

Swift, Xcode, and Storyboard

March 3, '16

the Swift language

Read with “Swift-Introduction.playground” @
<https://github.com/sodascourse/swift-introduction>



Xcode Playground

A playground for you to test and try.

Also suited for learning Swift or demonstrating a SDK/Framework of Swift.

Switch markup rendering by “Editor > Show Raw/Rendered Markup”

Xcode Playground

Use a *popup* to see the value by clicking the white circle in the right. (At the end of each line). And “right-click” on the popup to decide display mode.

Use “option+click” to see the type and description of a variable, a function, and etc.

Use “command+click” to jump to the definition of a function, a structure, or a class.

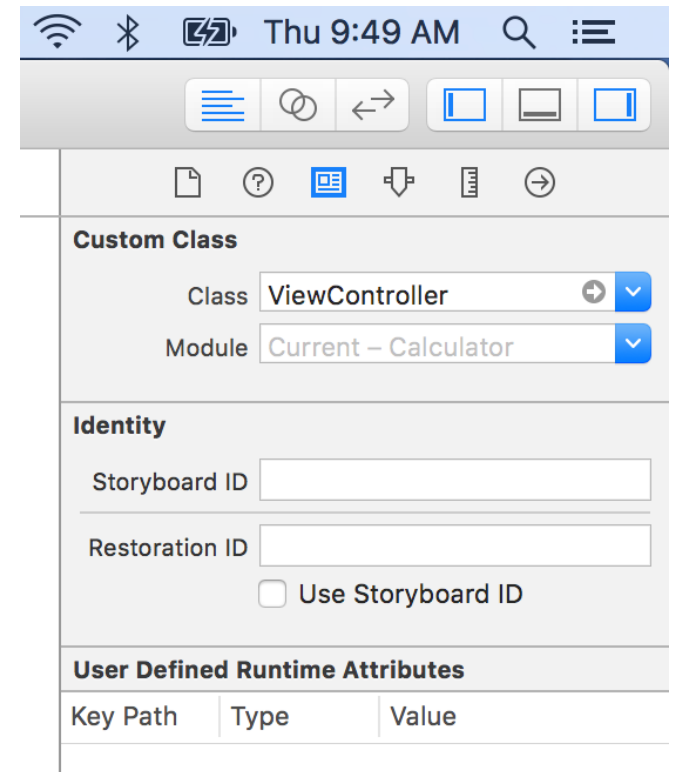
Xcode and Storyboard

Summary of previous demo

Use Identity Inspector to specify custom class for elements.

The app would use the class you assigned to instantiate that elements.

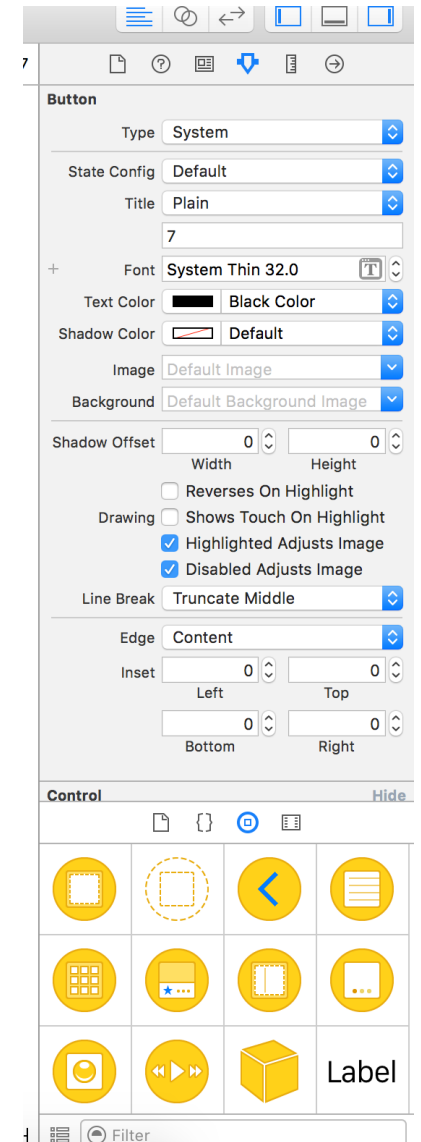
And hence you code would be executed.



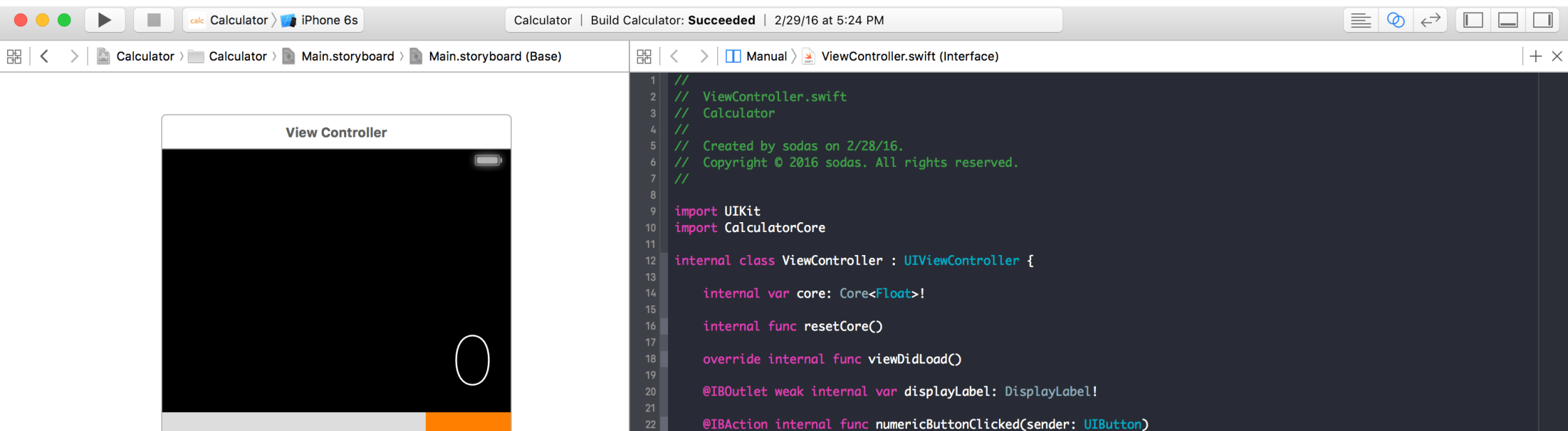
Summary of previous demo

Use Attribute Inspector to custom the appearance and behavior of an element.

Use Object Library to drag a new element into the storyboard.

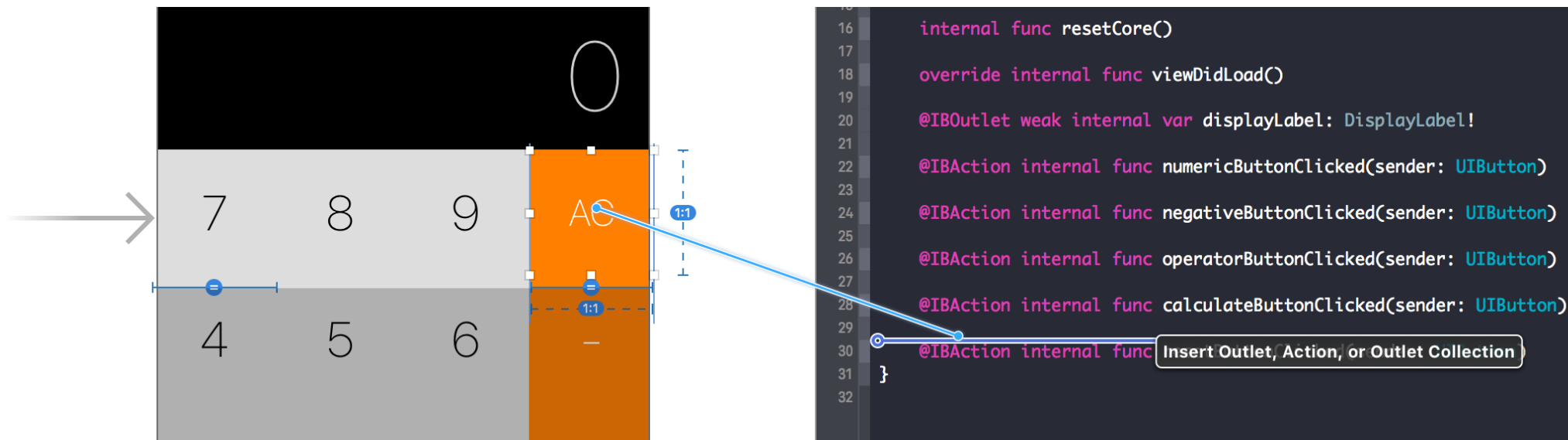


Summary of previous demo



Use Assistant Editor to see Storyboard and related source code.
Or even two different source code file. Switch by the jump bar.

Summary of previous demo



Use “control+drag” to create connections between Storyboard and Swift source code

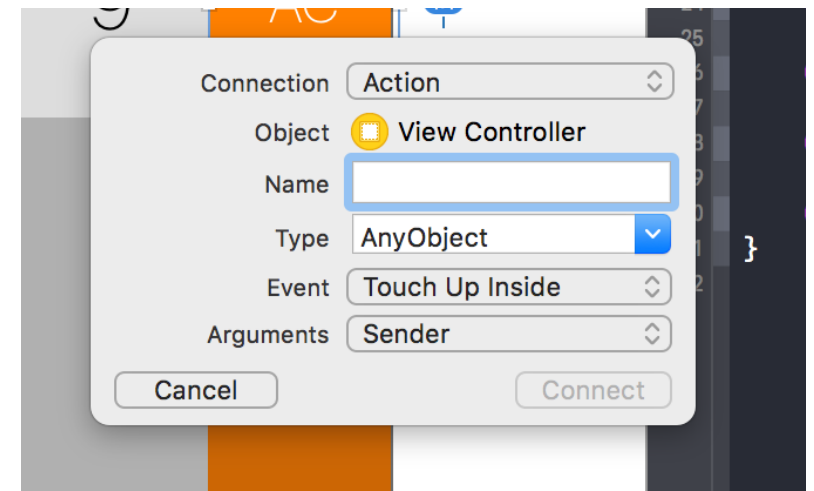
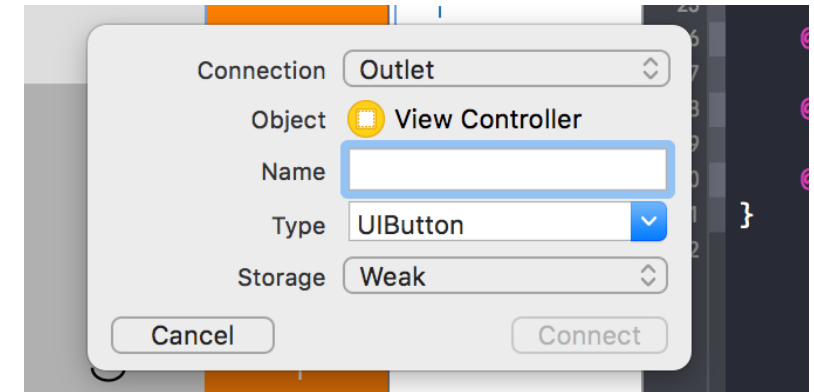
Summary of previous demo

An outlet is a reference in the source code to the Storyboard.

Actually a property of the view controller class. Note the `@IBOutlet` annotation.

An action is a callback for the Storyboard when event emitted.

Actually a method of the view controller class. Note the `@IBAction` annotation.



Assignments

Homework 1 - Calculator

Deadline @ 3/24. See another slides for detail.

Read Human Interface Guidelines

We may have a simple report or quiz for this in the future classes.

Prepare your team final project.

