

Building a Basic iOS App

This workshop will teach you the basics about how to build a basic iOS app using Xcode IDE. First, we will go over how to set up Xcode, and creating a Single View application. This will allow you to create both the front-end and back-end of the application in one place, and then run your app on the included simulator or your own iPhone.

After creating your first app, we will expand on it by making use of other UI elements such as Buttons, ImageViews, TableViews, and MapViews.

Things we will cover

- Setup Xcode + Create Project
- Create GUI in Storyboard
- Create Table view with basic logic
- Add Map view and show user's location
- Show map pin on long press
- Reverse Geocode location
- Add user's location to Table view
- Add long press location to Table view
- Save locations to User Defaults

Setup

Installing Xcode and creating a single view application project

Installing Xcode

In order to install Xcode, you must first download it from the [App Store](#). It's a large 5.5 GB file so start the download and go grab a cup of coffee. Once it's done downloading you can the app; you will get a license agreement, press accept.

Xcode Welcome Menu

