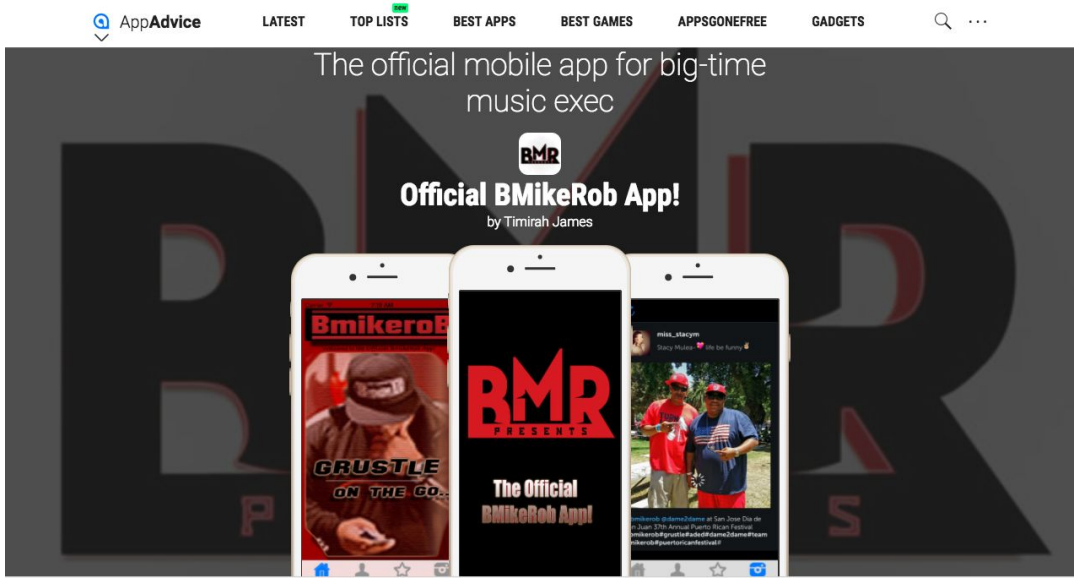
Welcome to Building Your First iOS App

Instructor: Timirah James

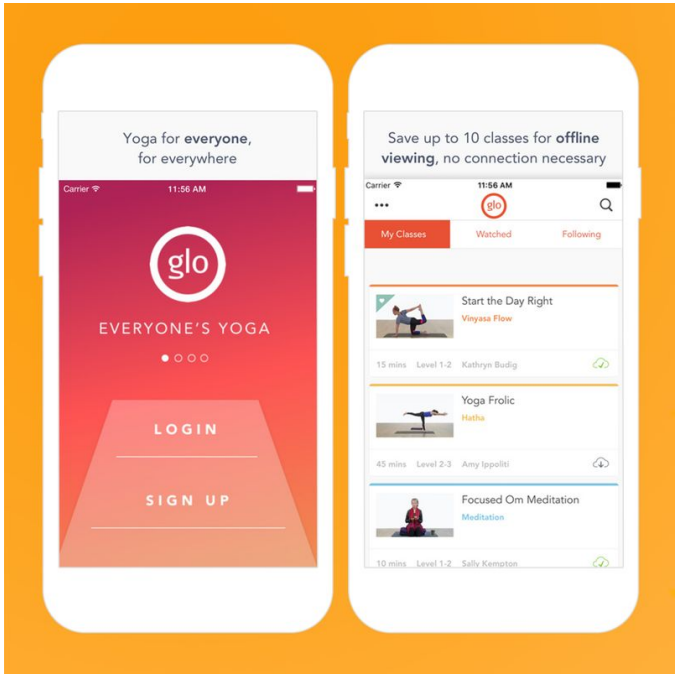
Meet Your Instructor

- *College Drop-Out*
- *iOS Engineer for 4+ years*
- *Taught iOS Development @ Make School in SV*
- *Core Development Evangelist for Verizon Digital Media Services*
- *Member of the hackathon community*
- *Founder of TechniGal LA meetup*
- *Starting a Youtube Channel #TechTalkWithTJ*
- *Love, love, love to build cool stuff!!*

2014


AppAdvice
LATEST
TOP LISTS
BEST APPS
BEST GAMES
APPSGONEFREE
GADGETS
The official mobile app for big-time music exec
Official BMikeRob App!
by Timirah James
BMR
PRESENTS
The Official BMikeRob App!

2015


Yoga for everyone, for everywhere
Carrier
11:56 AM
glo
EVERYONE'S YOGA
LOGIN
SIGN UP
Save up to 10 classes for offline viewing, no connection necessary
My Classes
Watched
Following
Start the Day Right
Vinyasa Flow
Yoga Frolic
Hatha
Focused Om Meditation
Meditation

Why Mobile?

- Anatomy of iOS
- XCode 8
- Intro to Swift
- Playgrounds
- “Hello World!” - Your First App!
- Design Principles (MVC)
- Introduction to APIs
- Auto Layout
- Core Data

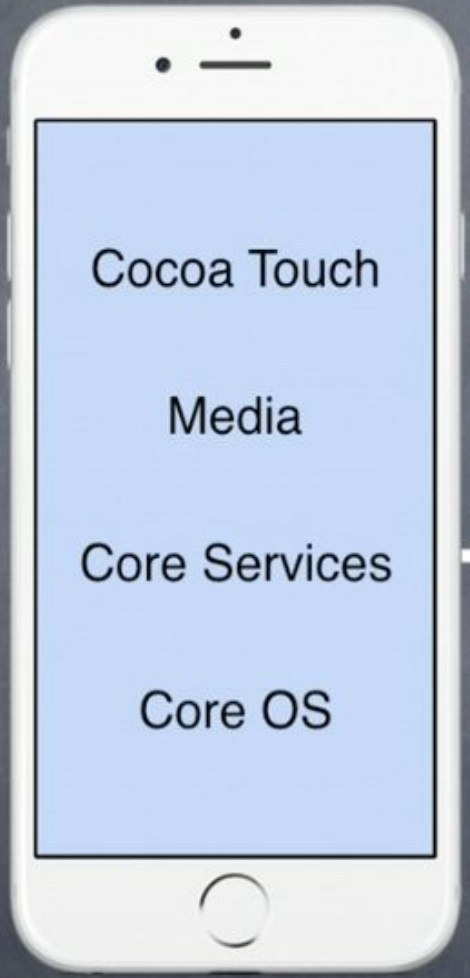
Anatomy of iOS

What's in iOS?

Core OS

OSX Kernel	Power Management
Mach 3.0	Keychain Access
BSD	Certificates
Sockets	File System
Security	Bonjour

What's in iOS?



Core Services

Collections	Core Location
Address Book	Net Services
Networking	Threading
File Access	Preferences
SQLite	URL Utilities

What's in iOS?

Media

Core Audio	JPEG, PNG, TIFF
OpenAL	PDF
Audio Mixing	Quartz (2D)
Audio Recording	Core Animation
Video Playback	OpenGL ES

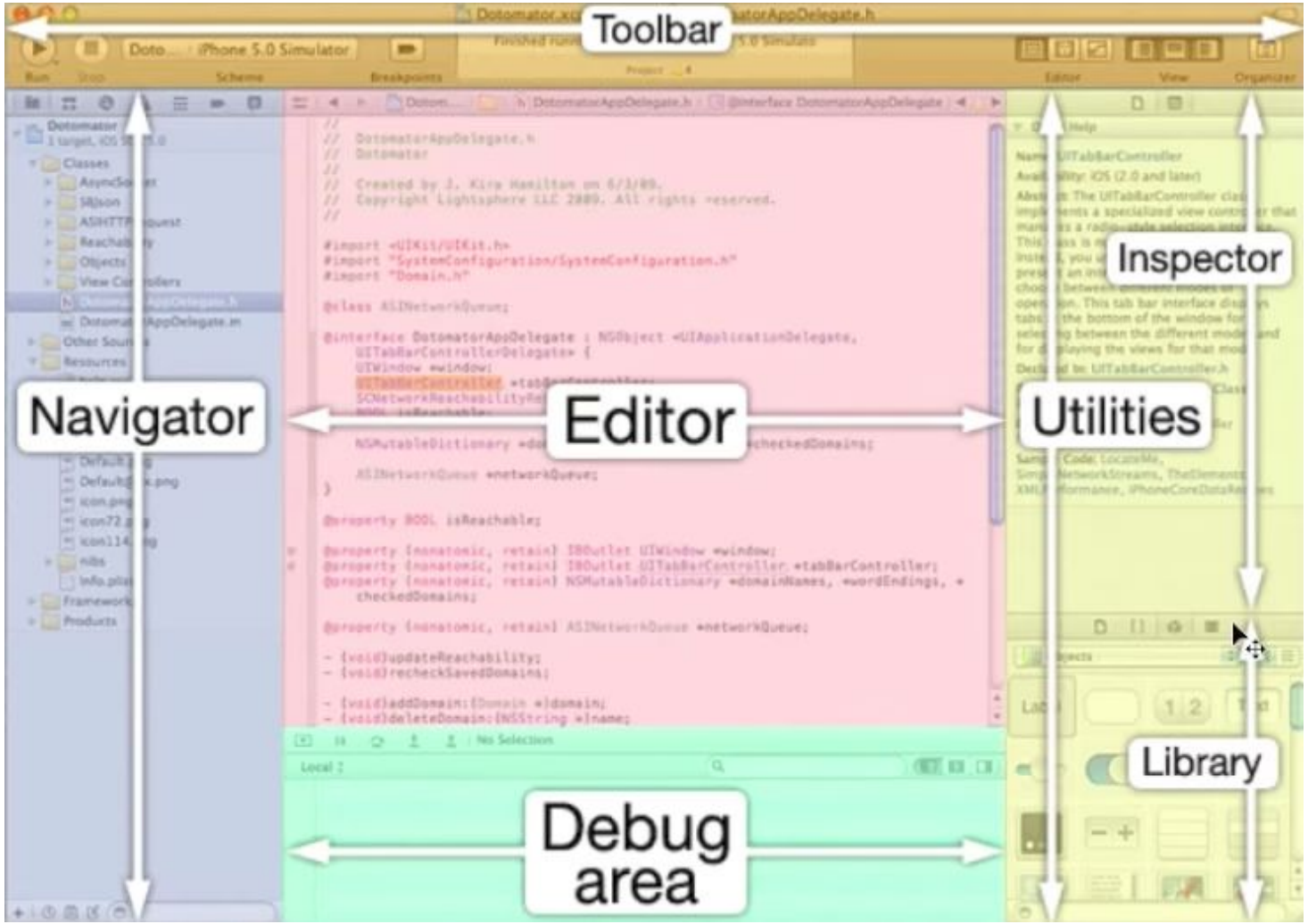
What's in iOS?

Cocoa Touch

- Multi-Touch
- Core Motion
- View Hierarchy
- Localization
- Controls
- Alerts
- Web View
- Map Kit
- Image Picker
- Camera

Playgrounds

XCode


Toolbar
Navigator
Editor
Utilities
Inspector
Library
Debug area

Intro to Swift

(the basics)

Data Types

- **String -** A group of unicode characters
  - *“ i love you. “* **,** *“Let’s take a walk tomorrow!”*
- **Character (char)-** A single unicode character
  - *“U”, “9”, “k”, “.”*
- **Int -** An Integer, whole number
  - *71, 19, 3*
- **Double - Decimal, more precise**
  - *58.9, 84.41, 99.990000000*
- **Float - Decimal, less precise**
  - *58.9, 84.41, 99.9900*
- **Bool -** Boolean
  - *true, false*

… Continued

- **Nil -** Non-existence, null

Constants and Variables

Constant

A value that ***cannot*** change.

let

Variable

A value that ***can*** change.

var

Optionals ?!

Checks for and protects values when compiling.

(See Playground for examples)

Arrays [ ]

A group of values of a single type.

- ***.isEmpty***
- ***.count***
- ***.append***
- ***.insert***

Functions

Functions ... do stuff!

Contained pieces of code that perform specific tasks.

Give a function a name that identifies its purpose. This name is “called” when it’s time to perform its task.

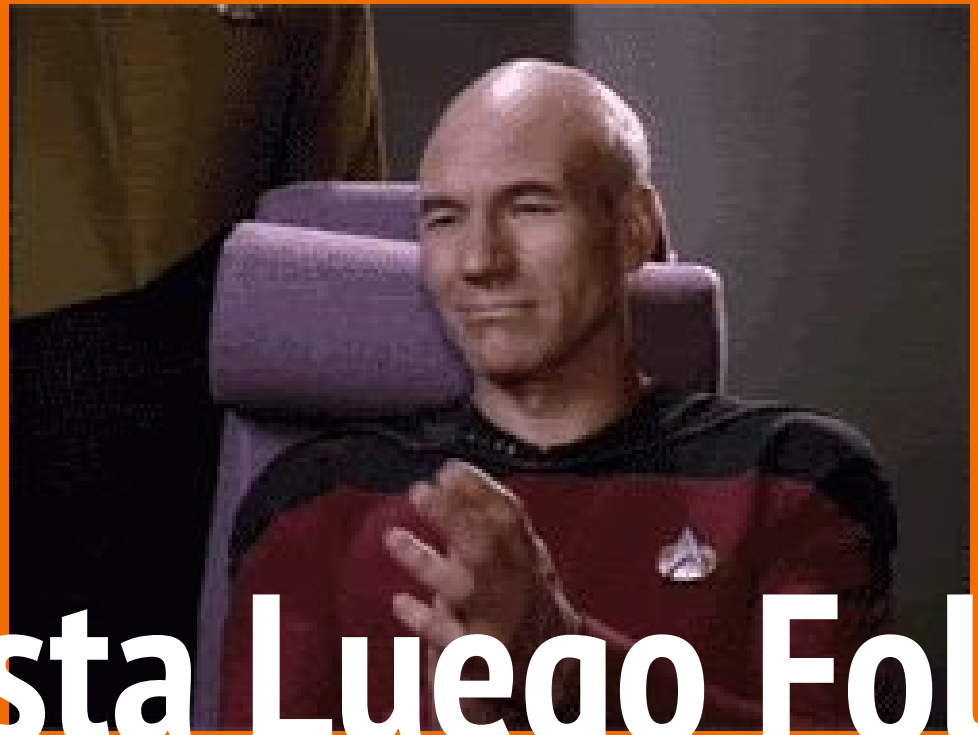
Let’s Build!

To Swift and Beyond!!!

What's Next?

- Design Principles
- Building an app using an API
- Learning about The App Store/Becoming an Apple Dev

Well Done!



Hasta Luego Folks!

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PART II

What we Went Over Last Time

- Anatomy of iOS
- XCode 8
- Intro to Swift
- Playgrounds
- “Hello World!” - Your First App!

What's Next?

- Design Principles
- Building an app using an API
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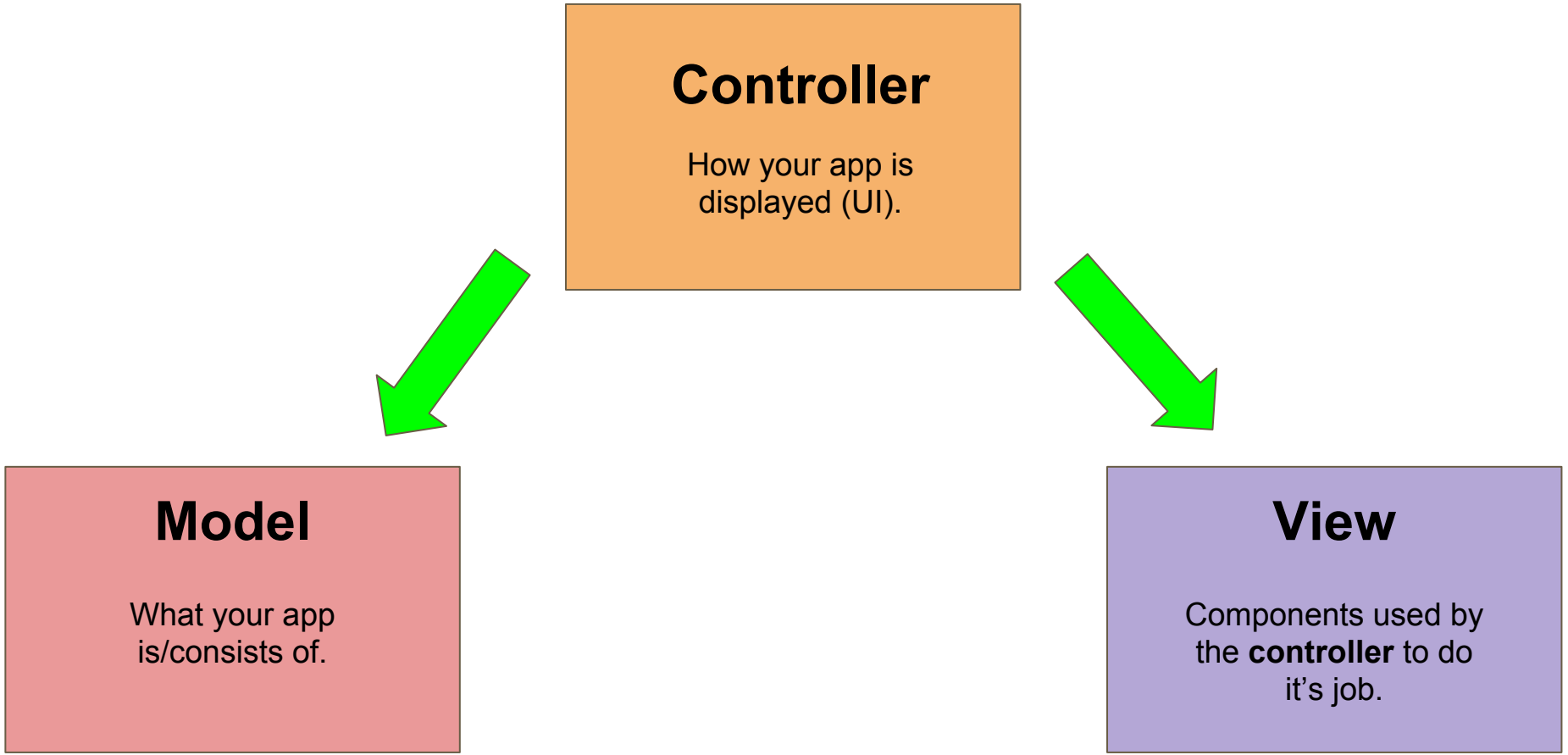
Design Principles (MVC)


Controller
How your app is displayed (UI).
Model
What your app is/consists of.
View
Components used by the **controller** to do it's job.

APIs

What's an API?

(Application Programming Interface)

A set of requirements that govern how one application can talk to another.

Gateway to request and receive data between applications.

Your App Service

amazon

facebook

Google

twitter

Microsoft

SOUNDCLOUD

Let’s Build!