

Sunny Wear

Tampa Hackerspace 2018

Build Your First iPhone App! Part 1



Xcode Intro

- Make sure you are running Xcode 8.x
- If you have something older or newer, downgrade to 8.x
- Syntax differs from demo provided



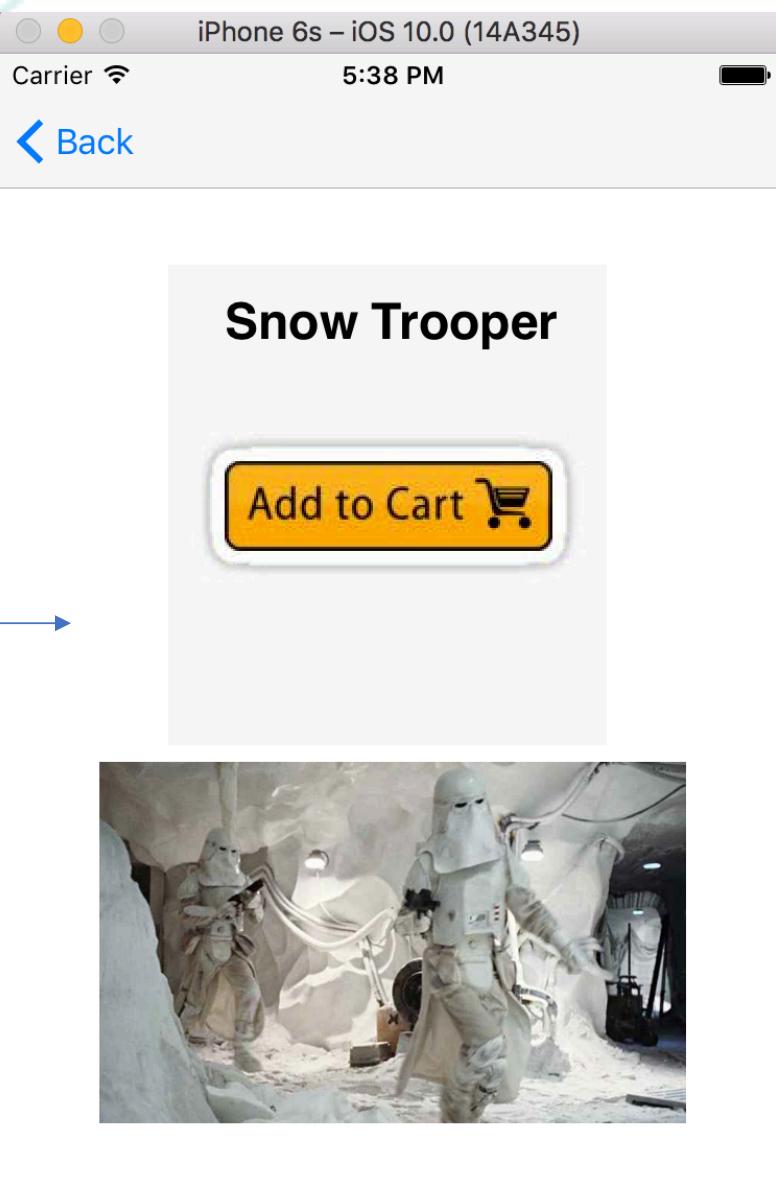
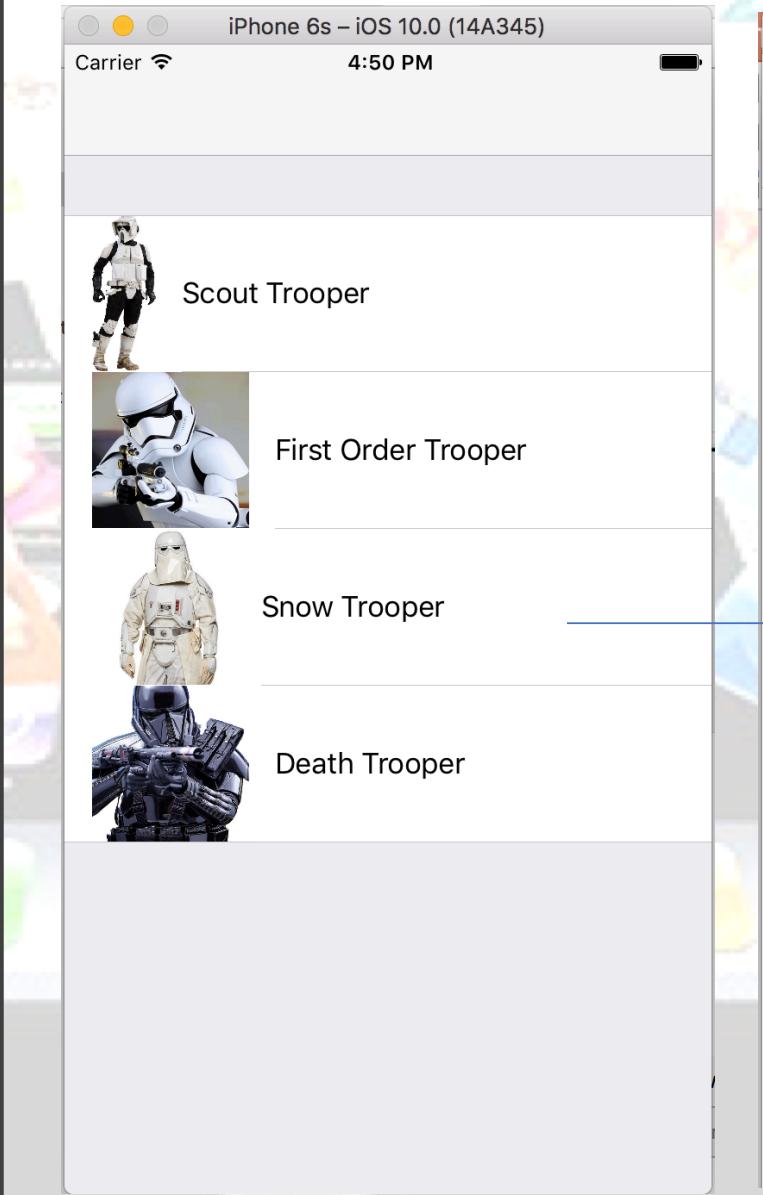
SWIFT

Programming Background

What is Swift?

Demo of final app

You are creating a Stormtrooper app for iPhone 6s



Xcode Intro (2)

1. Create your first Xcode project
 - We will step through this together
2. Storyboard defaults within Xcode
3. Xcode Panels

Storyboards

1. Storyboards and Subviews

- Each storyboard contains its own ViewController and the VC manages the main view; subviews go inside the main view

2. More Xcode panels

- Inspector panel and it's subtabs (identity, attributes, size)
- Object panel in bottom right corner
- Select iPhone 6s for our simulator

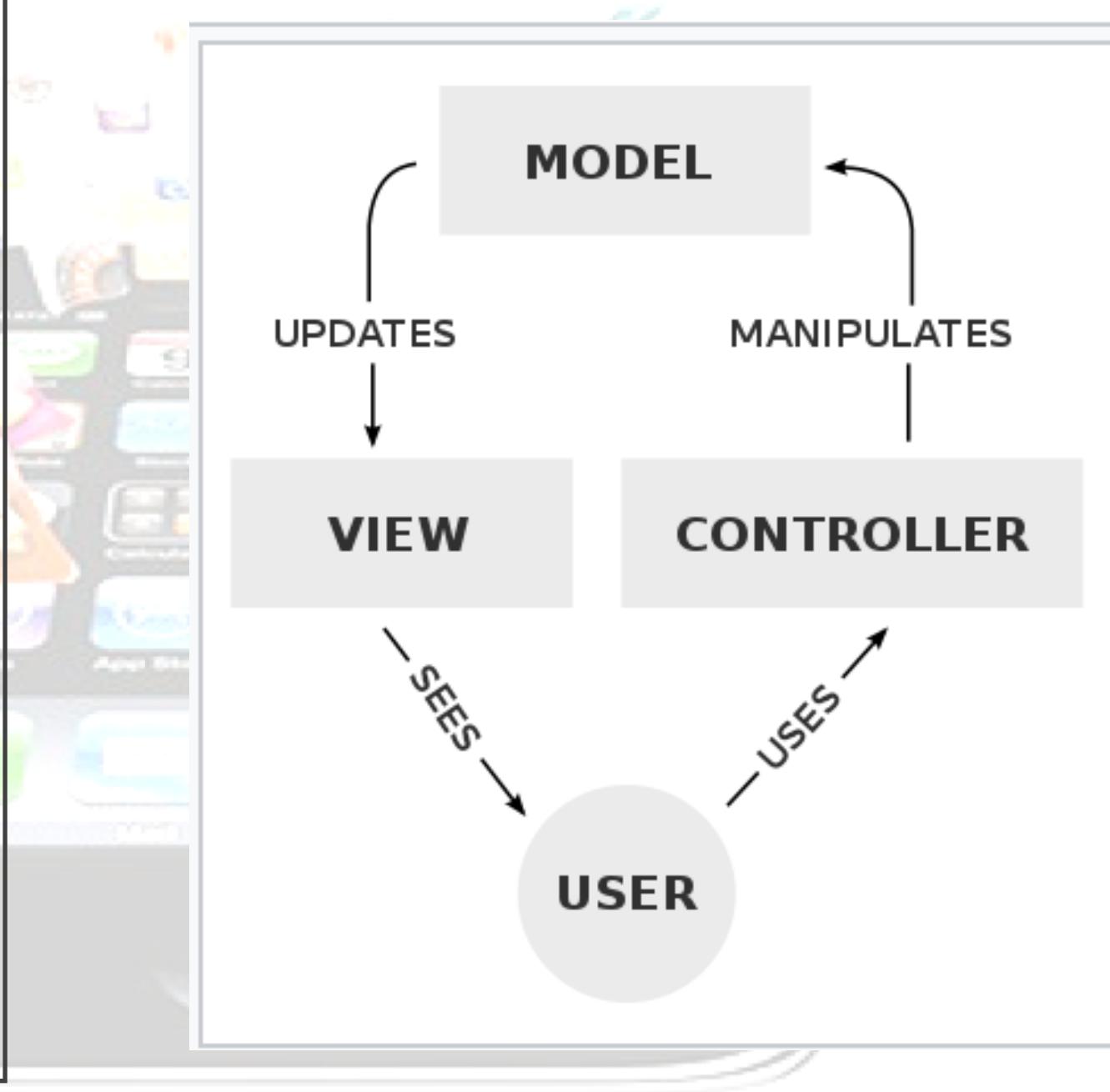
3. Build, Run, Simulator

- Try it out yourself
- Command + Shift + H to see Home Screen of simulator

Adding Subviews to Main View

1. Let's build our Stormtrooper Type Detail screen complete with a picture, label and button
 - Delete pre-built ViewController and it's swift file
 - Create new ViewController from Object panel and check "Is Initial View Controller"
2. Add label, image and button to Main view; each component is considered a subview
3. The button will be add to cart image.

Design Concept: MVC



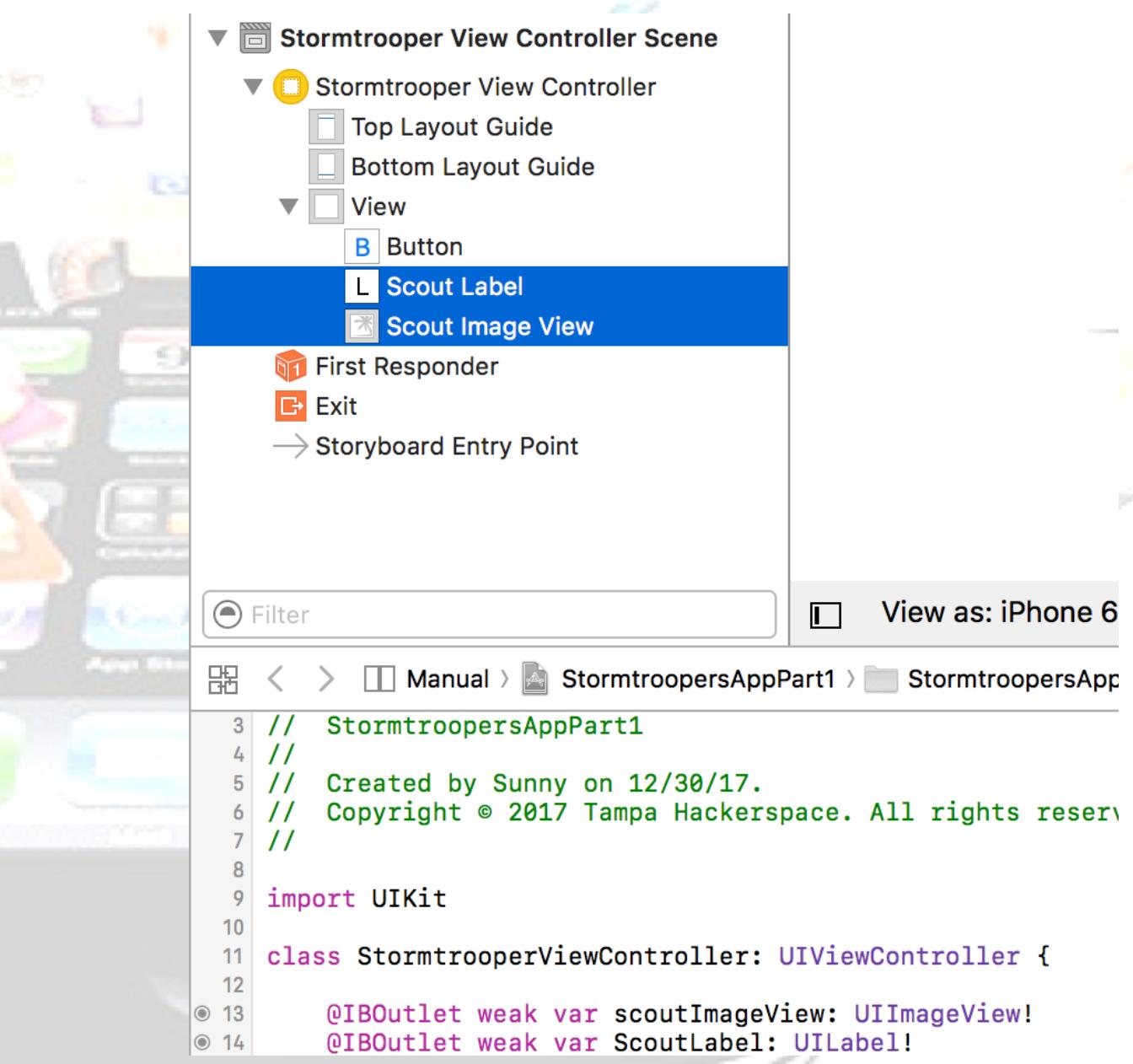
Stormtrooper View Controller Class

1. Project -> New File -> Cocoa Touch File -> **StormtrooperViewController** which is type **UIViewController** (must type it in); make sure language is Swift
2. Clean out boilerplate code generated except viewDidLoad() function
3. Set to **StormtrooperViewController** in Identity Inspector panel under Custom class

Outlets

1. Making outlets – Control + drag to Swift code
2. Purpose – connect a storyboard object with a Swift variable
3. How to know my outlet is connected – look for dark circle on left

Create Two Outlets: (Scout Label, Scout Image View)



Apple Developer Documentation

<https://developer.apple.com/documentation/uikit/uilabel/1620538-text>

Instance Property

text

The current text that is displayed by the label.

Declaration

```
var text: String? { get set }
```

Creating a UIImage

- Documentation gives us the syntax; parenthesis means initialize class
- Code: `UIImage(named: "scout_trooper_BIG")`

`init?(named: String)`

Returns the image object associated with the specified filename.