06082015 (Lesson 2)

* Keynote
  + WWDC -> June
  + Apple announces a lot of software
    - New version of iOS
    - iOS9
      * A lot of apps get killed in new version
      * Paid $99 account -> ability to use new apps sooner
    - Watch OS2
    - Swift 2
      * Will be open sourced
        + May be a day you can use SWIFT across other platforms
* Homework Review
  + Missed: GIT exercise
* Announcement
  + Assigned on every Monday -> post it on Github
  + Office hours -> let who is doing office hour know by Friday 6PM
    - This week -> Sunday
    - Arthur -> even before class: let him know he will be available
* Label XCODE
  + - Play: simulator
    - Device selector: any device offered by Apple to simulate
    - Status note: as the name says
      * Yellow: Warning message on the right side
      * Red: stop
    - Editor window
    - Directory button
    - Gutter
    - Inspector
      * Shortcuts available to make up some room on your screen
  + Navigator Area
    - Folder structure
    - Search/filter bar at the bottom
      * + add file
      * clock: mostly recently added file
      * x: usually attached git repositories -> clicking shows what files you have changed
    - search
      * customizable – case, project, file…etc
        + case sensitive searches

variables: usually in lower case

* + - * warning/errors -> where it is causing the problem
        + google it if you do not know
  + Jump Bar and Editor Panes
    - Ben diagram circle
    - As you go down -> what files you are in hierarchy
    - Play with it
  + Utilities Area
    - Inspector Bar
      * Attribute inspector -> connect actual attributes into the code
    - Library Bar
      * Only third one important -> drag and drop buttons, labels
  + Workspace Toolbar
    - Scheme Menu
* View Controllers
  + Yellow buttons
    - Each represents one specific view of an app -> one to one relationship with storyboard
  + One entire screen v. one FB newsfeed (both can be done)
  + Creating the logic of app/manages the lifecycle of its views
    - E.g. settings -> back button -> come to life and die (off screen)
  + View is a UI element (e.g. label, button, etc.)
    - Size
    - Point
      * They make up the frame of the view controller
  + Views can contain other views: subviews
  + Reusable -> a post is a post
  + View controllers (=container) can contin other view controllers; child view controller
  + Frame (X,Y,W,H)
* Navigation Controllers
  + iphone -> Settings -> General (back button)
  + Anything with a bar
    - Adds the logic of pulling the old stage back and pushing the new stage
  + Default setting
    - w/o knowing a code
      * back button appears
      * dragging from the left to right (=back button)
* Storyboards v. Xibs (pronounced as ‘nibs’)
  + Storyboards: a way to visually represent your entire app
    - Visually mapping out the entire logic
    - Each scene
    - Downside
      * Not good at reusing
      * Hard to version-control (NEVER DO)
        + Sometimes create multiple storyboards
  + XIBS (XML Interface Builder files)
    - Recycling the basic construct is easier
    - Downside
      * Does not let you define relationships
  + Can use other back and forth
  + Q: are they within XCode? Yes
* Segway
  + Arrow