

MOBILE DEVELOPMENT

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GETTING STARTED

INTRODUCTIONS

- 1. WHAT'S YOUR PREVIOUS EXPERIENCE WITH MOBILE AND OTHER PROGRAMMING IN GENERAL?**
- 2. WHY ARE YOU TAKING THIS COURSE?**
- 3. WHAT'S YOUR FAVORITE APP?**

GETTING STARTED

MEET YOUR INSTRUCTORS

GETTING STARTED

LEARNING OBJECTIVES

- Set course expectations
- List and define the basic constructs of a programming language
- Outline developer workflow and tools on a high level
- Create the first iOS project outlining the development process of an app
- Label Xcode workspace window

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SYLLABUS AND PRE- WORK DEBRIEF

GETTING STARTED

CLASS INFORMATION

- Amount of work expected for class
- Processes for getting recent class resources
- Submitting homework
- Final project
- Syllabus and learning goals

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WHAT IS SWIFT ?

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ABOUT SWIFT

- iOS (7+) and OS X (Mavericks+) development
- Object oriented
- Compiled
- Safe
- Playgrounds
- Works with Objective-C

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SWIFT VS



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DEV WORKFLOW

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DEV WORKFLOW

- Run Xcode
- Create new project
- Add user interface elements to project
- Change user interface element properties
- Discuss the different project templates

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TO XCODE!

ACTIVITY



KEY OBJECTIVE(S)

Learn the flow of building a new project. Add UI elements to project and modify their properties.

TIMING

10 min 1. A volunteer who has travelled recently

5 min 2. Debrief

DELIVERABLE

A new project with a label displaying student bio and a button labeled “Goals”.

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RUNNING YOUR APP

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RUNNING YOUR APP

- Run app on simulator
- Outline the steps for deploying an app to device

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RUNNING APP ON SIMULATOR

- Select iOS version in toolbar area
- Select “Build and then Run” in toolbar area (⌘R)

Note

- iPad apps only run on iPad simulator
- iPhone and universal apps run on both iPad and iPhone simulators

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NAVIGATING SIMULATOR

- To run Simulator without running a project select
Xcode -> Open Developer Tool -> iOS Simulator
- To select the “Home” button on simulator press ⌘+⇧+H

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RUNNING APP ON DEVICE

- Deploying app to device and publishing app to store requires participating in the developer program (\$99/year)
- Get UDID number (<http://whatsmyudid.com/>)
- Add device to Xcode (Windows->Devices)
- Create development certificate and provisioning profile

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CLASS REVIEW

- How often do students submit assessments?
- What is a typed language? Is Swift typed?
- What is the difference between a compiled and scripted language?
Which one is Swift?
- How does layout sizing work?
- What are requirements for deploying to device?

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GITHUB, HOMEWORK SUBMISSION

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Q&A