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# <u>Apple Swift course</u> <u>Practice 1</u>

## **Opening Xcode**



## Create a new Xcode project

Create a new Xcode project OR
OS X - Application - Command Line Tool

File - New - Project

Application Framework & Library watchOS Application Framework & Library tvOS Application Framework & Library OS X	Cocoa Application	Game	Command Lin Tool	e	
Framework & Library System Plug-in					
Other	Command Line Too This template creates	l a command-line to	pol.		

# Give a name to the project

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

Product Name:			
Organization Name:	janki.zoltan		
Organization Identifier:	janki.zoltan.instructor		
Bundle Identifier:	janki.zoltan.instructor.ProductName		
Language:	Swift	٥	

# 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.

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Source Co	ontrol: Create Git reposi Xcode will place yo Add to: Don't add to any p	tory on My Mac ar project under version c roject or workspace	ontrol
New Folder 0	ptions		Cancel Create

## 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

File - New - Project

- Create new Xcode project OR - iOS - Application - Single View Application

IOS		$\square$		
Application			1	* ***
Framework & Library				
watchOS	Master-Detail Application	Page-Based Application	Single View Application	Tabbed Application
Application			Constant of the second second	
Framework & Library				
tvOS	(JE			
Application	Game			
Framework & Library				
OS X				
Application				
Framework & Library				
System Plug-in				
Other	Single View Appli	cation		
	This template provid	es a starting point for	an application that use	a single view. It provide
	a view controller to r	nanage the view, and	a storyboard or nib file t	hat contains the view.

# 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)

Product Name:		
Organization Name:	janki.zoltan	
Organization Identifier:	janki.zoltan.instructor	
Bundle Identifier:	janki.zoltan.instructor.ProductName	
Language:	Swift	\$
Devices:	Universal	\$
	Use Core Data	
	Include Unit Tests	
	Include UI Tests	

#### 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

K Xcode File Edit View Find	Navigate Editor Product Debug Source Control Window Help	
🗧 🗧 🕨 📄 🖂 HelloWorld2 🔪 📷	Phone 6 HelloWorld2   Build HelloWorld2: Succeed	led   Today at 11:08 🖹 💽 🖓 🕫 🔲 🔲 🗍
🔠   🔇 >   🛅 HelloWorld2 👌 🛅 HelloWorld2 👌	Bain.storyboard ) 📓 Main.storyboard (Base) ) No Selection	B   < >   ⊕ Automatic > ⓐ ViewController.swift > ⊠ viewDidLoad() + ×
<ul> <li>Uncertainting the control of the contr</li></ul>	Label Right mouse button	<pre>// ViewController.swift // HelloWorld2 // Created by janki.zoltan on 2016. 09. 08 // Copyright © 2016. janki.zoltan. All rights reserved. // import UIKit class ViewController: UIViewController {     @IBOutlet weak var helloLabel: UILabel!     override func viewDidLoad() {         super.viewDidLoad() {             viewDidLoad() {</pre>
Filter	□ wAny hAny  區 lol	hai .
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- Give a name to the object
- Check the settings:
  - Connection: Outlet
  - Name: helloLabel
  - Type: UILabel
  - Storage: Weak

Connection	Outlet	0
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Storage	Weak	0

#### 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

