

iOS Crash Course

Programming iPhone and iPad Apps
using Xcode

Instructor: Christopher G. Prince

Email: chris@SpasticMuffin.biz

What is involved in an app?

- Market analysis
- UI/UX and graphic design
- Program code development
 - What I will emphasize
- Testing
- Marketing

Apple app program code development

- iOS: iPhone, iPod touch, iPad
- Programming & coding
 - Lots of programming languages out there
 - Apple has two: Objective-C and Swift
- Programming is a skill
 - Something like learning a musical instrument
 - I can only teach you a small amount in time we have
- Xcode & Integrated Development Environment's
 - A “big”, industrial strength tool
 - Some rough edges, and not entirely meant for beginners

Xcode tour

- Create a project for an app
- Xcode project main screen
- Navigating between the files of a project
- Image assets
- Storyboards
- Playgrounds

MAIN GOAL: You should be able to create an app/project within Xcode and run it with the simulator