

Terminal Shell Edit View Window Help

window-shopper: Ready | Today at 4:04 PM

On branch master

Initial commit

Untracked files:  
(use "git add <file>..." to include in what will be committed)

window-shopper.xcodeproj/  
window-shopper/

nothing added to commit but untracked files present (use "git add" to track)

Marks-iMac:window-shopper markprice\$ git add -A

Marks-iMac:window-shopper markprice\$ git commit -m "first commit"

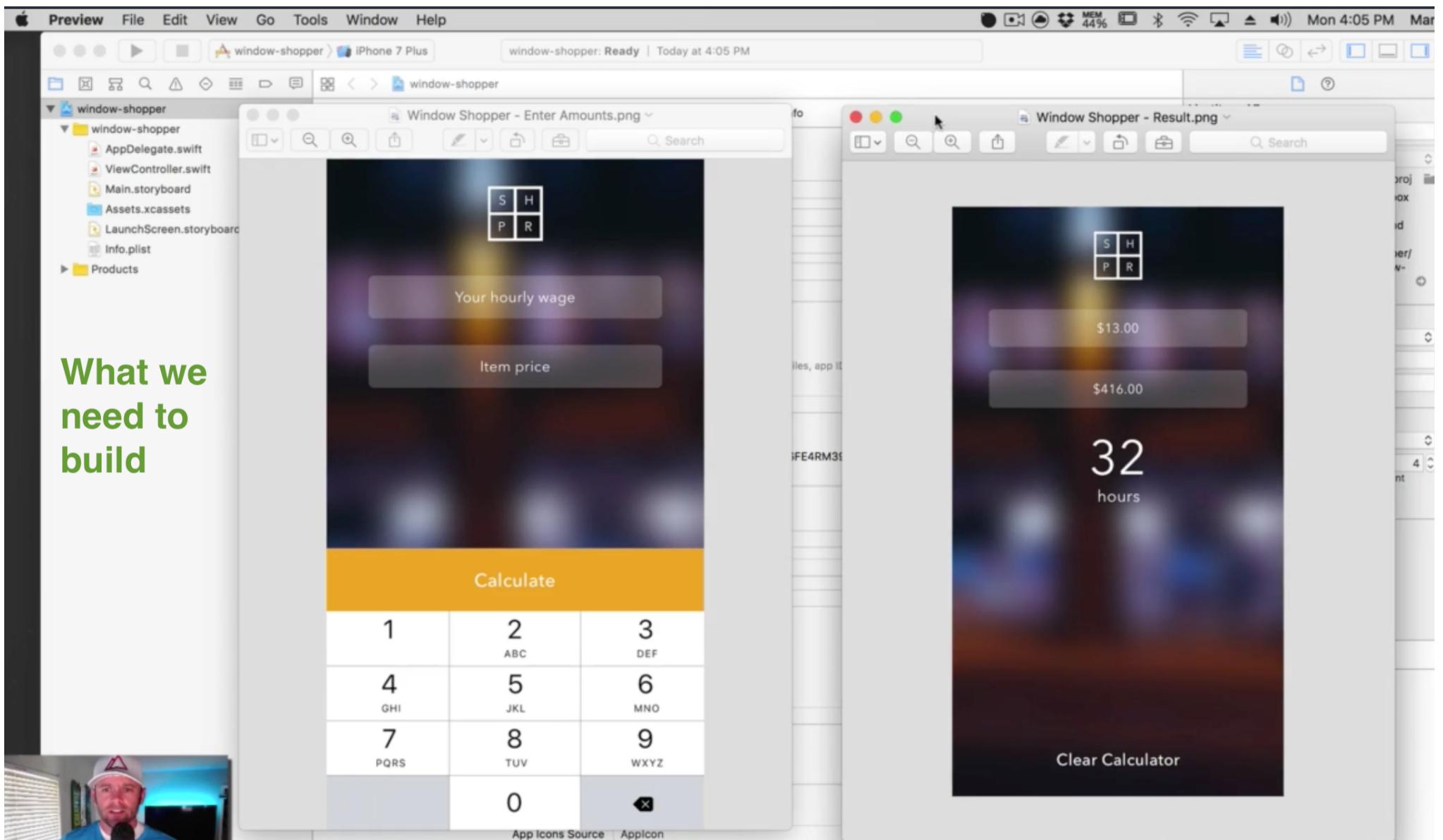
[master (root-commit) 1c7f161] first commit  
10 files changed, 602 insertions(+)  
create mode 100644 window-shopper.xcodeproj/project.pbxproj  
create mode 100644 window-shopper.xcodeproj/project.xcworkspace/contents.xcworkspacedata  
create mode 100644 window-shopper.xcodeproj/project.xcworkspace/xcuserdata/markprice.xcuserdata/UserInterfaceState.xcuserstate  
create mode 100644 window-shopper.xcodeproj/xcuserdata/markprice.xcuserdata/xcschemes/xcschememanagement.plist  
create mode 100644 window-shopper/AppDelegate.swift  
create mode 100644 window-shopper/Assets.xcassets/AppIcon.appiconset/Contents.json  
create mode 100644 window-shopper/Base.lproj/LaunchScreen.storyboard  
create mode 100644 window-shopper/Base.lproj/Main.storyboard  
create mode 100644 window-shopper/Info.plist  
create mode 100644 window-shopper/ViewController.swift

window-shopper markprice\$ git checkout -b lesson-01  
Switched to a new branch 'lesson-01'

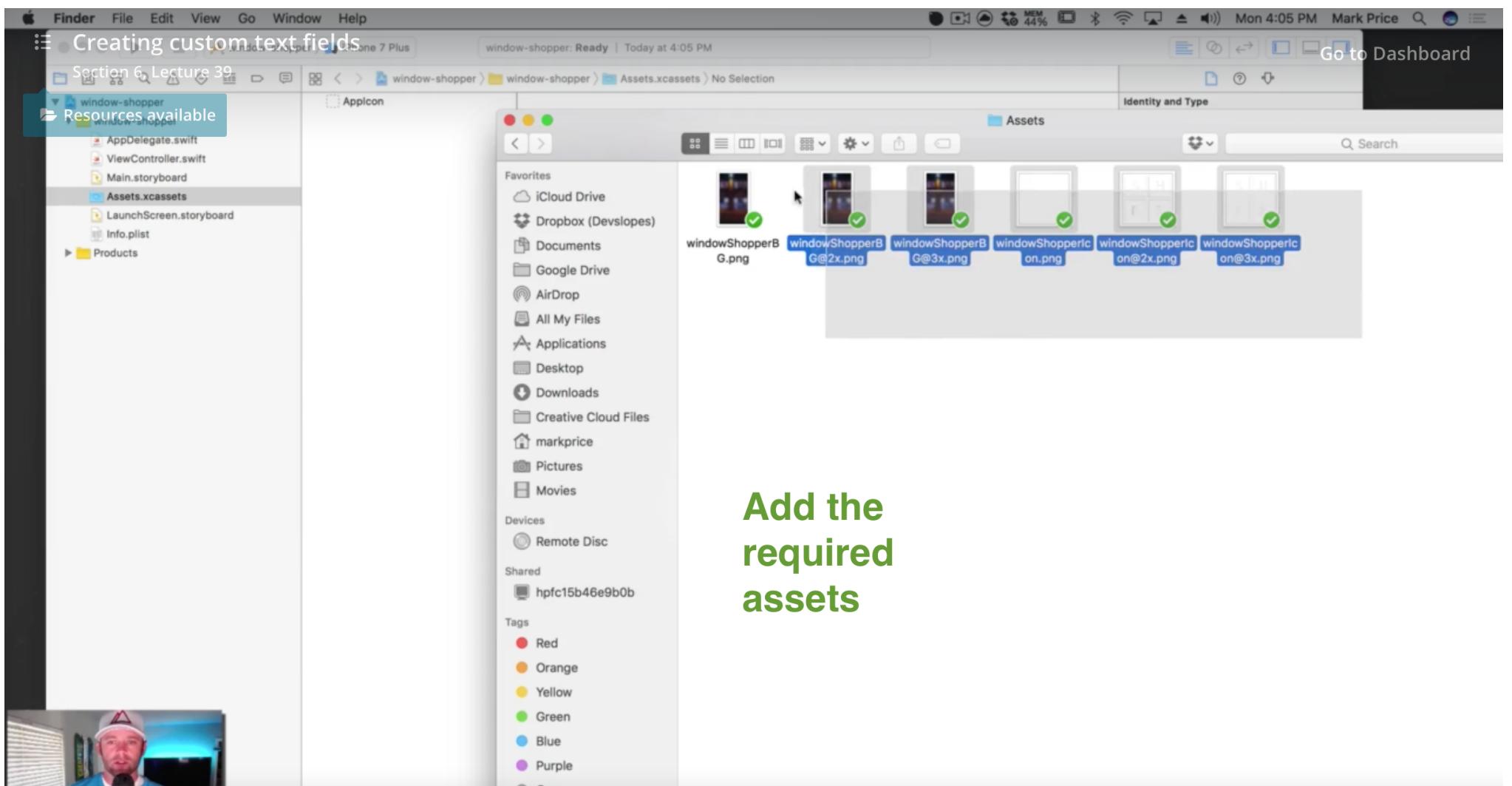
window-shopper markprice\$

**Created project**

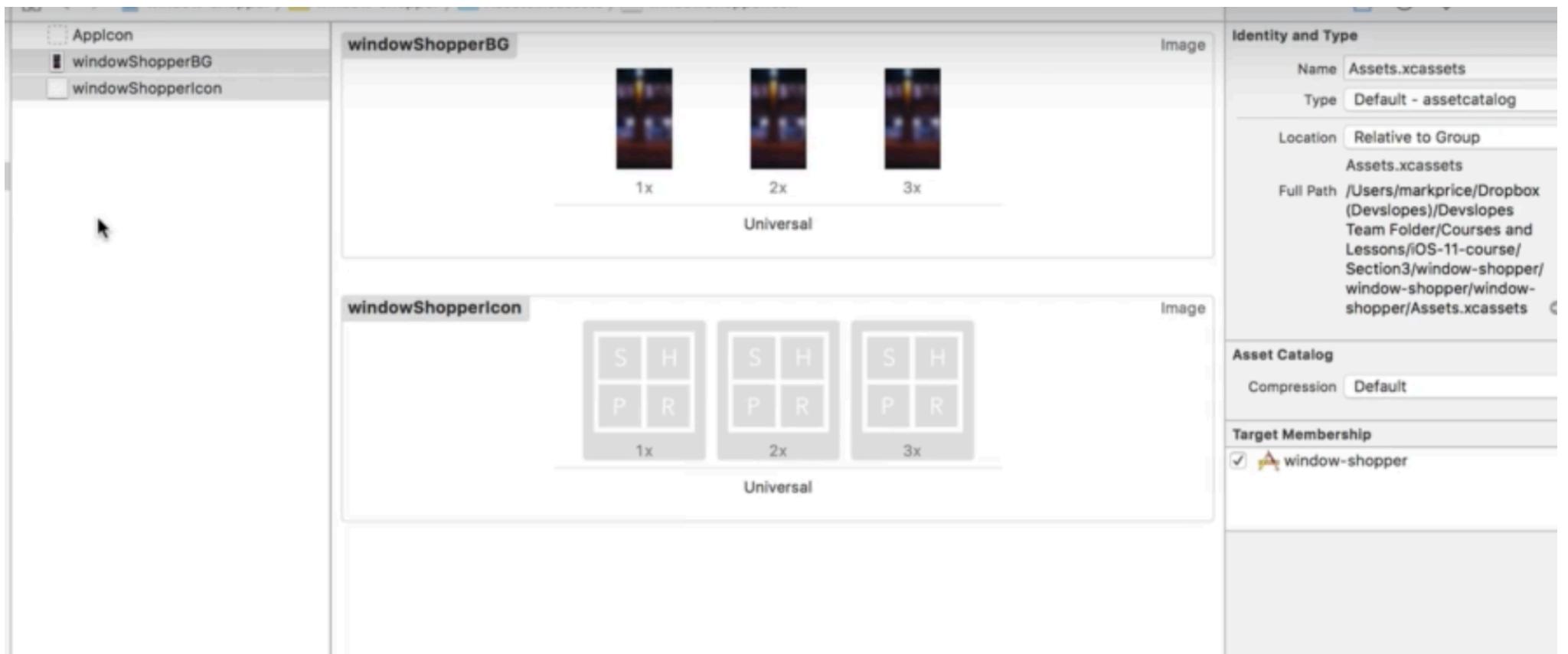




What we  
need to  
build



Add the  
required  
assets

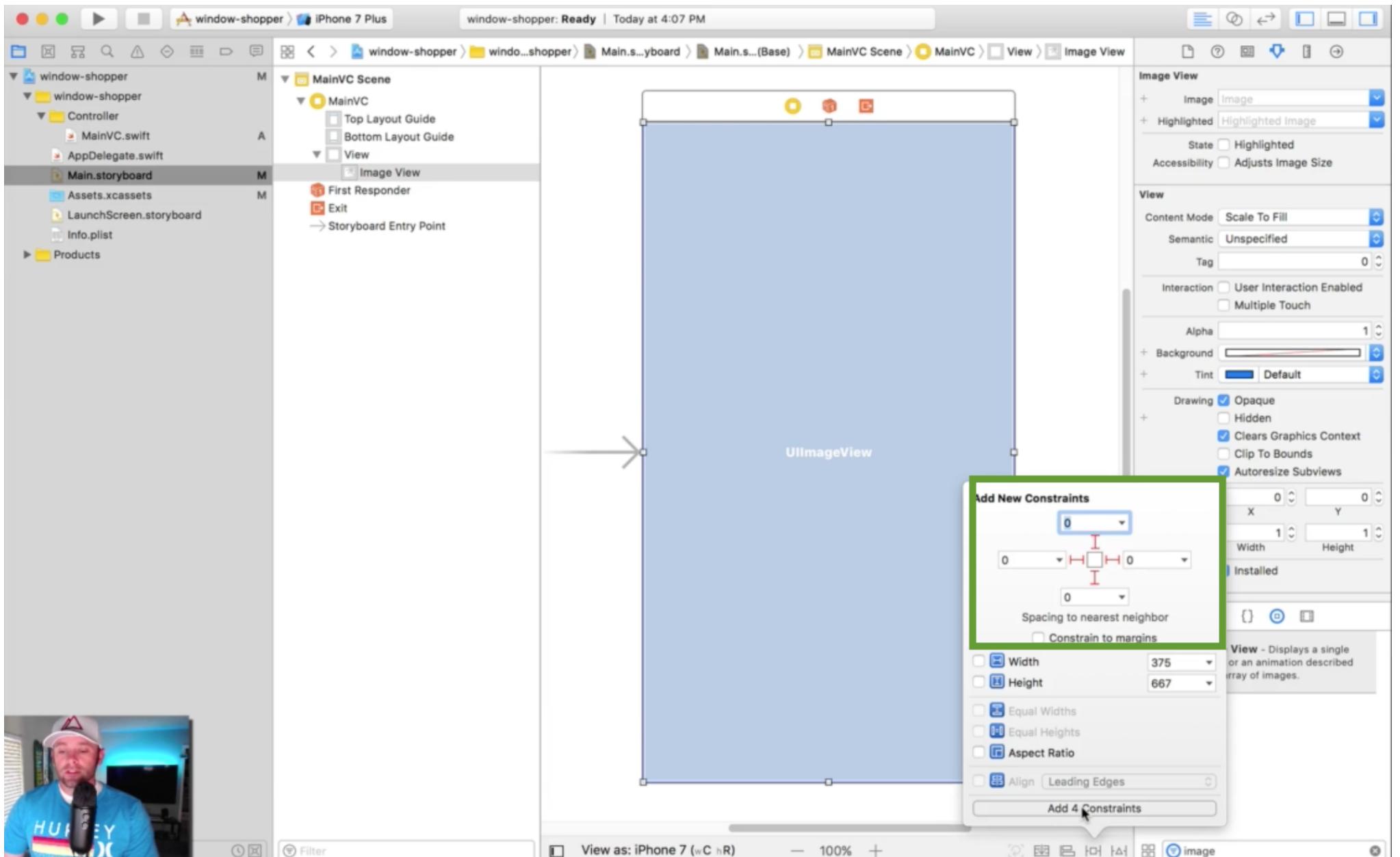


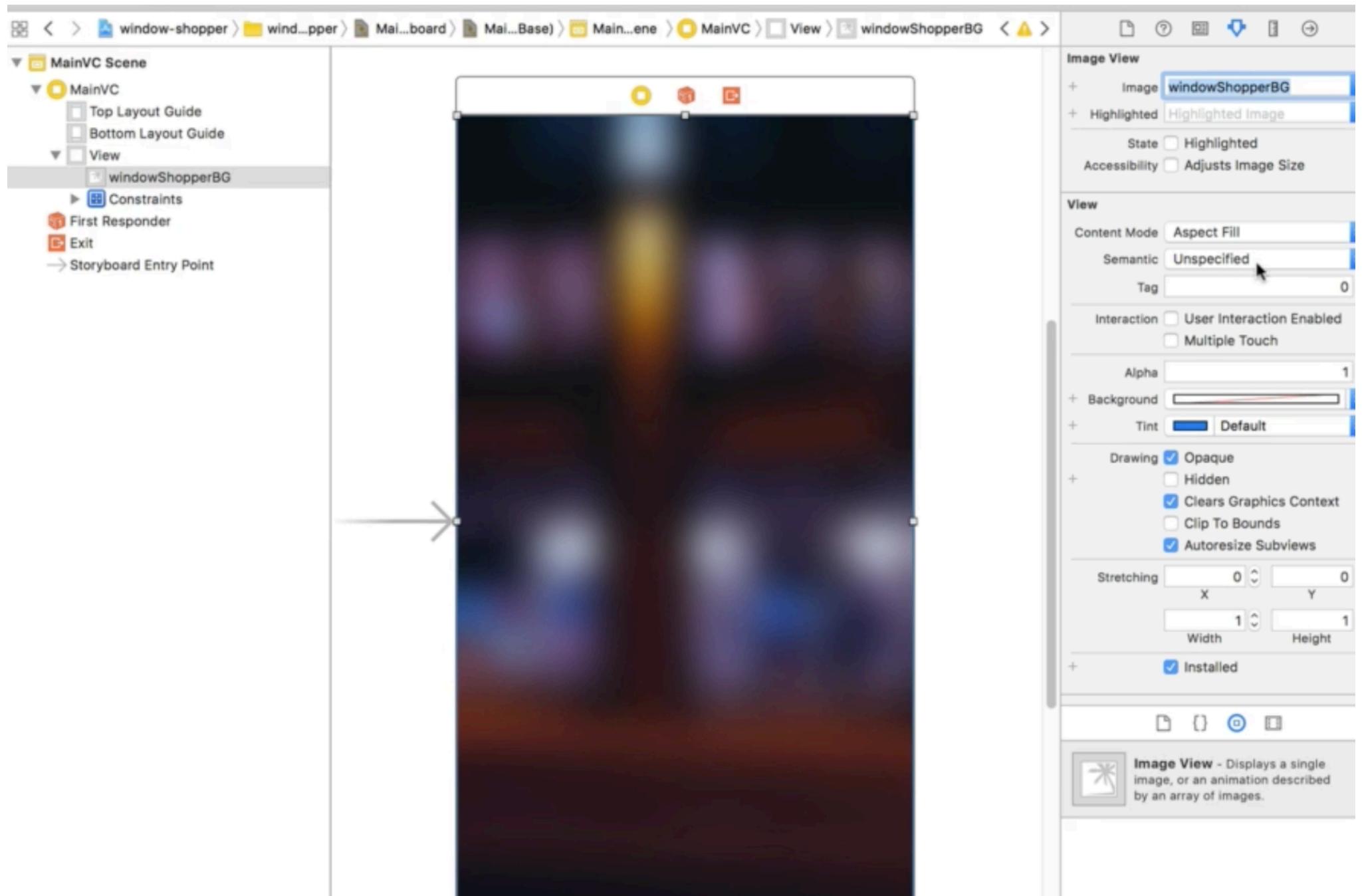
The screenshot shows the Xcode interface with the following details:

- File menu:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode toolbar items.
- Project Navigator:** Shows the project structure:
  - window-shopper
  - ↳ window-shopper
    - Controller
    - MainVC.swift
  - AppDelegate.swift
  - Main.storyboard
  - Assets.xcassets
  - LaunchScreen.storyboard
  - Info.plist
- Search Bar:** window-shopper > iPhone 7 Plus
- Status Bar:** window-shopper: Ready | Today at 4:07 PM
- Memory Status:** MEM 44%
- Code Editor:** Displays the MainVC.swift file content.

**Refactor ViewController class and add it to separate controller folder**

```
1 //ViewController.swift
2 // window-shopper
3 // Created by Mark Price on 6/19/17.
4 // Copyright © 2017 Devslopes. All rights reserved.
5
6 import UIKit
7
8
9 class MainVC: UIViewController {
10
11     override func viewDidLoad() {
12         super.viewDidLoad()
13         // Do any additional setup after loading the view,
14         // typically from a nib.
15     }
16
17
18     override func didReceiveMemoryWarning() {
19         super.didReceiveMemoryWarning()
20         // Dispose of any resources that can be recreated.
21     }
22
23
24 }
```





MainVC Scene

- MainVC
  - Top Layout Guide
  - Bottom Layout Guide
  - View
    - windowShopperBG
    - windowShopperIcon
  - Constraints
  - First Responder
  - Exit
- Storyboard Entry Point

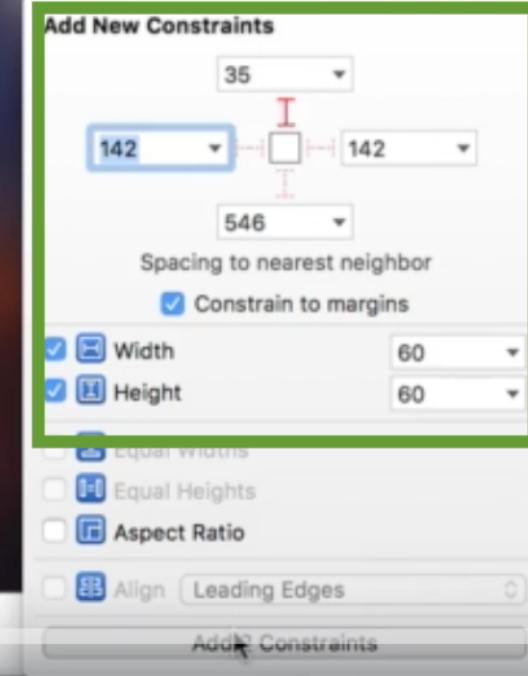
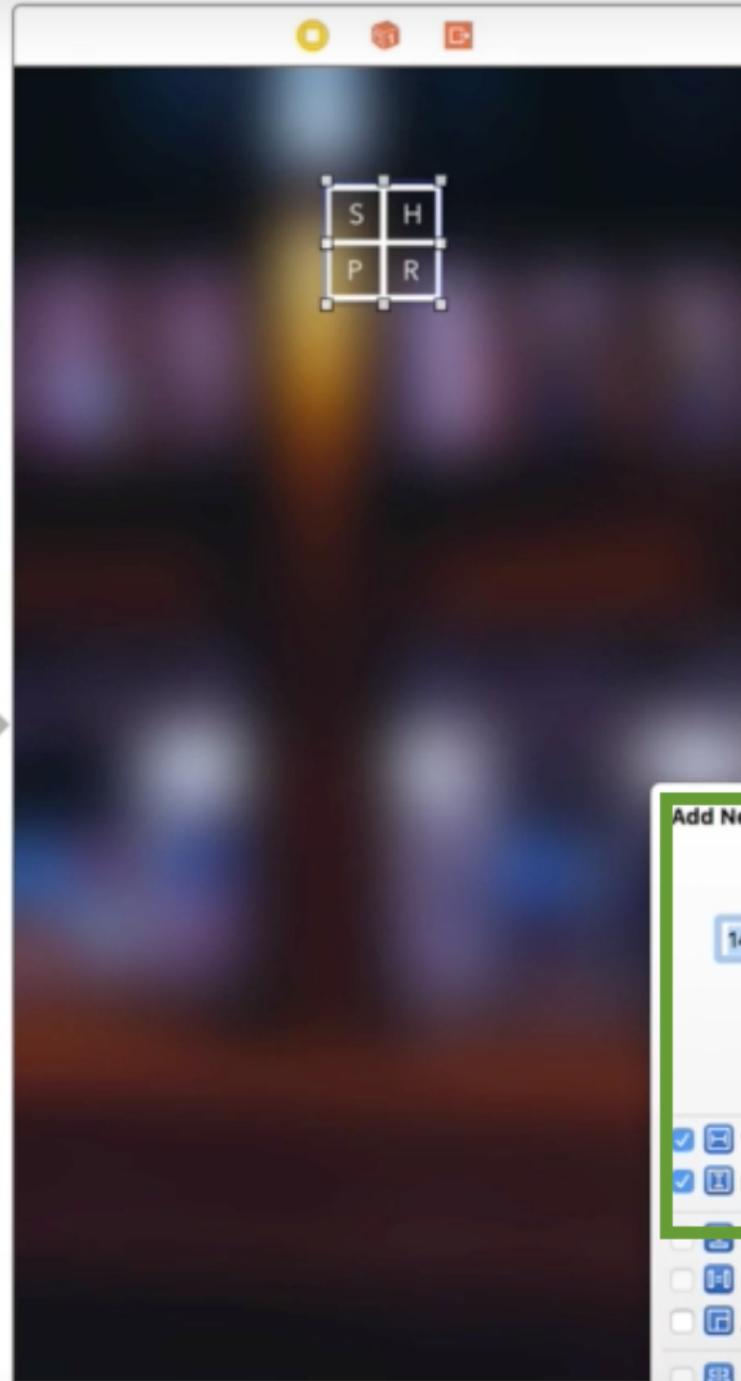


Image View

- + Image windowShoppe
- + Highlighted Highlighted
- State  Highlighted
- Accessibility  Adjusts Im

View

- Content Mode Aspect Fit
- Semantic Unspecified
- Tag
- Interaction  User Inter
- Multiple To
- Alpha
- Background
- Tint  Default
- Drawing  Opaque
- Hidden
- Clears Gra
- Clip To Bo
- Autoresizing

0  
X  
1  
Width  
Installed

[ ] ( )

View - Disp  
or an animati  
array of image

window-shopper > win...pper > Mai...oard > Mai...Base) > Main...ene > MainVC > View > windowShopperIcon < ▲ >

MainVC Scene

MainVC

- Top Layout Guide
- Bottom Layout Guide
- View
  - windowShopperBG
  - windowShopperIcon
  - Constraints
- First Responder
- Exit

Storyboard Entry Point

Image View

+ Image windowShopperIcon

+ Highlighted Highlighted Image

State  Highlighted

Accessibility  Adjusts Image Size

View

Content Mode Aspect Fit

Semantic Unspecified

Tag

Interaction  User Interaction Enabled

Multiple Touch

Alpha

+ Background

+ Tint  Default

Drawing  Opaque

Hidden

Clears Graphics Context

Clip To Bounds

AutoresizesSubviews

Stretching 0 X

1 Y

Width Height

Installed

Add New Alignment Constraints

Leading Edges

Trailing Edges

Top Edges

Bottom Edges

Horizontal Centers

Vertical Centers

Baselines

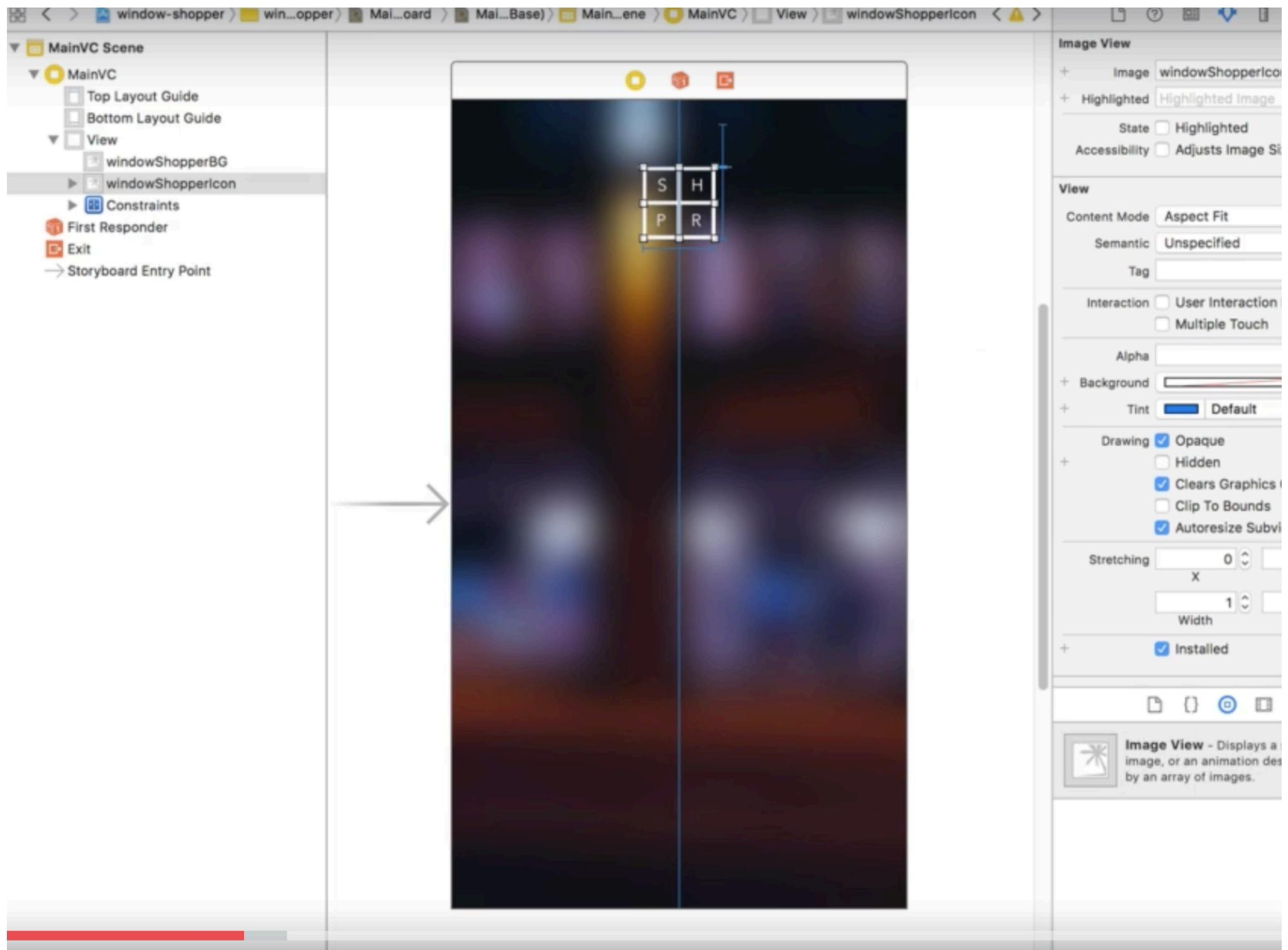
Horizontally in Container 0

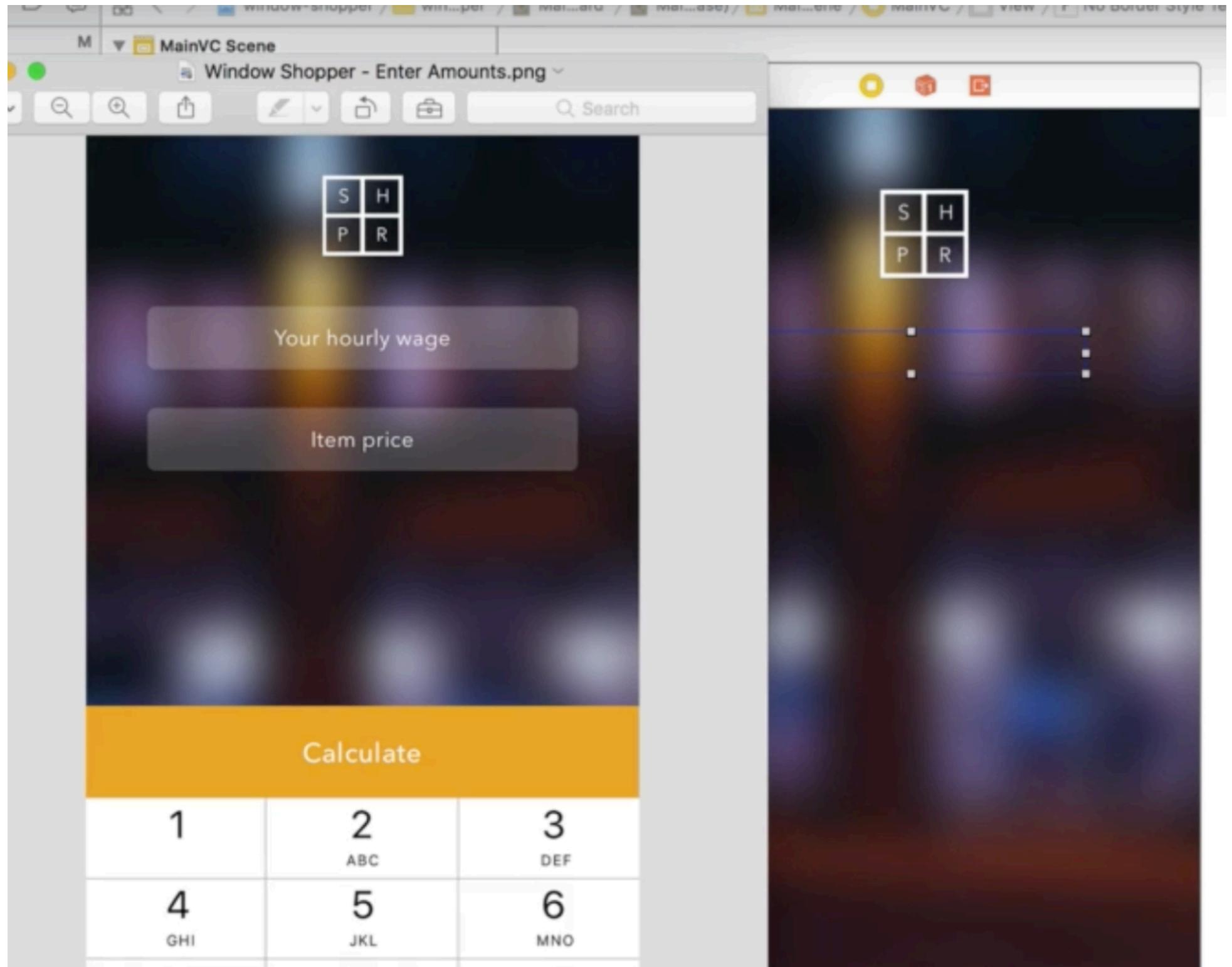
Vertically in Container 0

Add 1 Constraint

Image View - Displays a single image, or an animation describing an array of images.

The screenshot shows the Xcode interface with the storyboard editor open. On the left, the object library lists various UI components like 'MainVC Scene', 'MainVC', 'View', etc. In the center, a blurred view of a dark background with a grid overlay is shown. On the right, the 'Image View' settings are displayed, including options for image, highlighting, state, accessibility, and various view properties. A large arrow points from the object library towards the storyboard area. At the bottom, a modal dialog titled 'Add New Alignment Constraints' is open, listing alignment options (Leading Edges, Trailing Edges, etc.) and showing two selected constraints: 'Horizontally in Container' (value 0) and 'Vertically in Container' (value 0). A green box highlights the 'Horizontally in Container' section of this dialog.





Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

window-shopper: Ready | Today at 4:17 PM

window-shopper > window-shopper > Views > CurrencyTxtField.swift > awakeFromNib()

1 //  
2 // CurrencyTxtField.swift  
3 // window-shopper  
4 //  
5 // Created by Mark Price on 6/19/17.  
6 // Copyright © 2017 Devslopes. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class CurrencyTxtField: UITextField {  
12  
13 override func awakeFromNib() {  
14 super.awakeFromNib()  
15 backgroundColor = #0072BD  
16 layer.cornerRadius = 5.0  
17 textAlign = .center  
18  
19 if placeholder == nil {  
20 placeholder = ""  
21 }  
22  
23 let place = NSAttributedString(string: placeholder!,  
24 attributes: [.foregroundColor: #FFF])  
25 attributedPlaceholder = place  
26 textColor = #FFF  
27  
28 }  
29 }

Identity and Type

Name: CurrencyTxtField.swift  
Type: Default - Swift Source  
Location: Relative to Group  
Full Path: /Users/markprice/Dropbox (Devslopes)/Devslopes Team Folder/Courses and Lessons/iOS-11-course/Section3/window-shopper/window-shopper/Views/CurrencyTxtField.swift

On Demand Resource Tags

Only resources are taggable

Target Membership

✓ window-shopper

Text Settings

Text Encoding: No Explicit Encoding  
Line Endings: No Explicit Line Endings  
Indent Using: Spaces  
Widths: Tab 4 Indent 4  
Wrap lines

Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

Text View - Displays multiple lines of editable text and sends an action message to a target object when Ret...



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

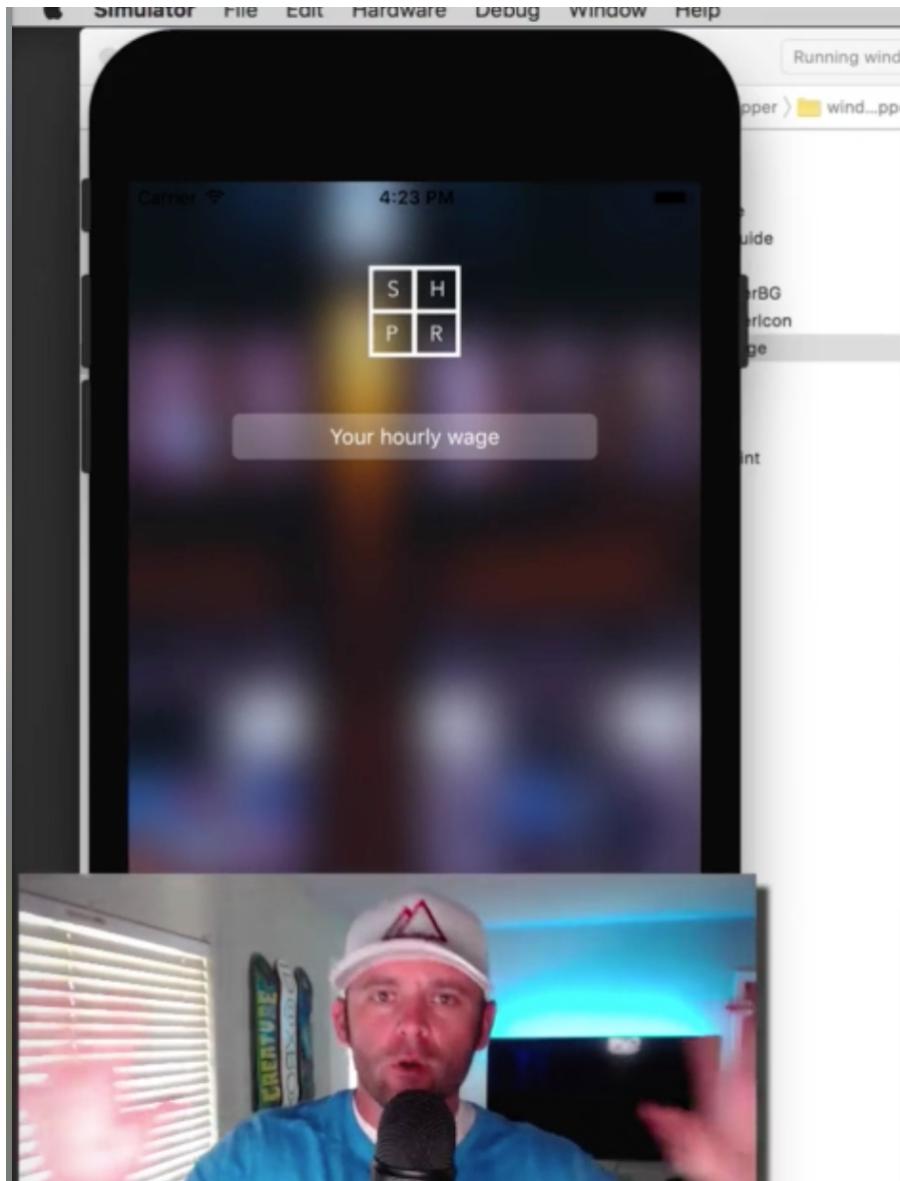
Running window-shopper on iPhone 7

window-shopper > window-shopper > Views > CurrencyTxtField.swift

CPU: 0% | Memory: 48.1 MB | Disk: Zero KB/s | Network: Zero KB/s

```
1 //  
2 //  CurrencyTextField.swift  
3 //  window-shopper  
4 //  
5 //  Created by Mark Price on 6/19/17.  
6 //  Copyright © 2017 Devslopes. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class CurrencyTextField: UITextField {  
12  
13     override func awakeFromNib() {  
14         super.awakeFromNib()  
15         backgroundColor = █  
16         layer.cornerRadius = 5.0  
17         textAlign = .center  
18  
19         if placeholder == nil {  
20             placeholder = " "  
21         }  
22         OR  
23         if let p = placeholder { ⚠ Value 'p' was defined but never used; consider using 'placeholder' directly.  
24             let place = NSAttributedString(string: p, attributes:  
25                 [.foregroundColor: █])  
26             attributedPlaceholder = place  
27             textColor = █  
28         }  
29     }  
30 }
```





Until now changes made to  
a control in code don't  
show in IB. In next video he  
is going to blow our mind.

