

MOBILE DEVELOPMENT GIT & GITHUB

INTRO TO INTERFACE BUILDER AND STORYBOARDS

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GETTING STARTED

LEARNING OBJECTIVES

- GitHub and git cont'd
- Outline developer workflow and tools on a high level
- Create the first iOS project outlining the development process of an app
- Label Xcode workspace window
- Add multiple View Controllers to storyboard and link them together with segues
- Use Navigation Controller to link scenes

GETTING STARTED

DEV WORKFLOW

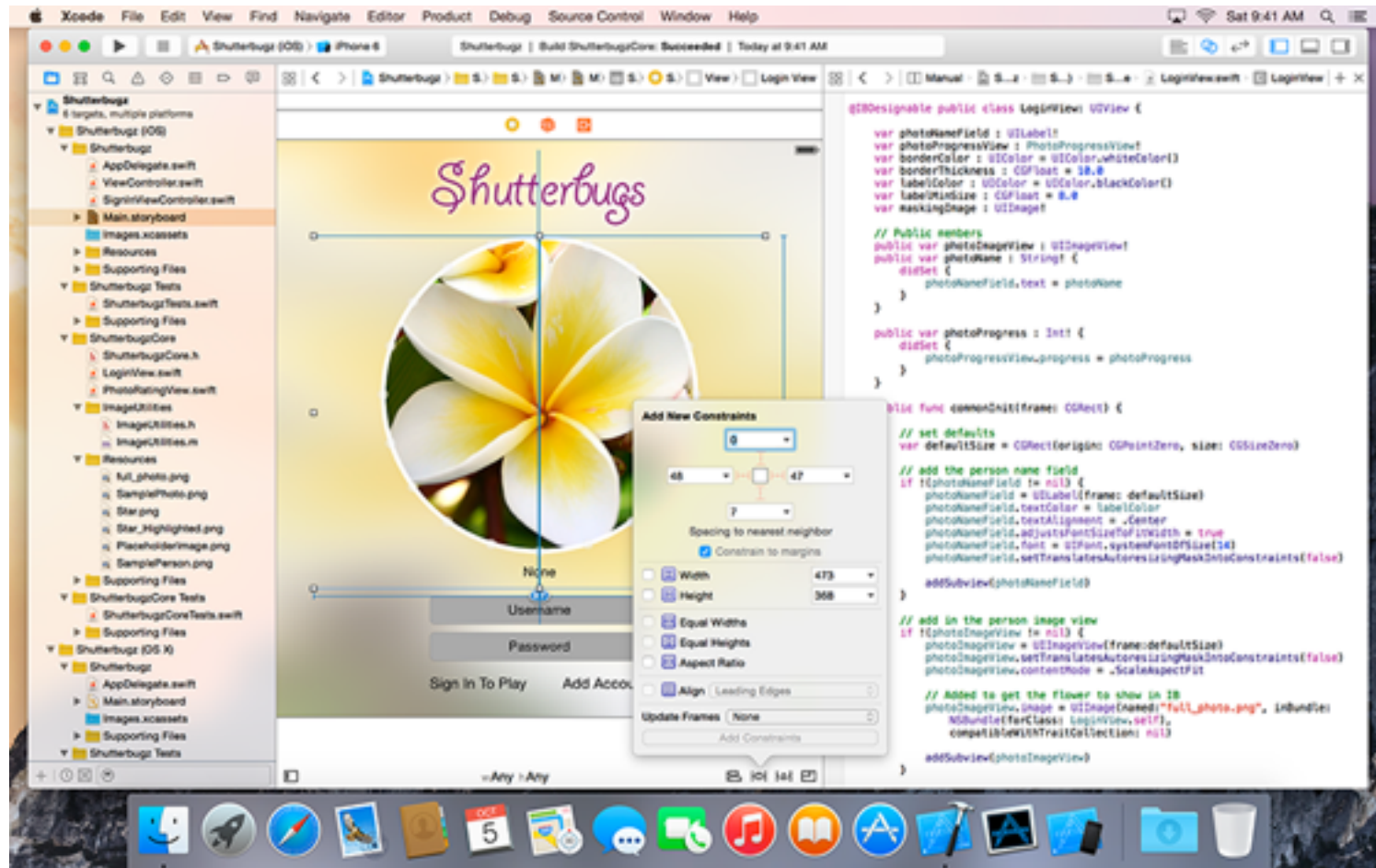
INTRODUCTION TO IOS DEVELOPMENT

WHAT IS COCOA TOUCH?



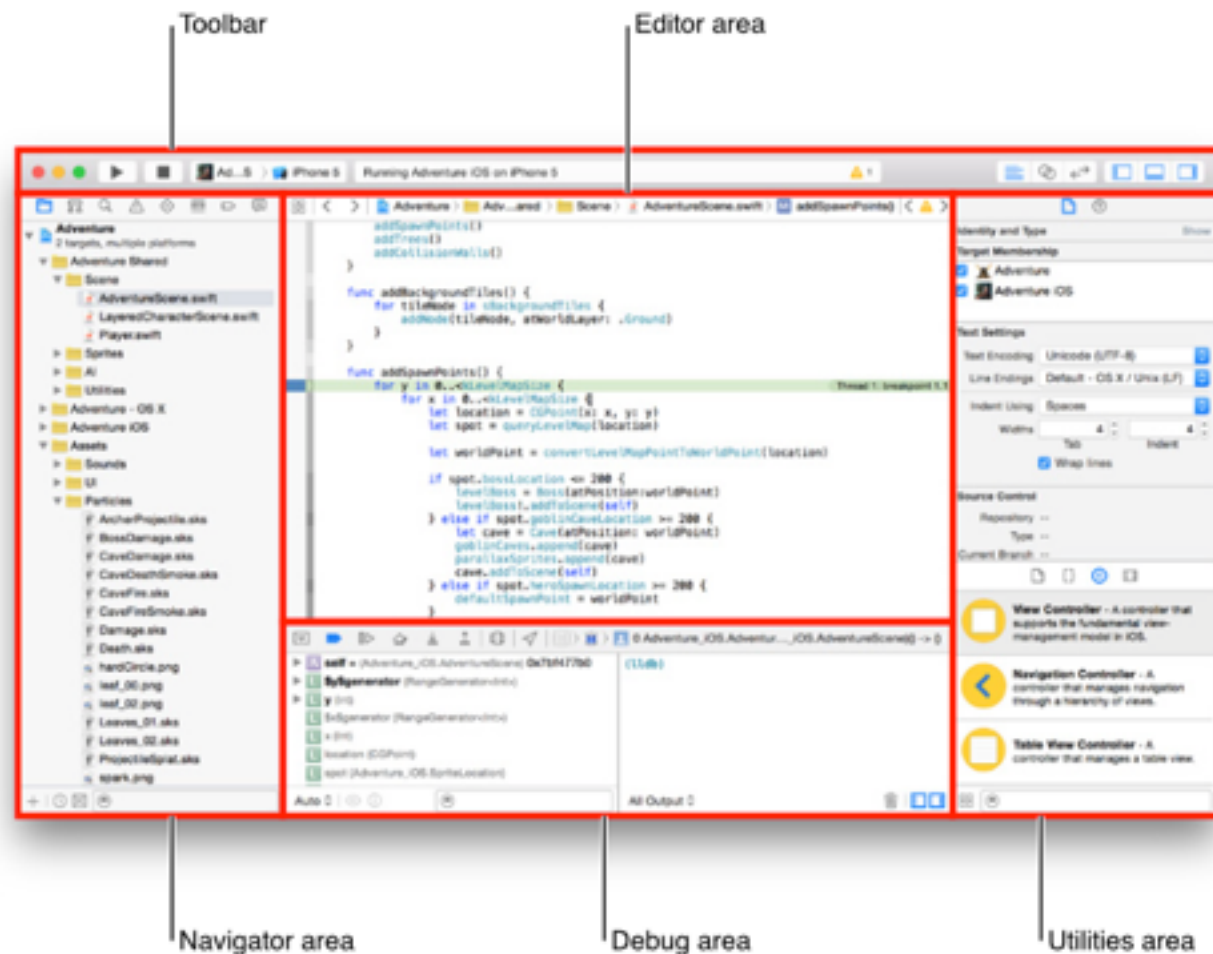
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WHAT IS XCODE?



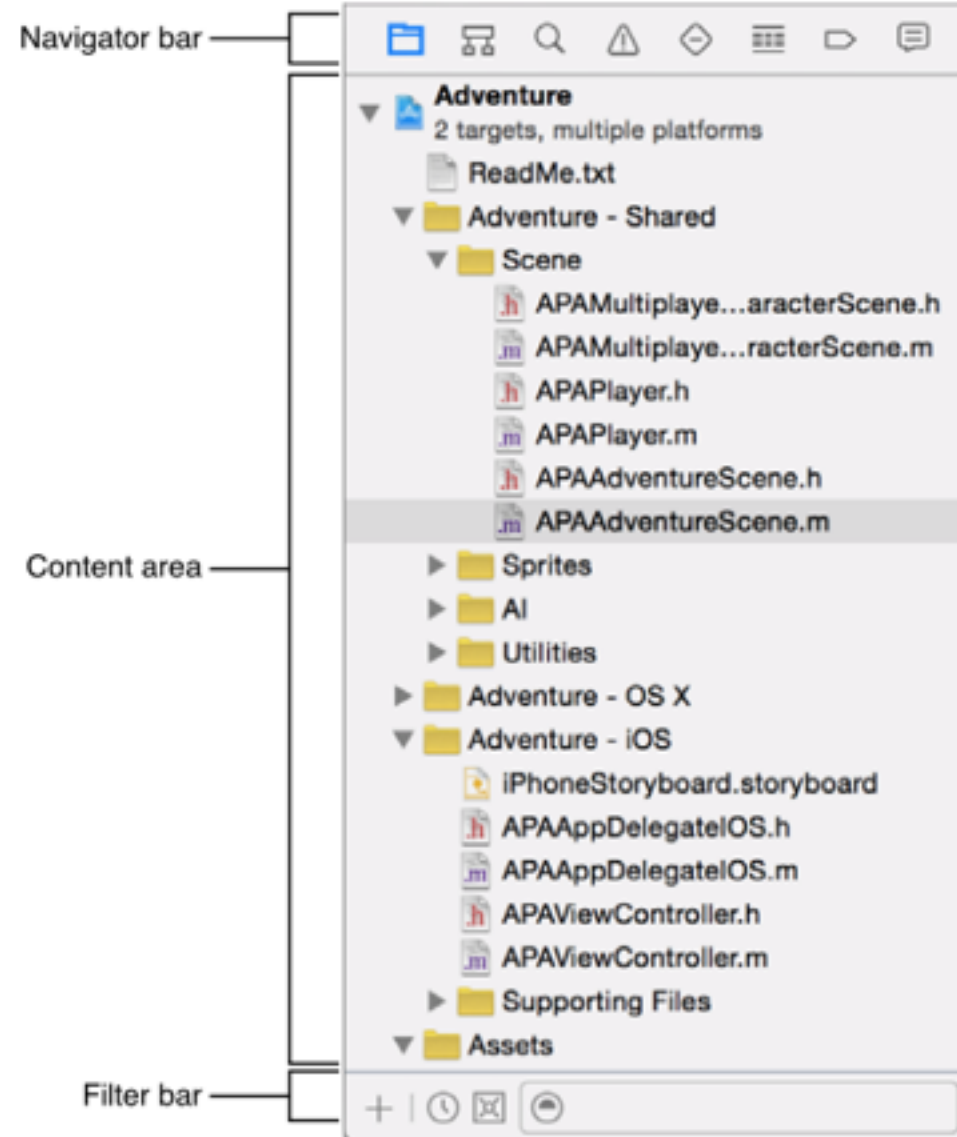
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NAVIGATING XCODE



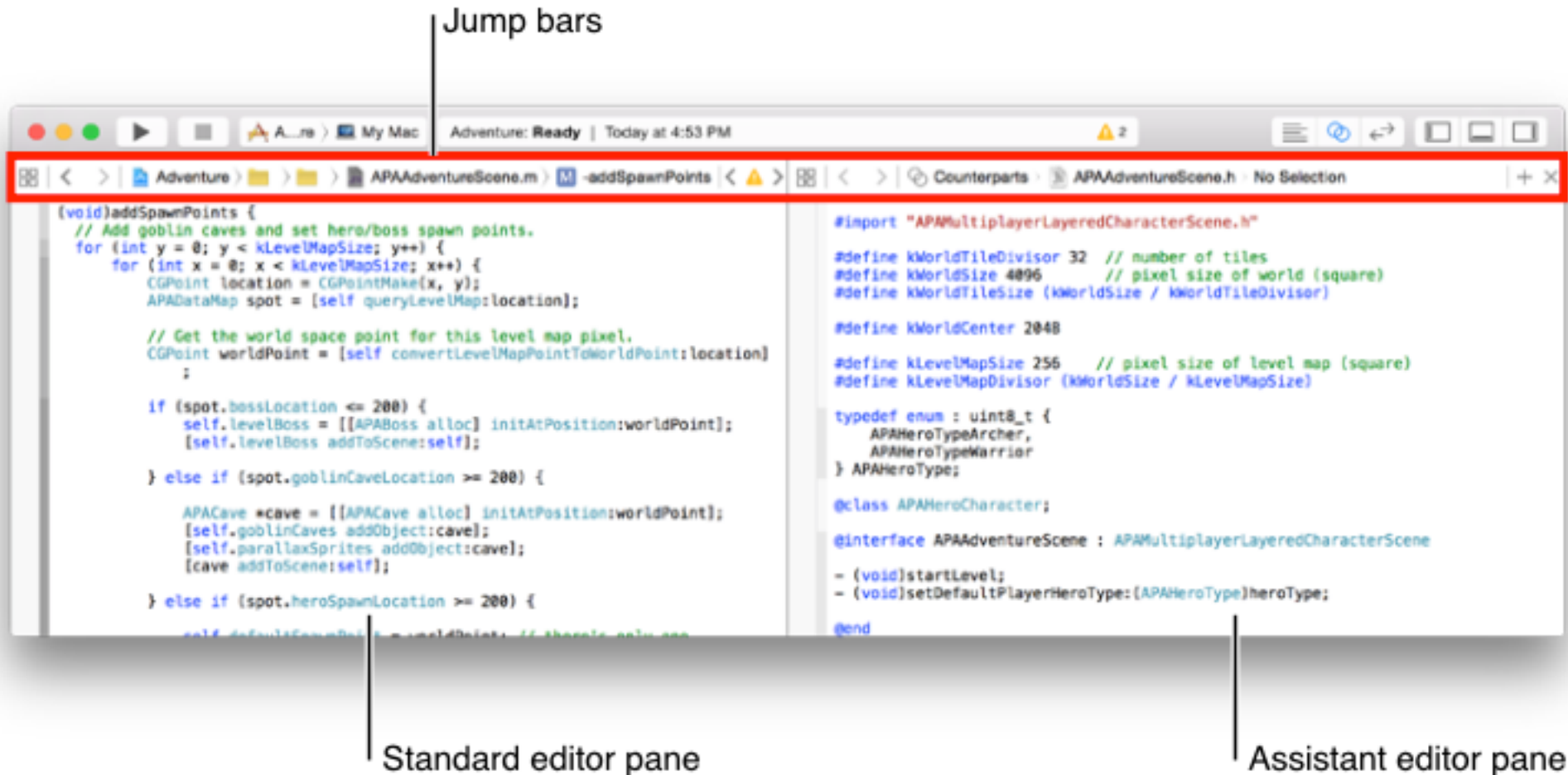
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NAVIGATOR AREA



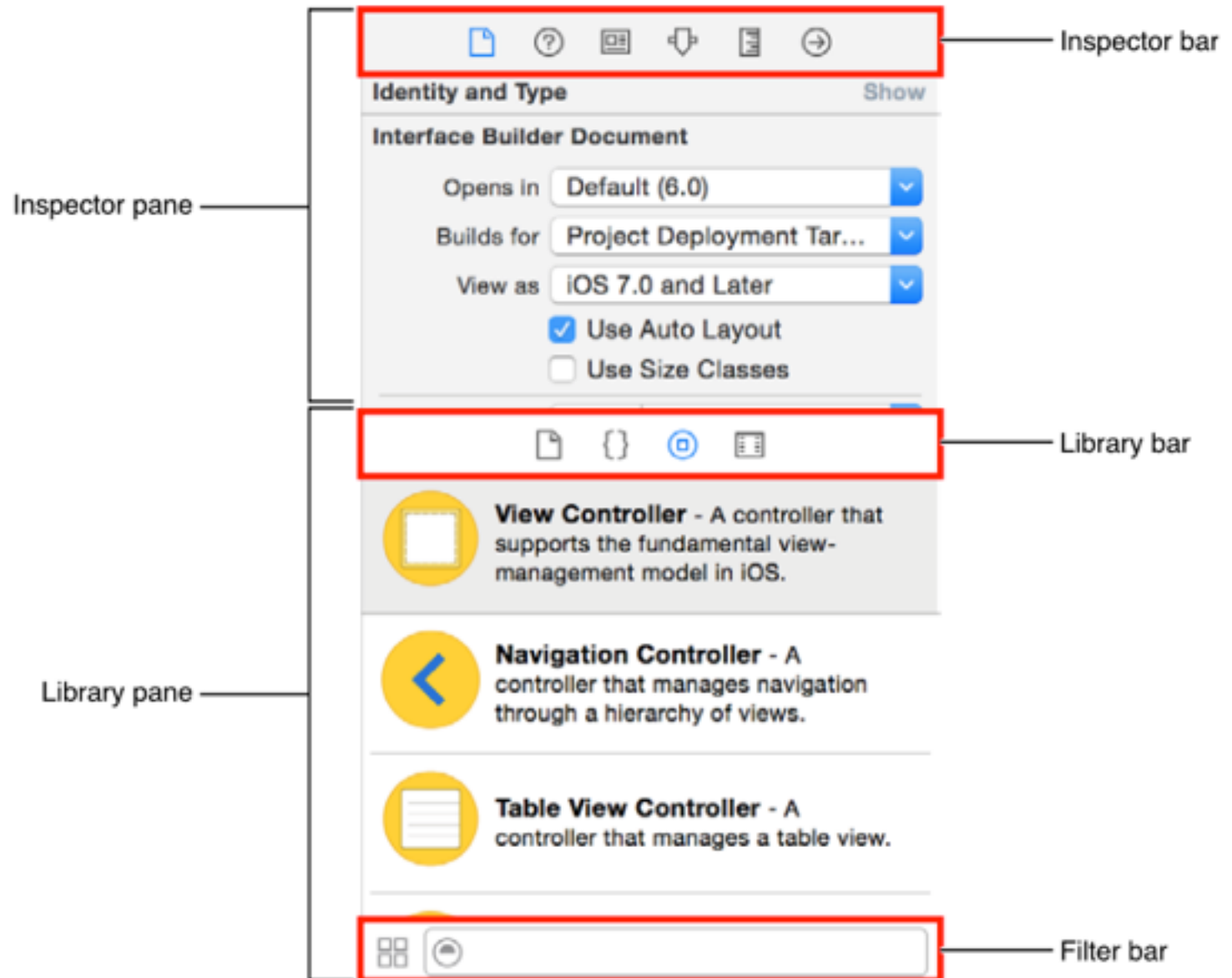
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JUMP BAR AND EDITOR PANES



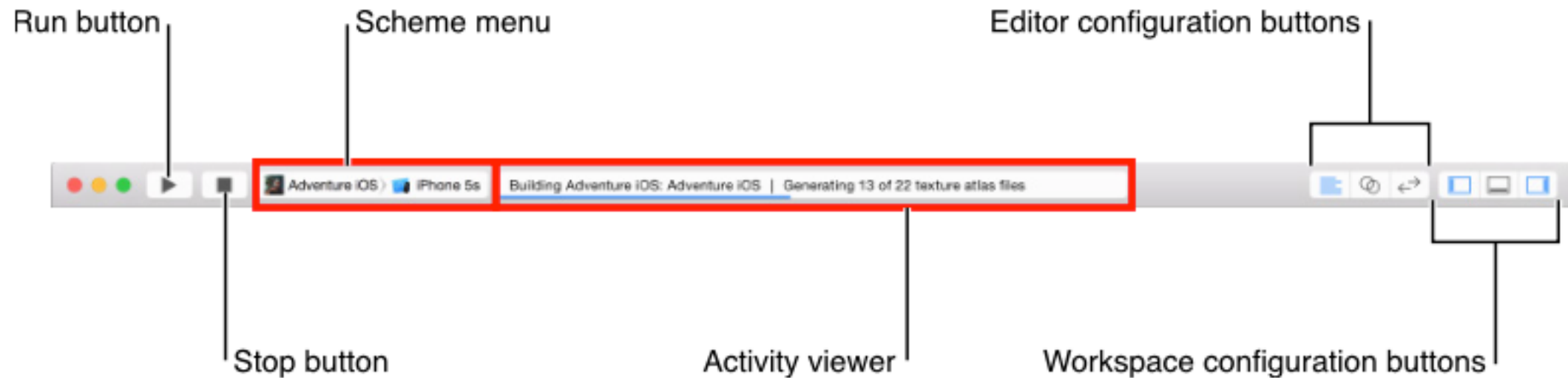
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UTILITIES AREA



INTRODUCTION TO IOS DEVELOPMENT

WORKSPACE TOOLBAR



GETTING STARTED

DEV WORKFLOW

- Run Xcode
- Create new project
- Add user interface elements to project
- Change user interface element properties
- Discuss the different project templates

GETTING STARTED

**TO THE
PLAYGROUNDS!**

ACTIVITY



KEY OBJECTIVE(S)

Learn the flow of building a new project. Add UI elements to a project and modify their properties.

TIMING

10 min 1. A volunteer who has travelled recently

5 min 2. Debrief

DELIVERABLE

A new project with a label displaying student bio and a button labeled “Goals”.

GETTING STARTED

RUNNING YOUR APP

GETTING STARTED

RUNNING YOUR APP

- Run app on simulator
- Outline the steps for deploying an app to device

GETTING STARTED

RUNNING APP ON SIMULATOR

- Select iOS version in toolbar area
- Select “Build and then Run” in toolbar area (⌘R)

Note

- iPad apps only run on iPad simulator
- iPhone and universal apps run on both iPad and iPhone simulators

GETTING STARTED

NAVIGATING SIMULATOR

- To run Simulator without running a project select
Xcode -> Open Developer Tool -> iOS Simulator
- To select the “Home” button on simulator press ⌘+⏏+H

GETTING STARTED

RUNNING APP ON DEVICE

- Deploying an app to a device or publishing to the App Store requires participating in the developer program (\$99/year)
- Get UDID number (<http://whatsmyudid.com/>)
- Add device to Xcode (Windows->Devices)
- Create development certificate and provisioning profile

GETTING STARTED

CLASS REVIEW

- How often do students submit assessments?
- What is a typed language? Is Swift typed?
- What is the difference between a compiled and scripted language?
Which one is Swift?
- How does layout sizing work?
- What are the requirements for deploying to device?

INTRO TO NIBS/STORYBOARD

LEARNING OBJECTIVES

- Define and implement nibs
- Differentiate between storyboards and nibs

GETTING STARTED

STORYBOARD MULTIPLE SCENES

INTRO TO NIBS/STORYBOARD

STORYBOARDS

- Link multiple scenes together
- Transition between scenes. These transitions are represented by segues

INTRO TO NIBS/STORYBOARD

XCODE DEMO: STORYBOARDS

ACTIVITY



KEY OBJECTIVE(S)

Link multiple scenes together.

TIMING

15 min 1. A volunteer who has travelled recently

5 min 2. Debrief

DELIVERABLE

- Pair up and build an app with four scenes linking to each other in the form of book pages.
- Add UI Elements and appropriately link them to other slides.

INTRO TO NIBS/STORYBOARD

STORYBOARDS RECAP

PROS

- Performance
- Simplify the prototyping process

CONS

- Reusability
- Data flow between scenes

INTRO TO NIBS/STORYBOARD

WHEN TO USE STORYBOARDS

- Multi step flows
- Index and detail views
- A grouped set of views (ex: registration)