

Introduction to iOS Development



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Wifi: **Guest_BYOD**

iOS Developers and App Store

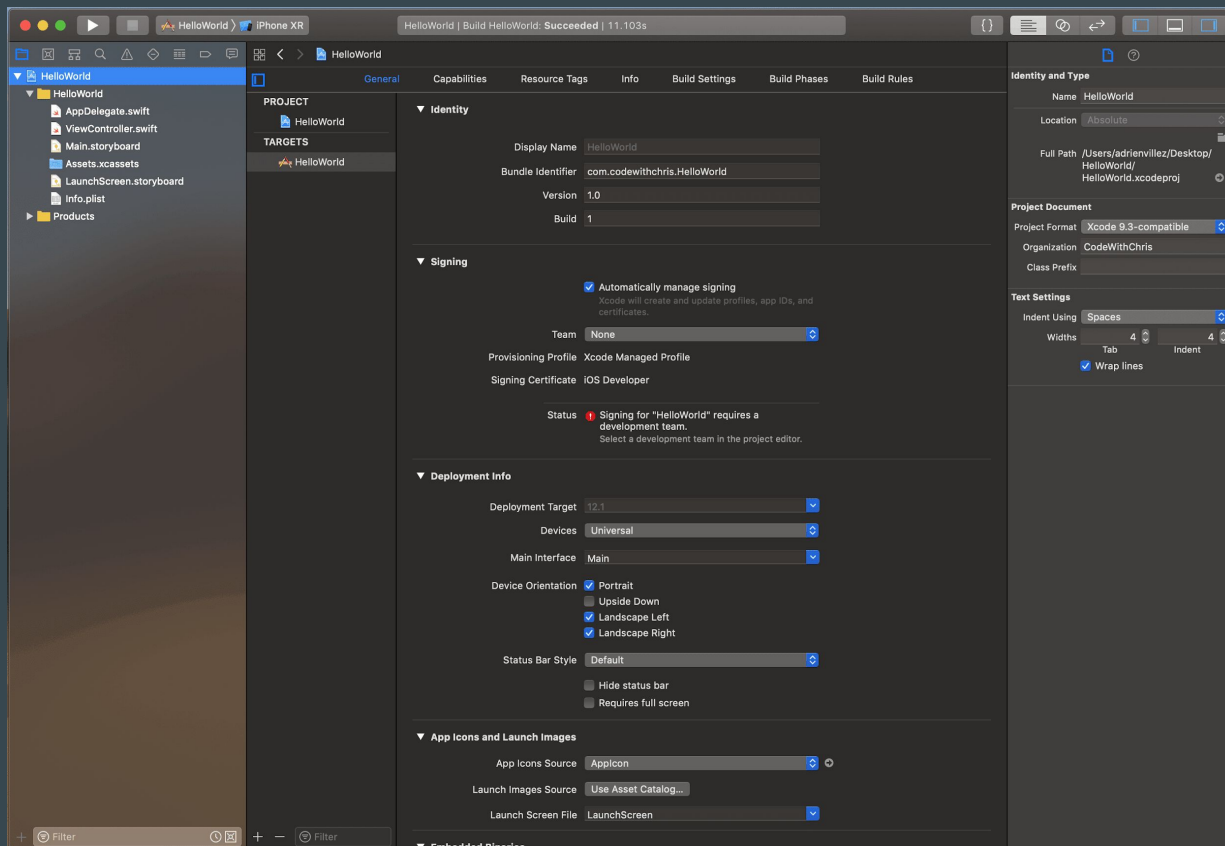
- 20 million registered iOS Developers
- Developers have made over \$100 billion from App Store
- App Store introduced when iOS 2 was launched (year 2008)
- App Store had **only** 500 apps at time of launch
- Over 500 million users visit the App Store every day

About Me

- iOS Developer at Capital One
- Started professional iOS work in 2016
- Personal hobbies include:
 - Reading
 - Baseball
 - Tennis
- Favorite TV shows and movies:
 - The Marvel Cinematic Universe
 - The Office (US)
 - Cobra Kai



Exploring Xcode: The Interface



Exploring Xcode: Interface Terminology

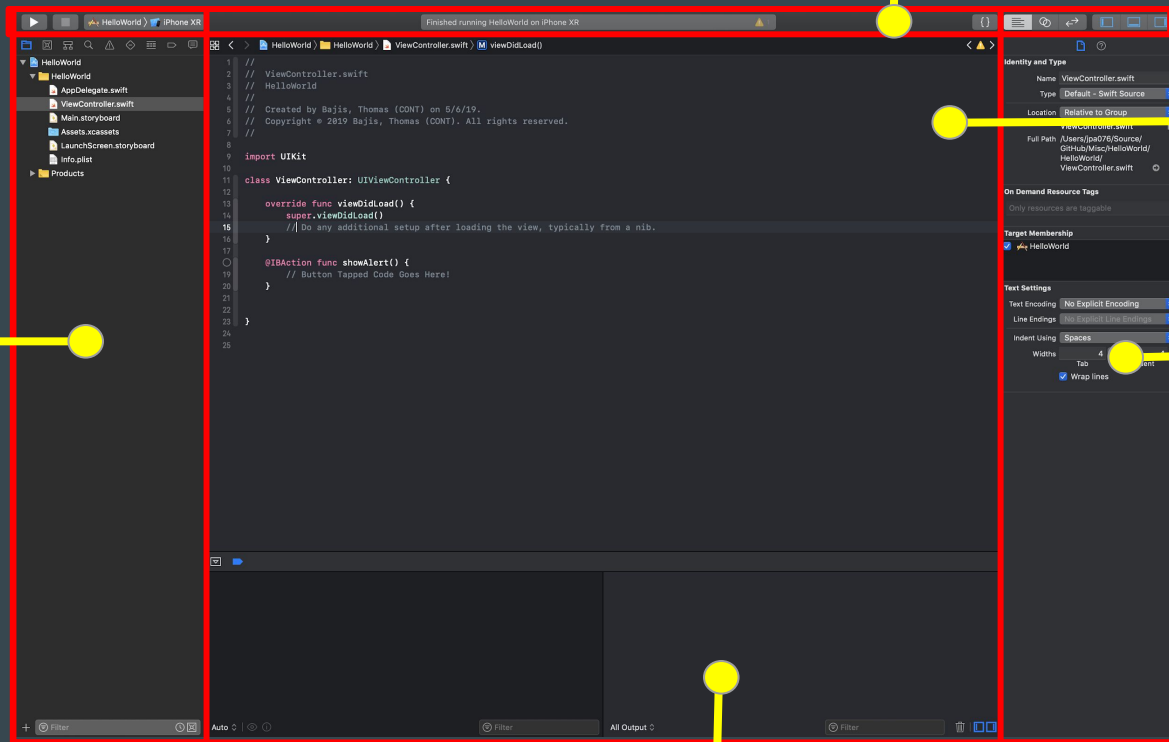
Toolbar

Editor

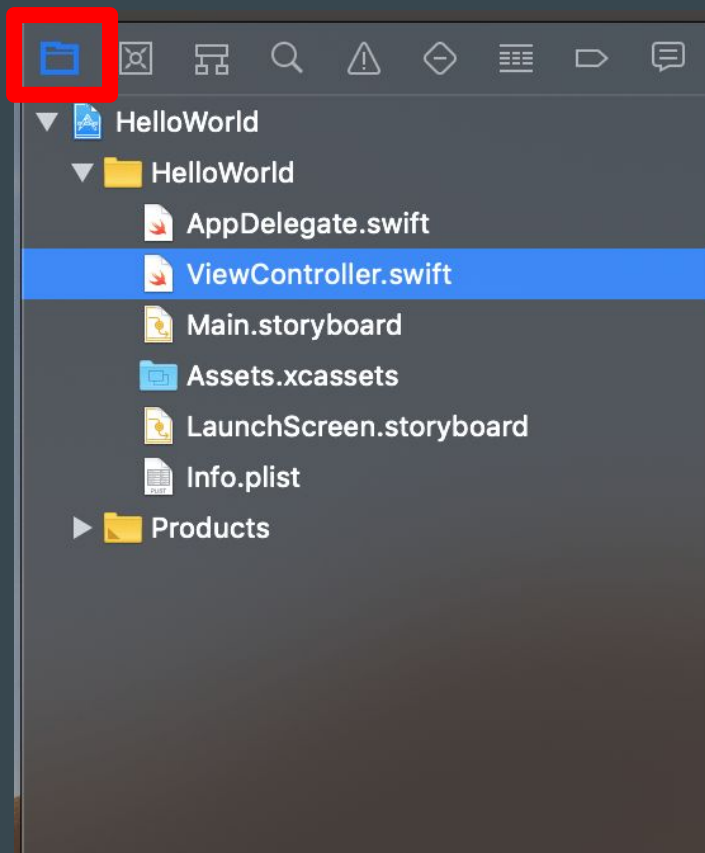
Utilities Inspector

Debug Console

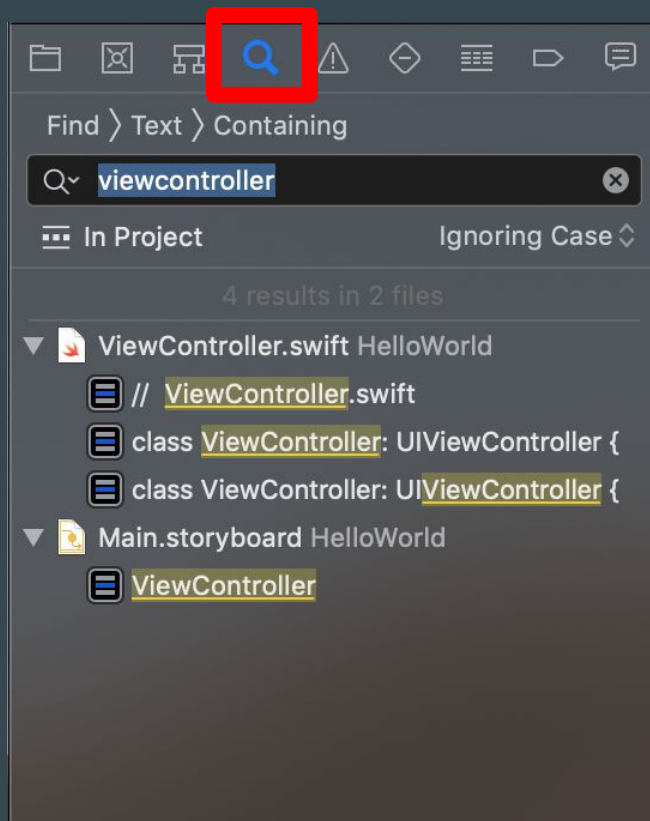
Project Navigator



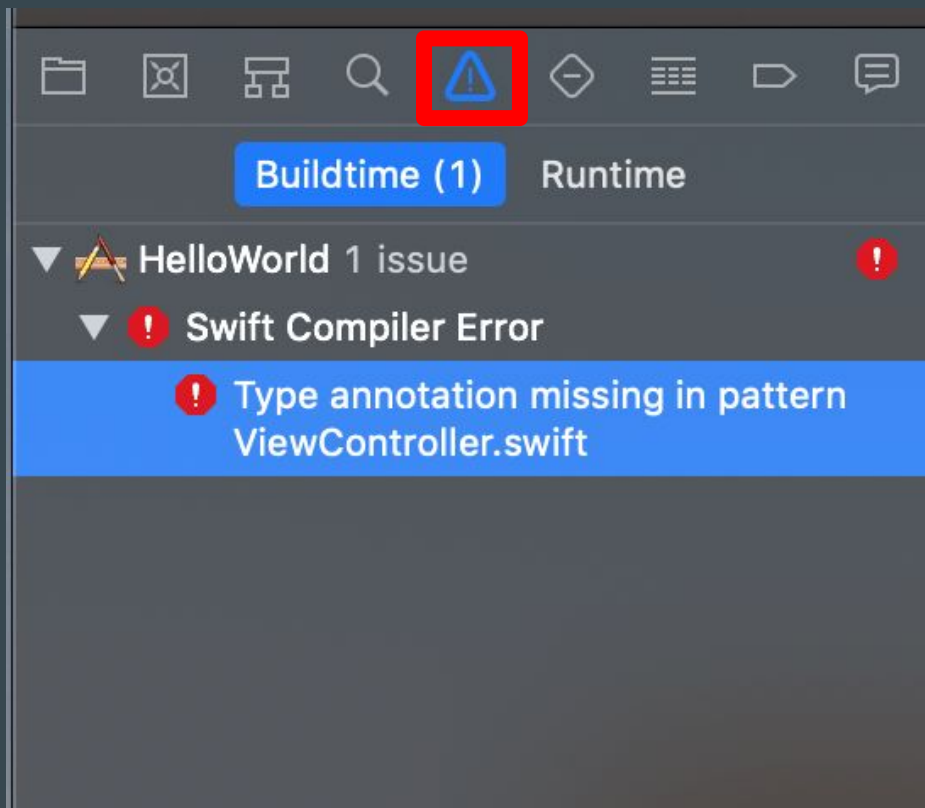
Exploring Xcode: The Project Navigator



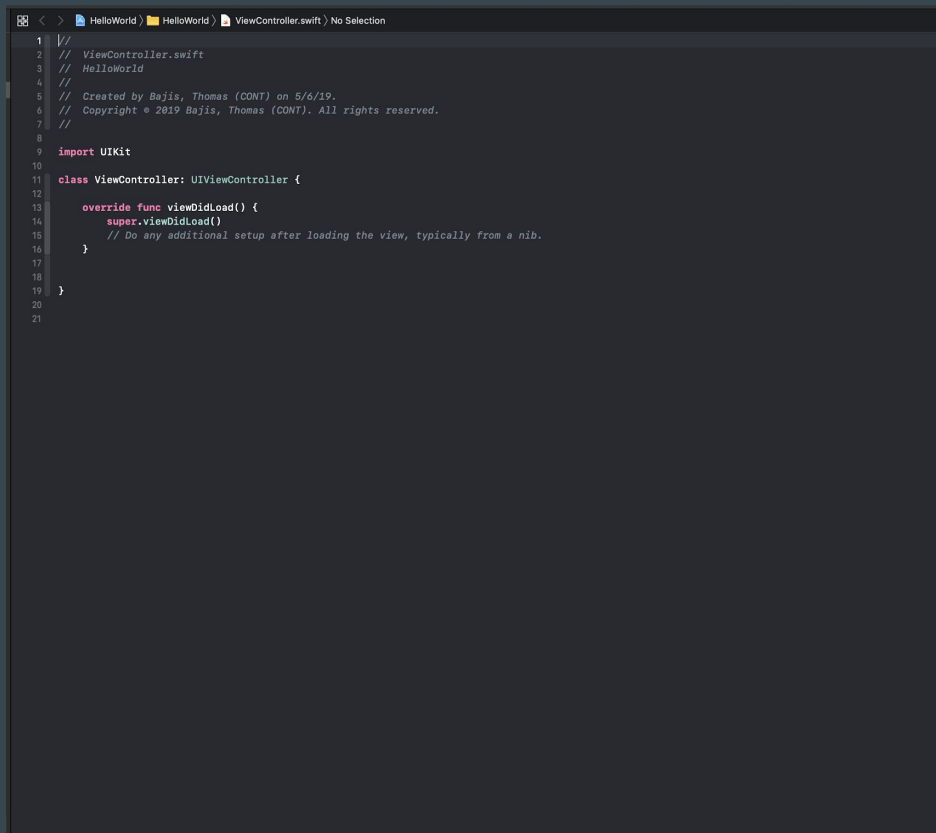
Exploring Xcode: Search Navigator



Exploring Xcode: Issue Navigator

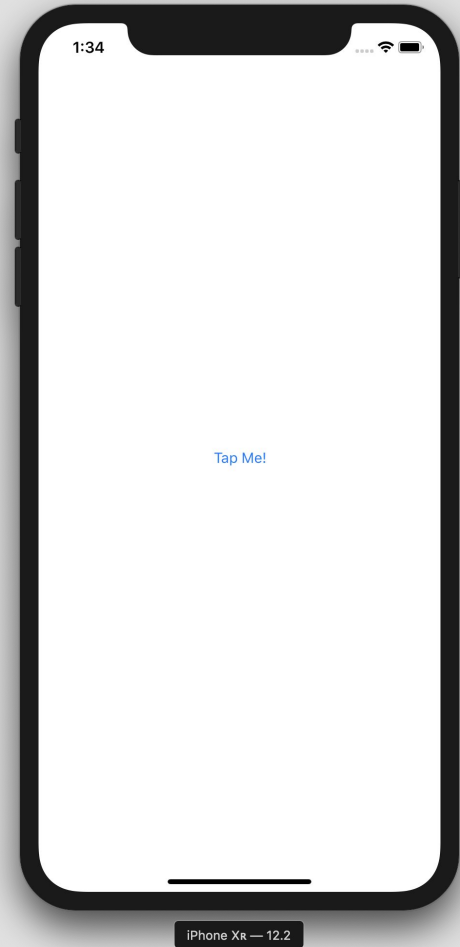


Anatomy of Xcode: The Editor



```
1 11
2 // ViewController.swift
3 // HelloWorld
4 //
5 // Created by Bajis, Thomas (CONT) on 5/6/19.
6 // Copyright © 2019 Bajis, Thomas (CONT). 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 }
19
20
21
```

Demo Time: Let's Build An App!

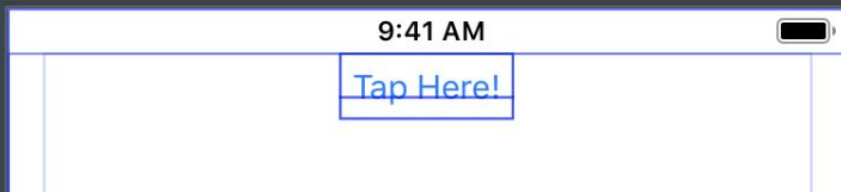


Auto Layout & Constraints

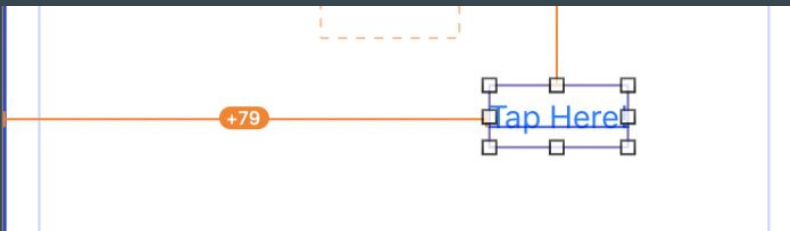
- **Auto Layout** is a system used for creating a user interface
- It uses a “description” of an element’s position
- Positions can be described using **constraints**
- Why use AutoLayout?
 - Dynamically adapt to device orientation
 - Localization (Language preferences)
 - Multiple screen sizes (iPhone 4S vs. iPad Pro)

Auto Layout Visual Indicators

Guides



Orange/Red Lines

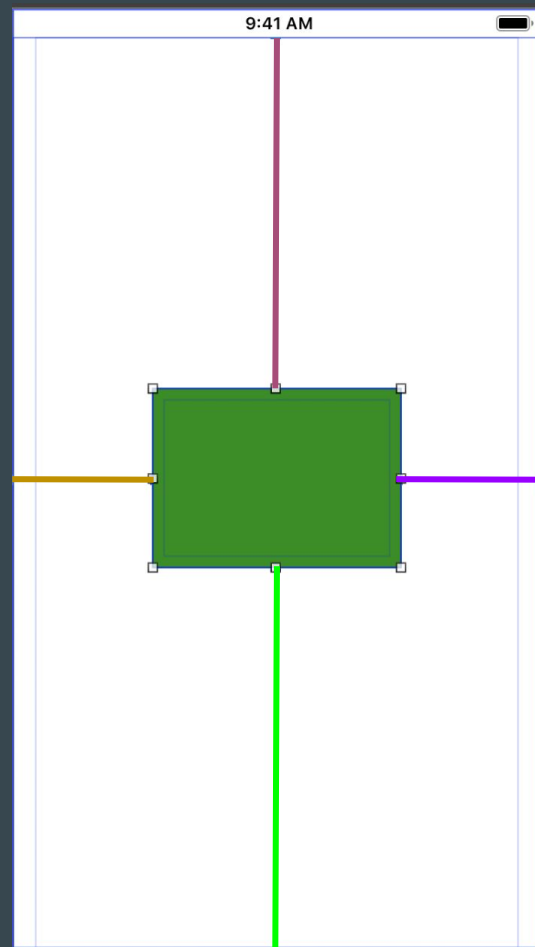


Warnings & Errors



Auto Layout Terminology

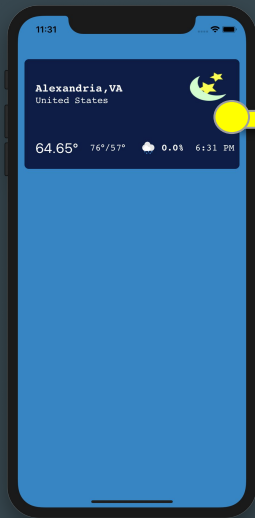
- Top Space
- Bottom Space
- Leading Space
- Trailing Space



The Job Of A View Controller

- Manages a single screen in your app

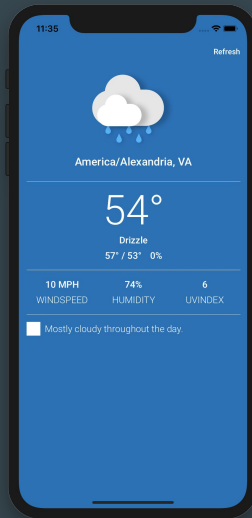
Weather List



iPhone XR - 12.1

WeatherListViewController

Weather Detail

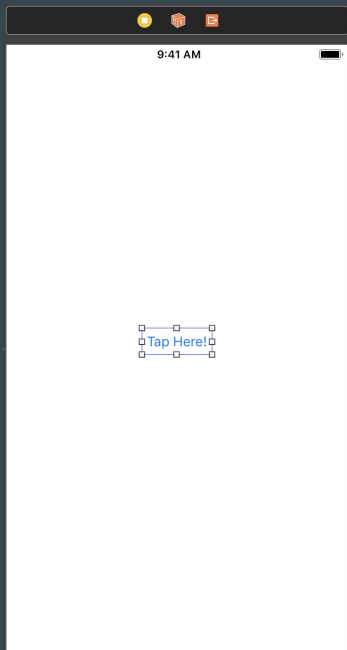


iPhone XR - 12.1

WeatherDetailViewController

Two Parts of a View Controller

Main.storyboard
(Design)



ViewController.swift
(Code)

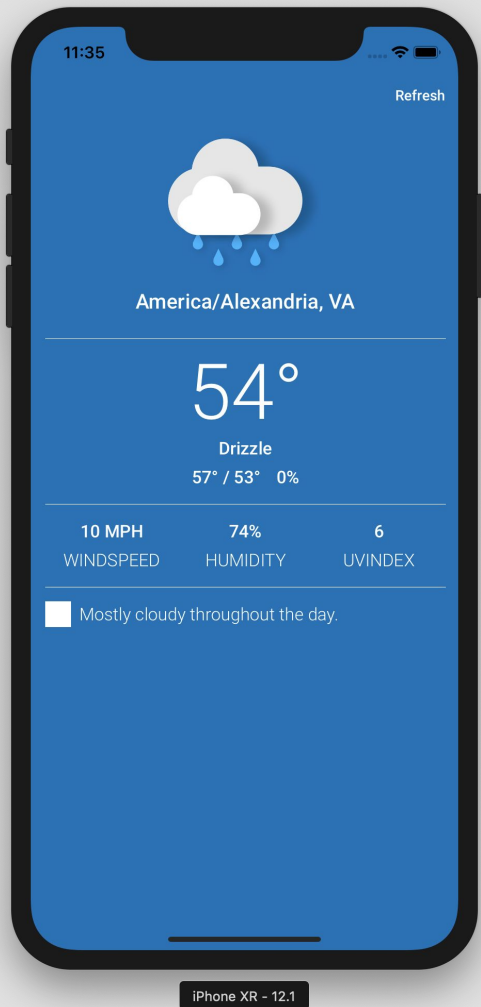
```
@IBAction func showAlert() {  
    // Button Tapped Code Goes Here!  
}
```

A Little Git Help

Clone the project (set up)	<code>git clone <repository name></code>
Preparation for moving to next step	<code>git reset --hard</code>
Proceeding to next step	<code>git checkout <branch name></code>
Committing!	<code>git commit -m <message here></code>

Let's Get Started!

<https://tinyurl.com/clweather>



Learn More!



August 14th & 15th, 2019

androidsummit.org



August 9, 2019

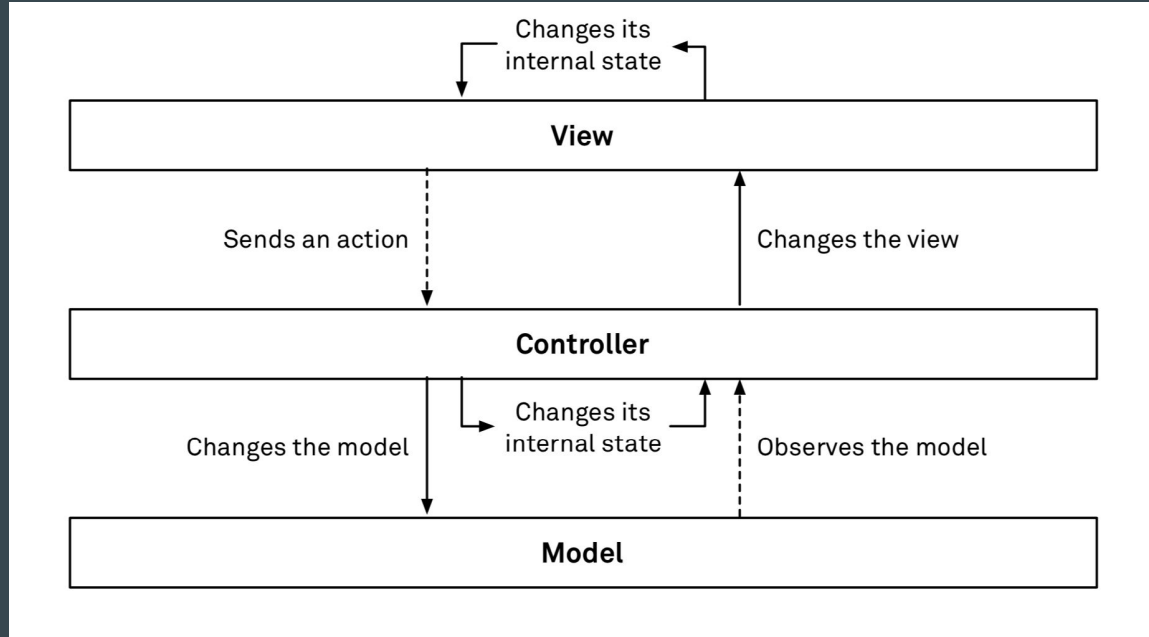
iosdevcampdc.com

Contact neel.mistry@capitalone.com for more details

App Architecture: What is it?

- A “strategy” for designing app functionality
- Sometimes referred to as a “Design Pattern”

App Architecture: Model-View-Controller (MVC)



App Architecture: Model-View-ViewModel (MVVM)

