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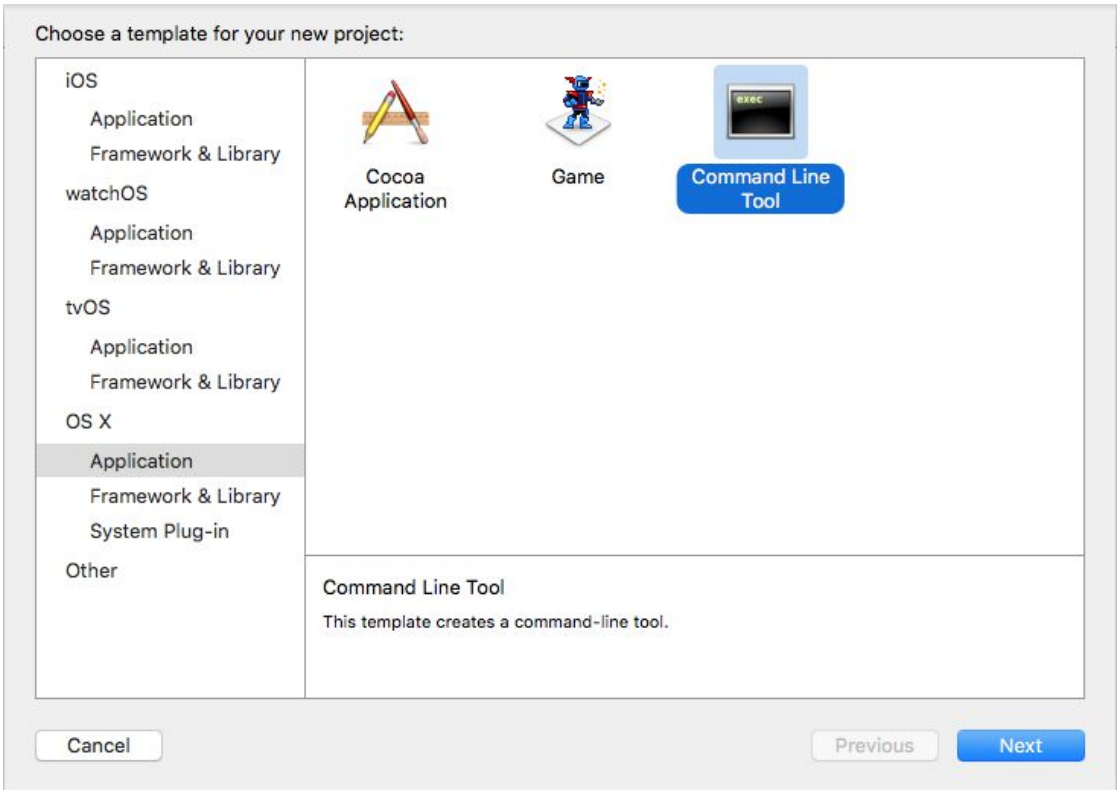
Apple Swift course
Practice 1

Opening Xcode

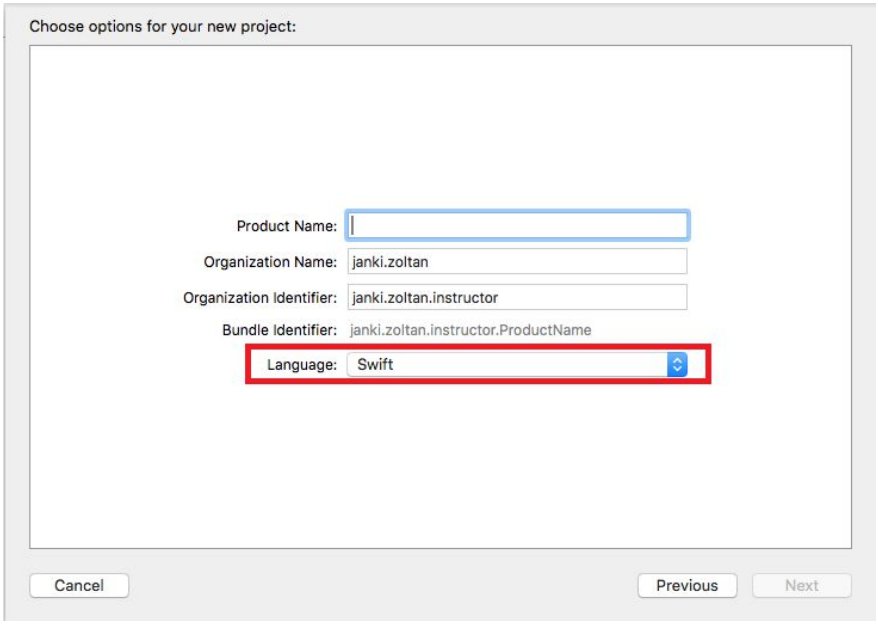
Create a new Xcode project

- Create a new Xcode project *OR* File - New - Project
- OS X - Application - Command Line Tool



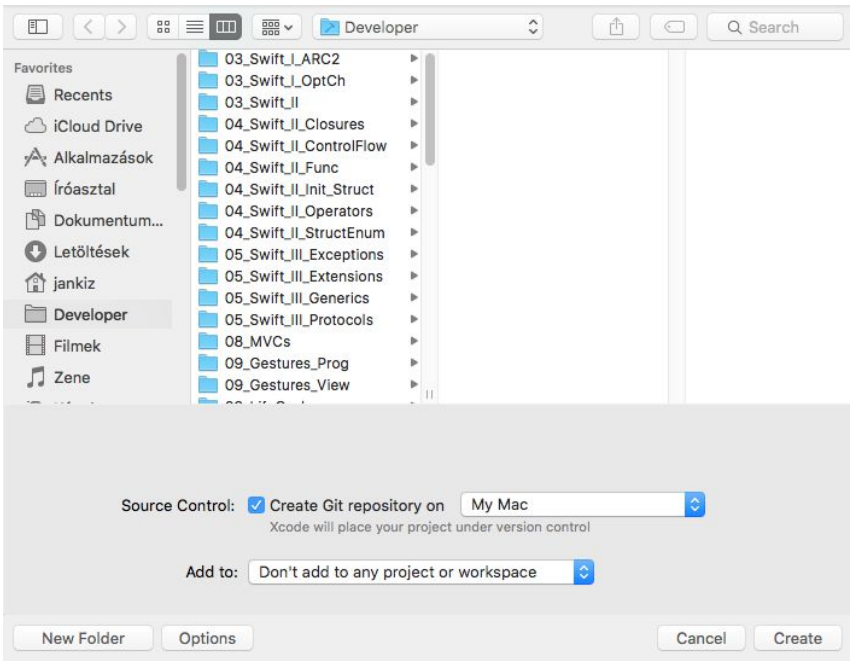
Give a name to the project

- Product Name: HelloWorld
- Organization Name: (don't change it)
- Organization Identifier: (don't change it)
- Language: **Swift**



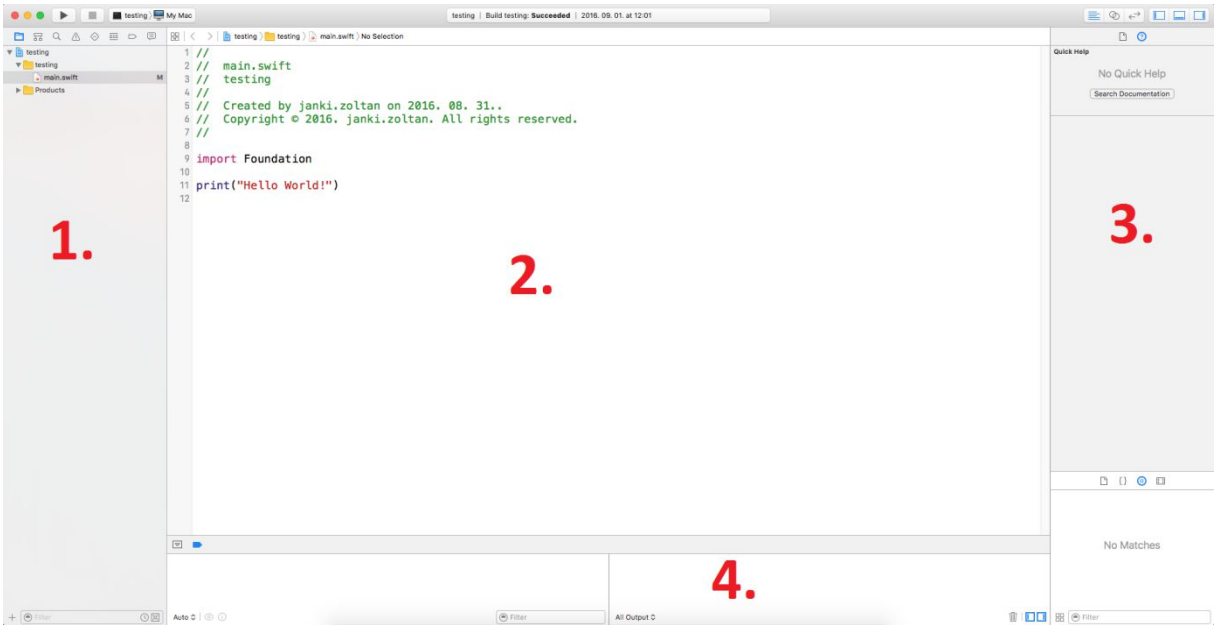
Give the directory which you want to save into

- Inside of the chosen directory, a new directory is established with the name of the project.



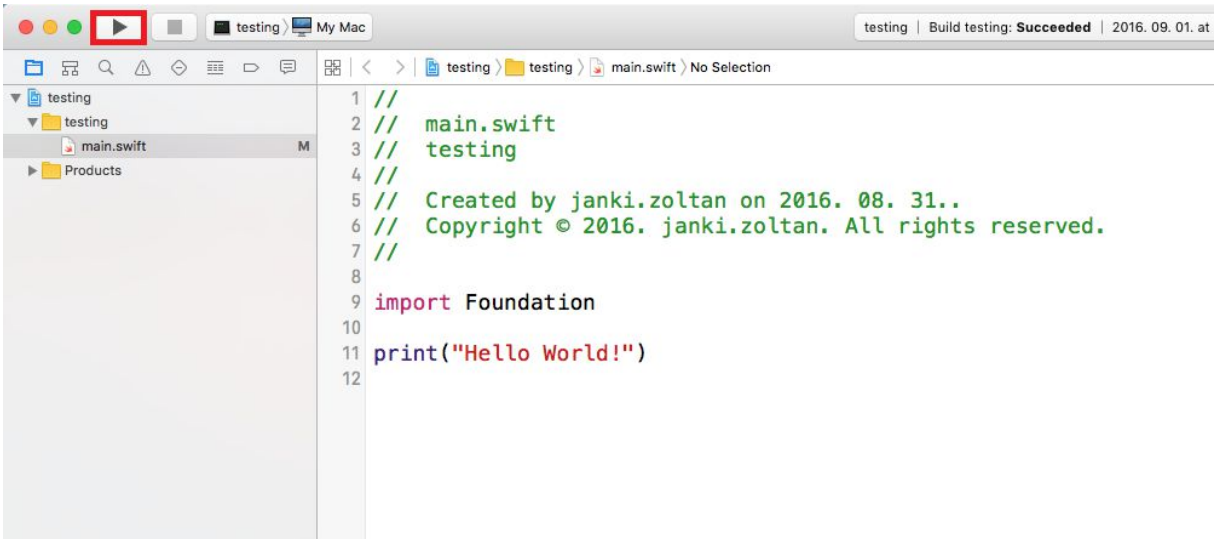
The created projects and the files of it

Parts of the working space:
1. Navigator
2. Editor
3. Utilties
4. Debug area



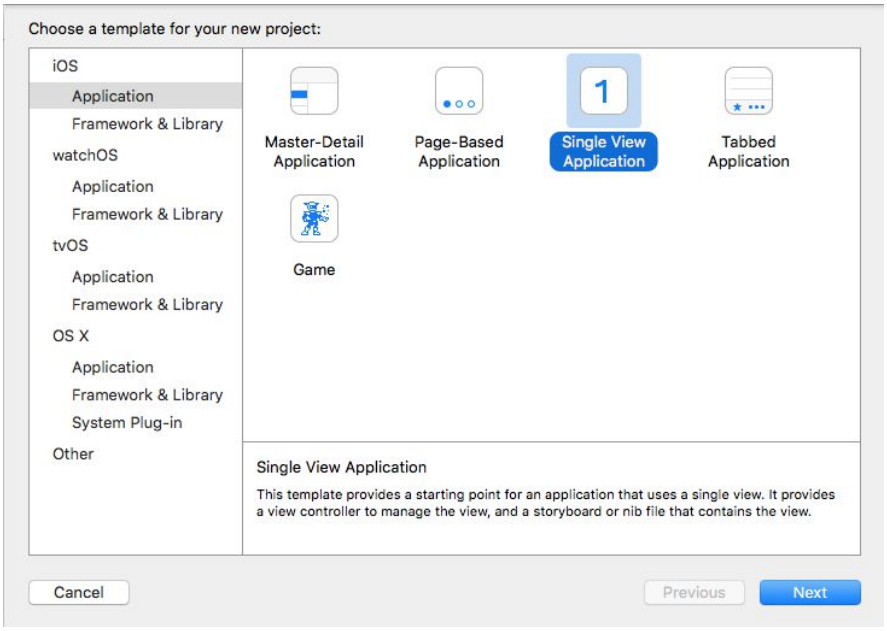
Compiling and running the application

- Click on the play button



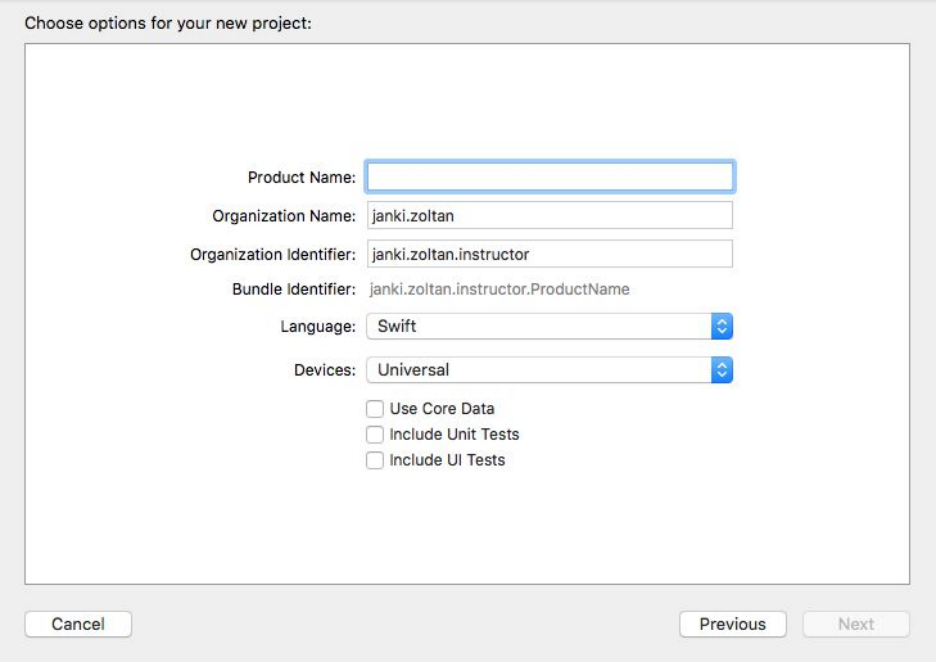
Creating new iOS project

- Create new Xcode project OR File - New - Project
- iOS - Application - Single View Application



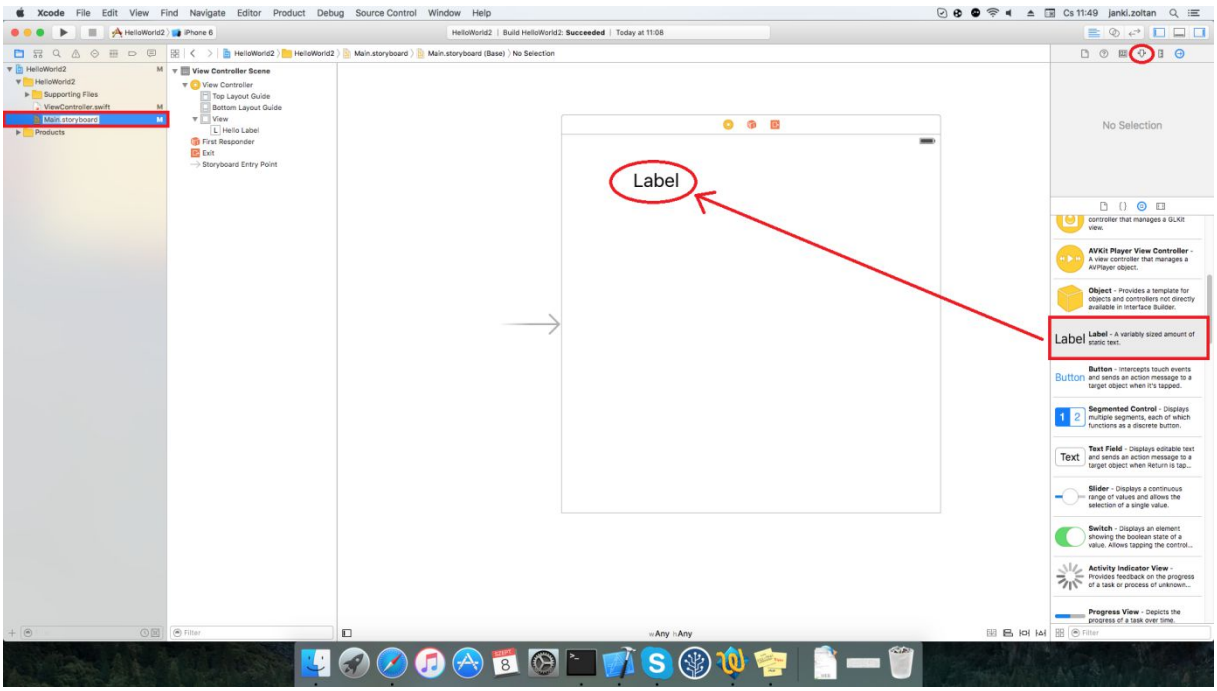
Give the name of the project

- Product Name: HelloWorld2
- Organization Name: (don't change it)
- Organization Identifier: (don't change it)
- Language: **Swift**
- Devices: Universal (convenient both on iPad and on iPhone)
- CoreData (later), Tests (no need)



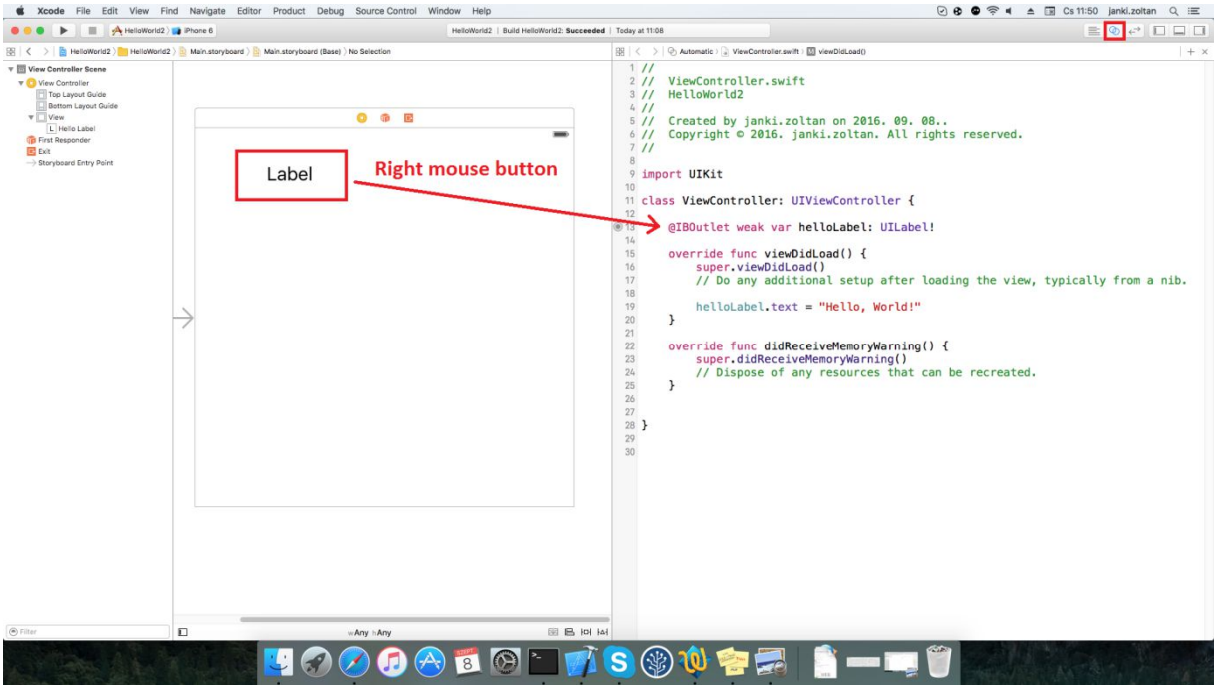
Insert a new View element

- Drag the label item
- Drop it onto the storyboard
- Place it to the top left corner with the help of dashed lines
- Change the size of the label and its alignment in the Attributes Inspector

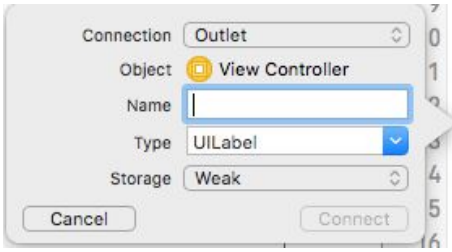


Creating a reference to your UI object

- Switch to the *Assistant Editor* (at the top right corner)
- With the right mouse button (or with Ctrl + left mouse button) drag and drop the inserted label into your code



- Give a name to the object
- Check the settings:
  - Connection: Outlet
  - Name: helloLabel
  - Type: **UILabel**
  - Storage: Weak



Change the text of the label

- Set the text in the *viewDidLoad()* method
- You can access the displayed text through the text parameter of the label object
- Set it to "Hello World"

```
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var helloLabel: UILabel!

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.

        helloLabel.text = "Hello, World!"
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```

Running the application and test it on a simulator

- In the top left corner of the window choose a simulator (pl.: iPhone 6)
- Click on the Play button to compile and run the application