

MOBILE DEVELOPMENT INTRO TO NIBS/STORYBOARDS

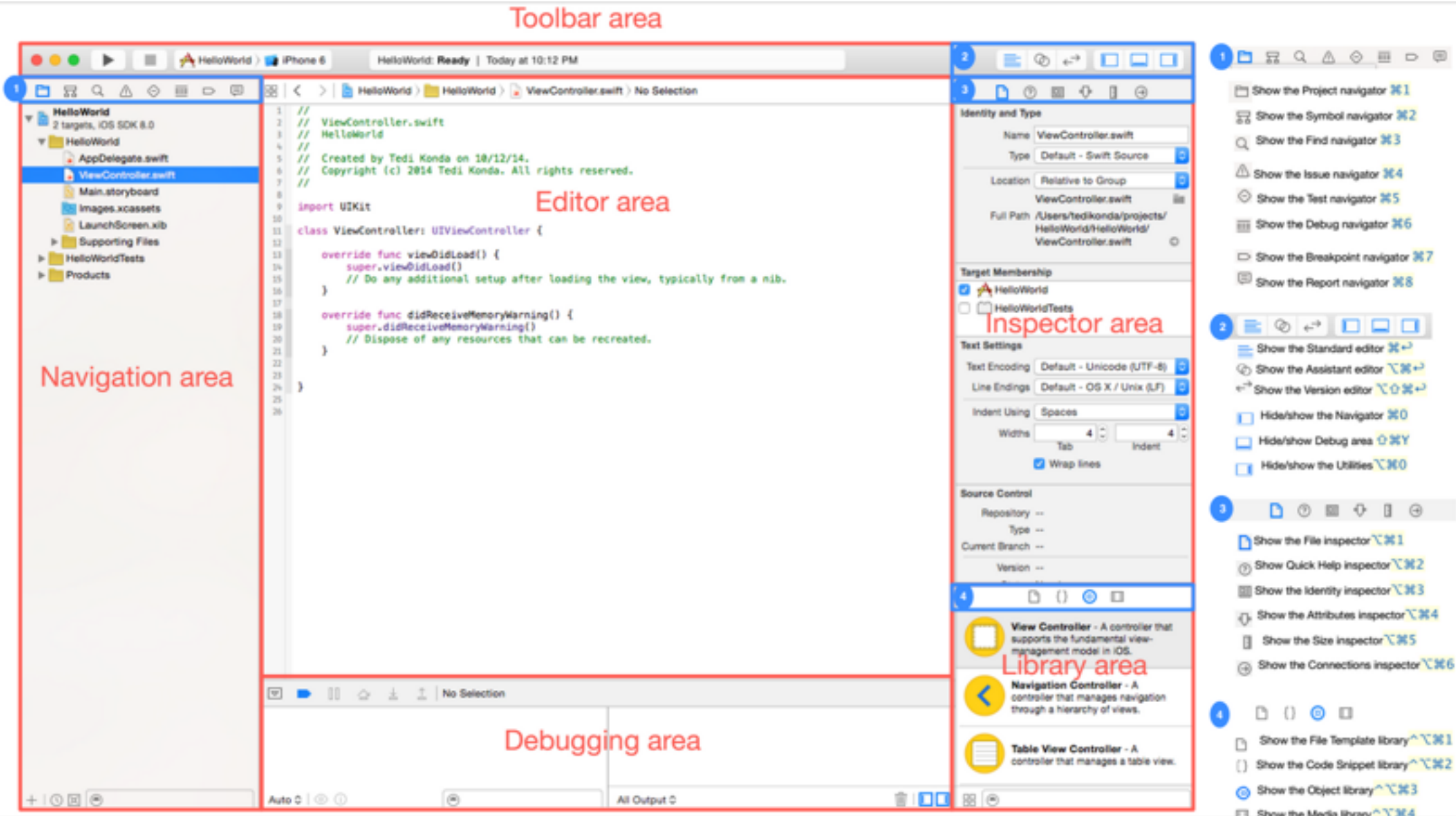
Rudd Taylor
Founder, SALT

INTRO TO NIBS/STORYBOARD

LEARNING OBJECTIVES

- Define and implement nibs
- Add multiple View Controllers to storyboard and link them together with segues
- Use Navigation Controller to link scenes
- Differentiate between storyboards and nibs

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REVIEW LESSON 1

GETTING STARTED

INTRO TO NIBS

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INTRO TO NIBS

- Old file format was .nib, new file format is .xib, but the pronunciation persisted
- Like storyboards, NIBs let you create and manipulate user interfaces graphically
- Each NIB file corresponds to a single view

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XCODE DEMO: NIBS

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NIBS RECAP

PROS

- Backwards compatible
- Easier to version control than storyboards
- Reusability: views become more modular
- Nibs don't stay loaded in memory unless they're being used

CONS

- Lack of a way to represent graphical relationships between screens
- Takes longer to load than story boards

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WHEN TO USE NIBS

- Pop up windows
- Side menus
- Reusable templates
- Settings screens

GETTING STARTED

STORYBOARD MULTIPLE SCENES

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STORYBOARDS

- Link multiple scenes together
- Transition between scenes. These transitions are represented by segues

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XCODE DEMO: STORYBOARDS

ACTIVITY



KEY OBJECTIVE(S)

Link multiple scenes together.

TIMING

- 15 min 1. Work in pairs (who you have not worked with before)
- 5 min 2. Debrief

DELIVERABLE

- Pair up and build an app with four scenes linking to each other in the form of book pages.
- Add UI Elements and appropriately link them to other slides.

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STORYBOARDS RECAP

PROS

- Performance
- Simplify the prototyping process

CONS

- Reusability
- Data flow between scenes

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WHEN TO USE STORYBOARDS

- Multi step flows
- Index and detail views
- A grouped set of views (ex: registration)

GETTING STARTED

Q&A

- Compare nibs and storyboards again. Highlight benefits of each.
- Mention that the benefit of storyboards is the ability to gauge relationships between views and feasibility of implementation.
- Storyboard cons: more difficult to collaborate because it's one file, not modular like nibs, they can get messy if architecture is not accounted for correctly.
- Make the point that it's not one or the other, but both are useful tools. Mention that you can have multiple storyboards to organize your scenes, but we will cover that at a later time.
- Discuss examples from real life apps for nibs and storyboards.