

Introducing to iOS Development

Introduction, explanation, requirements,
resources, and more.



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Introduction

iOS development is the process of making mobile applications for **Apple** hardware, including the iPhone, iPad and iPod Touch.

Initially, **Objective-C** has been used to create **iOS applications**. But lately and in 2014, **Apple** introduced its language called **Swift** to develop applications for their platforms. The point of releasing **Swift** was to inspire more developers to build and release their apps into Apple's **App Store** in an easier way with writing less code.

Compared to **Objective-C**, **Swift** is **easier to write**, more secure and more **powerful**. Thus, **it's** currently the **only popular language** for the company's platforms.

Comparison

```
1 UIButton *button = [UIButton buttonWithType:UIButtonTypeSystem];  
2 [button setTitle:@"Press Me" forState:UIControlStateNormal];  
3 [button sizeToFit];  
4 [self.view addSubview:button];
```

Objective-C

```
1 let button = UIButton()  
2 button.title = "Press Me"  
3 addSubview(button)
```

Swift

Objective-C developers in 2022 be like:



Reasons to Choose iOS Development

- **Easier** to learn.
- Higher **salary**.
- Increasing in **demand**.
- Less number of and **high demand** for **iOS developers** in **Kurdistan** and **Iraq**.
- Making more **money**.
- Helping your **business** in fetching **good money**.

Requirements

- An **Apple Mac** or **MacBook** device (buy an M1 please lol).
- **Swift** language knowledge.
- **UIKit** or/and **SwiftUI** framework knowledge.
- **Xcode** application.
- **Internet** access.
- **Apple Developer Program** membership (to publish apps into App Store).

Cost of the Requirements

- Apple Mac or MacBook **\$800-1200**
- Swift and required framework Course(s) **FREE**
- Xcode application **FREE**
- Internet access **\$10-20/mo**
- Apple Developer Program membership **\$99/yr**

Why Frameworks are Involved?

The programming language is only responsible to translating human requests to a binary language with the machine. However, to build an app's user interface and to achieve other purposes, you must use a compatible framework.

In **Swift**, we can use either **UIKit** or **SwiftUI** to build **iOS** user interfaces.

UIKit is the most powerful that has been around for years. **SwiftUI** has introduced in 2019 and it's continuously under development. It's easier compared to **UIKit**. However, it's **not** as **powerful** just yet. But I don't doubt that **it's the future**.

UIKit or SwiftUI?

UIKit...

- If you want to **be familiar with** the most required **concepts**.
- If you want to **create complex apps**.
- If you want to **get a job quickly**.
- If you want to **interact with** the other **frameworks easily**.

SwiftUI...

- If you want to **build apps quickly**.
- If you want to **create simple apps**.
- If it's **an hobby for now**.
- If you **don't care about easy interaction with** the other **frameworks**.

Resources to Learn

- **100 Days of Swift Course by Paul Hudson**
- **100 Days of SwiftUI Course by Paul Hudson**
- **Complete iOS App Development Bootcamp by Dr. Angela Yu**
- **Raywenderlich's Books and Articles**
- **Unwrap app by Paul Hudson**

Common Questions

- How long do I need to learn creating my own app?
- How long do I need to become a pro?
- What's boring about iOS development?
- Do I need a high performance Mac/MacBook?

Recommendation

- **DO NOT rush it**, you'll get there. Slowly but surely.
- **Practice, practice, and practice.** Meaning you should create small apps.
- Do not start learning a new iOS thing/framework before feeling comfortable with your current one.
- **Spend half an hour or more daily** reading articles and watching videos.
- Watch **WWDC** videos.
- Try to **connect with iOS developers** on **Twitter** and/or **LinkedIn**.

Questions?

I'm more than happy to answer them.

This presentation is available here:

<https://www.makwanbk.com/resources/getting-started-with-ios-development.pdf>