

Common Concepts

SDK: Software Development Kit

IDE: Integrated Development Environment (SDK + Xcode)

UI: User Interface

SCM: Source Control Management

API: Application Programming Interface

KVO: Key-Value Observe

GCD: Grand Central Dispatch

UIApplicationMain(function)

Xcode creates an application object which, among a few other things, establishes the run loop (a run loop registers input sources and enables the delivery of input events to your app). Most of this work is done by the UIApplicationMain function, which is supplied for you by the UIKit framework and is automatically called in your project's main.m source file.

App Delegate

1. Provide the window into which your app's content is drawn,
2. Perform some app's configuration tasks before the app is displayed.

Delegation

a design pattern in which one object acts on behalf of, or in coordination with, other objects.

Delegate(object)

a delegate is an object that acts on the behalf of another object.

Window(object)

- 1, Provide a container for the app's visible content;
2. Helps deliver events to app objects;
- 3, Helps the app respond to changes in the device's orientation;
4. The window itself is invisible.

Storyboard(contain scene & segue)

contains archive of objects, transitions, and connections that defines an app's user interface.

Scene(View controller)

Segue(a transition between scenes)

First Responder

represents the objects that should be the first to receive **events** while the app is running.

events:

editing-focus events (such as tapping a text field to bring up the keyboard),
motion events (such as shaking the device),
action messages (such as the message a button sends when the user taps it),
among others.

View Controller(object) C in MVC

an object that manages an area of content.

Initial View Controller

a first view controller that gets loaded when an app starts.

View(object) V in MVC

1. Draws content in a rectangular of screen;
2. Handles events caused by the user's touches.

Subview(child view)

a view(parent view) contains other views,, which is called subview.

View Hierarchy

relationship between parent view & child view.

=== a view controller manages a single view hierarchy.

Model-View-Controller(MVC)

Model objects represent data(like to-do items in Calendar or a shape in a drawing app).

View objects know how to display data represented by model objects.

Controller objects mediate between models and views.

Outlet

a connection between two objects, an object communicate with an object that it contains.

Protocol

a list of methods.