1 Remote desktop to MAC

Open vnc viewer, double click c:\packages\vnc_viewer, and entre the server address and password in the file located in course directory under lab_ios.

2 Login

Login using your Unix account. Mount your home:

- goto /Volumes/eurecom/ and run ./create_mount_script.command. Your homes and teaching will be mounted and availble in the desktop and finder
- run the two scripts in the Desktop: datas.command and homes.command (password windows)

Wait for some time to allow indexing to be done.

3 Hello World

3.1 Create a project

Open xcode and create a new project

1. Create a new xcode project
2. Select single view ios Application
    - Product name: HelloWorld
    - Organization: eurecom
    - Company identifier: fr.eurecom
    - Language: Objective-C
    - device: iPhone
3. uncheck “create git repository”
4. select a location for the your project and click create
    - **this has to be a local directory, later you will copy your project to the course directory**
5. Run the application in the iOS simulator**, if asked to provide your unix password to enable the debug mode, first enable the debug mode, then cancel when prompted to enter the uuser credentials**. You should see the iOS simulator screen displays a white screen.

Notes:

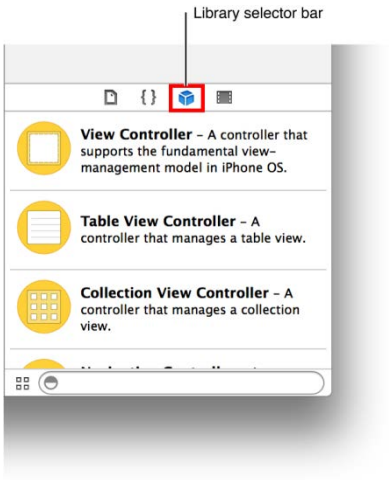
1. The main function in main.m calls the UIApplicationMain function within an autorelease pool, which support memory management for your app

2. The call to UIApplicationMain creates two important initial components of the app
    a. The application object that manages the app event loop and coordinates other high-level app behaviors
    b. The app delegate that responds to state transitions within the app
    c. The application object calls pre-defined methods on the app delegate to give your custom code a chance to do its job

3.2 Storyboard

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

3.2.1 Add a scene to the storyboard

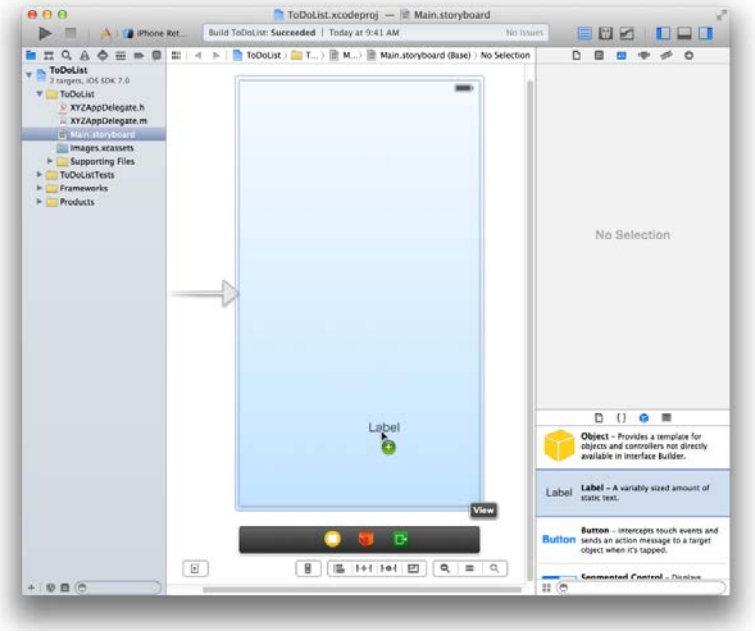


Select Main.storyboard, and

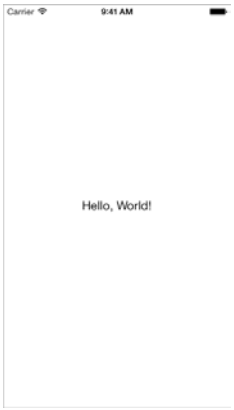
- Note that it contains a view controller
    - It is in the object directory as shown in the figure

- At this point, the storyboard in your app contains one **scene**. The arrow that points to the left side of the scene on the canvas is the **initial scene indicator**, which means that this scene is loaded first when the app starts.

- Add a label to your scene



- Center the label until horizontal and vertical guides appear.
- Double-click the text of the label to select it for editing.
- Type Hello, World! and press Return.



3.3 Test

Run the iOS simulator, your app should launch and load the scene you created in your main storyboard. Click the Run button in Xcode. You should see something like this:

4 HelloWorld Swift

Build a new project, and use swift as the language. Build and test.

5 Questions

- Why the text is not centered? How this can be fixed?
- Follow the instructions below, and build a swift app?
  - https://developer.apple.com/library/prerelease/ios/referencelibrary/GettingStarted/DevelopiOSAppsSwift/
- Compare objective-C with swift and highlight your preference ?

Note: please zip your report and swift project under lab_ios1.name1_name2_date.zip and put in under fall2015/lab_ios. Do not forget to add the URL of your server in the report.