

MOBILE APP DEVELOPMENT CRASH COURSE

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AGENDA

- Introductions
- The Apple Way
- App Design Overview
- Model–View–Controller Structure
- X–Code Walkthrough
- Objective–C Overview
- Storyboards
- TableViews, Segues, WebViews
- Building the Social Links Tab
- Buttons, APIs, AlertViews
- Building the Contact Me Tab
- Build an App!

INTRODUCTIONS

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- Name
- Tech Background – Programming Language
- What do you want to learn from this class?
- Favorite App
- App Idea

THE APPLE WAY

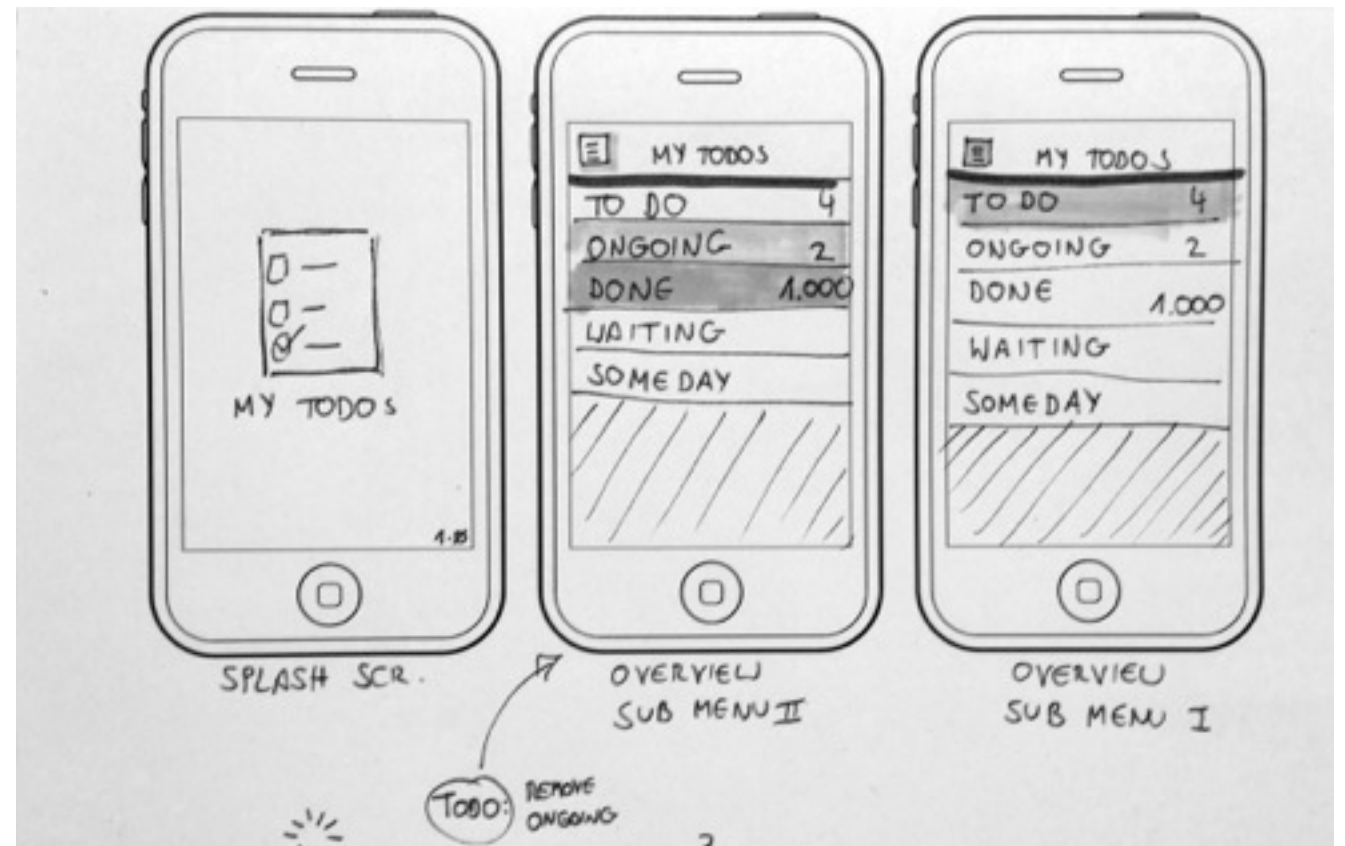
THE APPLE WAY

- Why develop for iOS?
- Devices – http://en.wikipedia.org/wiki/List_of_iOS_devices
- Objective-C & Swift
- Closed Source
- XCode, Interface Builder
- iOS Human Interface Guidelines – https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/index.html#//apple_ref/doc/uid/TP40006556
- Apple Approval Needed

APP DESIGN OVERVIEW

APP DESIGN OVERVIEW

- Multi-faceted – graphic design, UI, UX, software engineering
- Design phase – sketches, storyboards
- Translate designs into software architecture



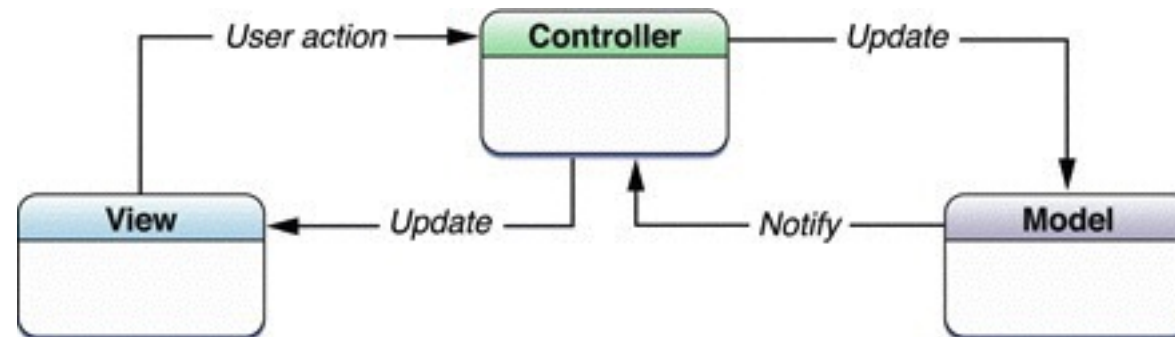
MODEL-VIEW-CONTROLLER

MODEL–VIEW–CONTROLLER

- User interfaces are comprised of **views** – https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/Anatomy.html#//apple_ref/doc/uid/TP40006556-CH24-SW1
- Views can contain subviews
- Views are managed by **view controllers**
- View controllers can contain children view controllers
- View controllers interface with the app's **model**

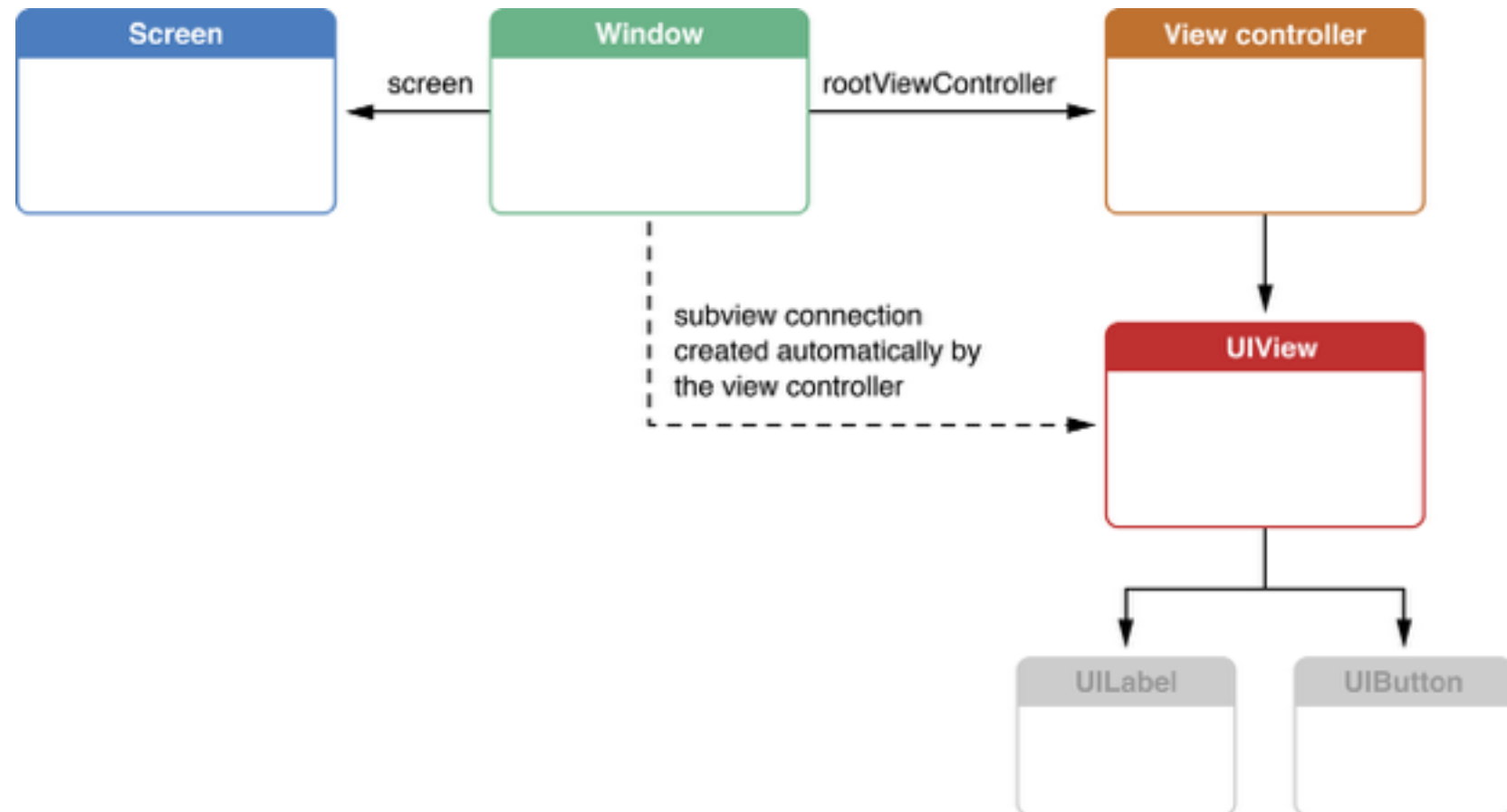
MODEL–VIEW–CONTROLLER

- Model–View–Controller (MVC) design pattern assigns objects in an application one of 3 roles: model, view, or controller
- **Model** objects encapsulate the data specific
- A **view** object is an object in an application that users can see
- A **controller** objects acts an intermediary between one or more of an application's view objects and one or more of its model objects



MODEL-VIEW-CONTROLLER

- In iOS, each view controller organizes and controls a view; this view is often the root view of a root hierarchy



APP PROJECT OVERVIEW

APP PROJECT OVERVIEW

▸ We're going to start by building a Resume app.

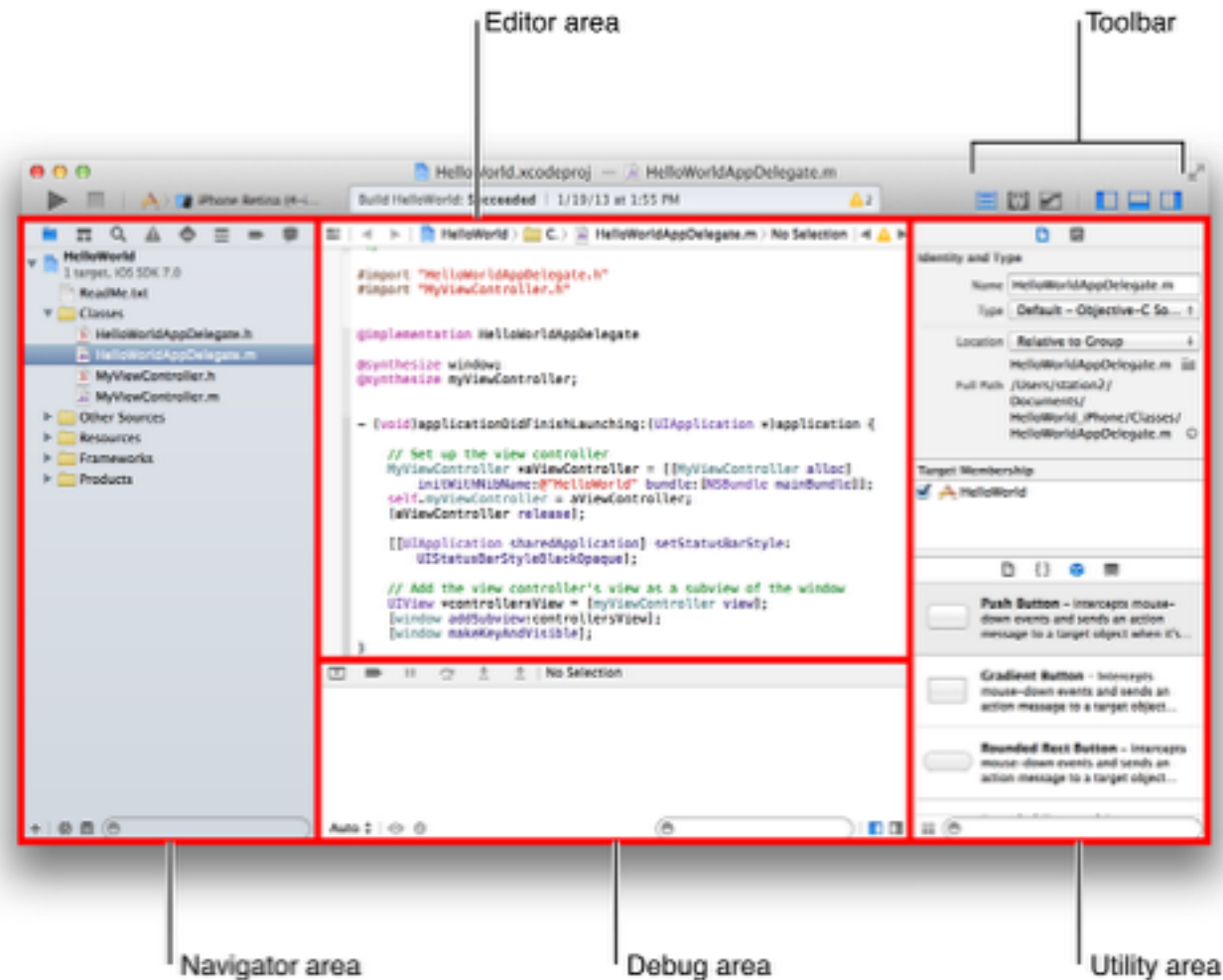
The Resume app will consist of three sections:

- About Me: Share your story
- Social Links: Make it easy for others to follow you on LinkedIn, Twitter, Facebook, Github, and more
- Projects: Impress employers with projects you've worked on

XCODE WALKTHROUGH

XCODE WALKTHROUGH

- ▶ https://developer.apple.com/library/mac/recipes/xcode_help-general/_index.html



OBJECTIVE-C OVERVIEW

OBJECTIVE-C OVERVIEW

- Objective-C Syntax
- Objective-C Language Structure – Classes, Properties, etc
- Objective-C Data Types – NSString, NSArray, NSObject, NSDictionary
- Cheat Sheet – <http://cdn1.raywenderlich.com/downloads/RW-Objective-C-Cheatsheet-v-1-5.pdf>

STORYBOARDS

STORYBOARDS

- A **storyboard** is a visual representation of the app's user interface, showing screens of content and the transition between them.



TABLEVIEWS, SEGUES, WEBVIEWS

BUILDING THE SOCIAL LINKS TAB

BUILDING SOCIAL LINKS – OBJECTIVES

- Continue practicing your Storyboard skills
- Practice using TableViews
- Practice using Segues to pass information between two ViewControllers
- Practice loading URLs in a WebView

BUILDING THE PROJECT TAB

BUILDING PROJECT TAB – OBJECTIVES

- Continue practicing your Storyboard skills
- Collection Views
- Practice connecting Buttons to Actions

BUILD YOUR APP!!

WRAP UP

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- How to use Xcode
- How to use Storyboards
- Connecting Visual Storyboard Views with ViewController Code
- Reading Documentation

RESOURCES

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Coding:

- StackOverflow
- Ray Wenderlich Tutorials – <http://www.raywenderlich.com/>
- Tutsplus – <http://code.tutsplus.com/categories/ios-sdk>
- Apple Developer Resources – <https://developer.apple.com/library/ios/navigation/>

RESOURCES

Design:

- iOS 7 Design Cheat Sheet – <http://ivomynttinen.com/blog/the-ios-7-design-cheat-sheet/>
- iOS 7 Guides – <https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/index.html>
- iOS Patterns
 - <http://www.pttrns.com/>
 - <http://inspired-ui.com/>
- Smashing Magazine – <http://www.smashingmagazine.com/category/uxdesign/>

Q&A

THANKS!

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