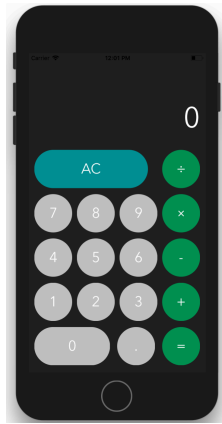


CALCULATOR app

created by Selma Mecavica on 24.03.18.



Description:

- Fully functional pocket calculator app, with basic functions like add, subtract, divide and multiply.
- Language: Swift
- Application Type: Single View Application

Technical Details:

- MacBook Pro (13-inch, 2017, Two Thunderbolt 3 ports)
- macOS High Sierra 10.13.3
- Xcode Version 9.2 (9C40b)

Start Developing iOS Apps (Swift) is the perfect starting point to learn how to create apps that run on iPhone and iPad. I used a Tutorial on YouTube¹ as a guided introduction to build my first app – including the tools, major concepts, and best practices that eased my path. The lessons in the video build on each other, walking me through a step-by-step process of creating a simple, real-world iOS app. On my way through the tutorial and building the app, I have learned about concepts in iOS app development, gained a deeper understanding of the Swift programming language, and familiarized myself with many valuable features of Xcode, Apple's integrated development environment (IDE). I am of the opinion that you do not have to be a Swift master to complete the lessons, but sure you get more out of the lessons if you can comfortably read and understand Swift code.

What I have learned:

- This is the first time I have launched Xcode, so at the beginning I needed time to get familiar with it. Xcode also teaches you to build, run, and debug your app—providing simulators for iOS devices and a powerful integrated debugger.
- The 2 basics for an iOS app:

`Main.storyboard.swift` : The use of storyboards is to lay out the flow—or story—that drives my app. I can exactly see what I am building while building it, get immediate feedback about what's working and what's not (fonts, buttons, labels).

`ViewController.swift` : This is also important to define interaction in my app, my view controller source code needs to be able to communicate with the views in my storyboard. I do this by defining additional connections.

- Before you can run the app on an iOS device, you need to set a valid team so that the app can be signed or with an Apple ID. That was one thing I have missed in this project.

¹ Support : https://www.youtube.com/watch?time_continue=1&v=AoS9dsdcgLA