

Swift, Xcode, and Storyboard

March 3, '16

the Swift language

Read with “Swift-Introduction.playground” @
<https://github.com/sodacourse/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”

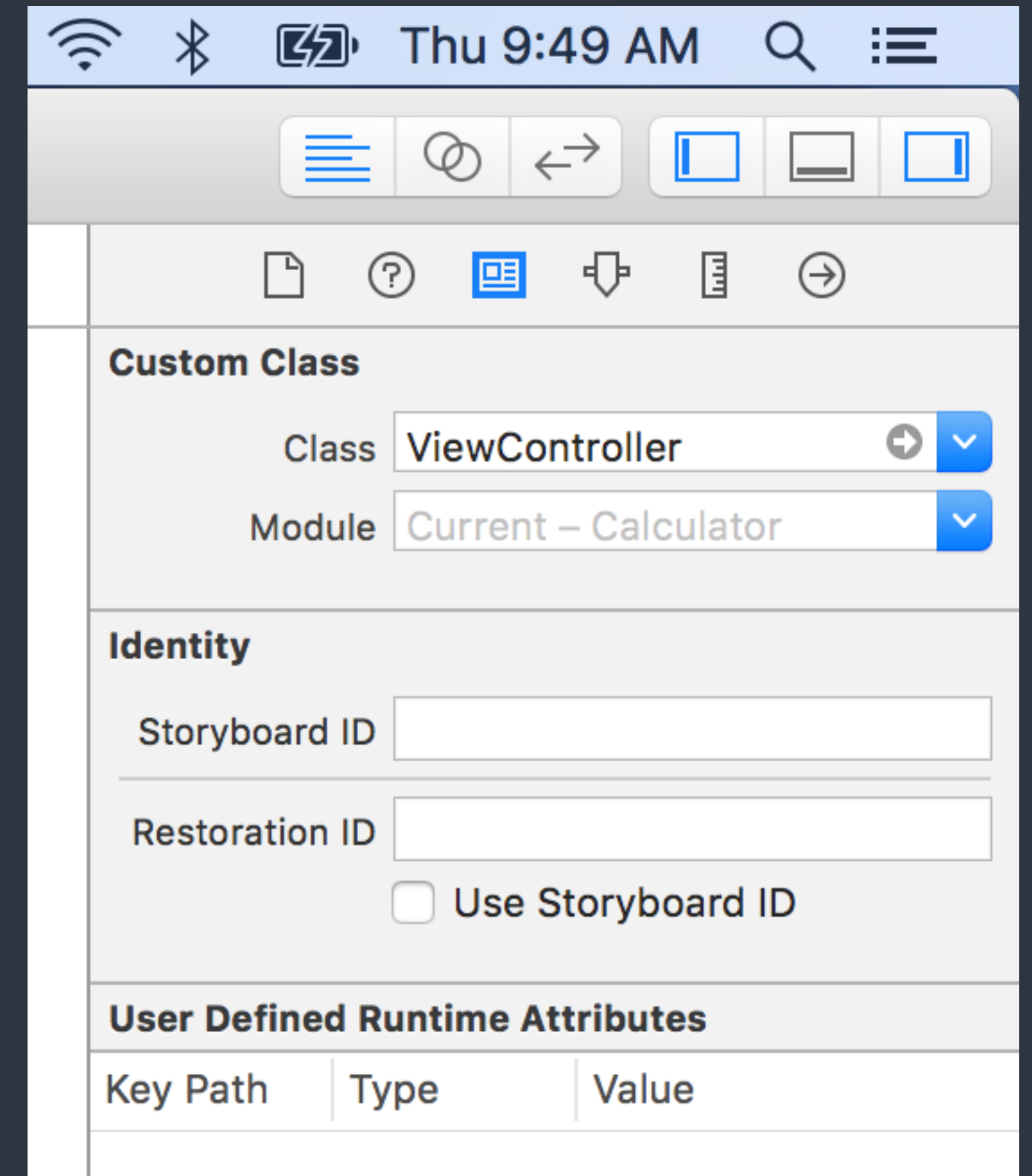
Xcode Playground

- 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

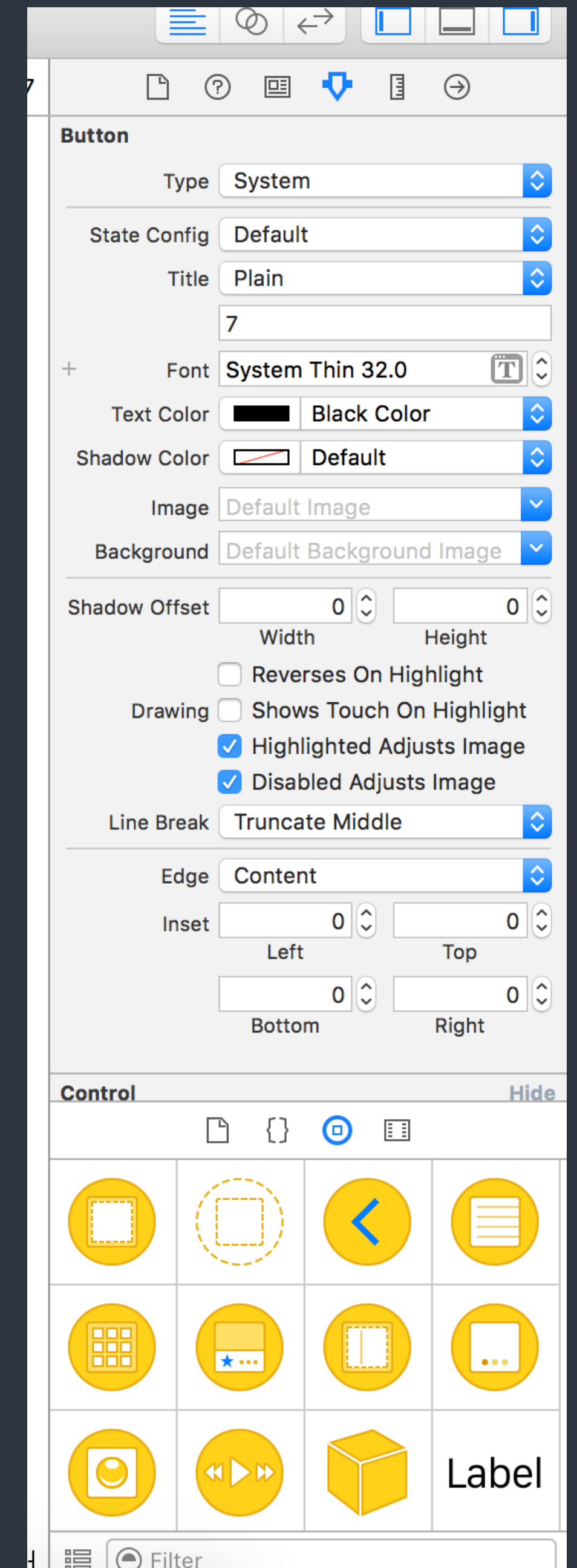
Summary of previous demo

- 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.

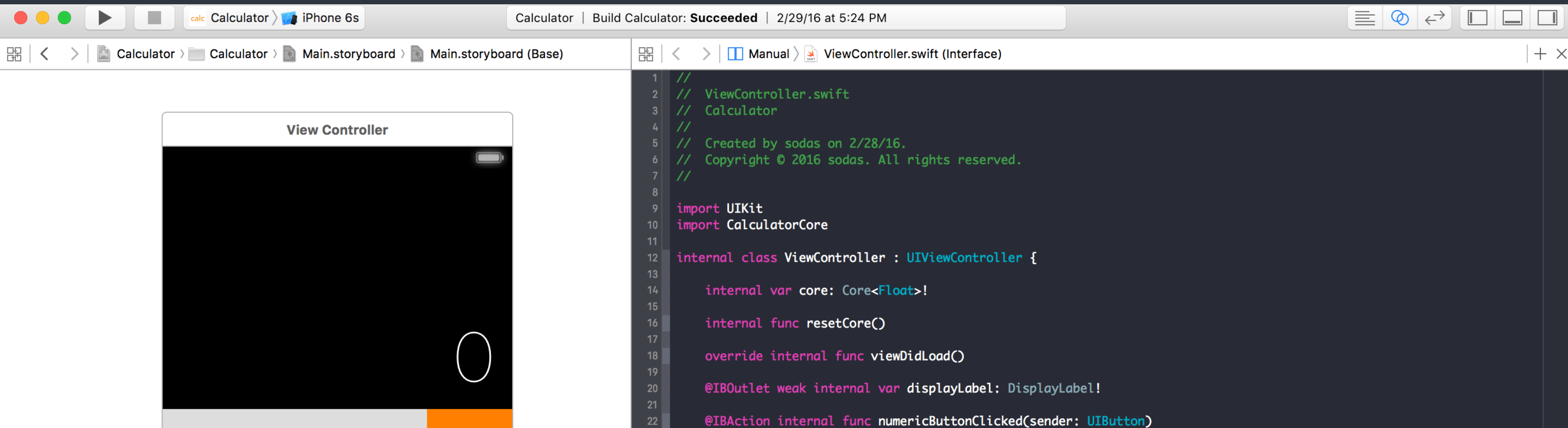


Summary of previous demo

- Use Attribute Inspector to custom the appearance and behavior of an element.
- Use Object Library to drag a new element into the storyboard.

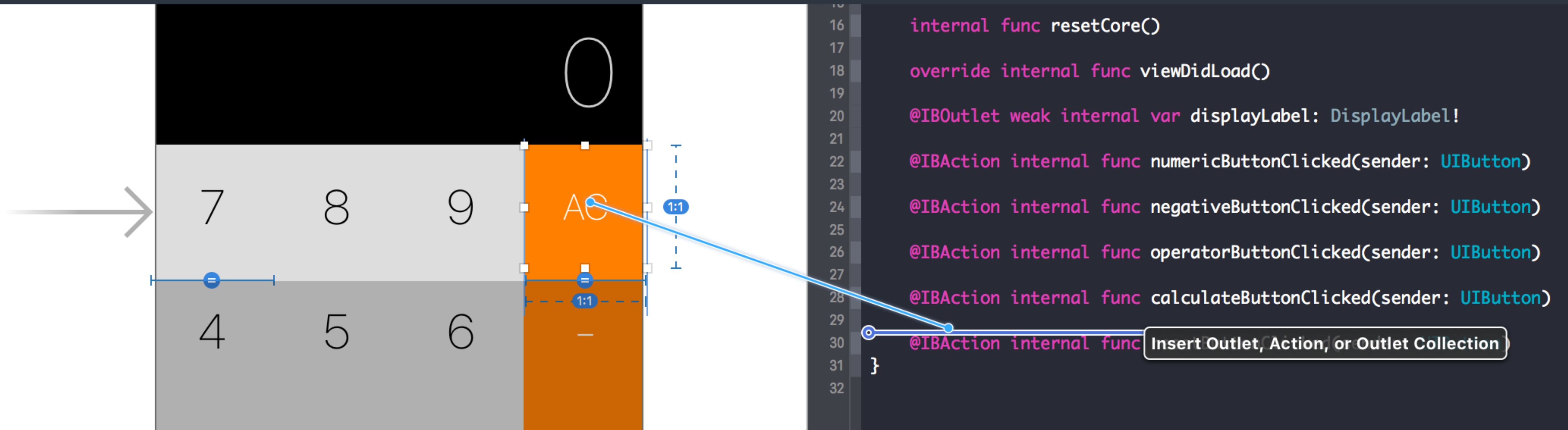


Summary of previous demo



- 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

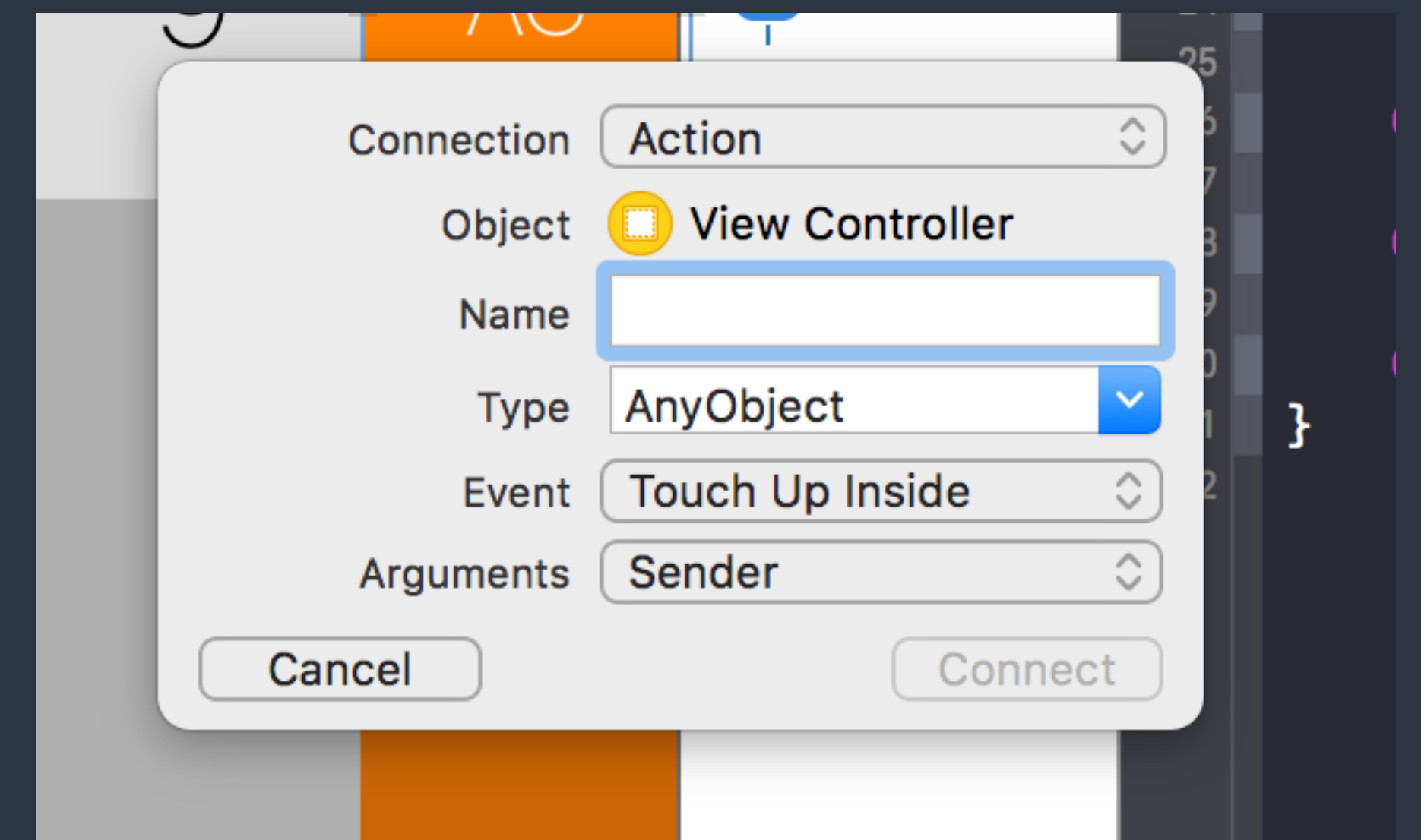
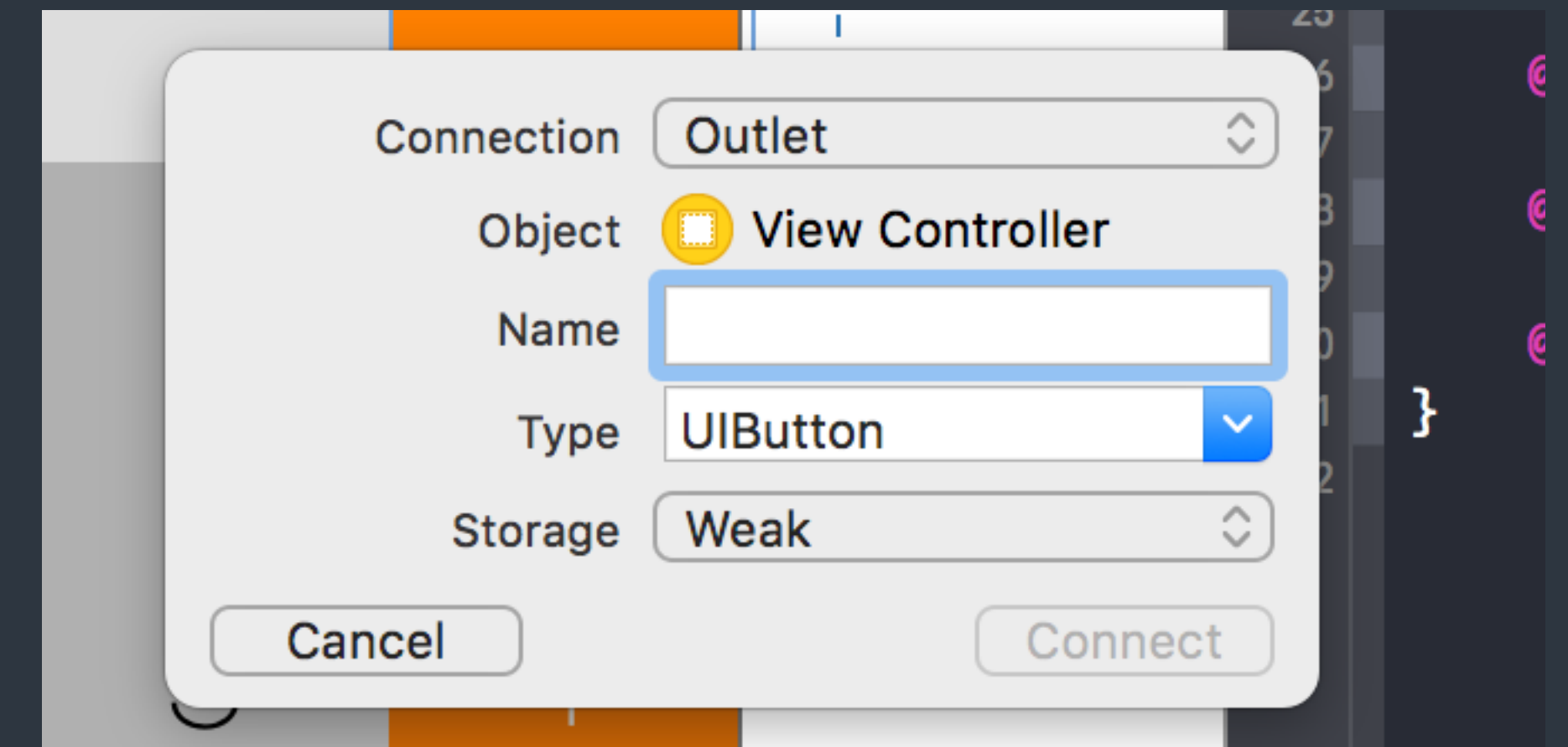
Summary of previous demo

- 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.

