

{ Swift 201 }

Getting Started Guide

v 1.0.0

9/14/2015

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PREREQUISITES

Ability to build a simple one view project in Xcode. Prior programming experience in any language. General knowledge of Object Oriented Programming (classes, objects, minimum)

OVERVIEW

This course is a first step in learning iOS App development in a fun way by building a photo sticker app.

CLASS FOCUS

1. Introduction to UIViewController, UIImageView, UIGestures and UIView classes.
2. Overview of building custom views with simple animations.
3. Different methods to save an image of the screen to photo library, including UIImagePickerControllerSourceTypePhotoLibrary.

REQUIRED BEFORE CLASS

Prior to class start, please download [Xcode 7 GM](#) from Apple.

We will be using Swift 2.

LEARNING OBJECTIVES

1. Identify a UIViewController, UIImageView and UIView classes.
2. Identify the types of gestures and when to use them.
3. Demonstrate the ability to add a custom overlay view with a simple animation.
4. Identify the methods available to save an image of the screen to the photo library.



Week One

Class 1

Week 1 - Class 1

Introduction

Instructor: **Phil Wright**

<https://www.linkedin.com/in/touchopia>

<http://www.swiftdevweekly.co>

<http://www.touchopia.com>

<https://twitter.com/wrightph>

Students: Introduce yourself to the class.

Primary Goal: Understand UIGestures including Swipes, Taps, Pinches, Pans and Zooms. Be able to identify how to use a UITapGestureRecognizer.

Introducing UIGestures and UIImageView

UIGestures (max 30 minutes, high level overview of pinch, zoom, tap and rotate gestures and why you might want to use them.

Live Coding:

Start with an initial sample project (provided in [github](#))

Add an UIImageView and add a simple tap gesture and target action.

Optional Homework

UIGestures: Add a Pinch, Zoom, Pan & Rotate Gesture to the UIImageView.

Resources

UIGestures on Apple.com



Week One

Class 2

Week 1 - Class 2

Create a new subclass of UIImageView, called PinchZoomImageView.

Homework:

Add multiple images to the view. How does multiple touches and gestures work?



Week Two

Class 1

Week 2 - Class 1

Adding a background image chooser. This class will focus on displaying a background image and chooser for our newly created PinchImageView subclass.



Week Two

Class 2

Week 2 - Class 2

Final project will be on Github

Adding your new background image chooser as well as the ability to add multiple PinchZoomImageView images to the scene.

We will add the ability to save a final image to photo library.

DOWNLOAD COURSE MATERIALS

<https://github.com/touchopia/Codementor-Swift-201>

Helpful Links

[Register Here for Your Free Apple Account](#)

[Download Xcode 6.4](#)

[Create a Github Account](#)

Extra Resources

[A Swift Tour](#)

[Apple Swift Blog](#)

[SoSoSwift](#)

[Appcoda](#)

[Ray Wenderlich Swift for Complete Beginners](#)