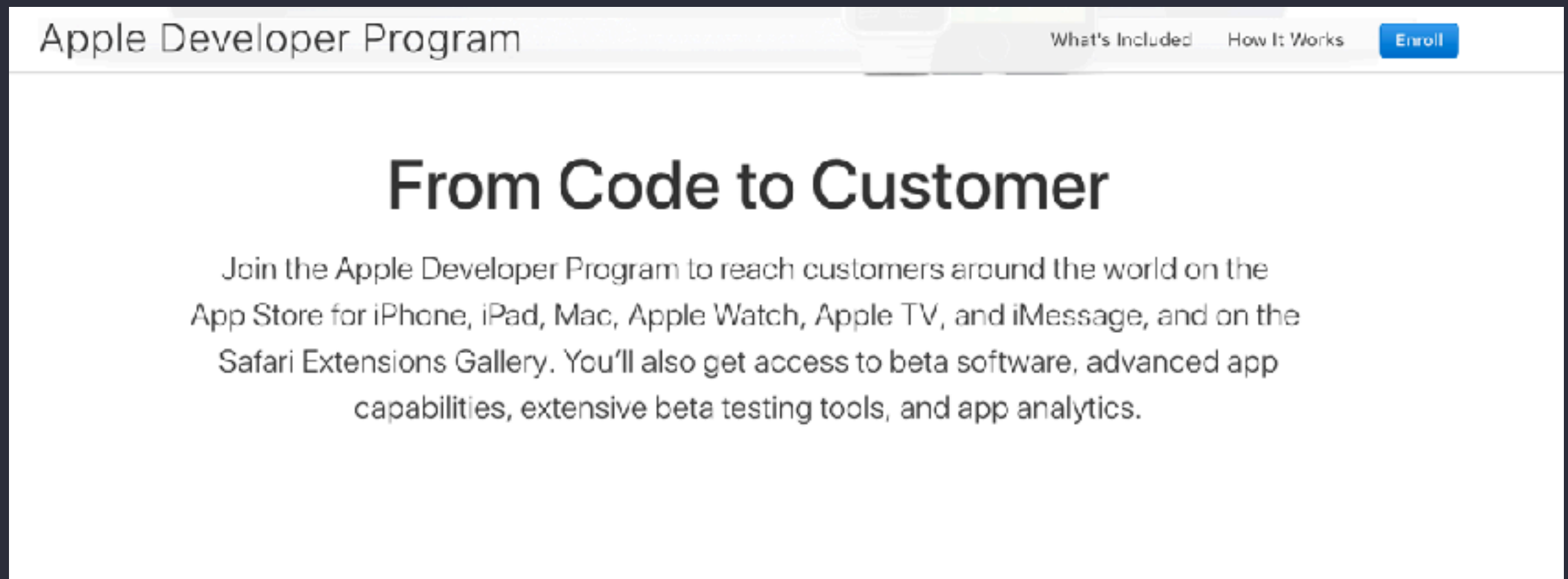


EXAMPLE CASE





WHAT'S NEXT?



Apple Developer Program annual fee is 99 USD



<https://developer.apple.com/programs/>



WHAT'S NEXT?

Beta Testing



1. 25 internal testers and up to 2000 external testers.
2. Invite users by just adding their email



WHAT'S NEXT?

App Store Review Guidelines

Introduction

Apps are changing the world, enriching people's lives, and enabling developers like you to innovate like never before. As a result, the App Store has grown into an exciting and vibrant ecosystem for millions of developers and more than a billion users. Whether you are a first time developer or a large team of experienced programmers, we are excited that you are creating apps for the App Store and want to help you understand our guidelines so you can be confident your app will get through the review process quickly.



<https://developer.apple.com/app-store/review/guidelines/>





THANKS!

[https://github.com/kcastellano/republica-app/tree/
develop/RepublicaApp](https://github.com/kcastellano/republica-app/tree/develop/RepublicaApp)

