

iOS How To

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Disclaimer

The free Stanford iOS lectures available online are currently the best way to learn iOS programming.

An intermediate programmer can expect to create a moderate iOS app two weeks into the course.

Freely available on iTunes U.

Much more in-depth than Girum and me.

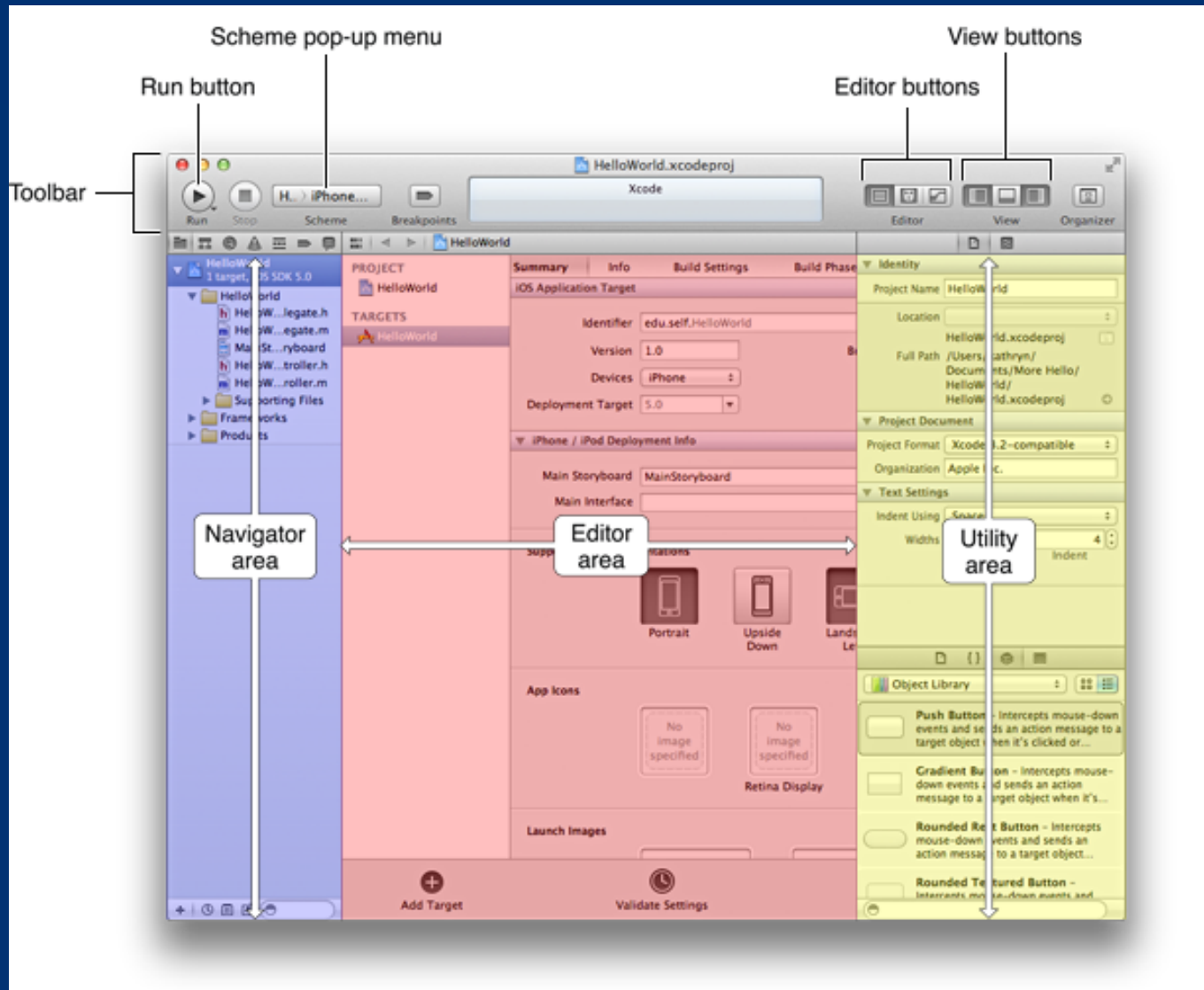
iOS (previously **iPhone OS**) is the mobile **operating system** developed and distributed by Apple Inc.

Xcode is the **IDE** [Integrated Development Environment] used to develop software for OS X and iOS.

Objective-C is the **programming language** used by Xcode to develop iOS products.

This is analogous to how you might use *Eclipse* as an IDE to develop a *Java desktop application*.

What Xcode looks like:



Demo

Demonstrate a hello world app.

- It has a text field.
- Click a button to take the string from the text field and copy it into a label.
- Just make the GUI part of the demo (no implementation).

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Objective-C quirks

Objective-C uses **messaging** to communicate between its objects.

You cannot call a method directly. Most of the time, this looks just like a method call.

```
NSString *myString = [self.myLabel.text uppercaseString];
```

Messages

However, you *can* legally "send a message" (call a method) on nil. Objective-C ignores it.

```
// "nil" is Objective-C's "null".  Think different(TM) ~_~  
self.myLabel = nil;  
  
// self.myLabel.text is short-hand for [self.myLabel text]  
NSString *myString = [[self.myLabel] text] upperCaseString];
```

This code is completely legal.

Demo~!

- I'm going to fill in the implementation of Ziyang's GUI skeleton.

Useful Sources:

Free Stanford iOS Course (Best way to quickly learn iOS):

<https://itunes.apple.com/us/itunes-u/developing-apps-for-ios-hd/id395605774>

http://developer.apple.com/library/ios/#documentation/iphone/conceptual/iphone101/Articles/07_Troubleshooting.html

<http://developer.apple.com/library/ios/#referencelibrary/GettingStarted/RoadMapiOS/chapters/Introduction.html>

<http://developer.apple.com/library/ios/#referencelibrary/GettingStarted/RoadMapiOS/chapters/SurveytheMajorFrameworks/SurveytheMajorFrameworks/SurveytheMajorFrameworks.html>