**LocationChat - iOS Swift Programming Getting Started**

This guide will help you get started on using Xcode and learning Swift on iOS.

**Getting Started with Xcode**

Before you install Xcode (v. 7.0 required for this project) you need Mac OS X 10.10.4 or higher as Xcode 7 requires this. If you haven’t installed Xcode yet, you will need to retrieve it from the Mac App Store. Go to the Mac App Store and search “Xcode”. Make sure the Xcode version is >= 7.0 as this version uses Swift 2.0, which is the latest version of the project. One download, agree to the folling Terms and Conditions and let Xcode install components.

**Setup The Project**

When starting Xcode for the first time, you want to check out the project from GitHub. Open Xcode and there will be a welcome screen. **Make sure the version of Xcode is 7.0 or higher or else get the latest version from the Mac App Store.**

1. On the left side of the window, click “Check out an existing project.”
2. There is a text field that says “Or enter a repository location”, enter the following: <https://github.com/reevesnick/LocationChat.git>. Click next
3. Xcode will verify credentials. Choose a location to save the project to your local folder and click download.

**Important**: When reopening the project, make sure you **always** open “LocationChat.xcworkspace”. It will be a white background of Xcode file instead of the blue background that have the extension “.xcodeproj”. ***DO NOT*** open the LocationChat.xcodeproj file unless you want to see errors in your project.

**The Project**

1. **Git – Source Control in Xcode**

Before you begin you need to check for any code changes for anyone. This is a good time to learn Git. Git is a source revision control system that manages changes/revisions for one user. It is like a pipeline that shows and implements changes in one source. In the project you need to learn the basics. You can use Xcode built-in Source Control or use a Git client such as GitHub Desktop, SourceTree, or Tower to push changes. If you want to learn more about Git, search up some tutorials. This guide is using Source Control included in Xcode.

1. **Pull**: When the project opens, the first thing you will need to pull the changes. To pull, got to Source Control->Pull. Since origin/master is our only branch, you can click pull. It will fetch changes, until you see the message “Local repository is up to date”
2. **Commit/Push**: When you are done with you code and ensure that everything works, you will need to Commit your changes. Go to Source Control-> Commit. There will be a huge window that will show you the files changed and the code changes. Type your commit message in “Enter commit message here” box. Type you changes and click the “Push to remote” checkbox of the bottom left corner of the window to push immediately after commit, then click “Commit Files”. If you just want to commit, don’t check the box and click “Commit Files” instead. If you are ready to push your changes to the server (if you already commit), go to Source Control -> Push. Make sure remote branch is origin/master and click “Push.” The changes are now sent to the server, which in this case, GitHub
3. **Merge**: Merge occurs when another person push change and the primary person want to push their changes. This is normal because this basically merge both changes to the file. If you are trying to push the file and have a message containing “Unable to push”, there is an option to merge. Click “Merge instead and it will stash your changes inside the code and submit to GitHub.
4. **Interface Builder**

The interface builder is basically the Java Version of the GUI Builder. There are built in elements that you can use to build you app. The coll feature of the interface builder is that you can connect your windows between windows. In this project there are two storyboard files. The first one is the Main.storyboard and LoginScreen.storyboard. The Main.storyboard is your main interface and be the only focus. Here is a tutorial for Storyboards: <http://www.raywenderlich.com/81879/storyboards-tutorial-swift-part-1>.

**Developing….**