WELCOME

THE.WHO

I write, edit, and code stuff in Swift and Objective-C. I also raise children, run and clean things. Freelance iOS dev currently working with Rabble.tv. In a previous life I wrote web apps using LAMP and Java.

THE.HOW

@kwylez
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THE.WHY

I'm *VERY* passionate about iOS development and want to pay whatever I can forward.

"NOT FOR ZOE"

EXPECTATIONS

WHAT IT ISN'T

We are training for a marathon not a sprint.

NOT BOILING THE OCEAN

XCODE, ITUNES CONNECT, TODAY WIDGETS, APPLE WATCH, THREADING, ANIMATIONS, GESTURES, PERFORMANCE, COREDATA, ETC

WHAT IT IS
GIVING A SOLID FOUNDATIONS TO THE IOS DEVELOPMENT

DOOOIIINNNGG IT

iOS is definitely harder than most, BUT

You can get from zero to hero. We all start from nothing.

MARGARET HAMILTON

Director of the Software Engineering Division of the MIT Instrumentation Laboratory, which developed on-board flight software for the Apollo space program.

Source: http://en.wikipedia.org/wiki/Margaret Hamilton(scientist))

THE TIME IS NOW

Being an iOS engineer now is like being a rockstar in the 60's

IN THIS CORNER...

SWIFT VS. OBJECTIVE-C

THE WINNER IS...

SWIFT AND OBJECTIVE-C

BEST USE OF TIME?

55% Swift and 45% Objective-C

WHAT ARE WE GOING TO LEARN?

SYLLABUS (WRITTEN IN PENCIL NOT STONE)

▶ Xcode (can't build a house w/o knowing your tools)

▶ Design Patterns

▶ View and Controller Fundamentals

▶ Animations

▶ Beta and Submitting to the AppStore

ONE MORE THING

EXTRA READING

Online Resources

▸ Anything from raywenderlich.com

▸ objc.io

▸ cocoanetics.com

▸ nshipster

CONFERENCES (IT'S COOL TO BE SOCIAL)

▸ **WWDC aka dubdub**

▸ **360iDev**

▸ **CocoaConf**

Full list http://www.raywenderlich.com/93886/top-10-ios-conferences-in-2015

BACK TO BASICS

NUMBERS

TYPE DEFINES CAPACITY AND PRECISION

▸ Floats

▸ Integers (signed | unsigned)

▸ Doubles

NUMBERS - EXAMPLE

```
let myFloat: Float = 3.141 // 3.14100003242493
let myInteger: Int = -3 // -3
let myUInteger: UInt = 3 // 3
let myDouble: Double = 3.1415927 // 3.1415927
let oneMillion = 1_000_000 // 1,000,000
```

STRINGS

- ▶ Literal
- ▶ Unicode
- ▶ Interpolation
- ▶ Emoji

STRINGS - EXAMPLE

```
let unicodeString = "\u{24}"
let someString = "Some string literal value"
let emptyString = "" // or String()
let sparklingHeart = "\u{1F496}"
```

ARRAYS

ARRAYS - EXAMPLE

```
let shoppingList: [String] = ["Eggs", "Milk"]
```

DICTIONARIES

DICTIONARIES - EXAMPLE

```
let person: [String:String]

person["firstName"] = "Cory"
person["lastName"]  = "Wiles"
person["dob"]       = "2/3/79"
person["age"]       = 36

var person_2: Dictionary<String, String> = ["firstName" : "Zoe", "lastName" : "Wiles", "dob" :"1/15/14"]
```

BOOLEANS

BOOLEAN - EXAMPLE

```
let orangesAreOrange = true
let turnipsAreDelicious = false
```

CONTROL STRUCTURES

▶ if

▶ switch

▶ while

▶ do/while

▶ for

▶ for in

CONTROL STRUCTURES - EXAMPLE

```
for var index = 0; index < 3; ++index {
    println("index is \(index)")
}

let names = ["Anna", "Alex", "Brian", "Jack"]
for name in names {
    println("Hello, \(name)!")
}
```

CONTROL STRUCTURES - EXAMPLE (CONT)

```
let maxScore = 50
var startScore = 0

while (startScore < maxScore) {
    startScore += 1
}


let kittyMaxScore = 150
var kittyStartScore = 0

do {
  println("Hello kitty")
  kittyStartScore += 1
} while (kittyStartScore < kittyMaxScore)


if orangesAreOrange {
    println("oranges are ORANGE")
} else {
    println("oranges are ORANGE")
}
```

HOMEWORK

▸ How do you modify a string?

▸ How do you loop (iterate) over an array and dictionary?

▸ How do you create a dictionary in Objective-C?

COMMENTS/QUESTIONS?

(Critisisms, Complaints, Ideas)

POSTING OF MATERIALS?