2. iOS 11 and Swift 4 Application Development Course Free in Hindi - User Interface of XCode 9

About this article

In this article, we are going to talk about the user interface of XCode 9.4.1 and we will learn how to interact with XCode and Simulator.

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Welcome To XCode

This is the first screen that you will see once you open XCode. You have the following options

Get Started with a Playground

Create a New XCode Project

Clone an existing Project

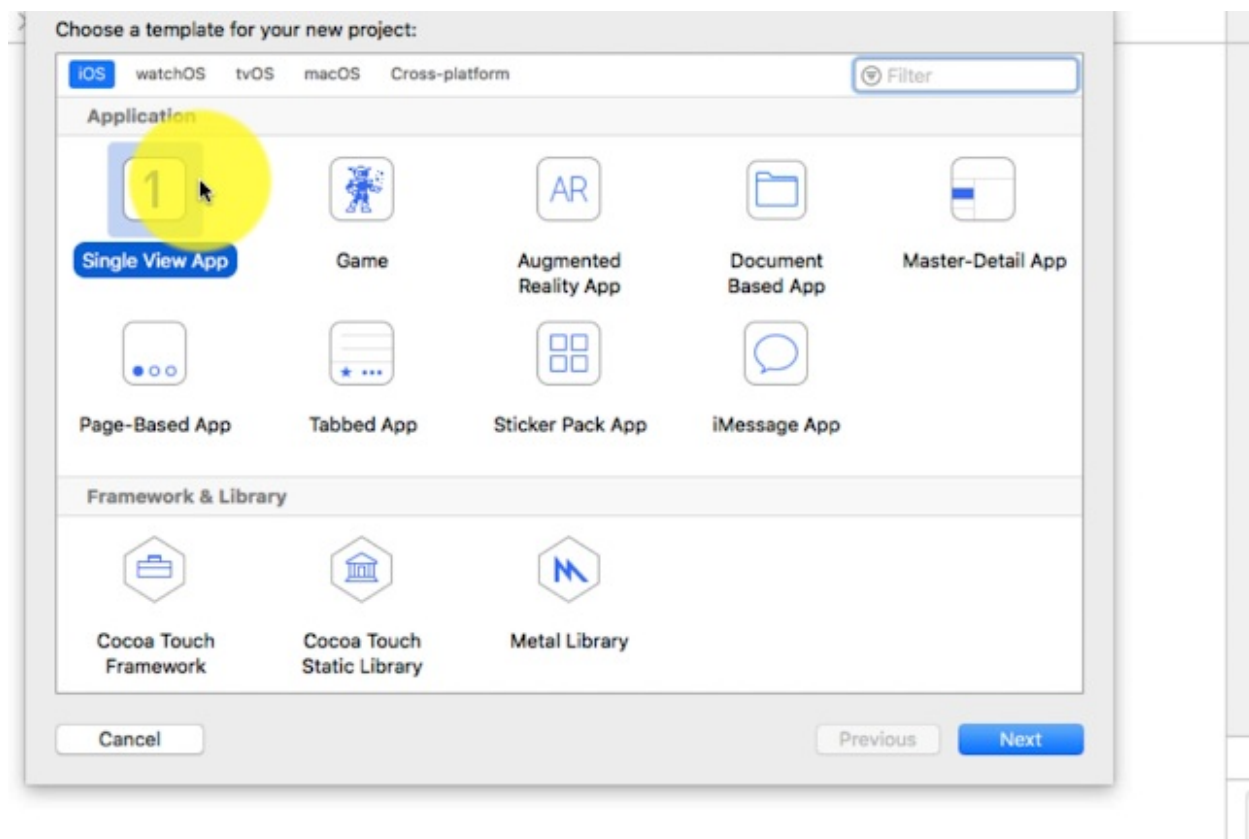# 3. iOS 11 and Swift 4 Application Development Course Free in Hindi - Labels in XCode9

Create a New XCode Project

This is used to create a new project and thus we are going to select this option to create our very own new XCode application

Choose a template for your new project

XCode provides a variety of templates for your new project. We are going to use all of these templates. For now, just select 'Single View App' since this is an application with only one screen/view. The game is used to develop full-screen applications/games. Document App is for displaying documents and playing with them. Master-Detail App is used to make applications like Gmail Application where menu slides from the left side. We also have multiple sliding page applications to slide screens and other things.
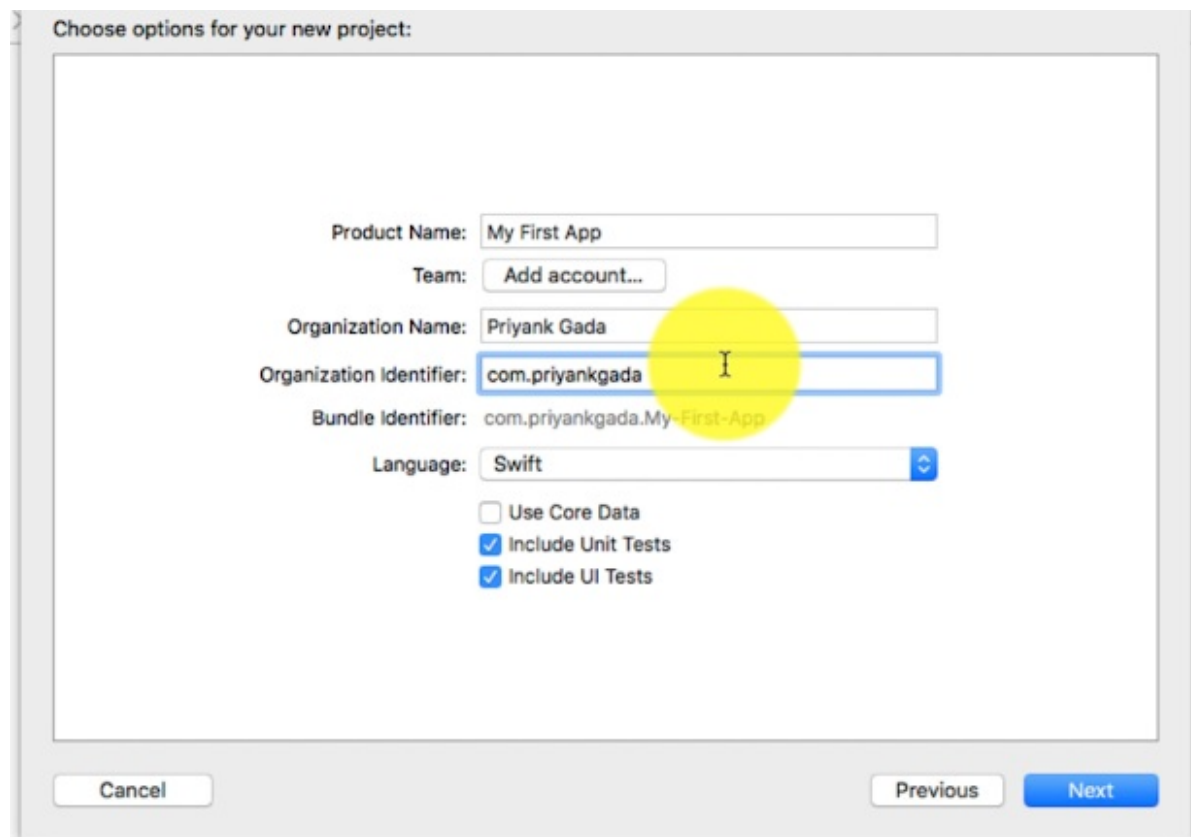

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Choose options for your new project

Once you have selected single view app and clicked next, you will be asked for the project details like product name which represents the application name. The team is used to add multiple users to work on the single application. Organization Name is the default username and Organization identifier is the reverse domain name i.e. website, for example, com.priyankgada for priyangada.com. You can also use blogs eg. com.blogspot.priyankgada in case you don't have a website/domain.

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The Navigation Bar

The panel on the left is the navigation bar and it displays all the files and folders in your application. We are mostly going to work with two files for the first few applications i.e. ViewController.Swift and the main.storyboard file. The storyboard file is the view or the actual application look whereas the ViewController contains the code and the functionality.
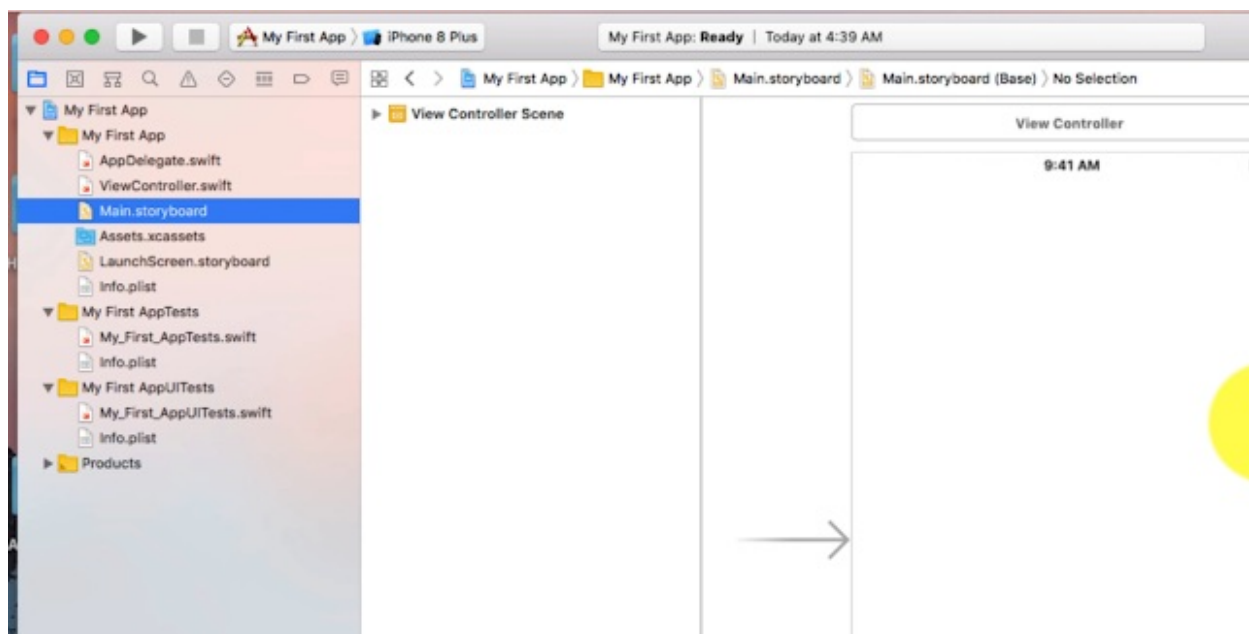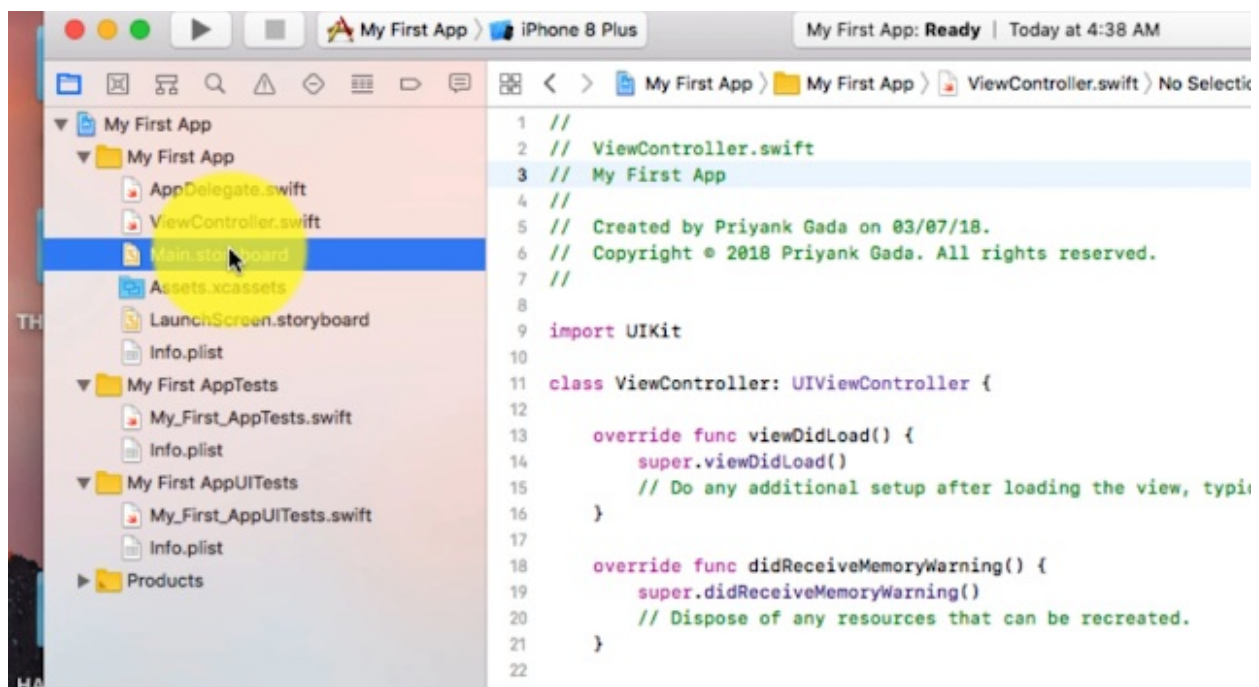
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The Utility Area

The utility area contains the properties and other things and this area usually changes depending on the file that you have selected. The tabs on the top will help you to change and switch between different utilities/properties.

Identity and Type

Name **Main.storyboard**

Type **Default - Interface Buil...**

Location **Relative to Group**

Full Path /Users/priyankgada/ Desktop/Apps/My First App/My First App

Dev Region /Users/priyankgada/ Desktop/Apps/My First App/My First App/ Base.lproj/ Main.storyboard

Localization

☑ 📄 Base

☐ English   Localizable Strings ⬍

Navigate Editor Product Debug Source Control Window Help   🔲 ⬛ 📶 ⏏ ◀)) Tue 4:40 A

rst App ⟩ 📱 iPhone 8 Plus   My First App: **Ready** | Today at 4:40 AM

My…pp ⟩ 📁 ⟩ 📄 ⟩ 📄 Main.storyboard (Base) ⟩ No Selection   ⟨ ⟩ ⟩ Automatic ⟩ 📄 ViewController.swift ⟩ No Selection   + ×

```
 1  //
 2  //  ViewController.swift
 3  //  My First App
 4  //
 5  //  Created by Priyank Gada on 03/07/18.
 6  //  Copyright © 2018 Priyank Gada. All rights reserved.
 7  //
 8
 9  import UIKit
10
11  class ViewController: UIViewController {
12
13      override func viewDidLoad() {
14          super.viewDidLoad()
15          // Do any additional setup after loading the
                 view, typically from a nib.
16      }
17
18      override func didReceiveMemoryWarning() {
19          super.didReceiveMemoryWarning()
20          // Dispose of any resources that can be
                 recreated.
21      }
22
23
24  }
25
26
```

Identity and Type

Name Main.storyboard

Type Default - Interface Buil...

Location Relative to Group

Full Path /Users/priyankgada/ Desktop/Apps/My First App/My First App

Dev Region /Users/priyankgada/ Desktop/Apps/My First App/My First App/ Base.lproj/ Main.storyboard

Localization

☑ 📄 Base

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Target Membership

☑ 🔺 My First App

☐ My First AppTests

☐ My First AppUITests

Text Settings

Indent Using Spaces

Widths   4   4

Cocoa Touch Class - A Cocoa Touch class

UI Test Case Class - A class implementing a unit test

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Simulator

The simulator is used to play or test the application on simulated devices. You can click the play button on the top left side to test the application. Once clicked, the application will be built and tested on a virtual simulated iPhone device.
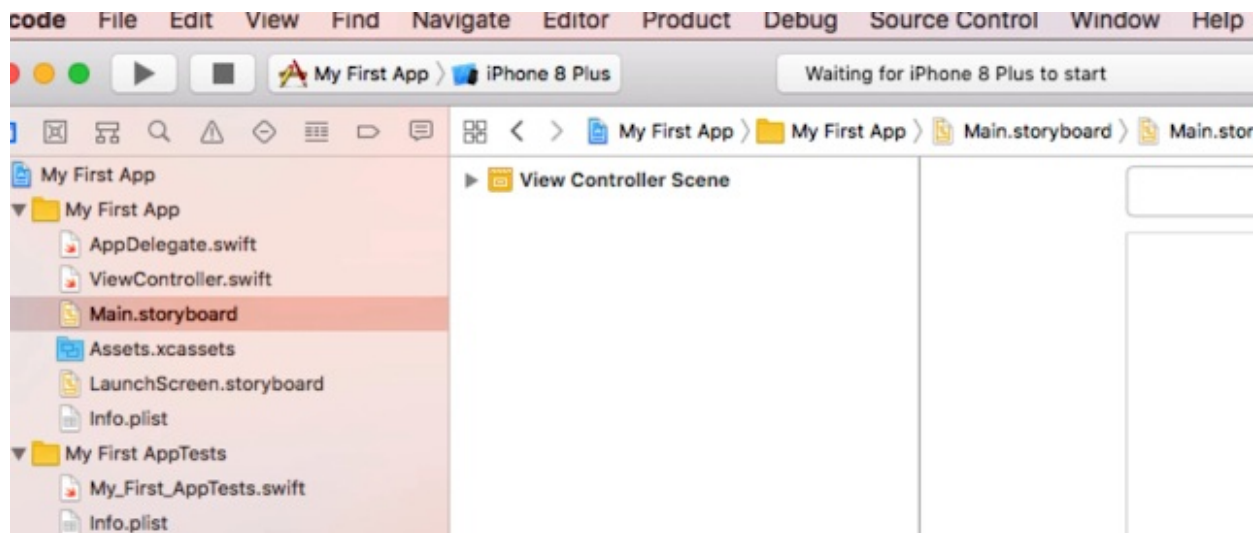

You can always change devices depending on the requirement by clicking on the name of the application and then selecting the device. The respective device will be opened once you do so.
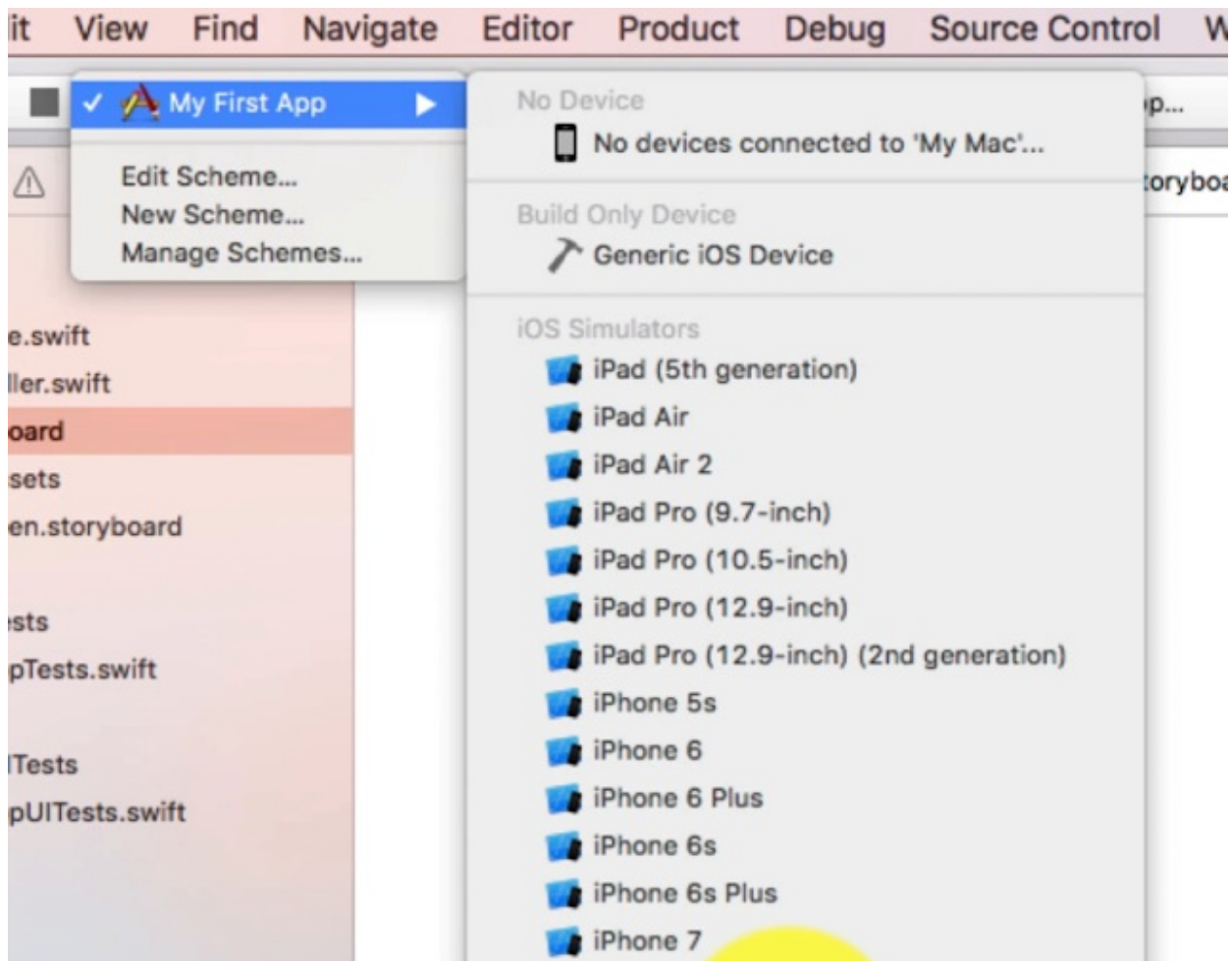
A Virtual device will pop up and may take some time to load. This device is your personal test device which can be used to test your applications.
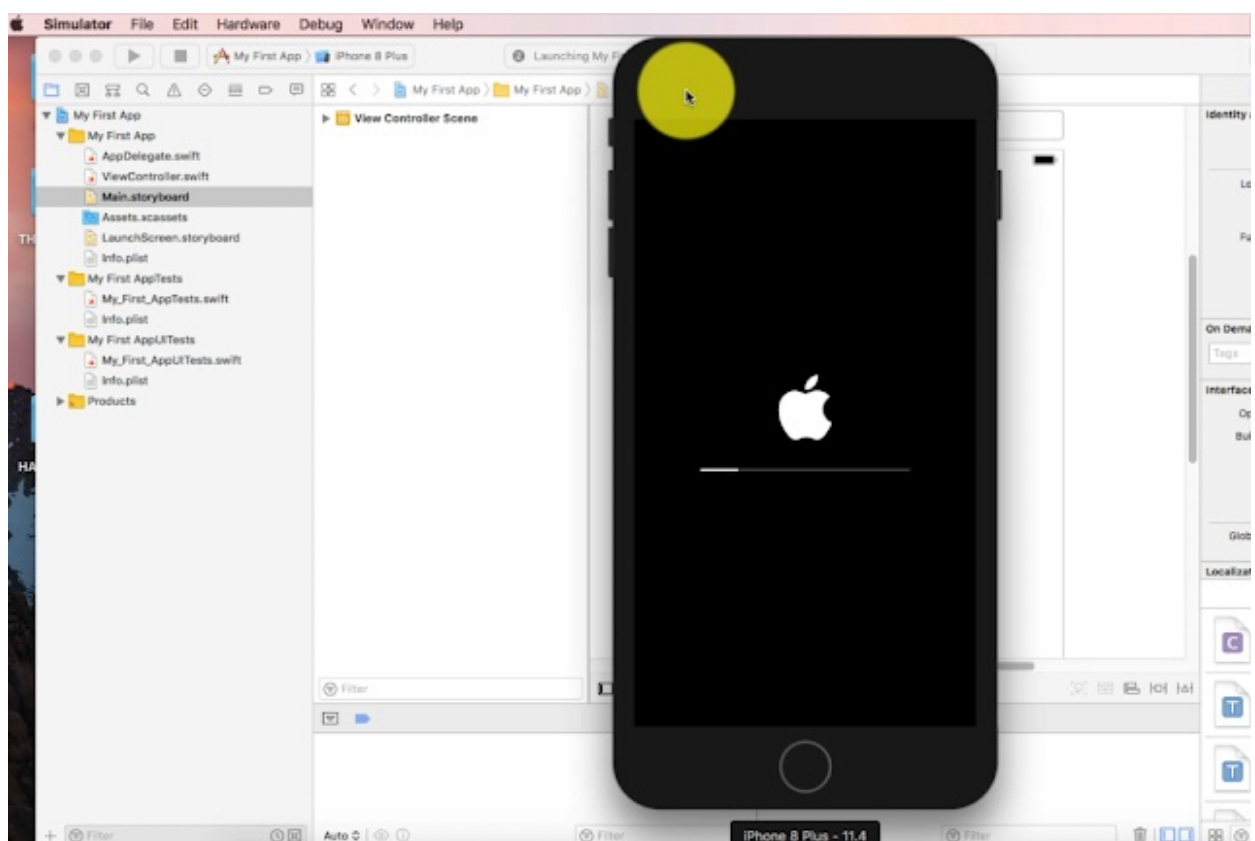
You can also switch between the device and control the device audio input/output and other buttons from the hardware menu given on top. Settings like orientation and shake gestures can also be used form the Hardware menu.
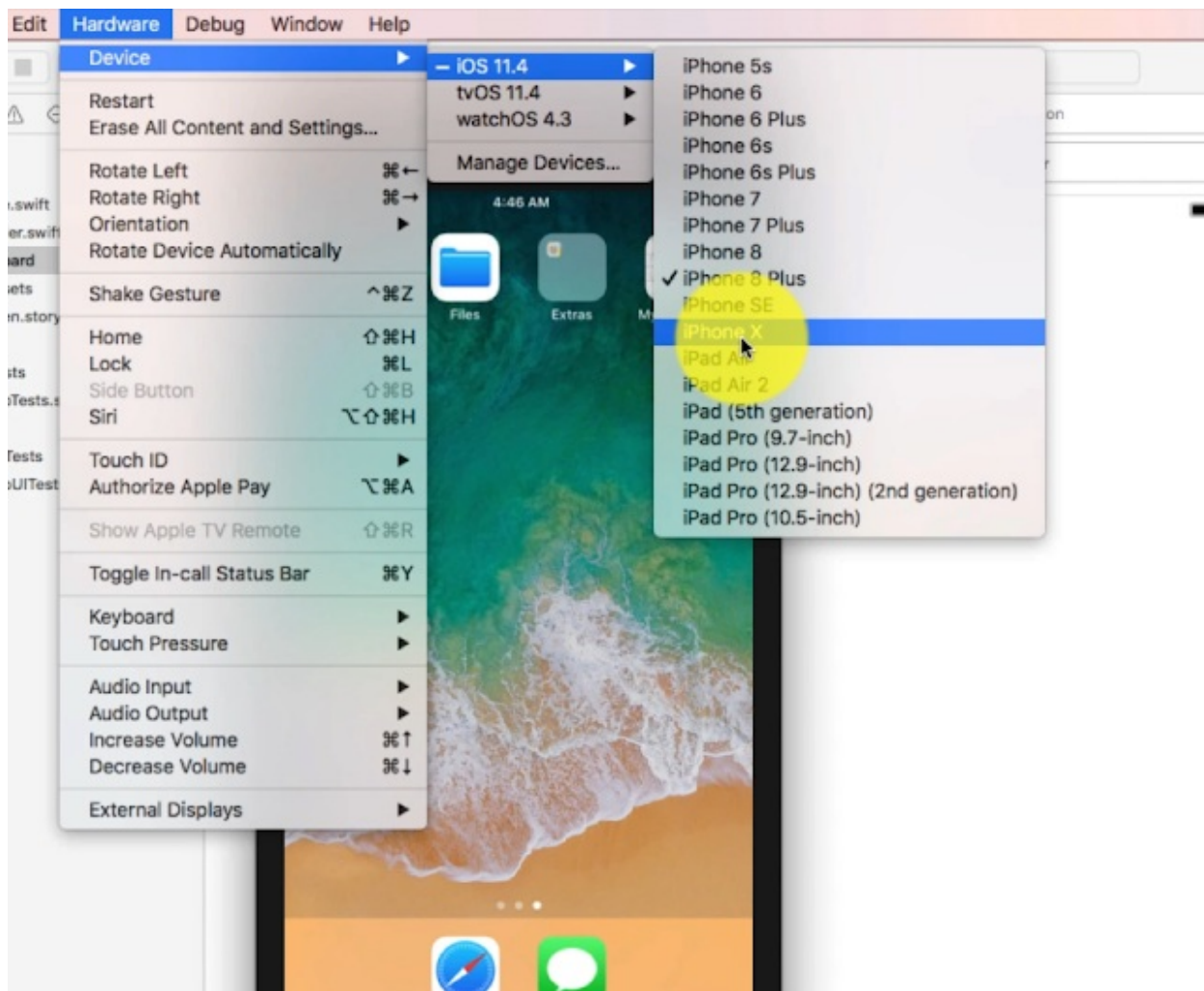
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Video Tutorial in Hindi/Urdu

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