06102015 (Class 3)

Source Tree – Push what we have worked on

Lesson 2 Review

* labeled everything
* storyboards v. Xibs
* view controllers
  + adding multiple
  + link -> Segway
* navigation contorllers
  + to navigate forward and backward

Questions

* benefits of using xibs: reusability + collaboration + easy to create custom views
* benefits of using storyboards: visualize
* segues: multiple types of transition
* navigation controller
* test field -> keyboard type

Learning Objectives

* Fundamental Data Types
* Printing to the Console
* Operators
* Control Flow

Nomenclature

* source code: human readable computer language
* syntax: set of rules that are written inside your source code files

State of Mind

* like cooking
  + x code: kitchen
  + swift language: ingredients
  + step by step (always fix it)
* but hyper-efficient cooking

Playgrounds

* source editor: where you write
* results sidebar
* timeline slider
* time field

Demon1 Review

* refer to basics (textbook)
* use constant whenever you can
* type: a way to describe or store inside of value
* constants (let) = immutable
* variable (var) mutable

Control Flow