

iOS 101

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About me

- I'm Wen-Hao Lue
- UW Software Engineering '14
- iOS development for 6 years.
- Co-founder of Sesame



Swift

UIKit

Demo

View Controllers

- UINavigationController
- UITabBarController
- UITableViewController
- UISplitViewController (iPad only)

Views

- UIButton
- UIImageView
- UITableView/UIScrollView

UITableView

// When the table view asks the view controller how many rows it should render

```
func tableView(tableView: UITableView, numberOfRowsInSection section: Int) -> Int
```

// (Optional) Table view asks how many sections to render

```
func numberOfSectionsInTableView(tableView: UITableView) -> Int
```

// When the table view requests to create a cell

```
func tableView(tableView: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell
```

// When the user taps a cell

```
func tableView(tableView: UITableView, didSelectRowAtIndexPath indexPath: NSIndexPath)
```


Tools

- CocoaPods / Carthage (package management)
- CharlesProxy (Network inspection)
- Fabric (Crashlytics/Answers)
- Xvim (what I used)

Useful Libraries

- AFNetworking
- SVProgressHUD
- SocketRocket
- TheAmazingAudioEngine (Core Audio wrapper)

Useful Frameworks

But probably not for a hackathon....

- Core Data (ORM and database)
- RestKit (consuming REST APIs)
- AsyncDisplayKit (concurrent UI model)

Resources

- objc.io
- NSHipster
- Code/Slides: <https://github.com/wlue/HTN-iOS-101>

Questions?

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