

E D U C  
S M I F  
N O I T A

# iOS Школа

Surf  
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e d u c

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Y

Бернгардт Григорий



gregoryvit



Начало

**Мобильная разработка**

**iOS приложение**

# **Мобильная разработка**

**iOS приложение**

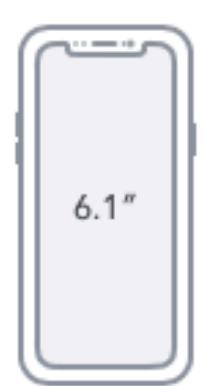
# Экран



# Экран



**NEW** iPhone Xs Max



iPhone XR



iPhone X, Xs



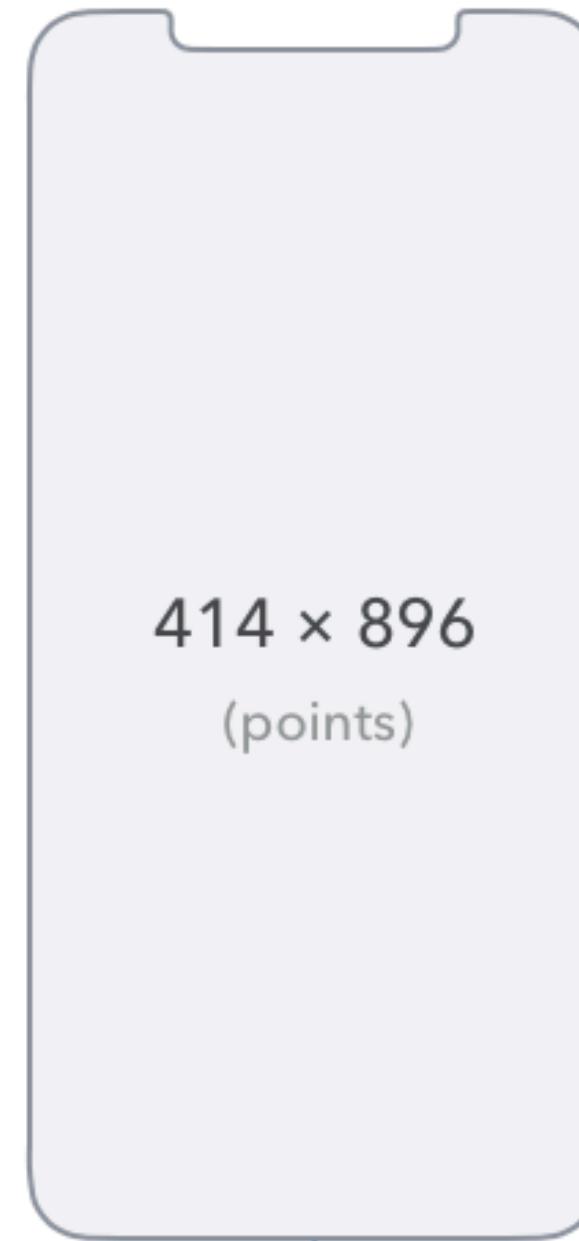
iPhone 6+, 6s+, 7+, 8+



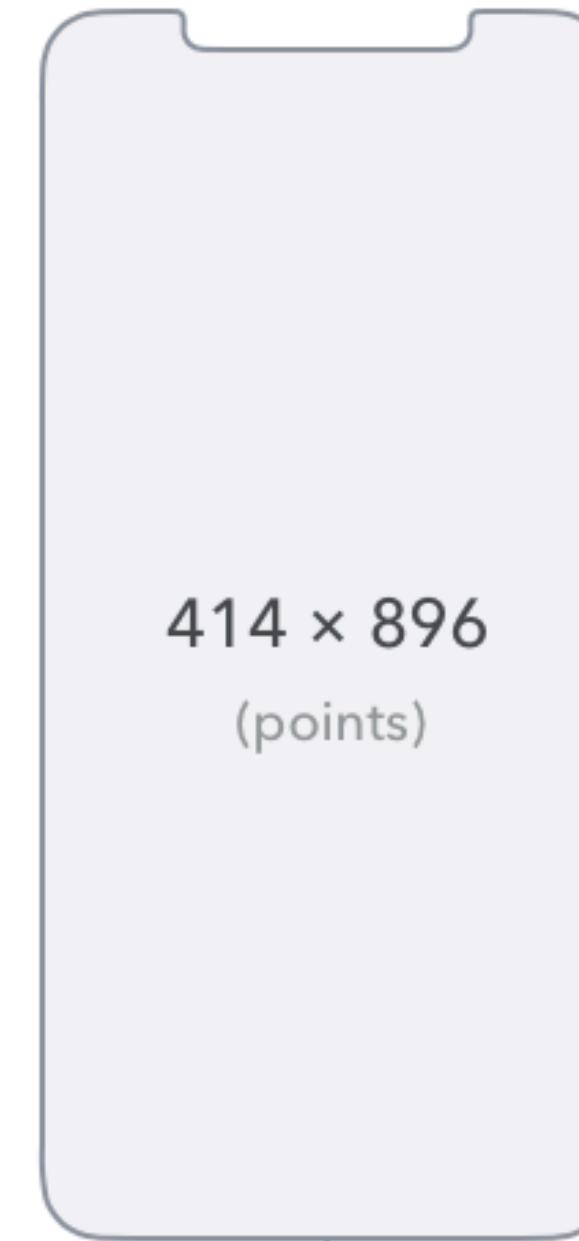
iPhone 6, 6s, 7, 8



iPhone 5, 5s, 5c, SE



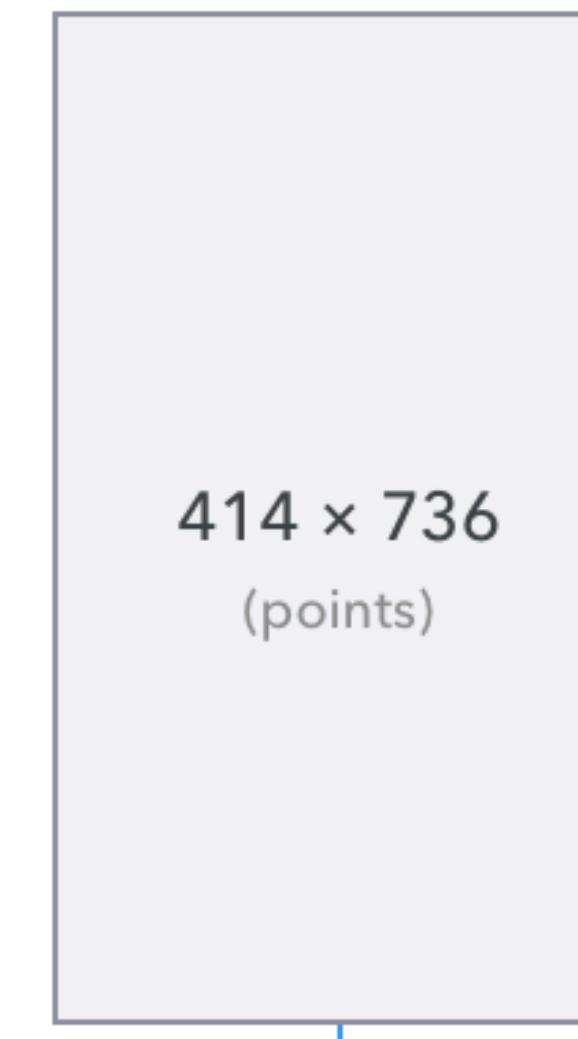
414 × 896  
(points)



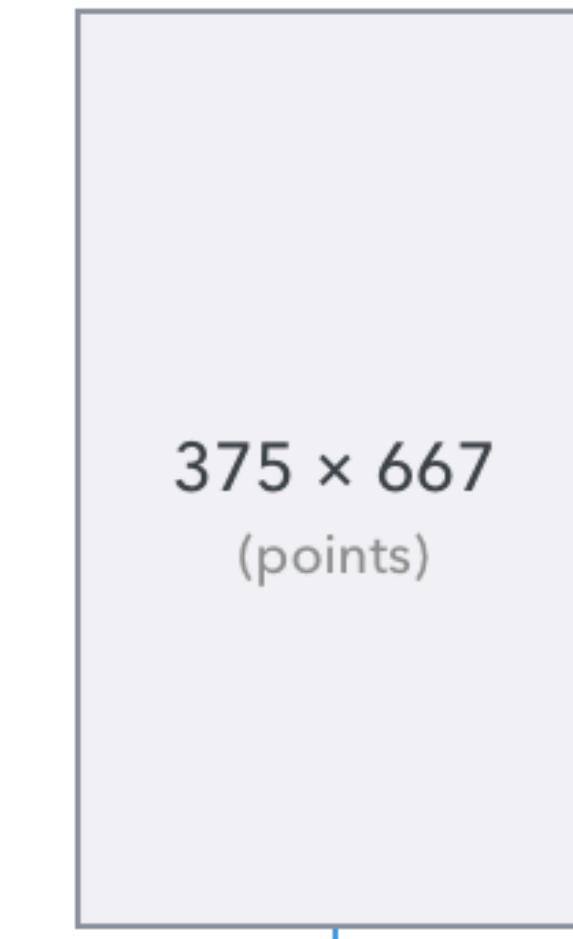
414 × 896  
(points)



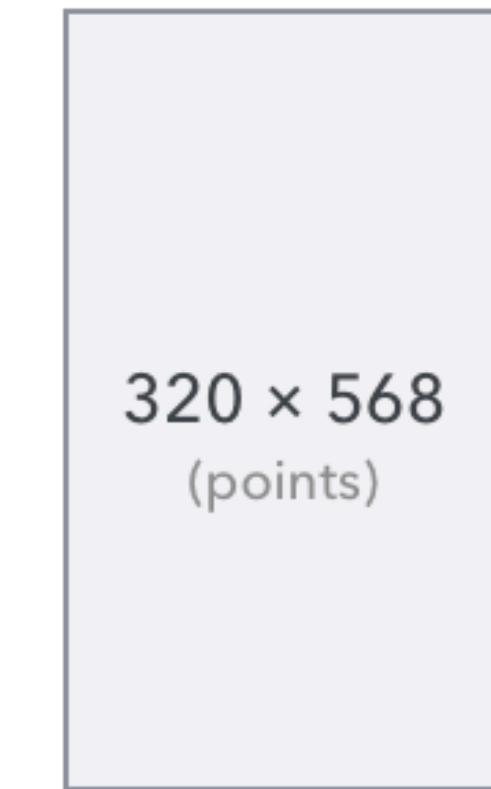
375 × 812  
(points)



414 × 736  
(points)

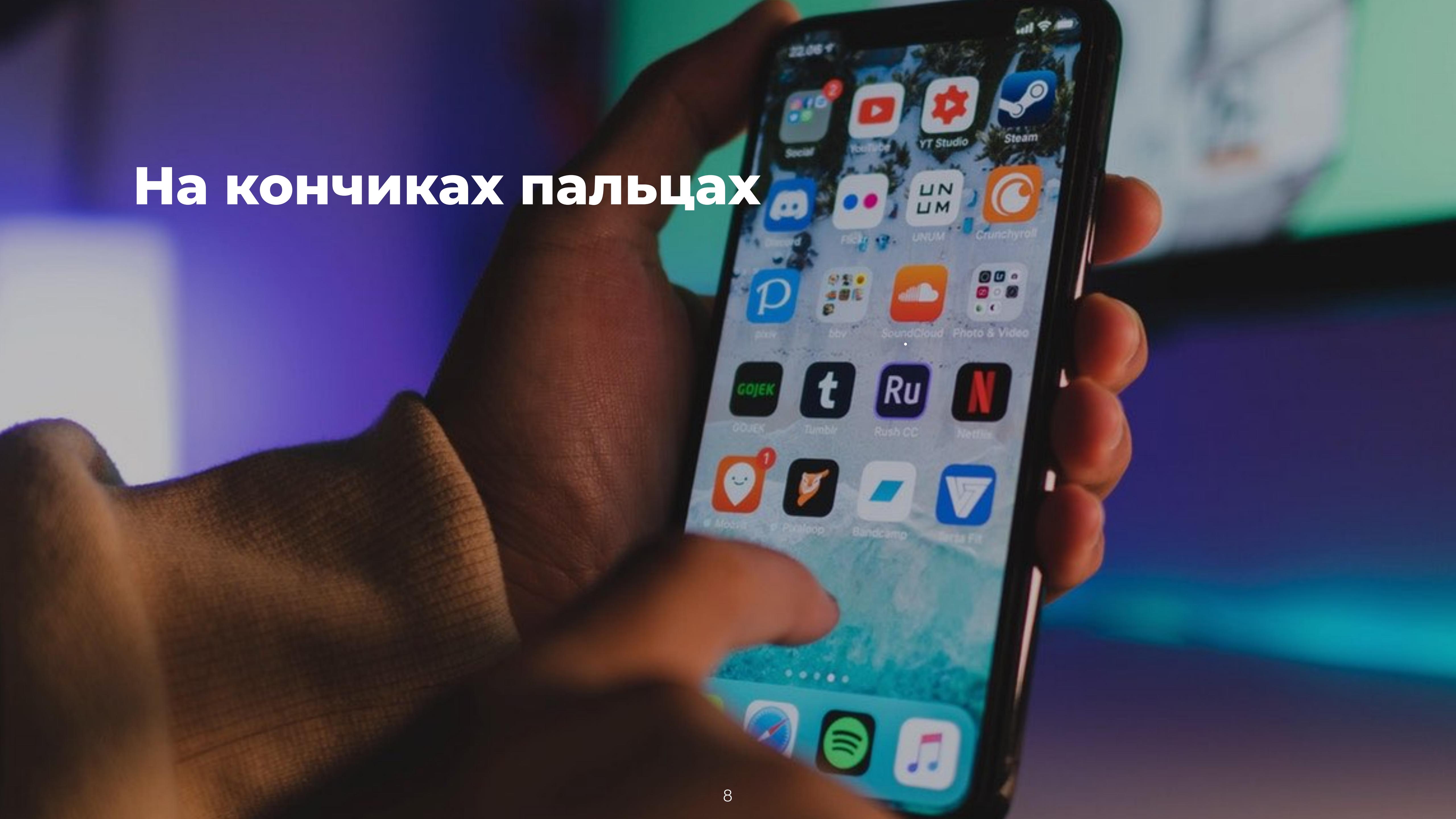


375 × 667  
(points)

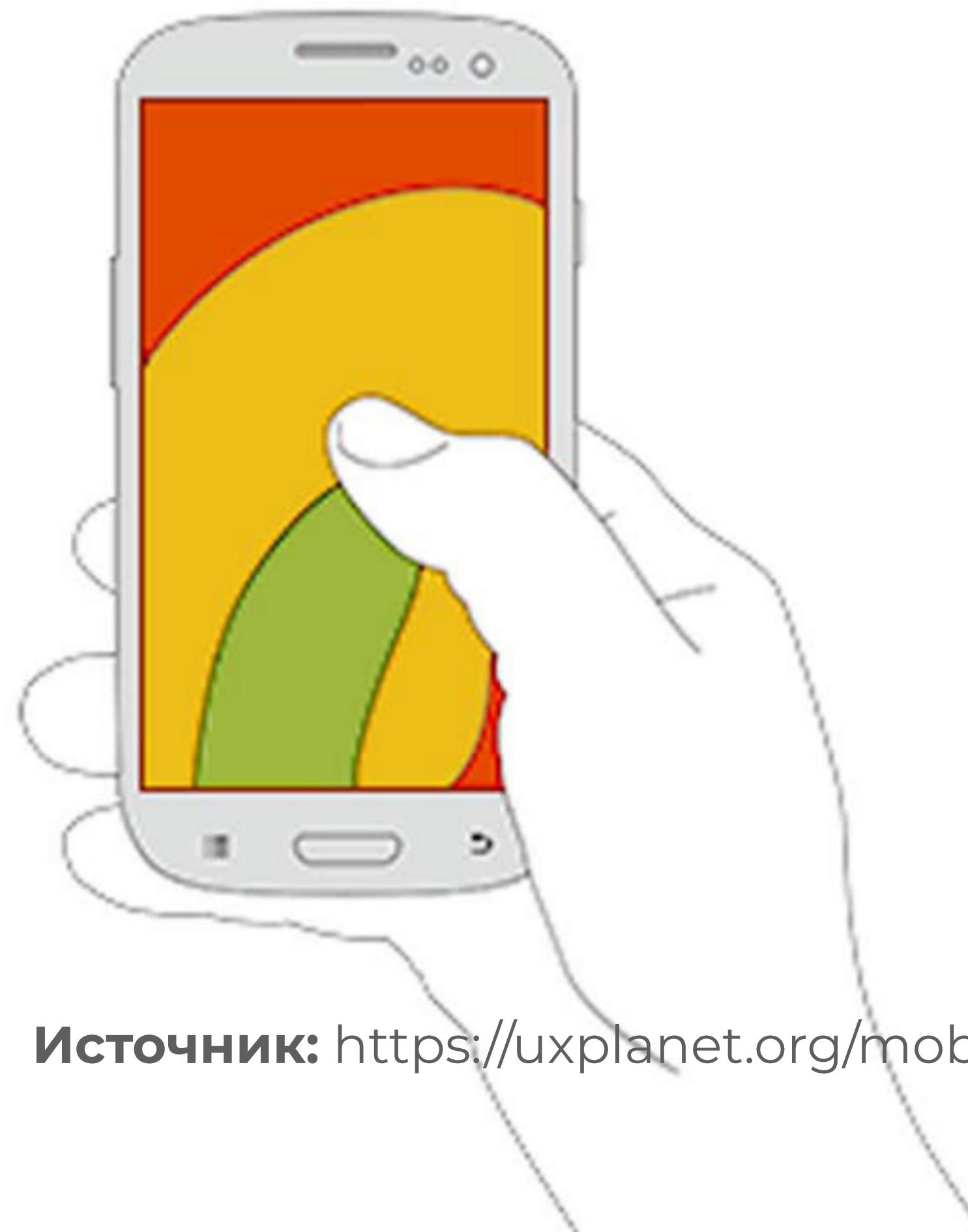


320 × 568  
(points)

# На кончиках пальцах



# На кончиках пальцах



Cradled



Hold and Touch



Two Hands – Landscape



One Hand – First Order



One Hand – Second Order



Two Hands – Portrait

Источник: <https://uxplanet.org/mobile-usability-made-simple-945e106e23eb>

# Отзывчивость

# **Отзывчивость**



# Отзывчивость



As page load time goes from:

**1s to 3s** the probability of bounce **increases 32%**



**1s to 5s** the probability of bounce **increases 90%**



**1s to 6s** the probability of bounce **increases 106%**

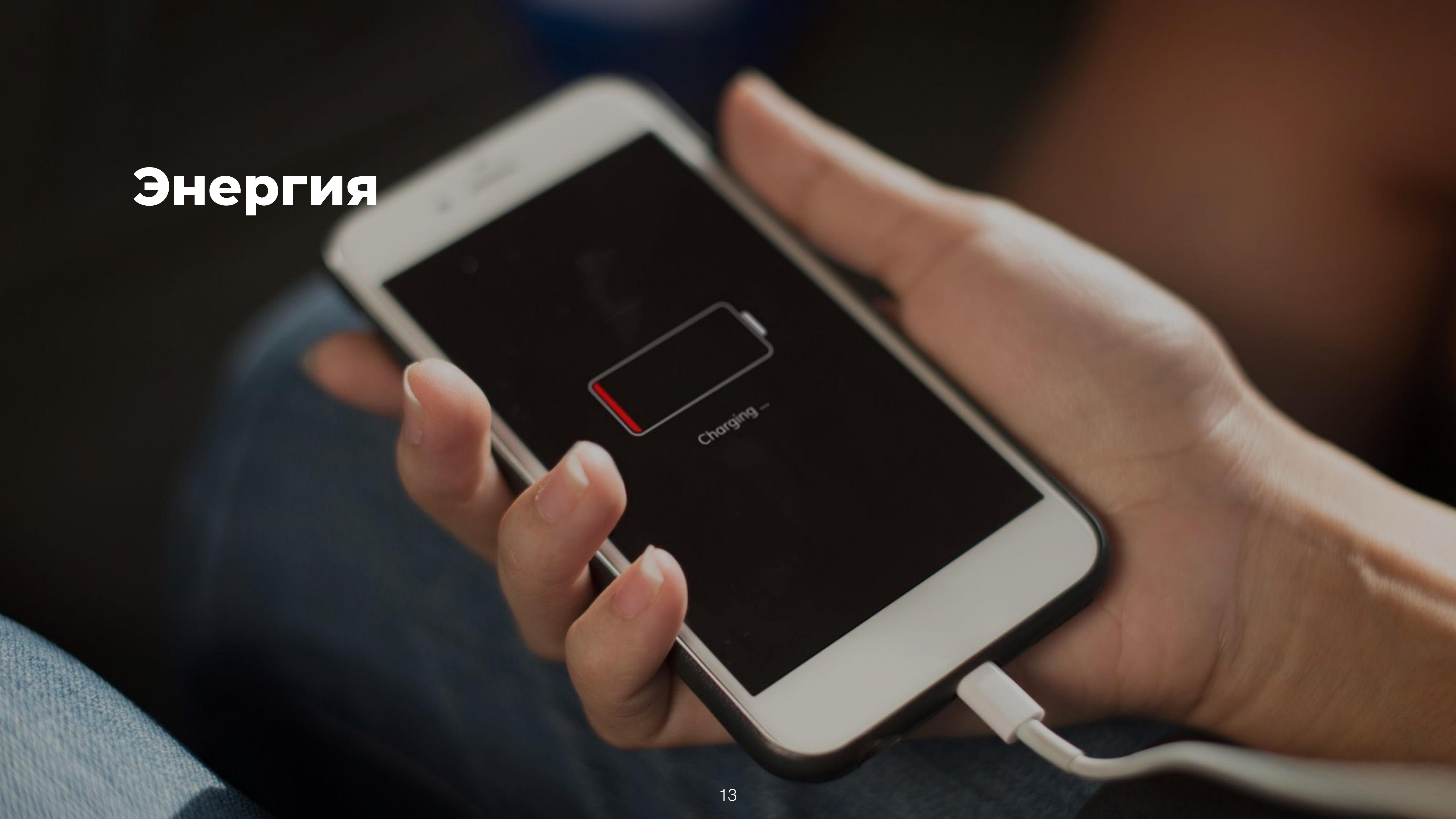


**1s to 10s** the probability of bounce **increases 123%**

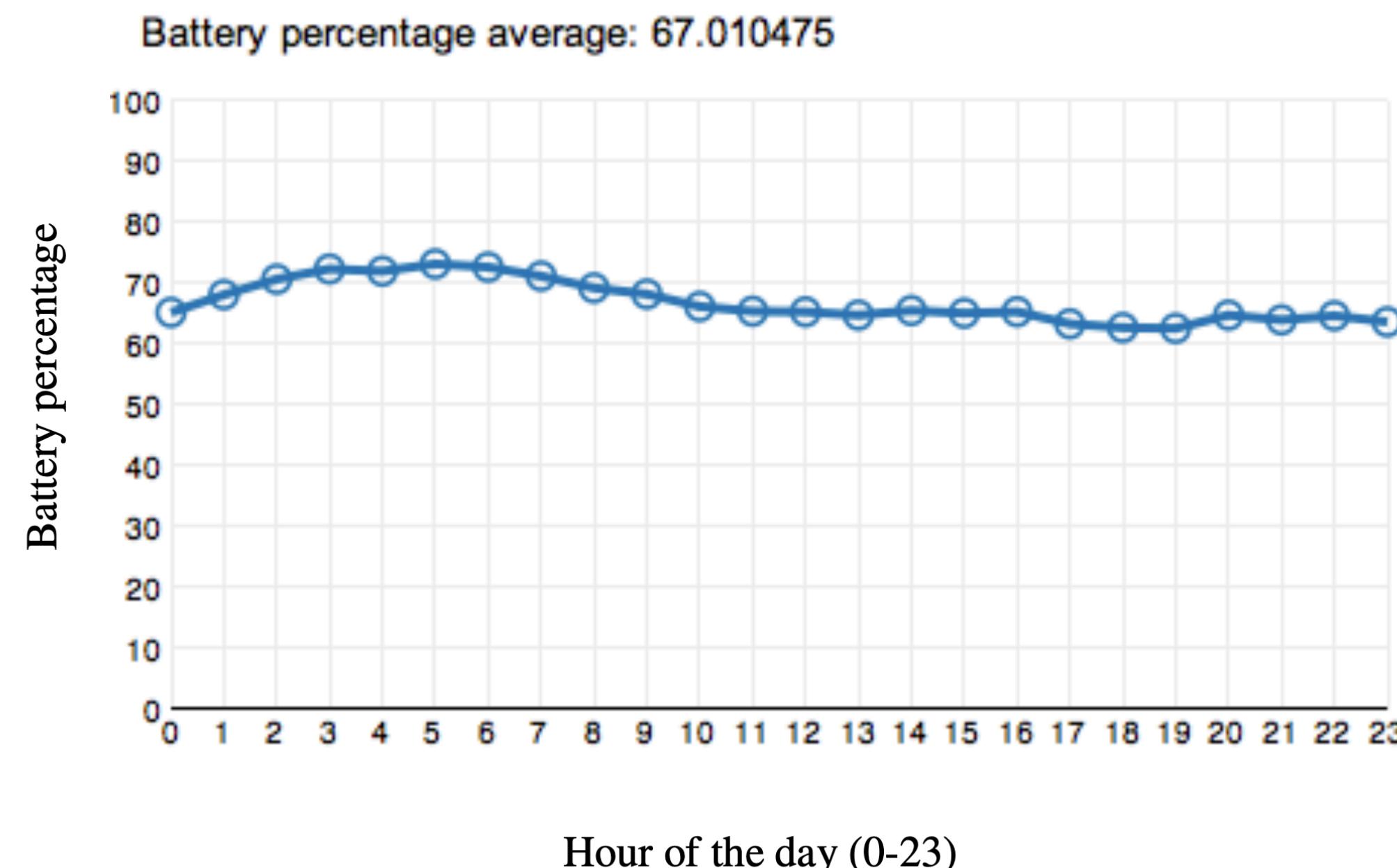


**Источник:** <https://www.thinkwithgoogle.com/marketing-resources/data-measurement/mobile-page-speed-new-industry-benchmarks/>

# Энергия



# Энергия

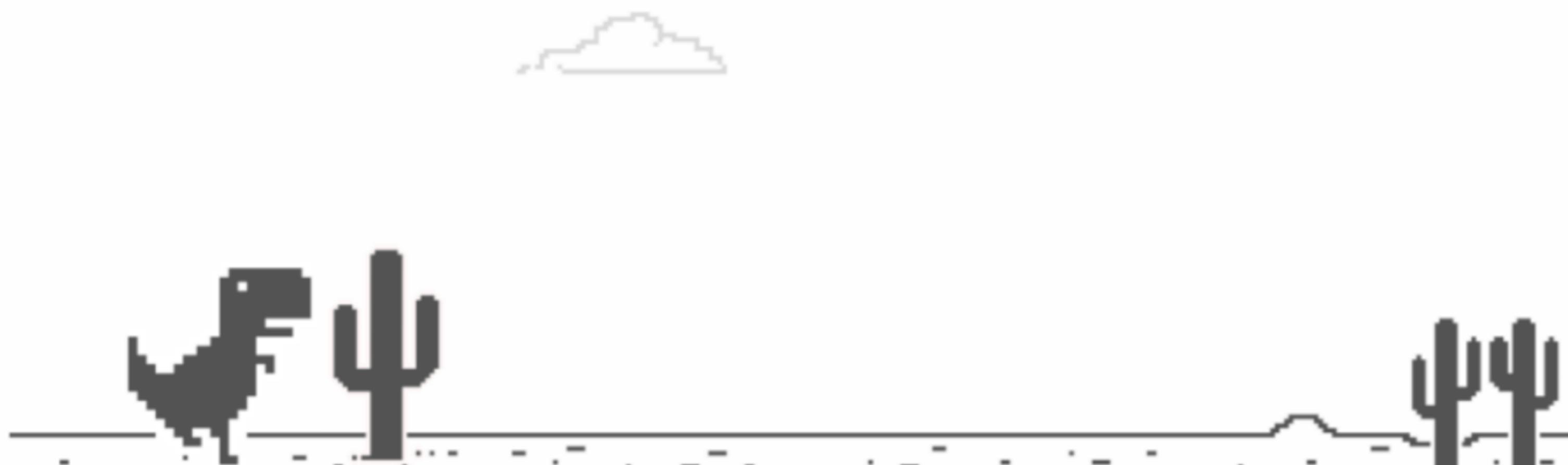


**Fig. 3.** Average battery levels throughout the day for the whole population

**Источник:** [https://www.researchgate.net/publication/225256651\\_Understanding\\_Human-Smartphone\\_Concerns\\_A\\_Study\\_of\\_Battery\\_Life](https://www.researchgate.net/publication/225256651_Understanding_Human-Smartphone_Concerns_A_Study_of_Battery_Life)

# Сеть

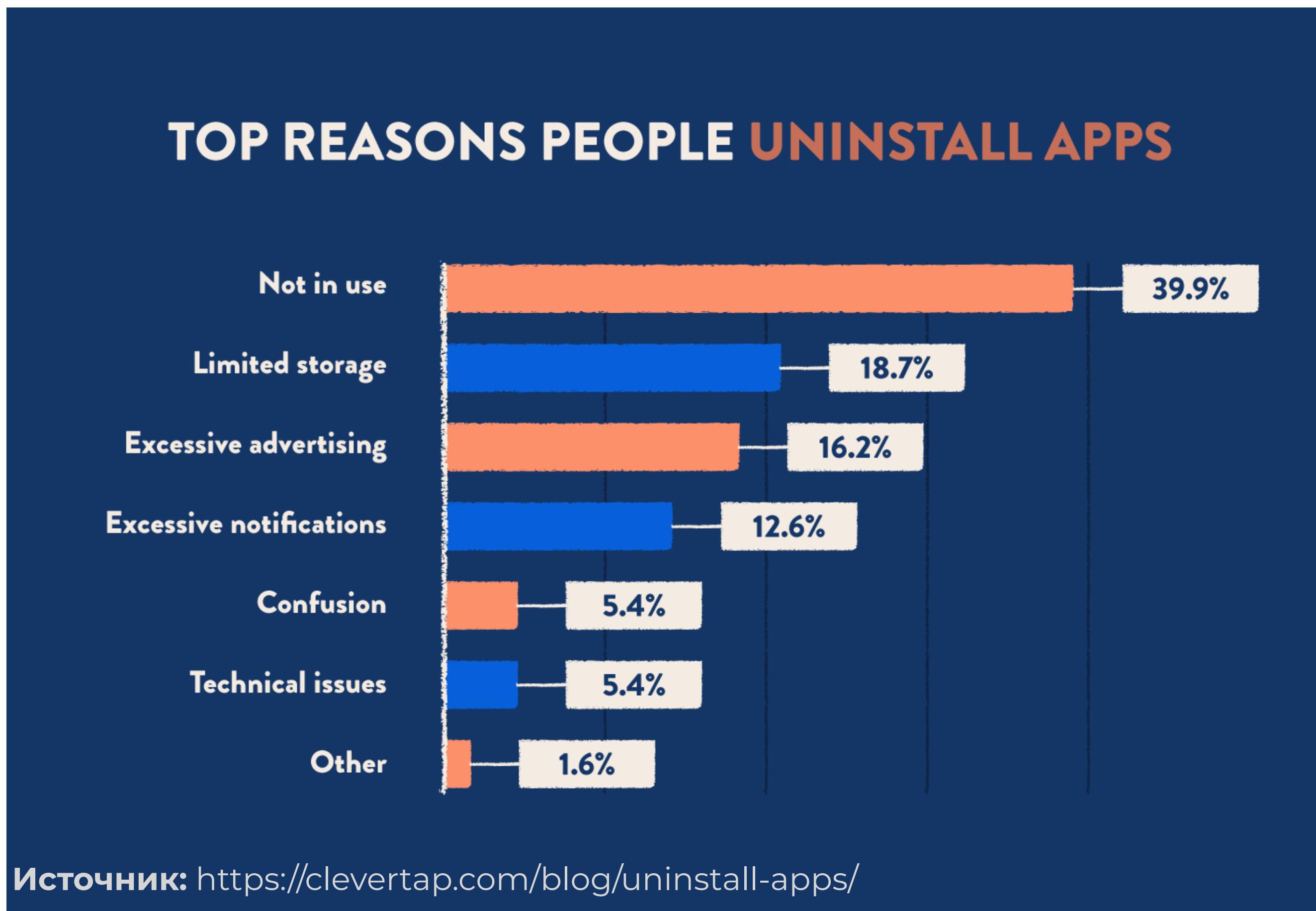
НІ 00100 00036



# Память



# Память



# Использование

- Есть почти у половины всех жителей Земли
- Всегда с человеком и может использоваться немедленно
- Является персональным устройством

**Источник:** <https://lefronic.com/smartphone-usage-statistics>

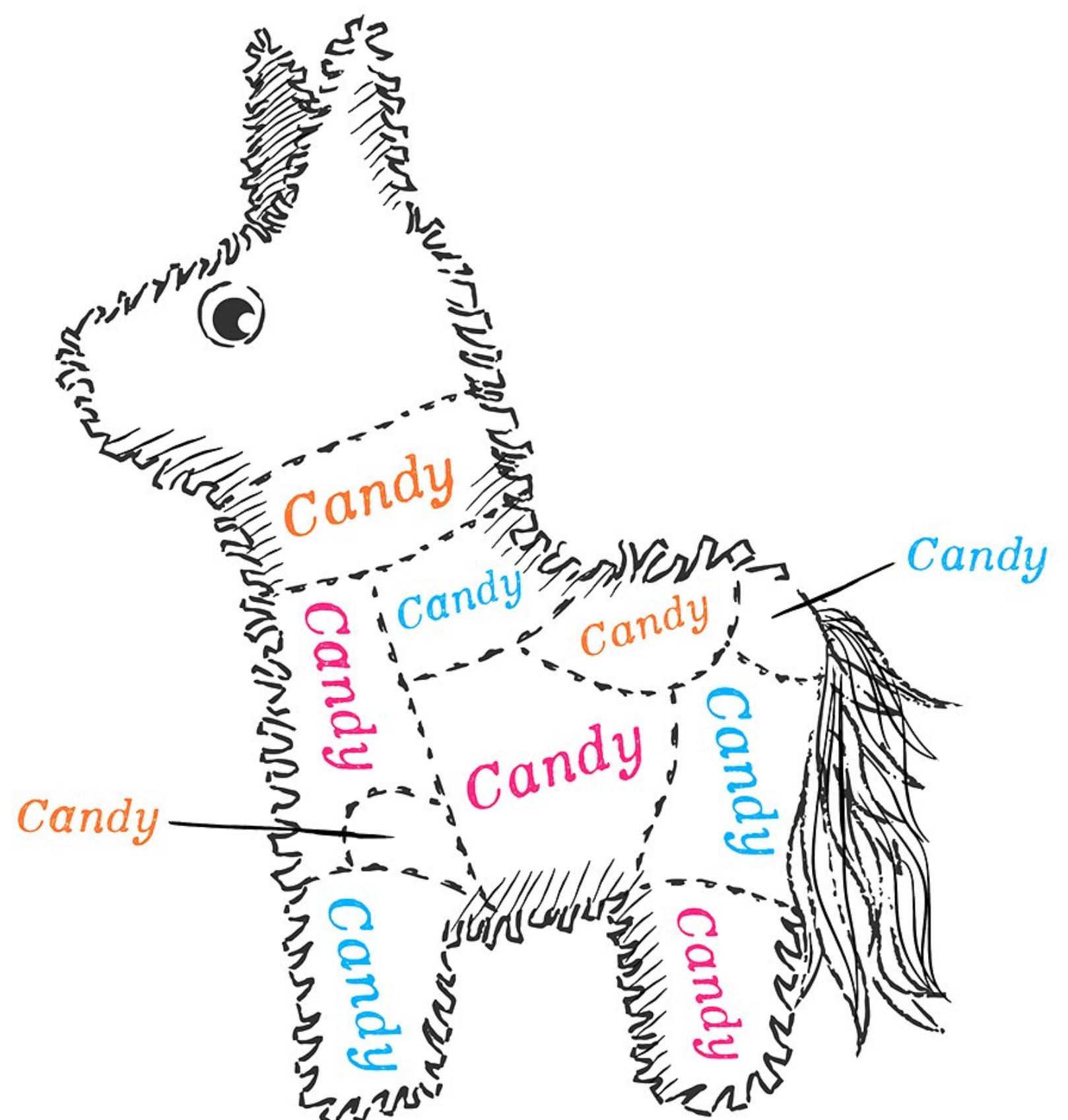
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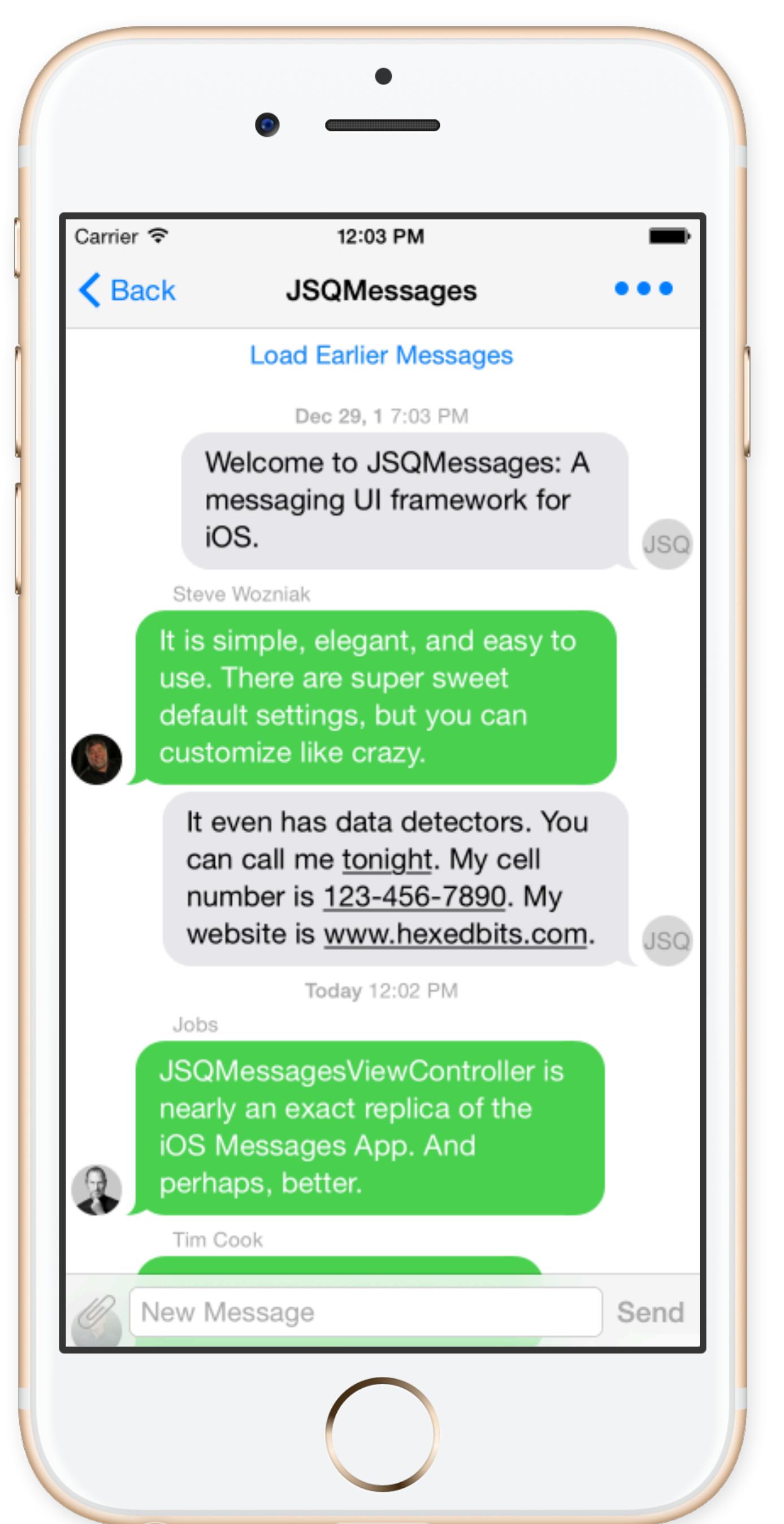
**iOS приложение**

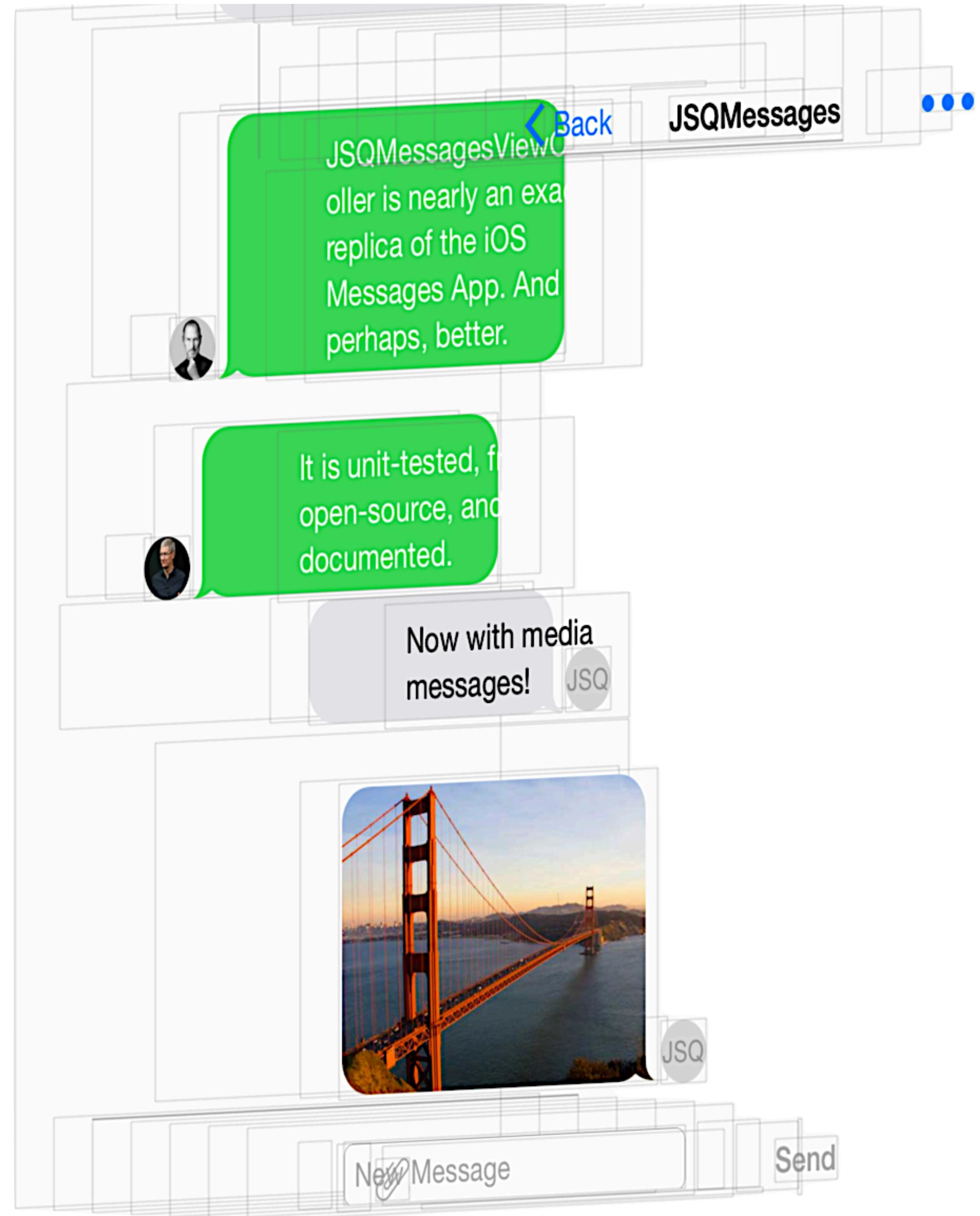
Мобильная разработка

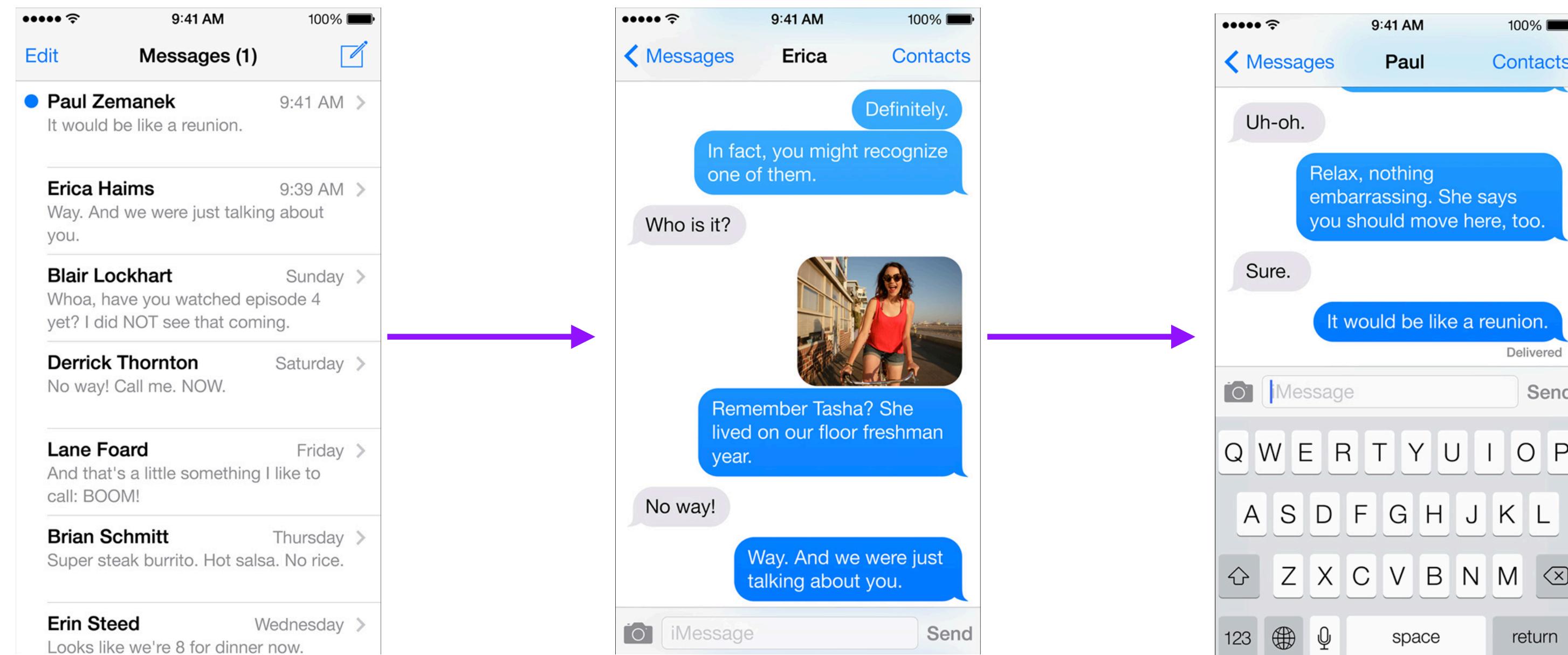
**iOS приложение**

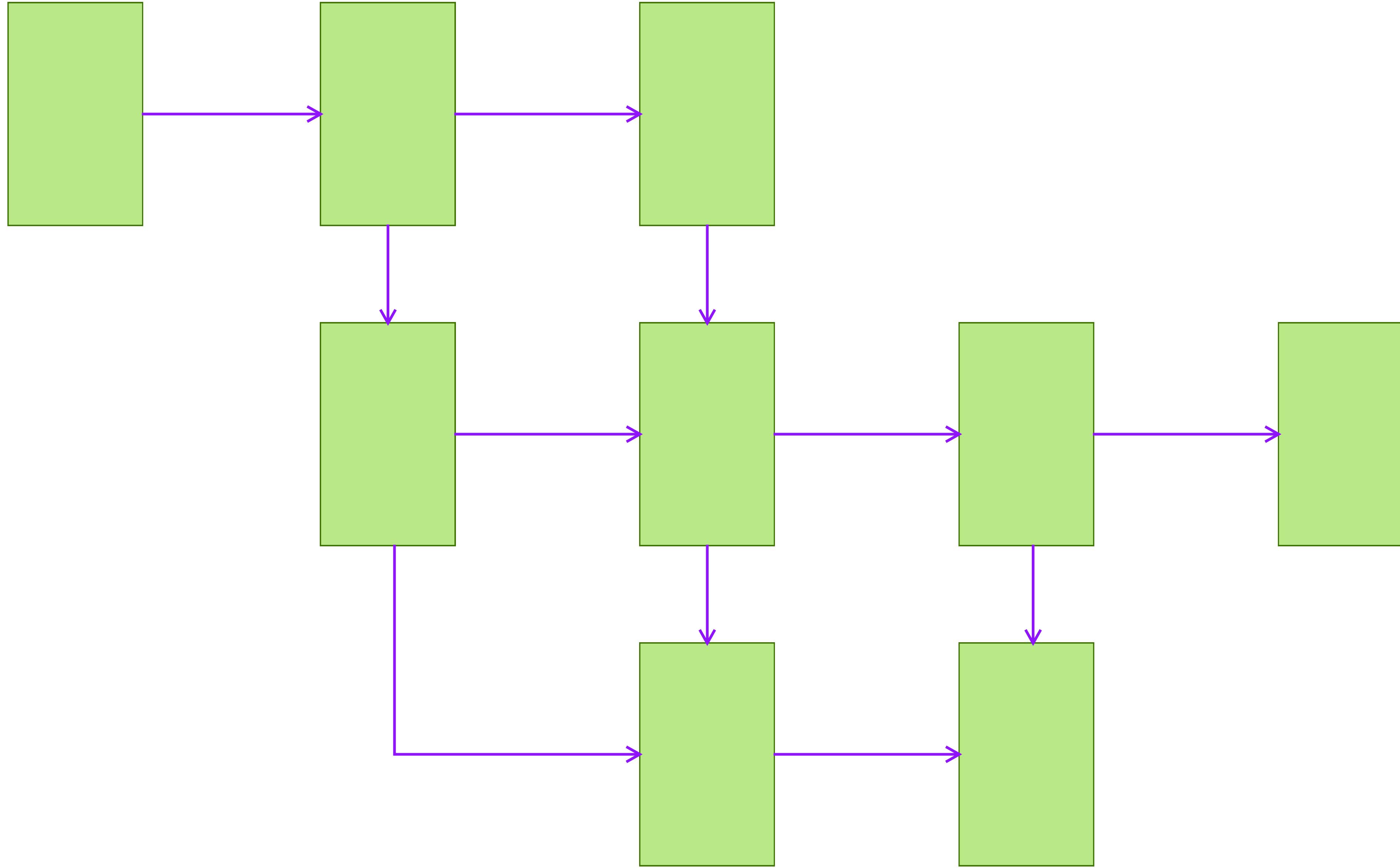
# Анатомия iOS приложения

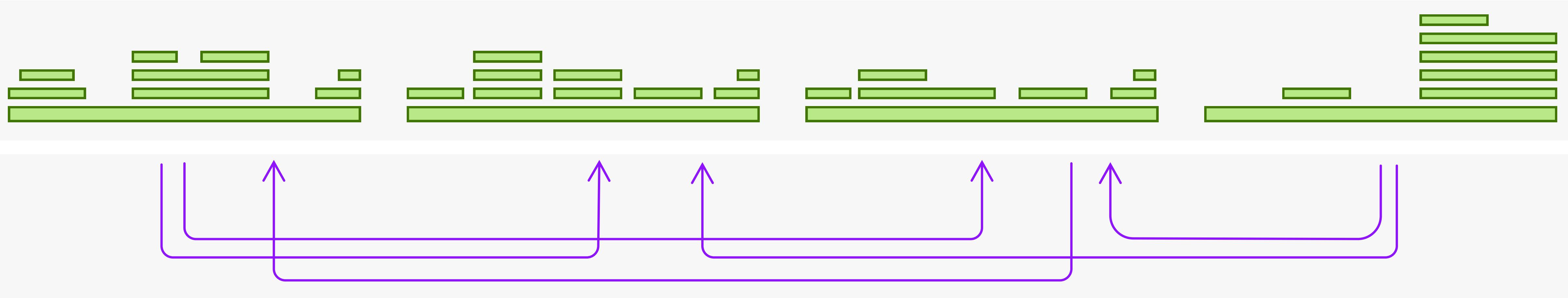






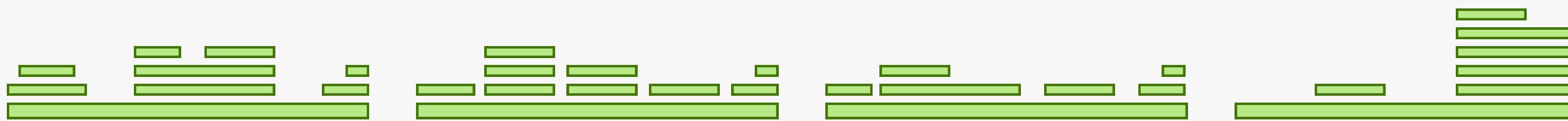




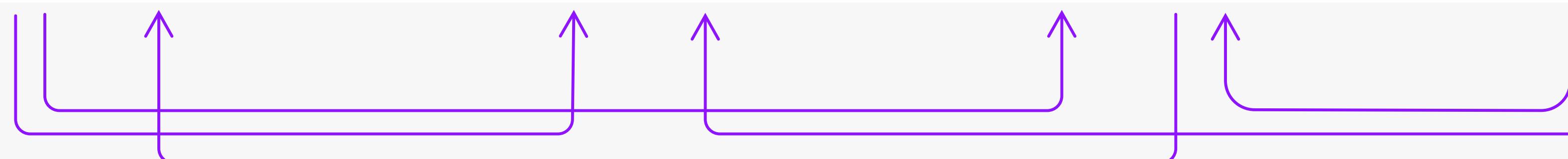




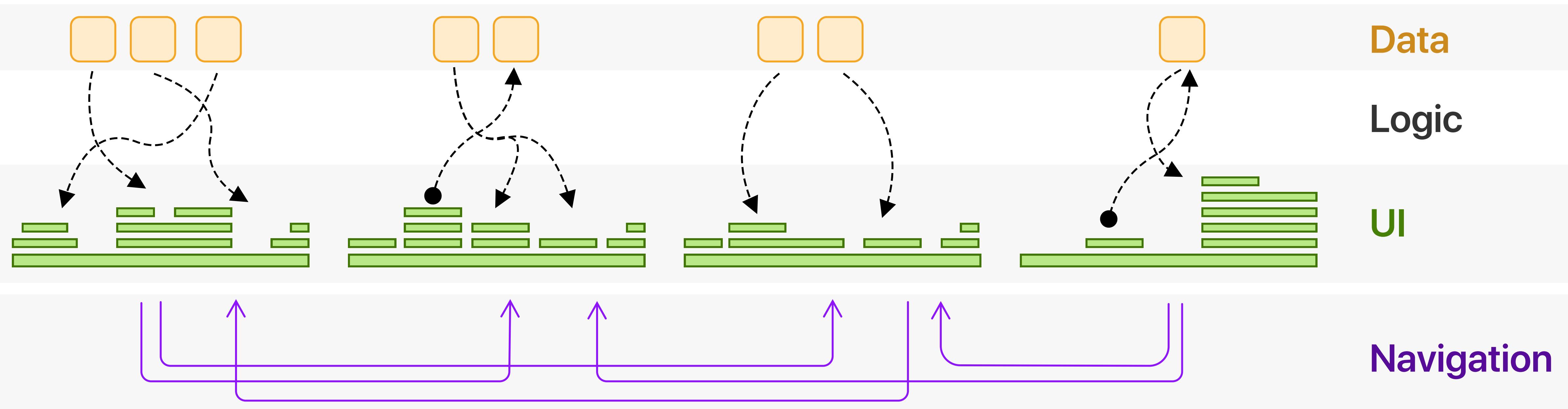
Data



UI



Navigation

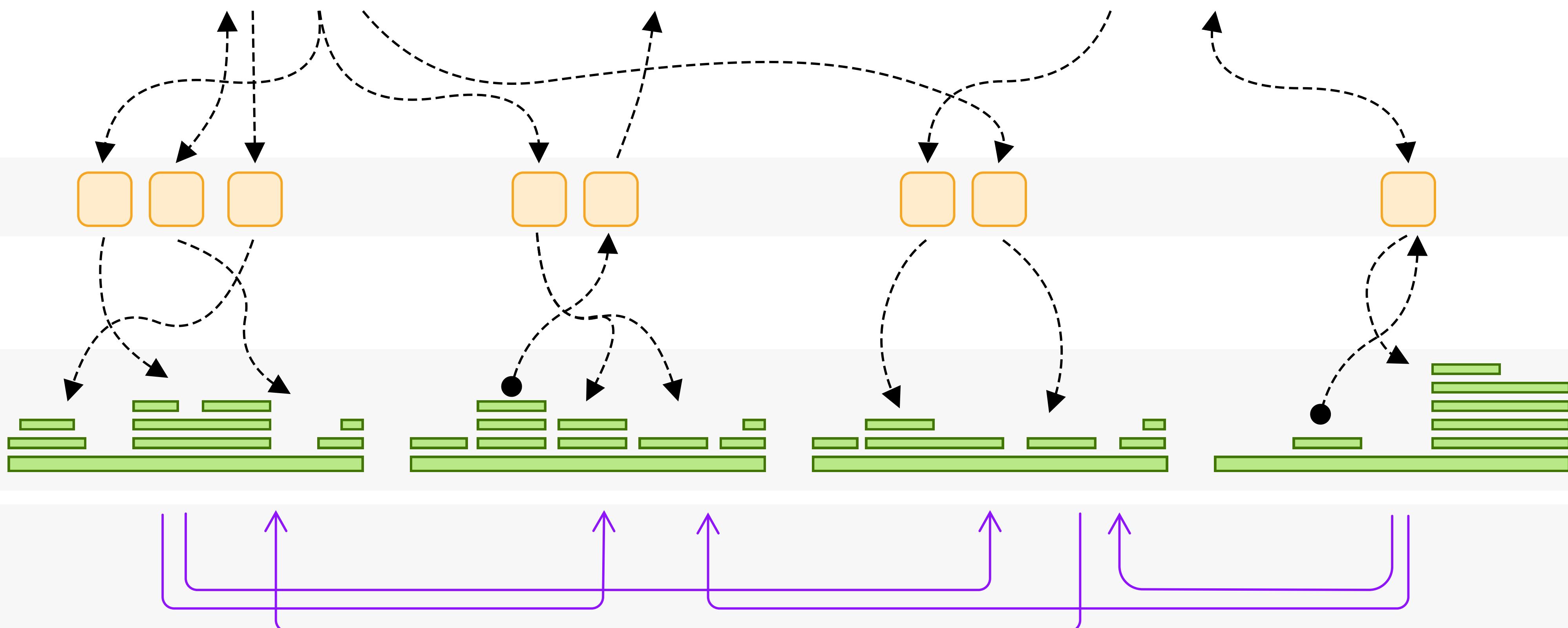


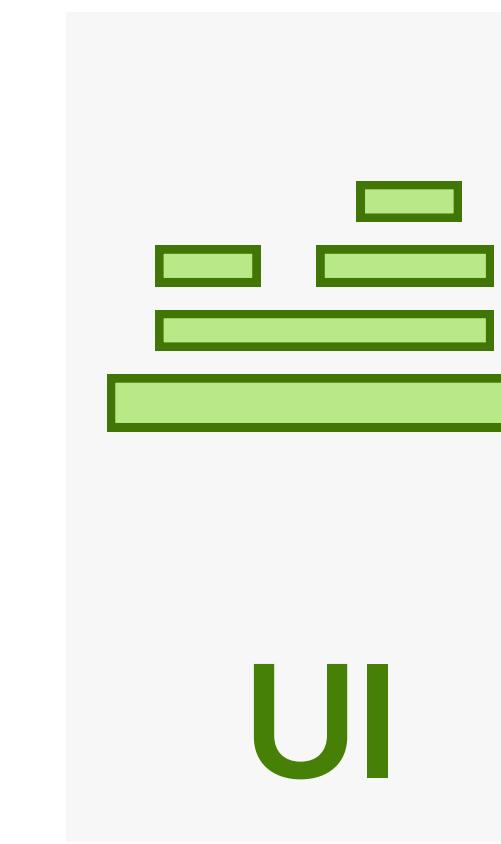
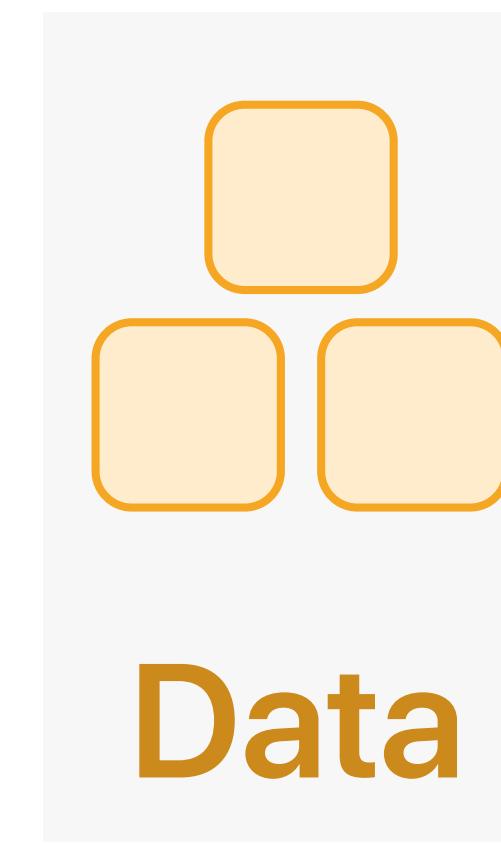
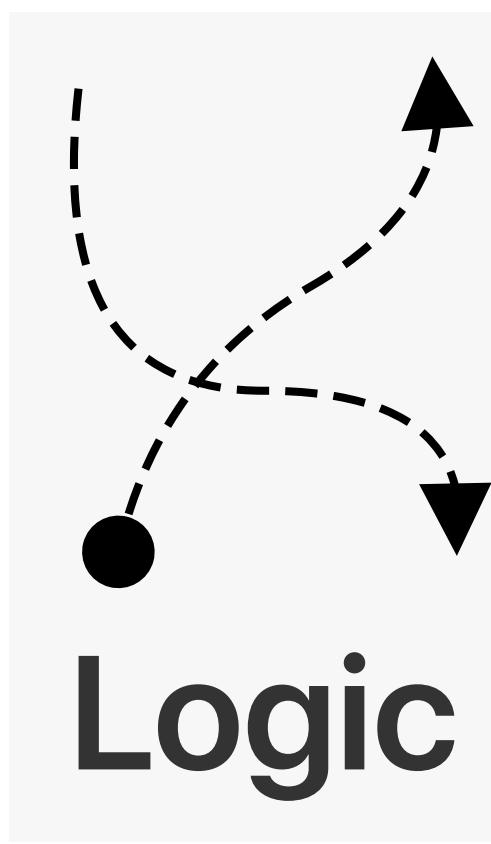
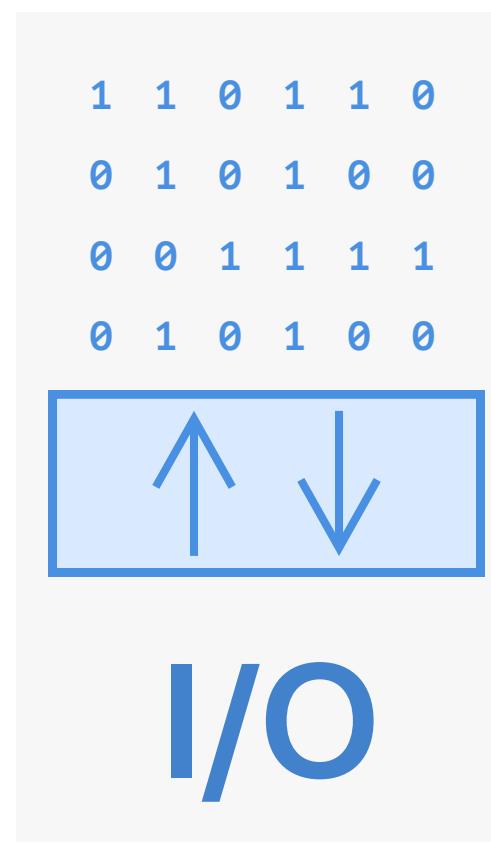
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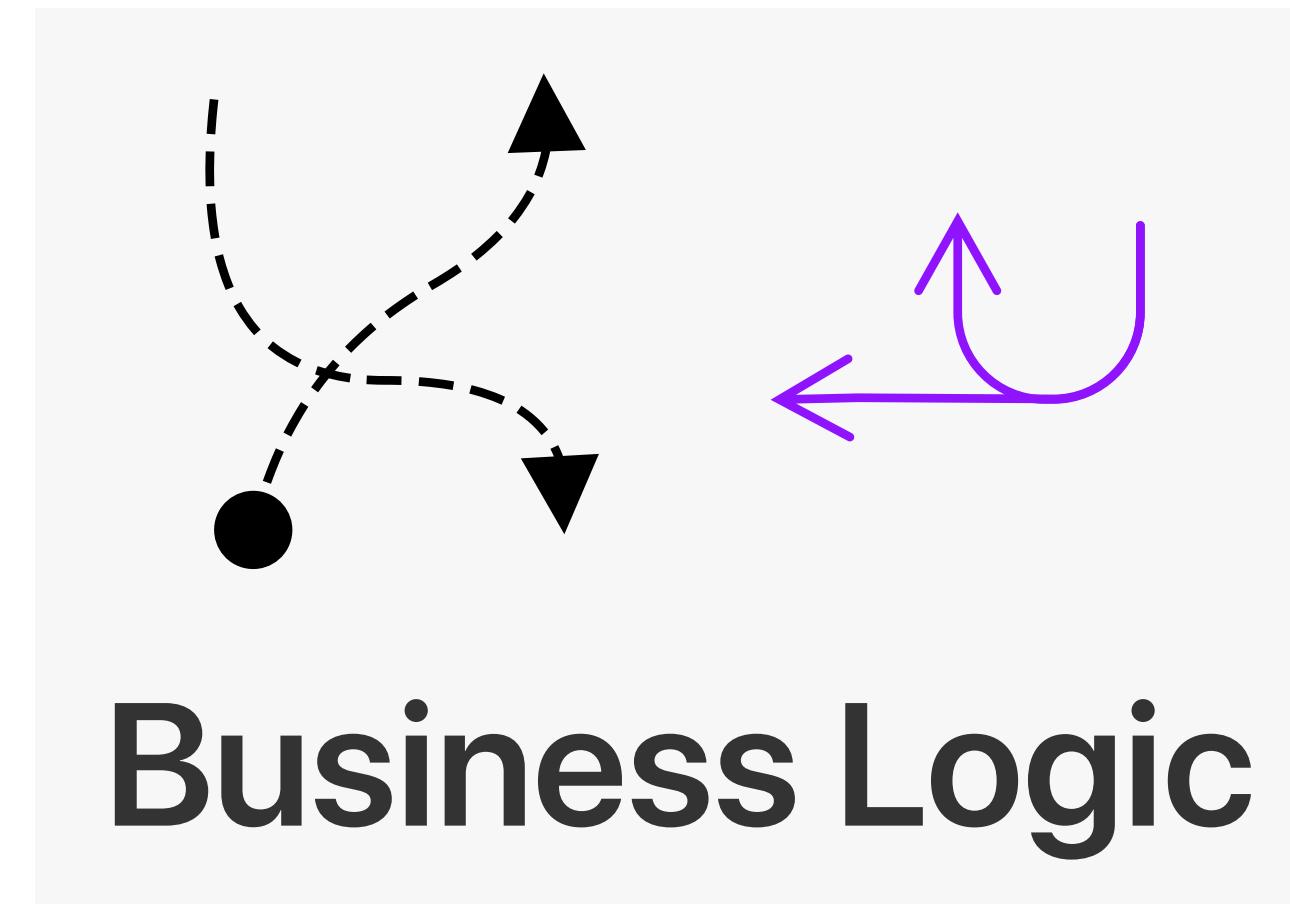
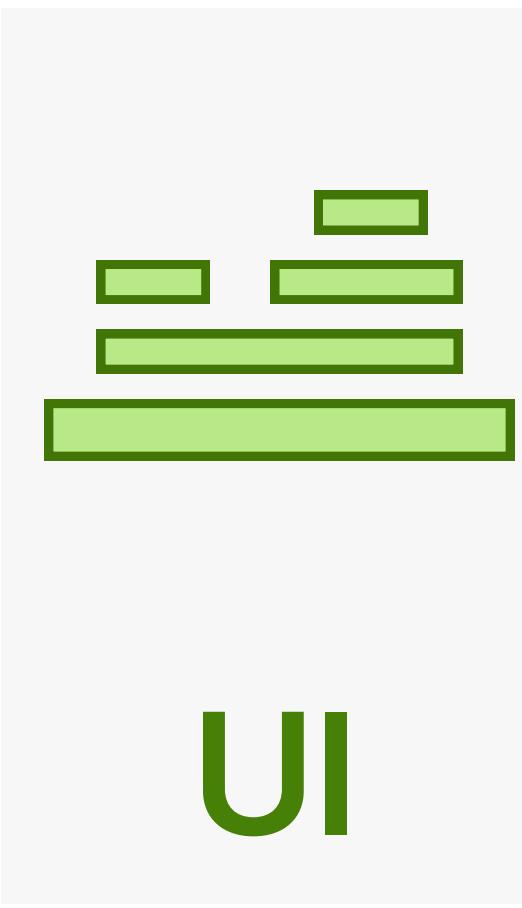
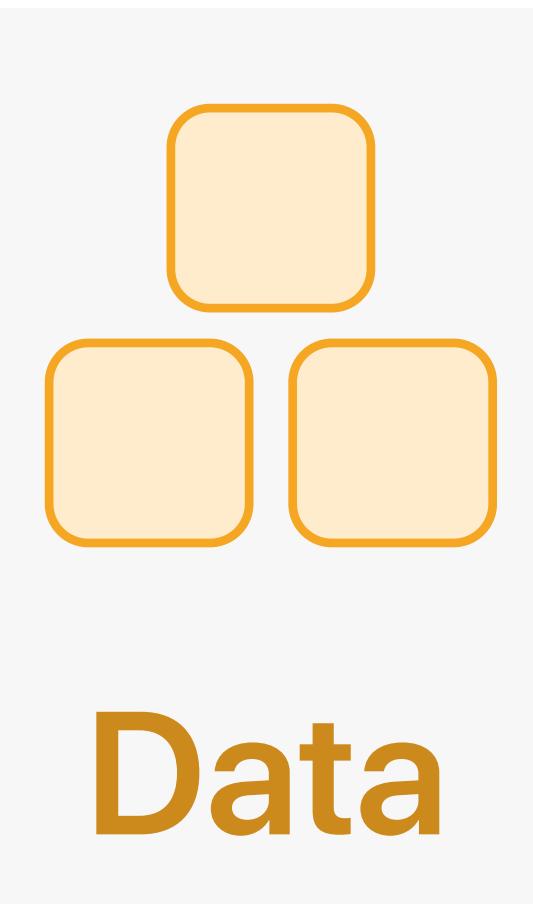
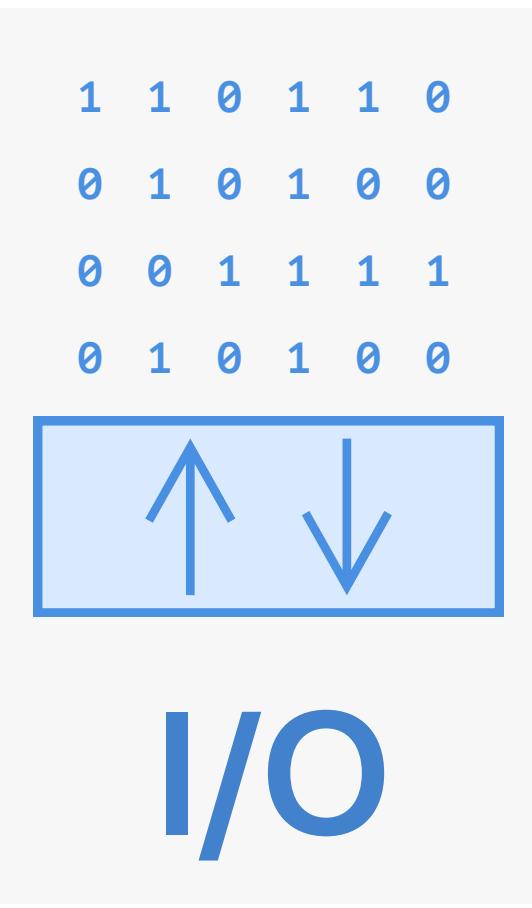
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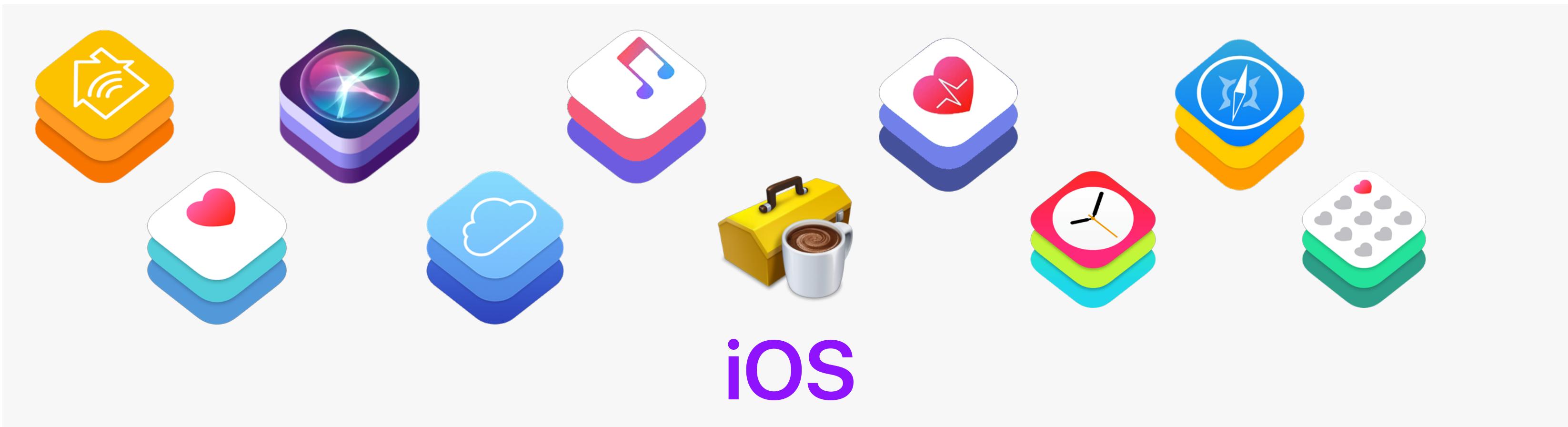
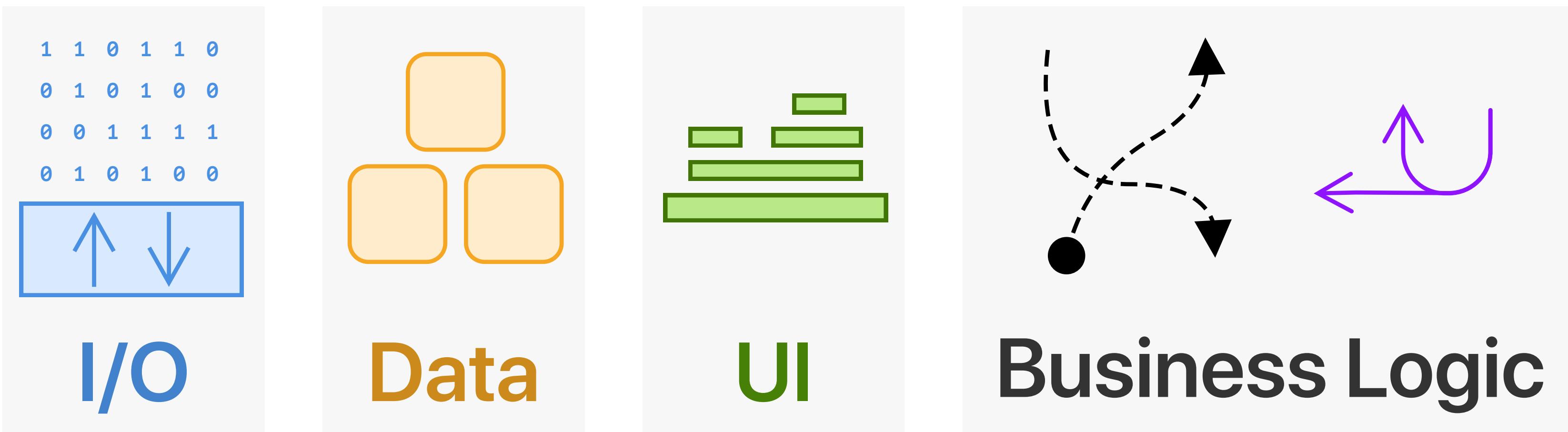
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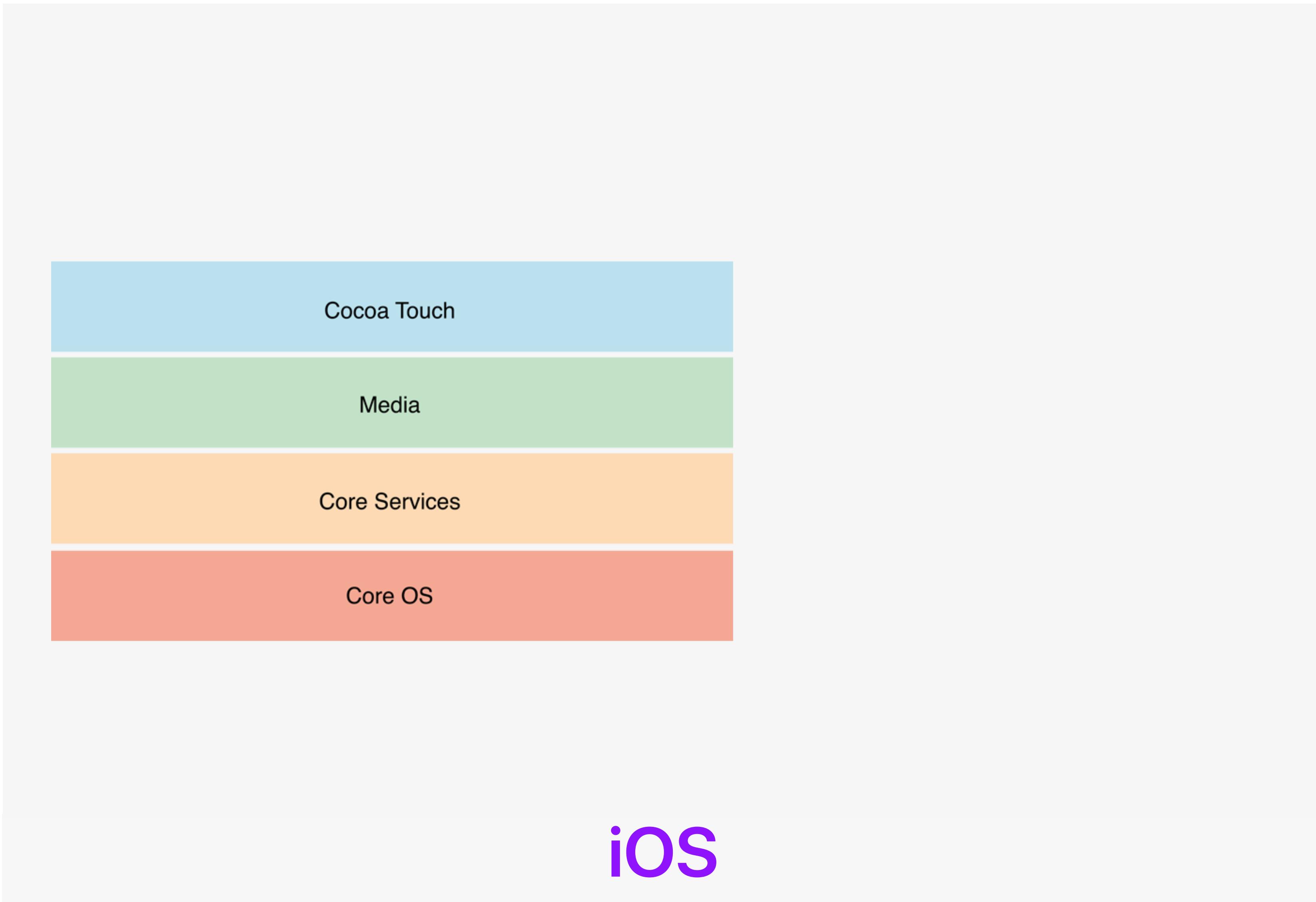
I/O



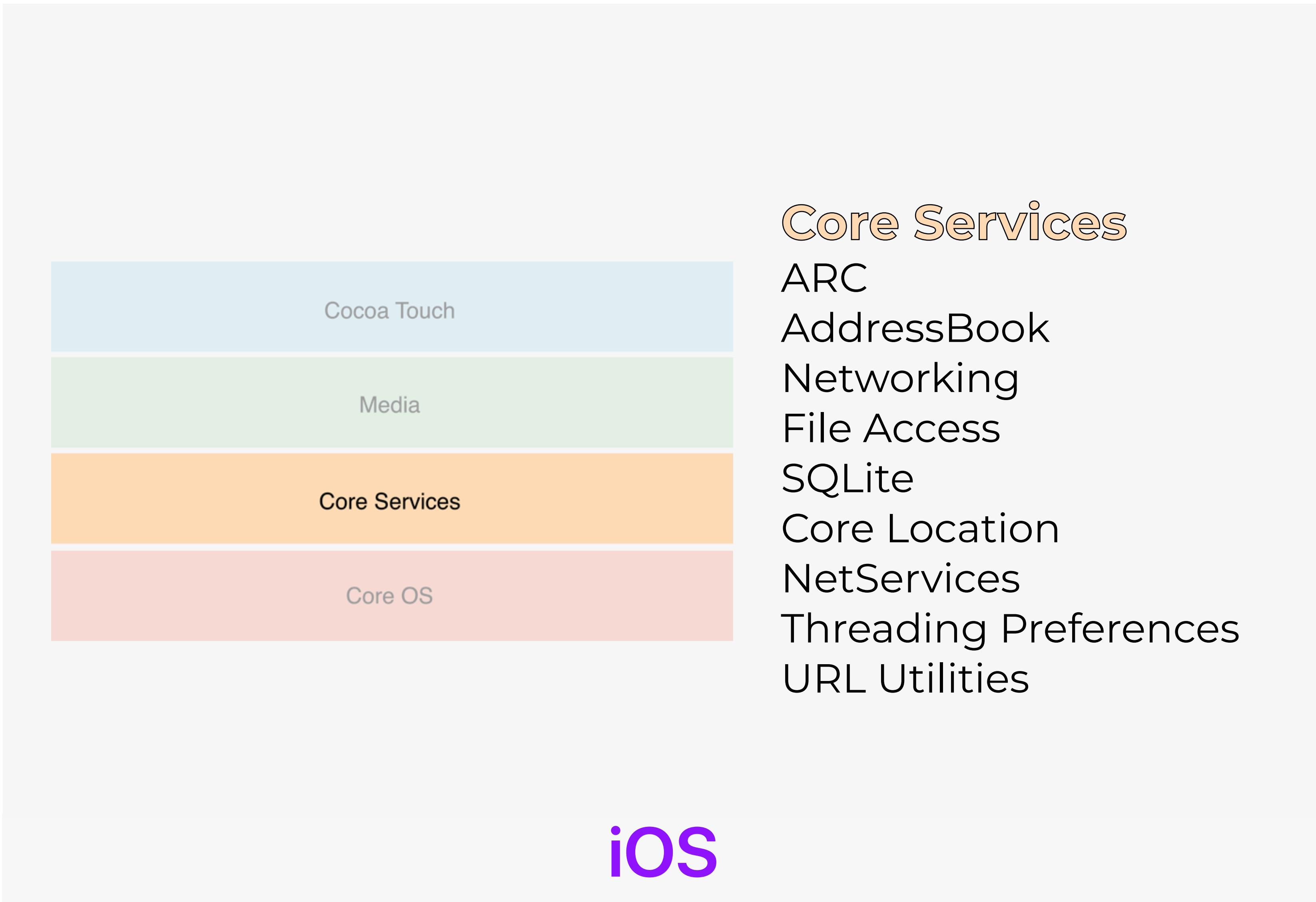


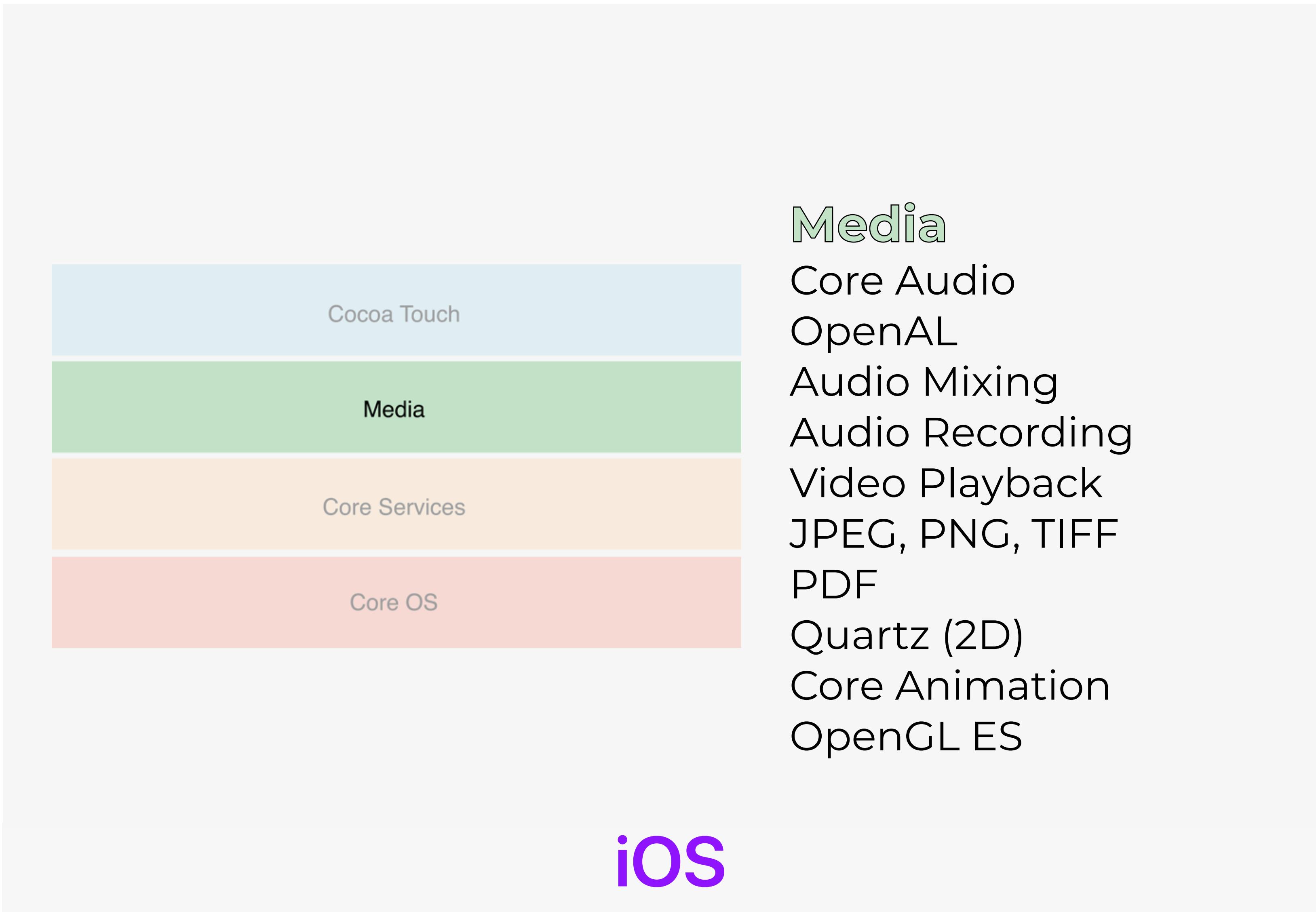








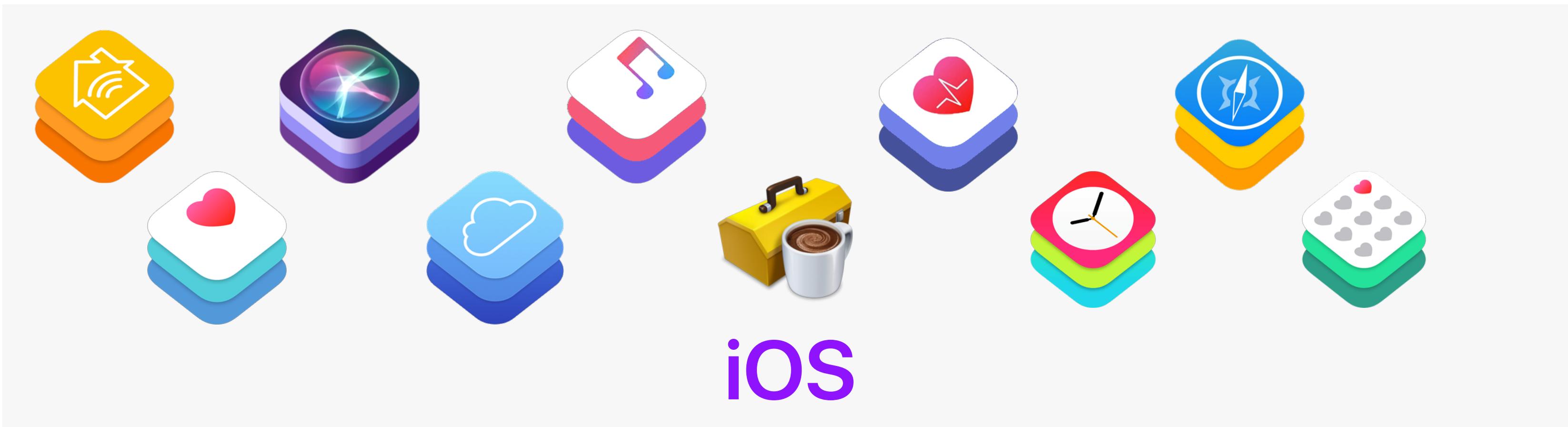
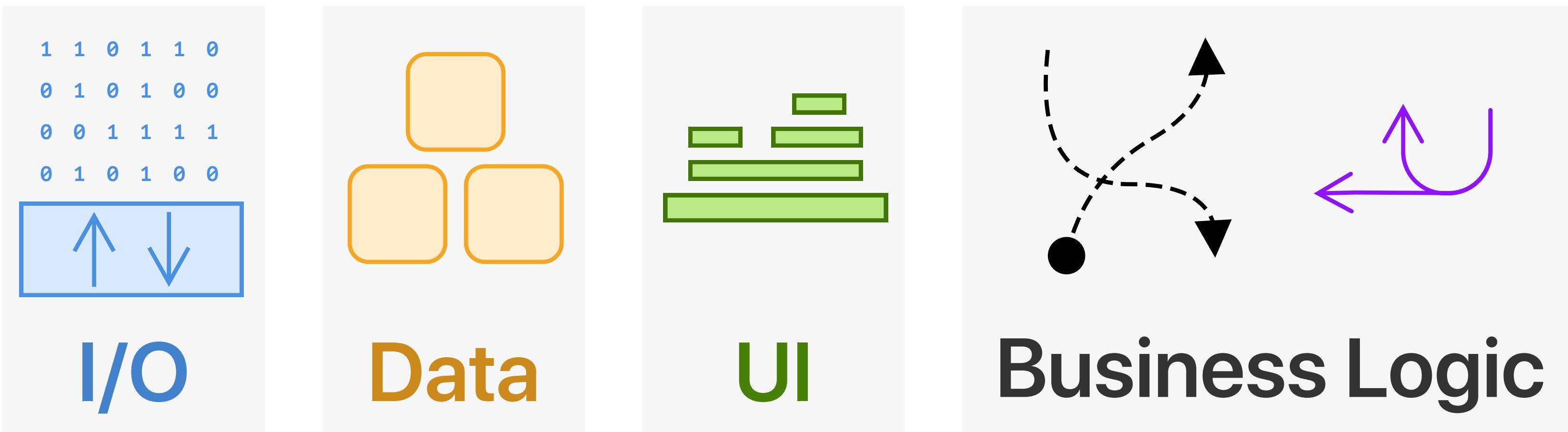


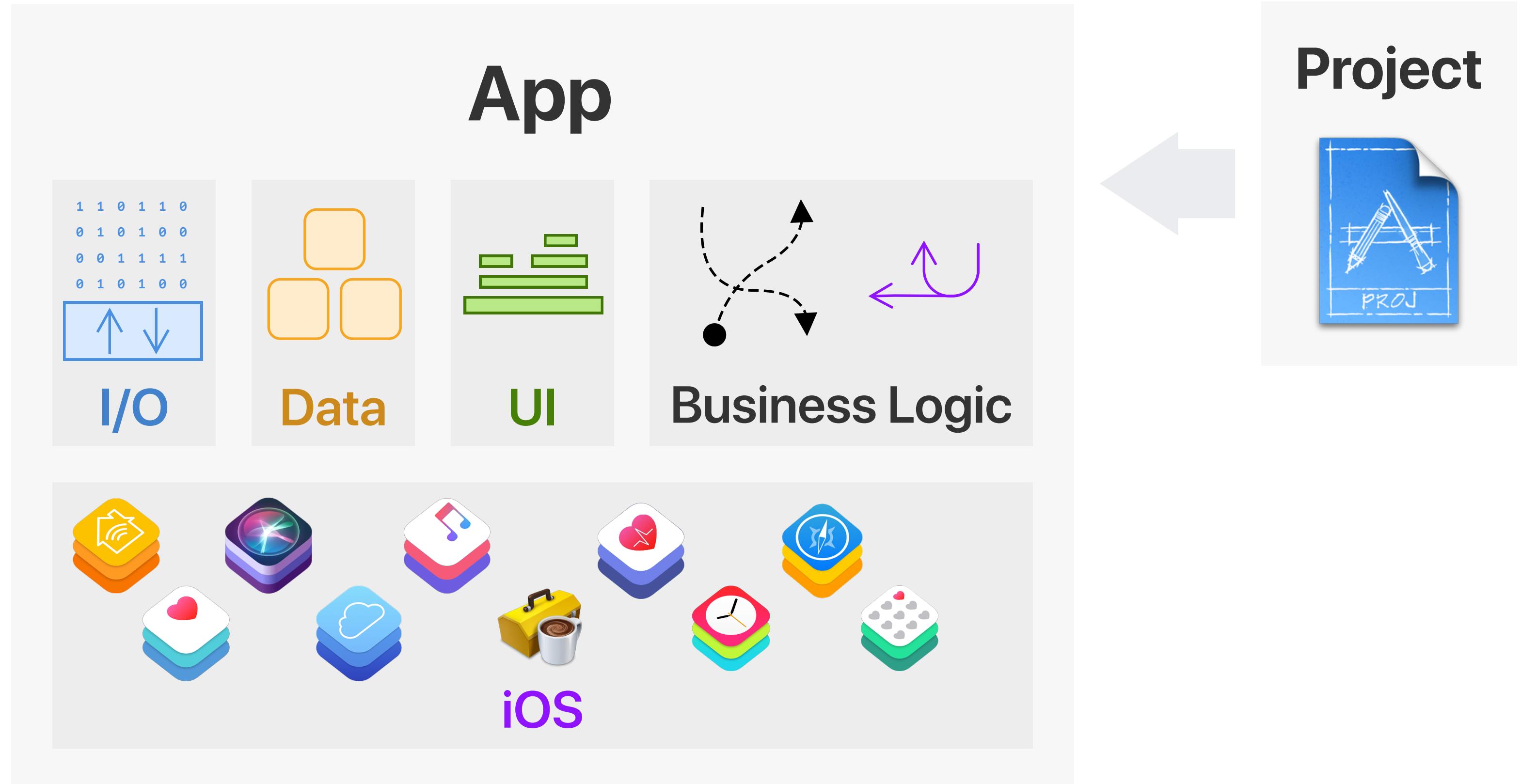


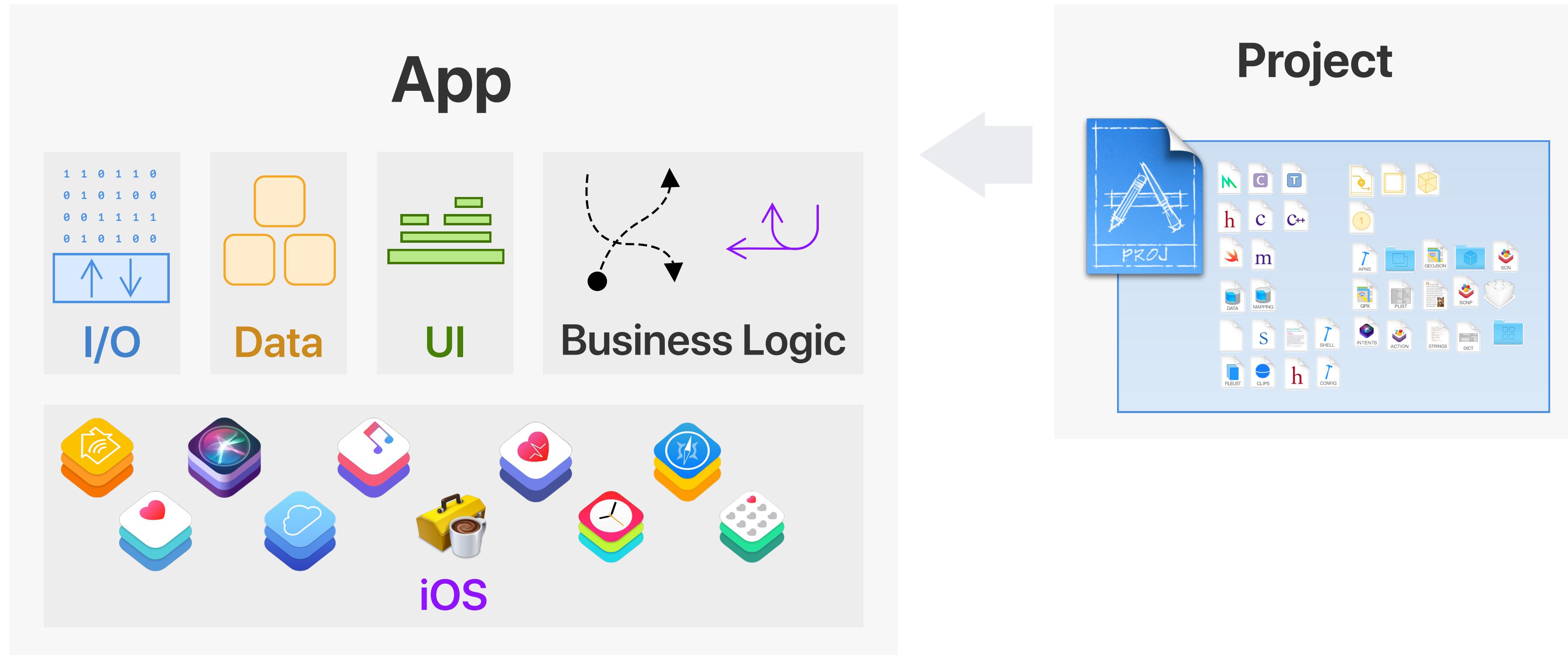


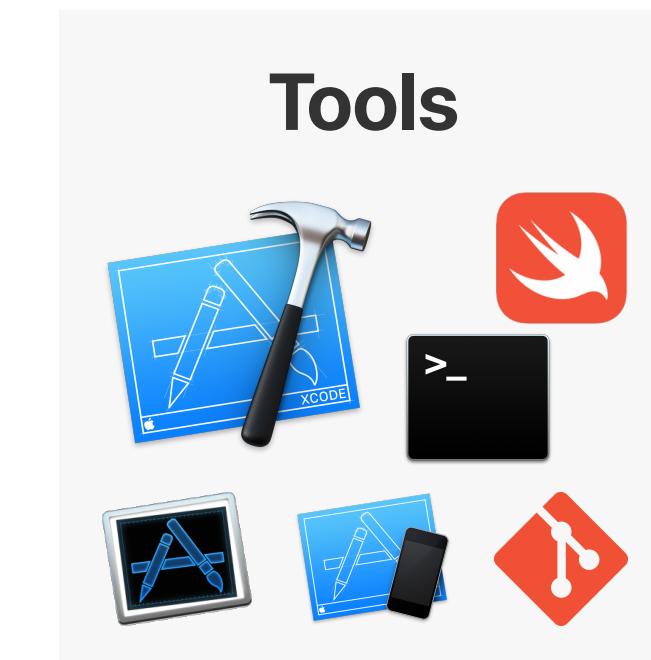
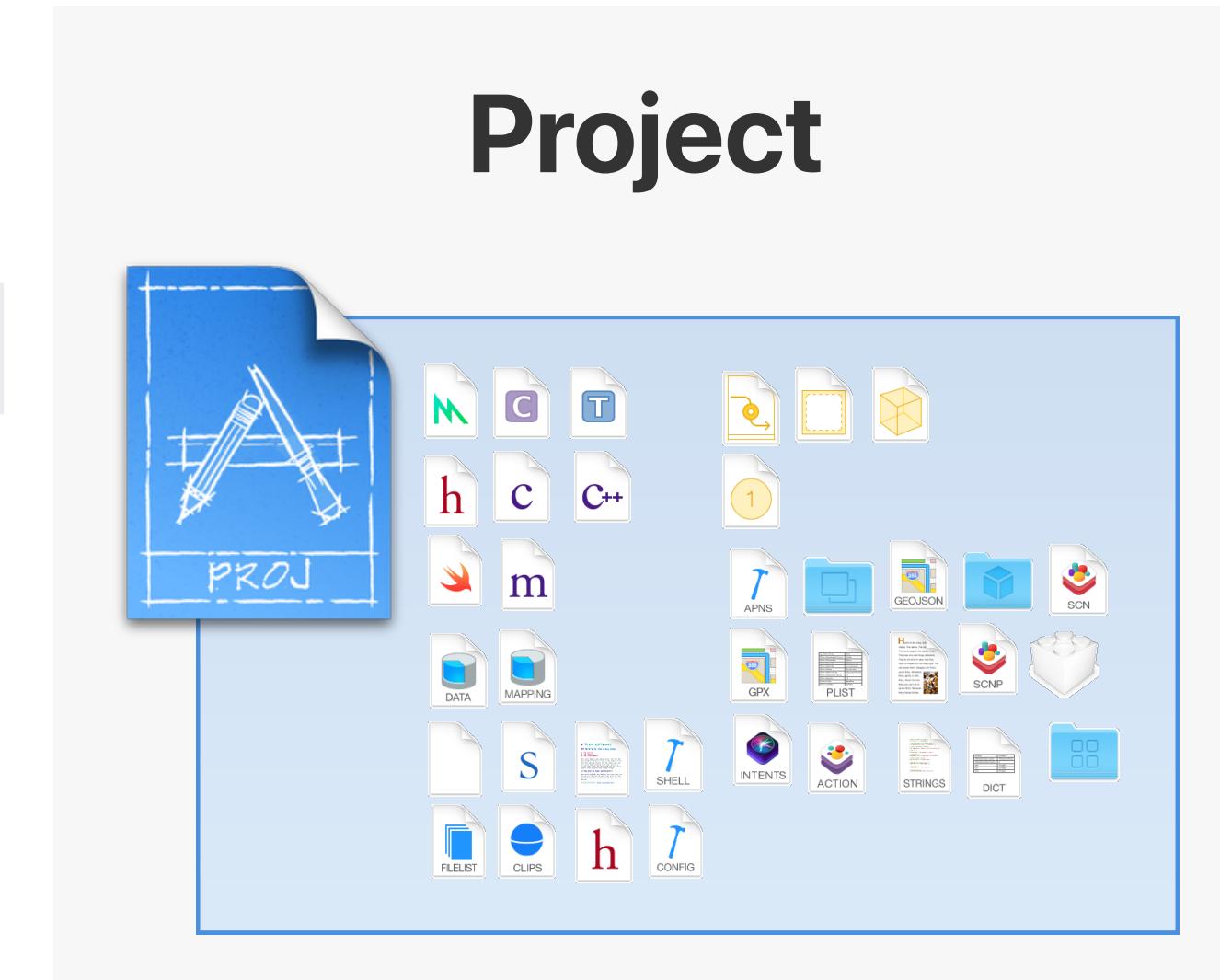
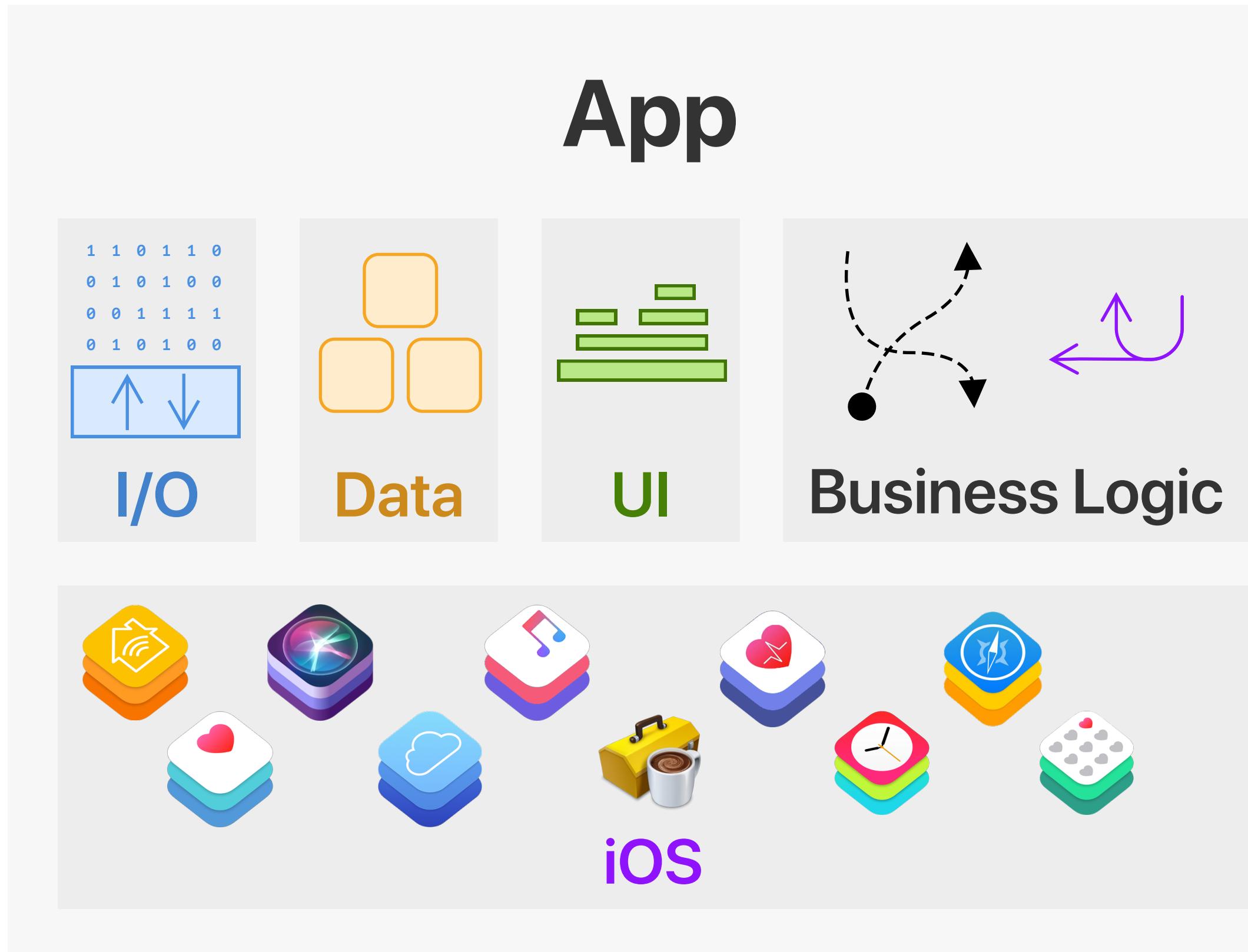
## Cocoa Touch

AirDrop  
Text  
UI  
AutoLayout,  
Push Notifications  
Gestures











# Структура курса

		Тема
Апрель	6	 Начало
	8	 Инструментарий
	13	 Swift
	15	 Приложение и навигация
	20	 User Interface
	22	 Данные. Получение и отправка
	27	 Данные. Обработка и хранение
	29	 Работа с асинхронными задачами
	4	 iOS разработчик
Май	6	 Заключительная лекция

Мобильная разработка

**iOS приложение**

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**iOS приложение**

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