






MapKit Tutorial

1. Create **New Single View Application**, Product Name: CrimeMap

Choose a template for your new project:

iOS				
Application	Master-Detail Application	Page-Based Application	Single View Application	Tabbed Application
Framework & Library				
watchOS				
Application				
Framework & Library				
tvOS				
Application	Game			
Framework & Library				
OS X				
Application				
Framework & Library				
System Plug-in				
Other				

Single View Application

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.

Cancel Previous Next

Choose options for your new project:

Product Name:

Organization Name:

Organization Identifier:

Bundle Identifier:

Language:

Devices:

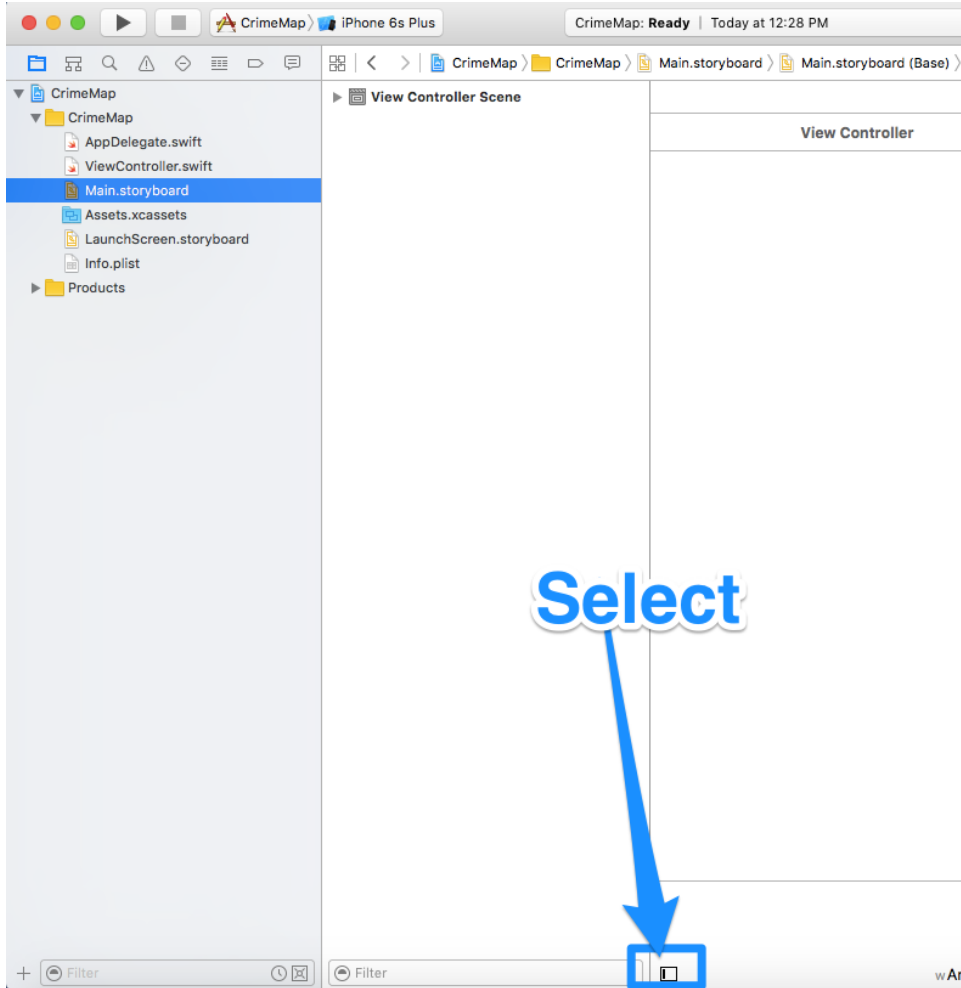
☐ Use Core Data

☐ Include Unit Tests

☐ Include UI Tests

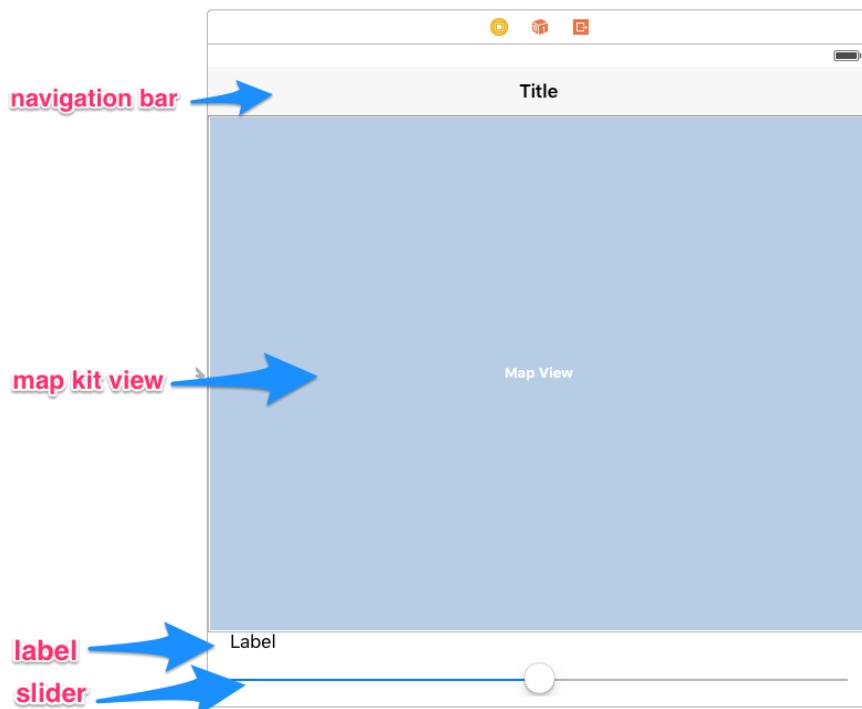
Cancel Previous Next

2. Set Device Orientation to **Portrait**
3. Select **Main.Stroyboard**
4. Hide Document Outline



5. Add Objects to View Controller
 - Navigation Bar
 - Map Kit View
 - Label

- UISlider

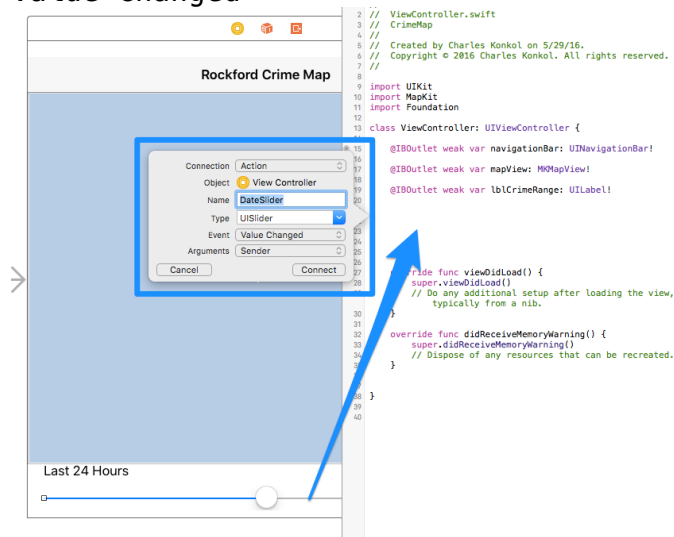


6. Add Imports to top of viewcontroller.swift

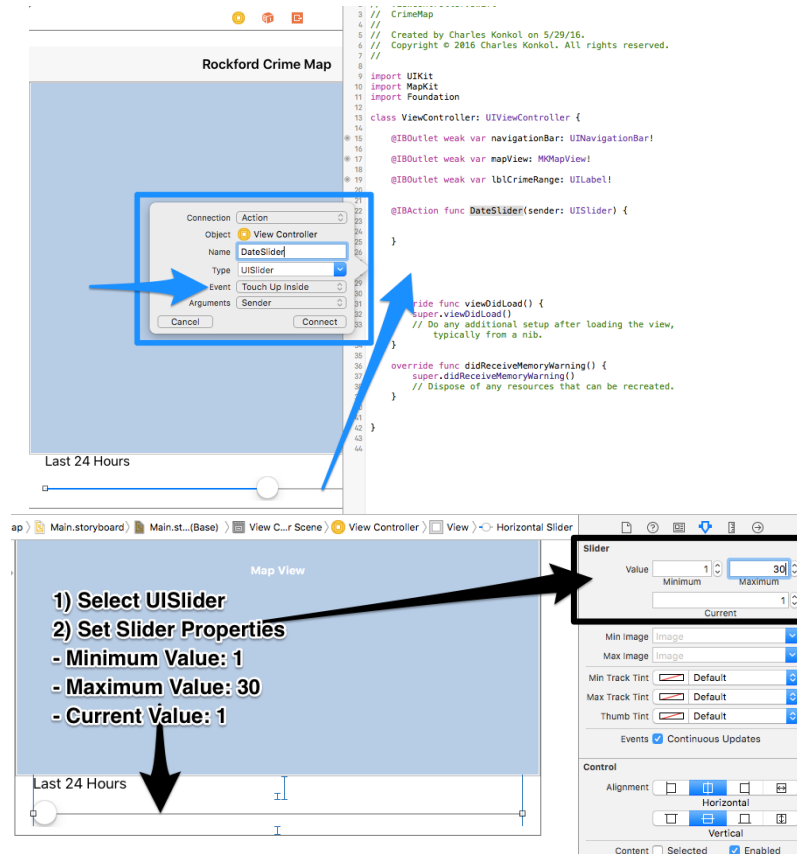
```
import MapKit
import Foundation
```

7. Create Outlets & Actions

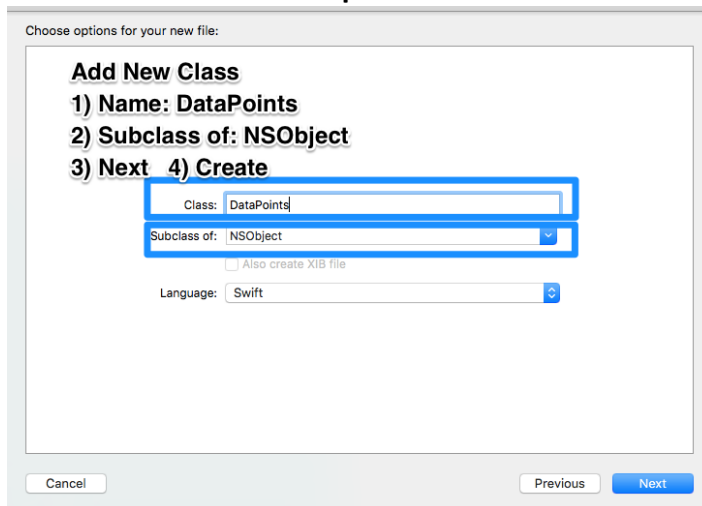
- Navigation Bar
 1. Name: navigationBar
- Map Kit View
 1. Name: mapView
- Label
 1. Name: lblCrimeRange
- Slider
 1. 2 Action Events
 2. Name: DateSlider
 - Value Changed



3. Name: DateSliderUp
 - Touch Up Inside



8. Add New Class
 - Control Click on **CrimeMap** folder and select **New File**



9. Add Code. Follow Steps in Code
 - [ViewController.swift](#)
 - [DataPoints.swift](#)
10. Align Objects
 - Editor > Resolve Auto Layout Issues > Reset to Suggested Constraints
11. Add Icon
 - User Pixlr.com to create a 1024x1024
 - <https://makeappicon.com/>