



# Social Media Apps Programming

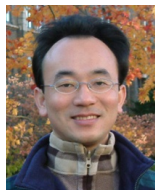
## Developing iPhone / iPad Native Apps with Objective-C (Xcode)

1021SMAP04

TLMXM1A (8687) (M2143) (Fall 2013)

(MIS MBA) (2 Credits, Elective) [Full English Course]

Thu 9,10 (16:10-18:00) V201



Min-Yuh Day, Ph.D.

Assistant Professor

Department of Information Management

Tamkang University

<http://mail.tku.edu.tw/myday>



# Course Schedule (1/3)

- | Week | Date       | Subject/Topics  |
|------|------------|---|
| • 1  | 2013/09/19 | Mid-Autumn Festival (Day off)   |
| • 2  | 2013/09/26 | Course Orientation and Introduction to Social Media and Mobile Apps Programming |
| • 3  | 2013/10/03 | Introduction to Android / iOS Apps Programming                                  |
| • 4  | 2013/10/10 | Double Tenth Day (Day off)  |
| • 5  | 2013/10/17 | Developing Android Native Apps with Java (Eclipse) (MIT App Inventor)           |
| • 6  | 2013/10/24 | Developing iPhone / iPad Native Apps with Objective-C (Xcode)                   |

# Course Schedule (2/3)

Week    Date    Subject/Topics

- 7    2013/10/31    Mobile Apps using HTML5/CSS3/JavaScript
- 8    2013/11/07    jQuery Mobile
- 9    2013/11/14    Create Hybrid Apps with Phonegap
- 10    2013/11/21    Midterm Exam Week (Midterm Project Report)
- 11    2013/11/28    jQuery Mobile/Phonegap
- 12    2013/12/05    Google App Engine

# Course Schedule (3/3)

Week	Date	Subject/Topics
• 13	2013/12/12	Google Map API
• 14	2013/12/19	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
• 15	2013/12/26	Twitter API
• 16	2014/01/02	Case Study on Social Media Apps Programming and Marketing in Google Play and App Store
• 17	2014/01/09	Final Project Presentation
• 18	2014/01/16	Final Exam Week (Final Project Report)

# Outline

- **Developing iPhone / iPad Native Apps with Objective-C (Xcode)**
  - Mac OS X 10.8, 10.9
  - Xcode 5
  - iOS 7
- **Building Your First iOS App with Xcode 5**

# Introduction to Android /iOS Apps Programming

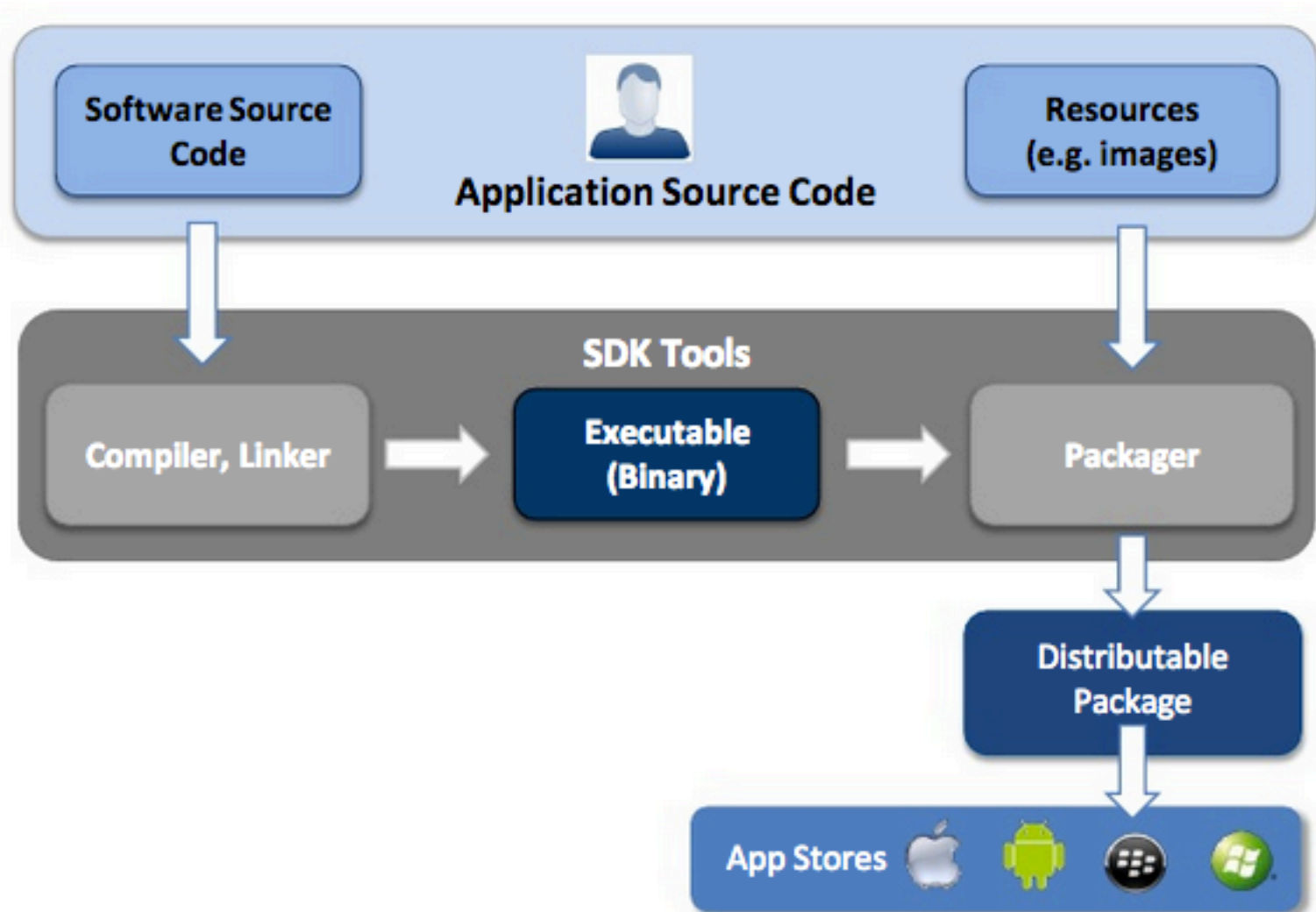
Native Apps

Hybrid Apps

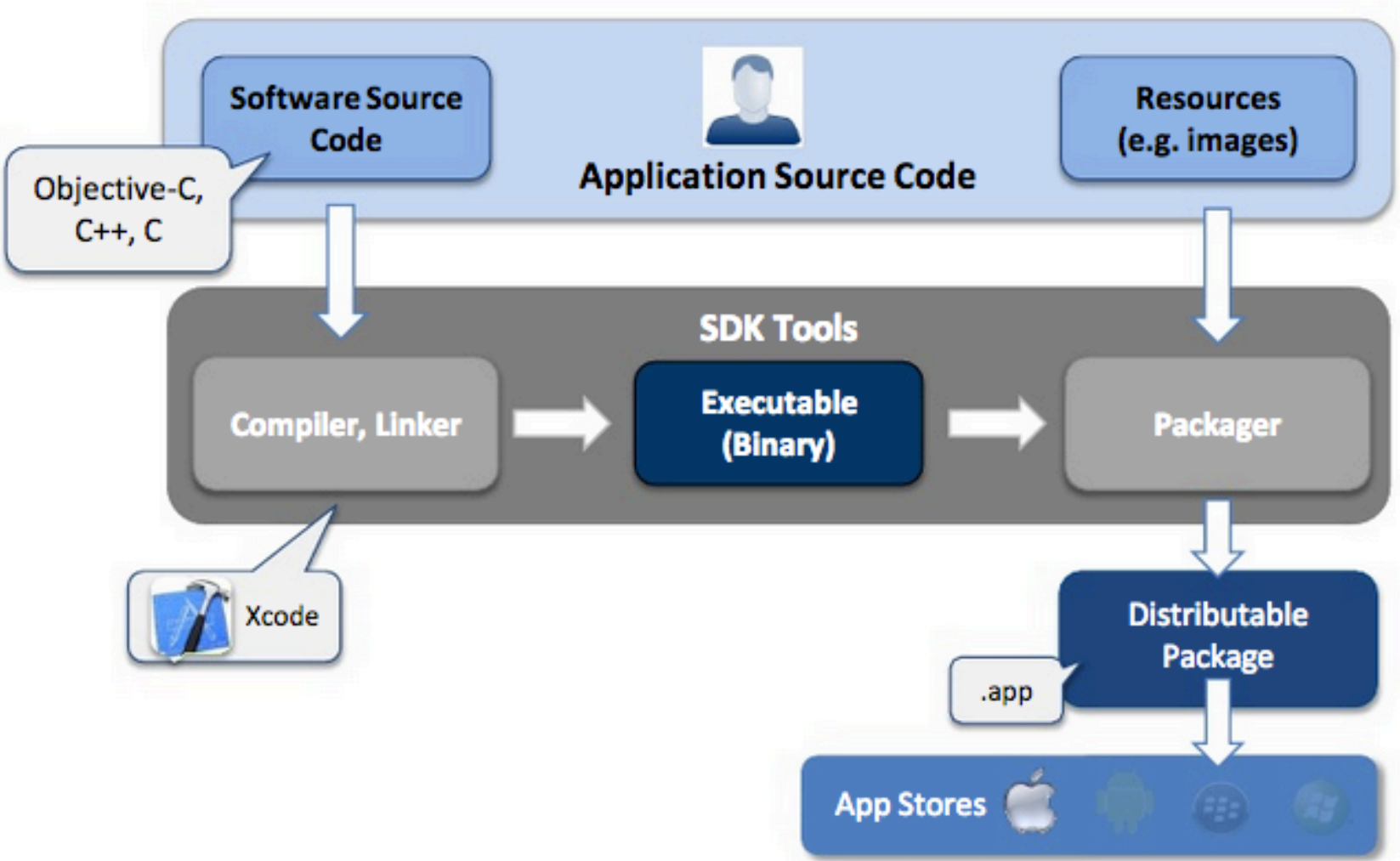
Mobile Web Apps



# Native App Development

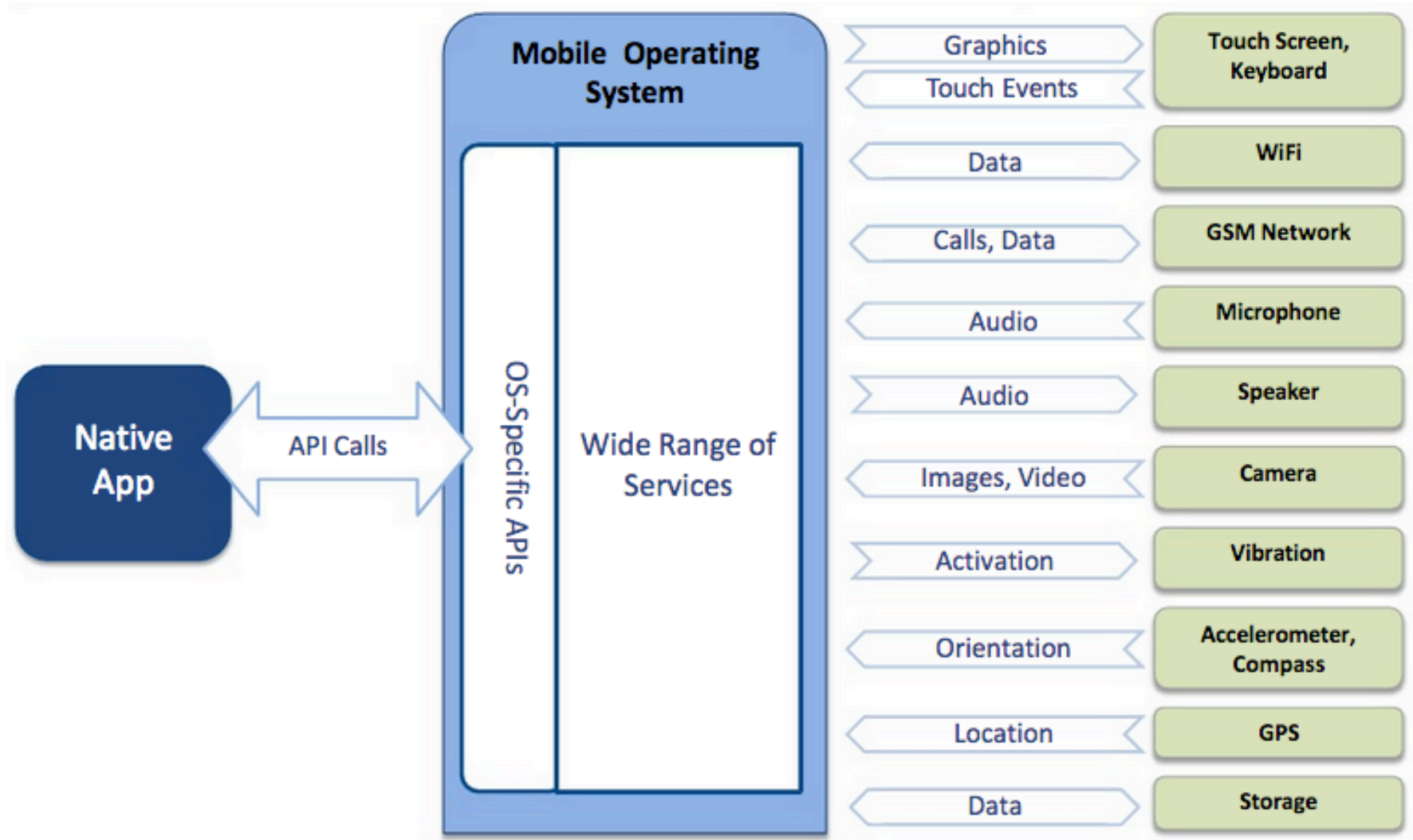


# iOS - Native App Development





# Native App – Interaction with Mobile Device



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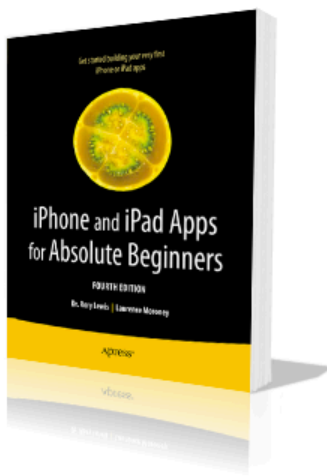
# iPhone and iPad Apps for Absolute Beginners

4th Edition

By **Rory Lewis, Laurence Moroney**


This update of an Apress bestseller teaches you how to create your first iOS 7 app to run on iPhone or iPad, using plain English and practical examples. It cuts through the jargon that surrounds iPhone and iPad app development with simple, step-by-step instructions to get you started.

Full Description



ISBN13: 978-1-4302-6361-6  
400 Pages  
User Level: Beginner  
Publishing October 23, 2013, but available now as part of the Alpha Program

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# iOS7 Development

Absolute Beginners in iOS7 Start Here!



[Home](#)

---

## Welcome!

Welcome to this site supporting the iOS7 Development for Absolute Beginners book by Laurence Moroney and Rory Lewis.

On this site, you can find pages supporting each chapter, including video walkthroughs of the samples that I go through in the book. There's also the opportunity to ask questions via the handy-dandy Facebook integration, where you can always reach me!

Hope you enjoy!

Laurence

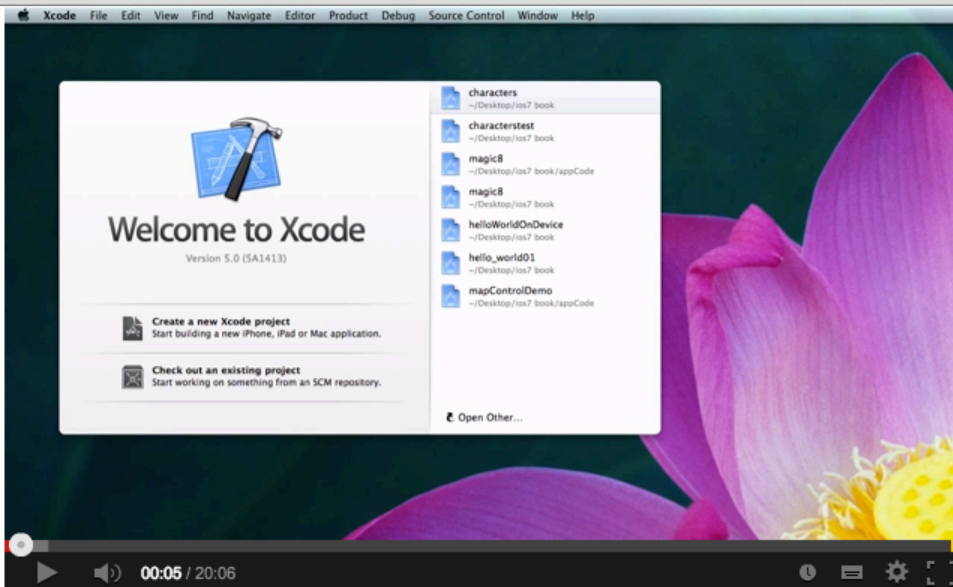
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[Chapter 2: Your first iOS7 App](#)

[Chapter 3: Running your app on a device](#)

<http://ios7developer.com/blog/>

GUIDE  
LAURENCE MORONEY  
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## ios7 Book Chapter 2



Laurence Moroney · 37 videos

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Published on Oct 10, 2013

In Chapter 2 you'll start to use Xcode to create iOS applications. You'll jump in, guided step by step through building a simple 'Hello World' app, that despite its simplicity, teaches you many of the same concepts used in more detailed and sophisticated apps.

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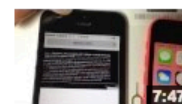
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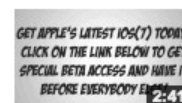
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Table of Contents

- Introduction
- ▶ Develop Your App in the Workspace Window
- ▶ Maintain Your Code and Other Resources in Projects or Workspaces
- ▶ Write Code in the Source Editor
- ▶ Build a User Interface
- ▶ Add Icons, Images, and Effects
- ▶ Run Your App
- ▶ Debug Your App
- ▶ Unit Test Your App
- ▶ Save and Revert Changes
- ▶ Learn More About Xcode
- Revision History

Next

## About Xcode

Develop iOS and Mac apps with Xcode, Apple's integrated development environment (IDE). Xcode provides tools to manage your entire development workflow—from creating your app, to testing, optimizing, and submitting it to the App Store.

### At a Glance

Xcode is built to help you build great apps for iPad, iPhone, and Mac.



Use the App Store app on your Mac to download Xcode. It's free. After you download Xcode, it automatically appears in Launchpad, where you can click the icon for Xcode to launch it.

### Single-Window Interface

The Xcode interface integrates code editing, user interface design, asset management, testing, and debugging within a single workspace window. The window reconfigures its content as you work. For example, select a file in one area, and an appropriate editor opens in another area. Select a symbol or user interface object, and its documentation appears in a nearby pane.

You can focus on a task by displaying only what you need, such as only your source code or only your user interface layout. Or you can work with code and UI layout side by side. You can further customize your environment by opening multiple windows and multiple tabs per window.

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# Start Developing iOS Apps Today

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### Introduction

#### Setup

Tutorial: Basics

### Structuring an App

- App Development Process
- Designing a User Interface
- Defining the Interaction
- Tutorial: Storyboards

### Implementing an App

- Incorporating the Data
- Using Design Patterns
- Working with Foundation
- Writing a Custom Class
- Tutorial: Add Data

### Next Steps

- iOS Technologies
- Finding Information
- Where to Go from Here

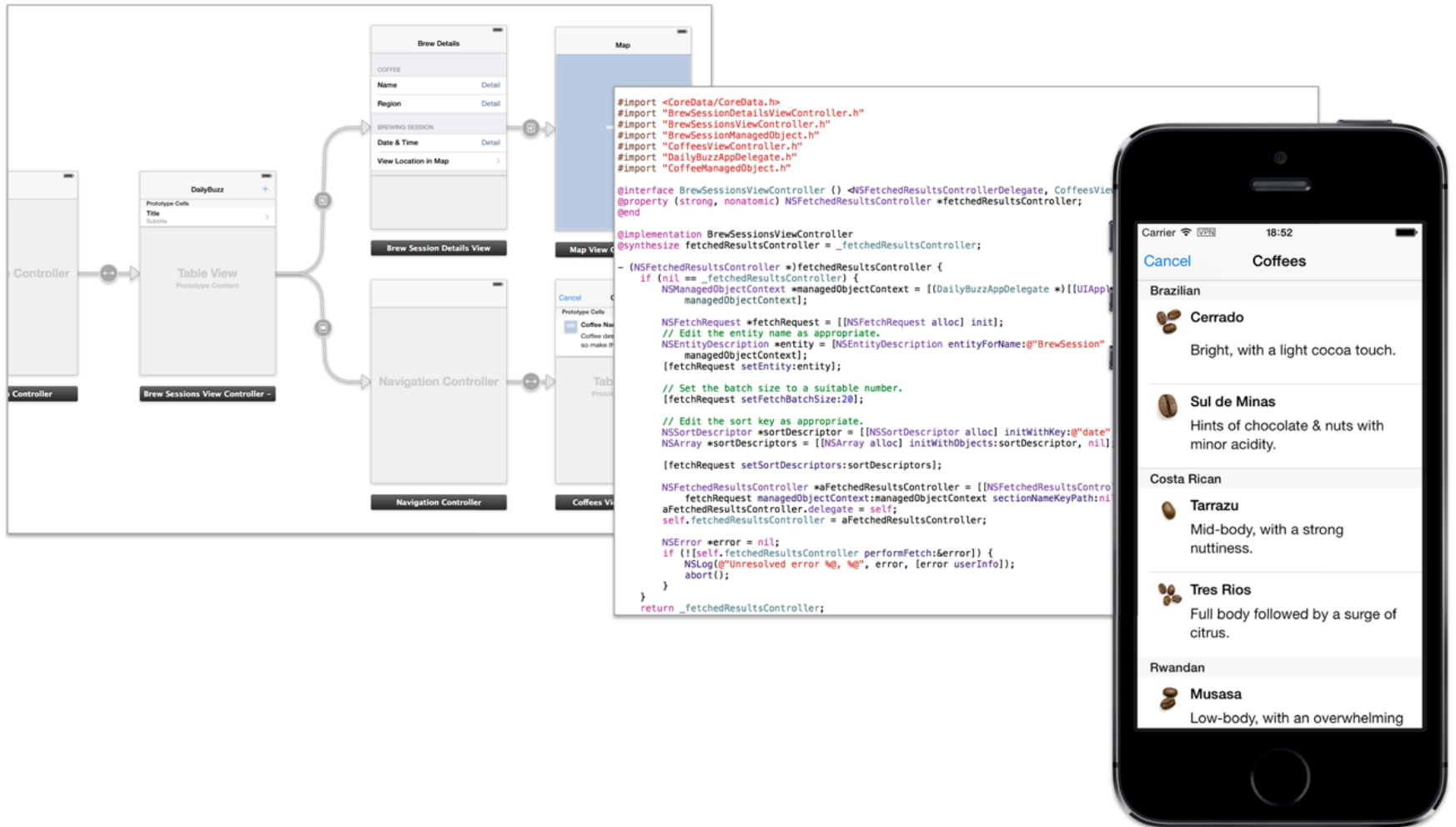
## Setup

*Start Developing iOS Apps Today* provides the perfect starting point for iOS development. On your Mac, you can create iOS apps that run on iPad, iPhone, and iPod touch. View this guide's four short modules as a gentle introduction to building your first app—including the tools you need and the major concepts and best practices that will ease your path.



The first three modules each end with a tutorial, where you'll implement what you've learned. At the end of the last tutorial, you'll have created a simple to-do list app. [Provide Feedback](#)

# Start Developing iOS Apps Today



# Get the Tools

Mac App Store



Xcode **FREE** ▼



Download





# To develop iOS apps, you need:

- A Mac computer running OS X 10.7 (Lion) or later
  - Mac OS X 10.8 (Mountain Lion)
  - Mac OS X 10.9 (Mavericks)
- Xcode
  - Xcode 5
- iOS SDK

# Mac OS X 10.9 (Mavericks)



## OS X Mavericks

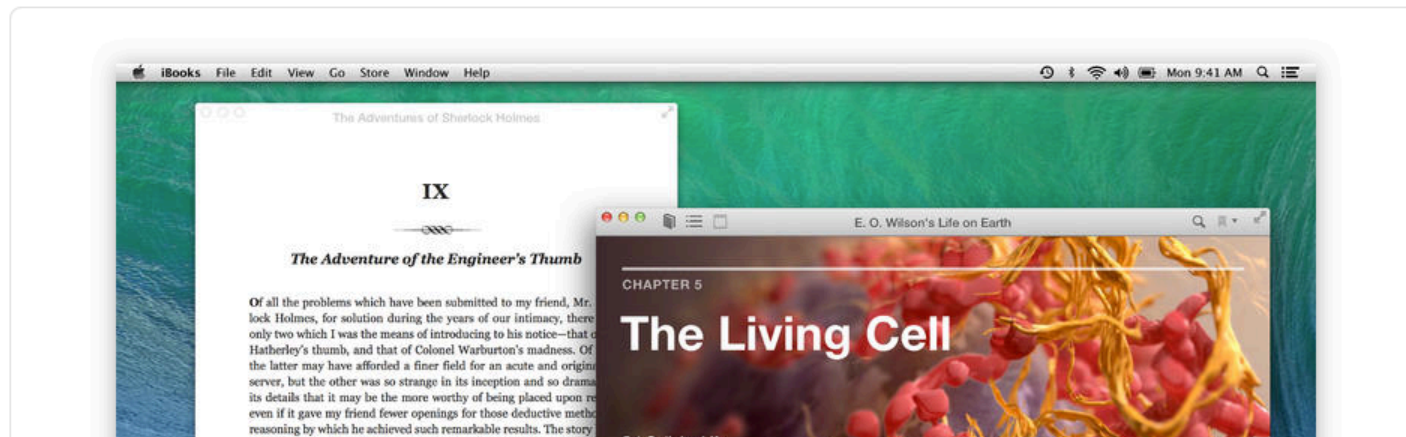
With more than 200 new features, OS X Mavericks brings Maps and iBooks to the Mac, introduces Finder Tabs and Tags, enhances multi-display support and includes an all-new version of Safari. The latest release of OS X also adds new core technologies that deliver breakthrough power efficiency and responsiveness.

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- Swipe through Multi-Touch books with interactive features, diagrams, photos, videos and more.
- Keep multiple books open while using other apps — great for writing an essay or doing research. ...

...More

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- [OS X Mavericks Support](#) >
- [App License Agreement](#) >
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### Information

**Category:** Productivity  
**Released:** 22 October 2013  
**Version:** 10.9  
**Price:** Free  
**Size:** 5.29 GB  
**Languages:** English, Arabic, Catalan, Chinese, Croatian, Czech, Danish, Dutch, Finnish, French, German, Greek, Hebrew, Hungarian, Indonesian, Italian, Japanese, Korean, Malay, Norwegian, Polish, Portuguese, Romanian, Russian, Slovak, Spanish, Swedish, Thai, Turkish, Ukrainian, Vietnamese  
**Developer:** iTunes S.a.r.l.  
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# Xcode 5



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## Xcode

Xcode provides everything developers need to create great applications for Mac, iPhone, and iPad. Xcode has unified user interface design, coding, testing, and debugging all within a single window. The Xcode IDE analyzes the details of your project to identify mistakes in both syntax and logic, it can even help fix your code for you.

...

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### What's New in Version 5.0.1

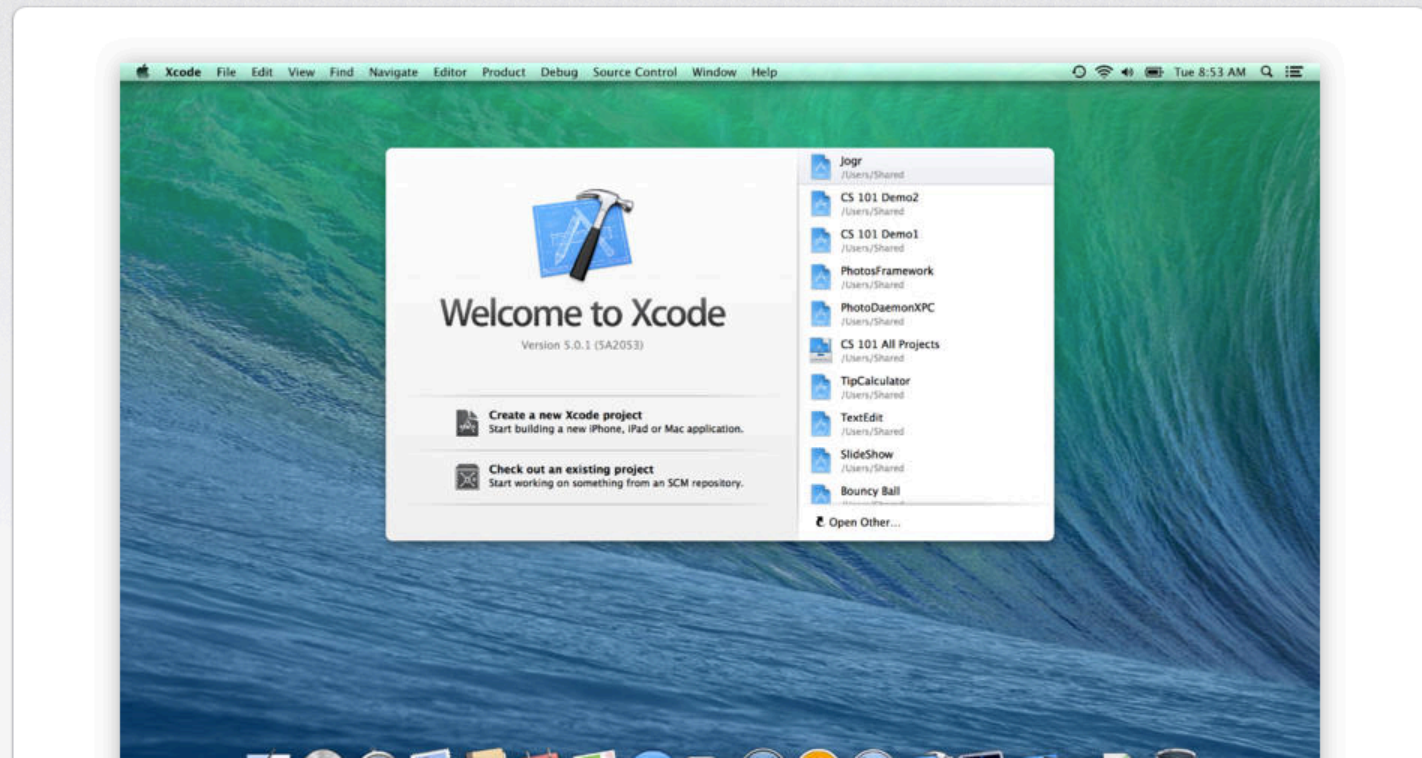
Includes SDKs for OS X 10.9 Mavericks, OS X 10.8 Mountain Lion, and iOS 7.

...

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- Apple Web Site >
- Xcode Support >
- App License Agreement >
- Privacy Policy >

Installed



### Information

Category: Developer Tools  
Updated: 22 October 2013  
Version: 5.0.1  
Price: Free  
Size: 2.09 GB  
Language: English  
Developer: iTunes S.a.r.l.  
© 1999-2013 Apple Inc.

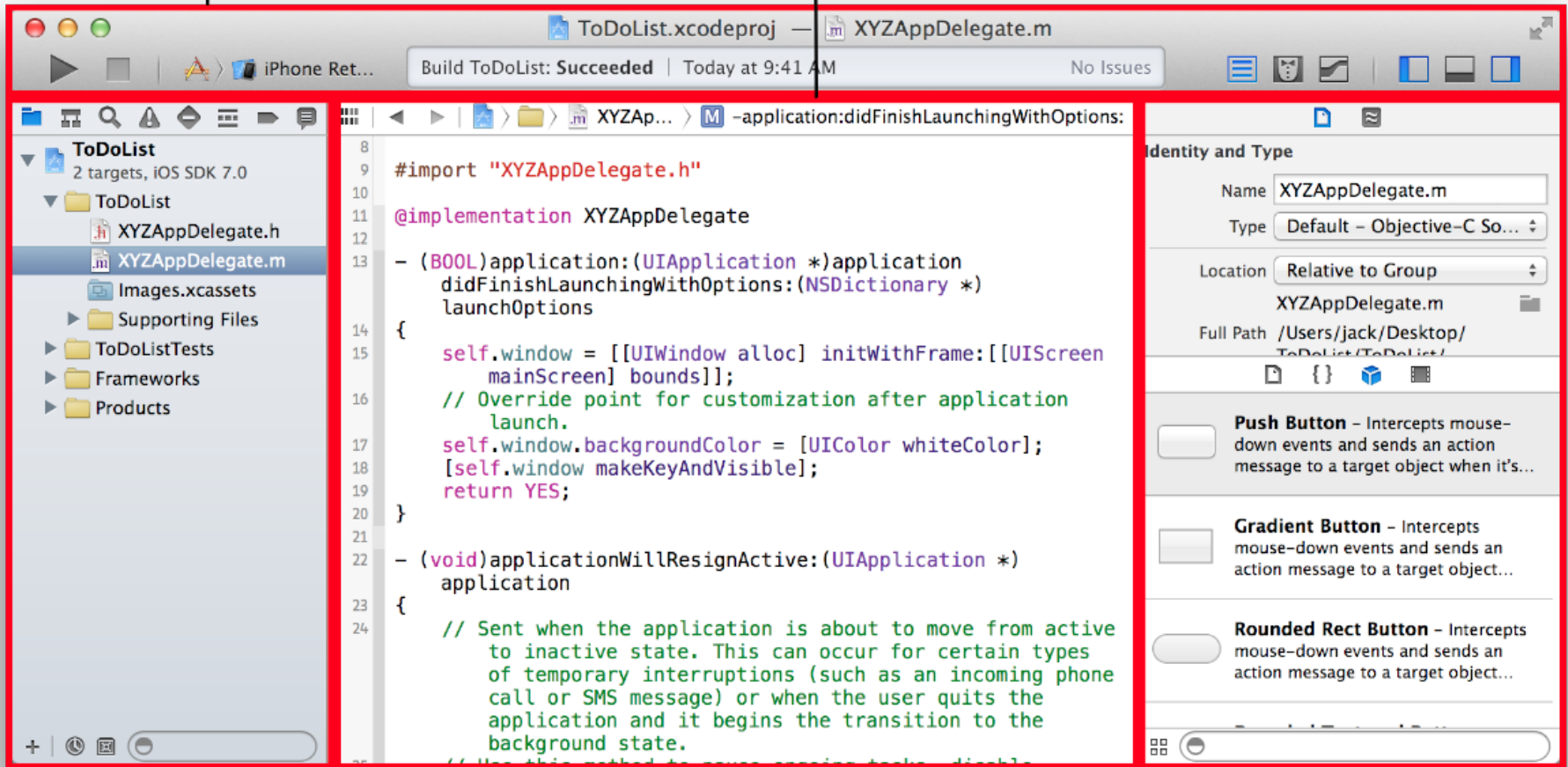
Rated 4+  
Compatibility:  
OS X 10.8.4 or later

### More Apps by Apple

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- Pages**  
Productivity
- Numbers**  
Productivity
- OS X Server**  
Utilities

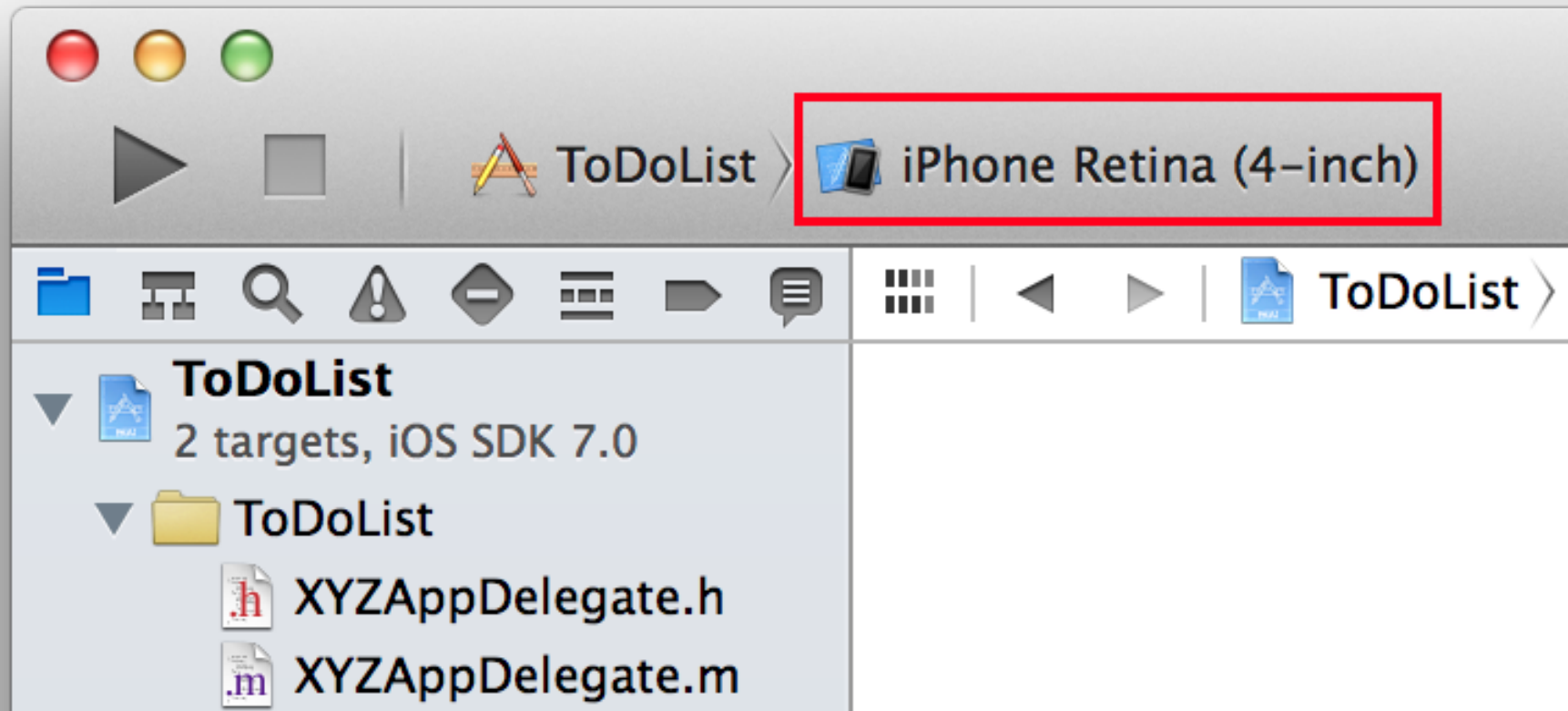
Toolbar

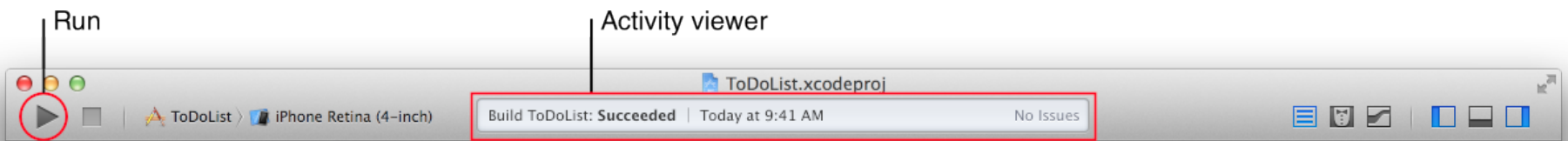
Editor area



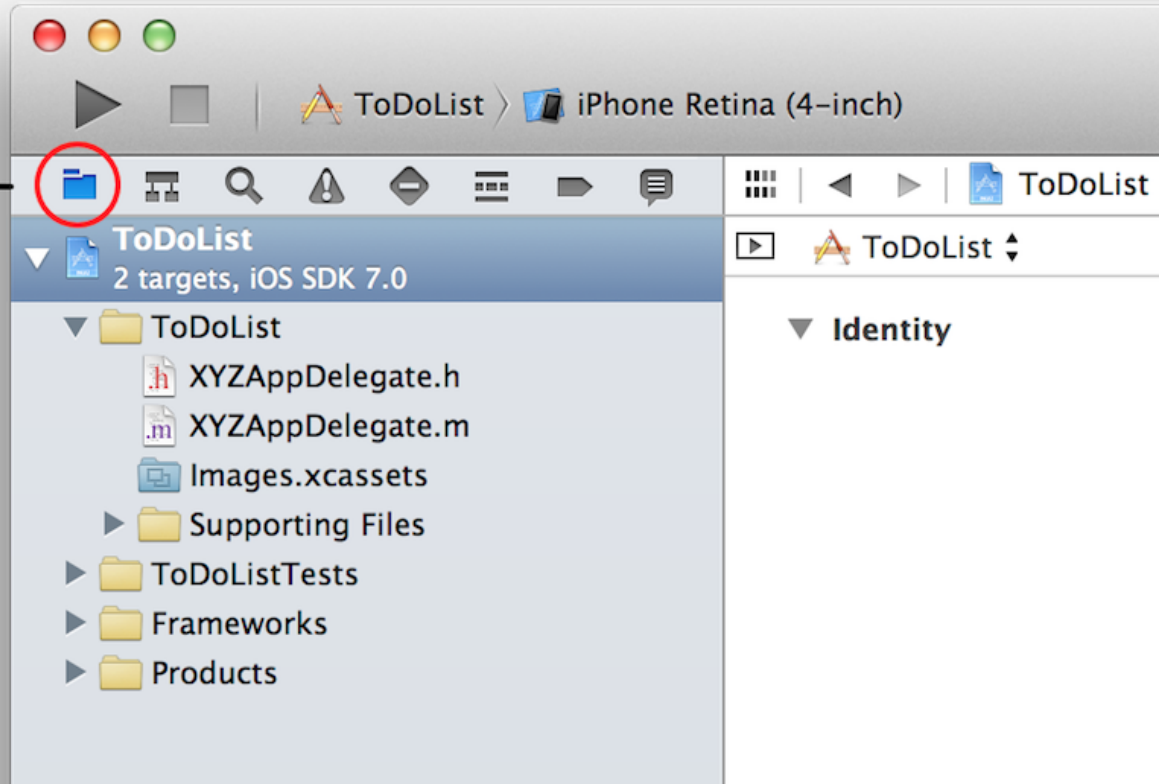
Navigator area

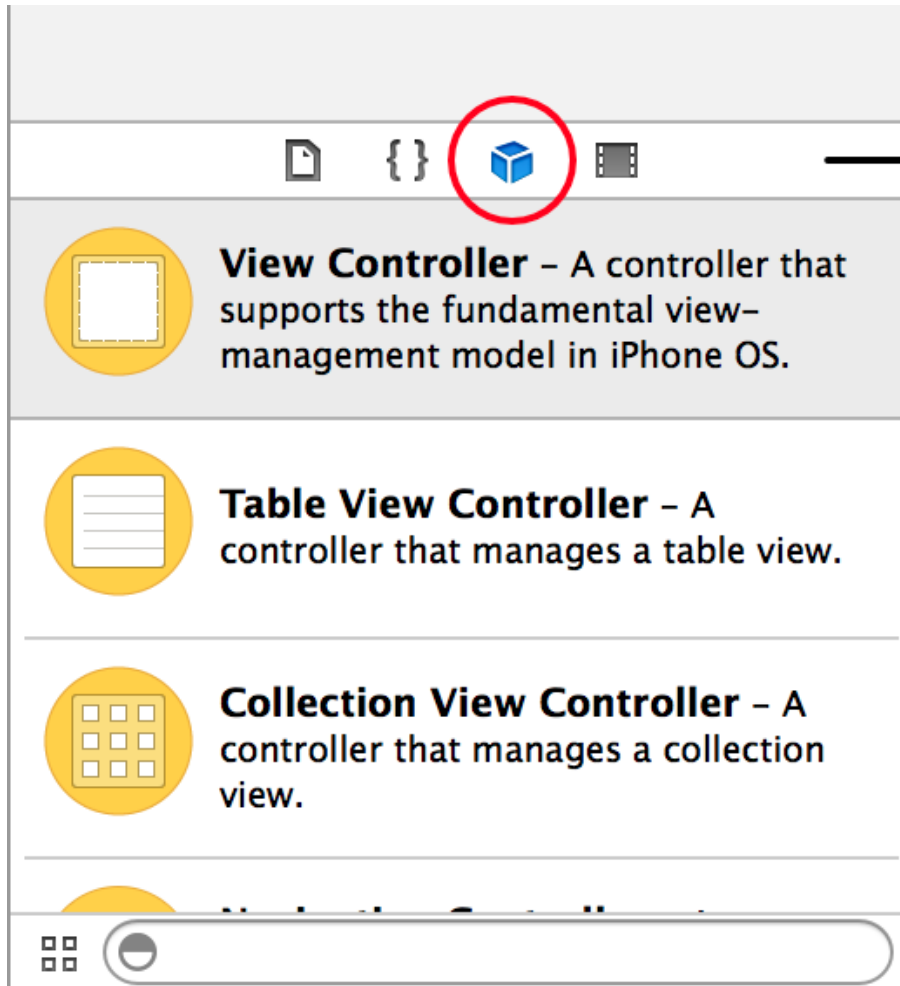
Utility area





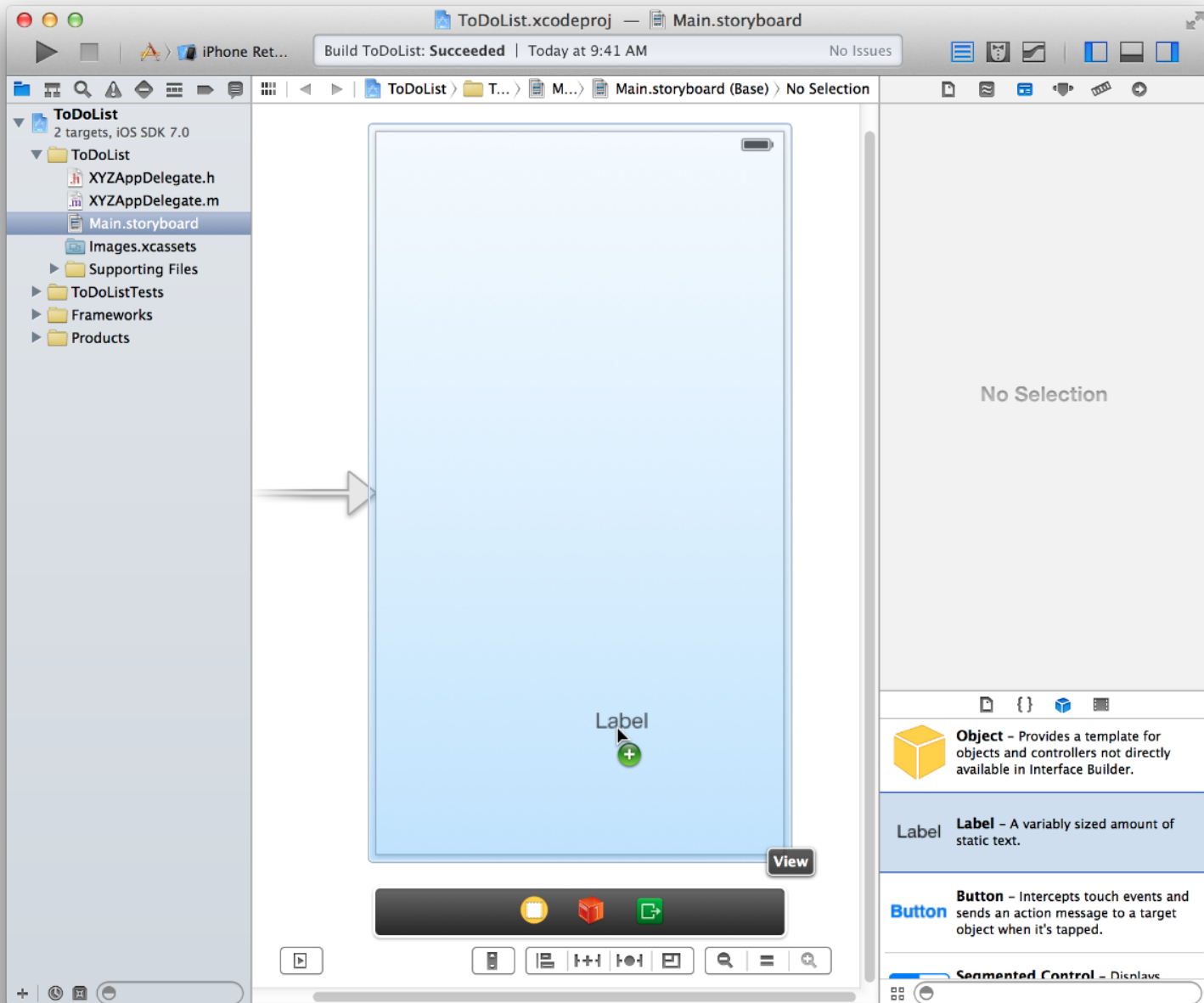
Navigator selector bar

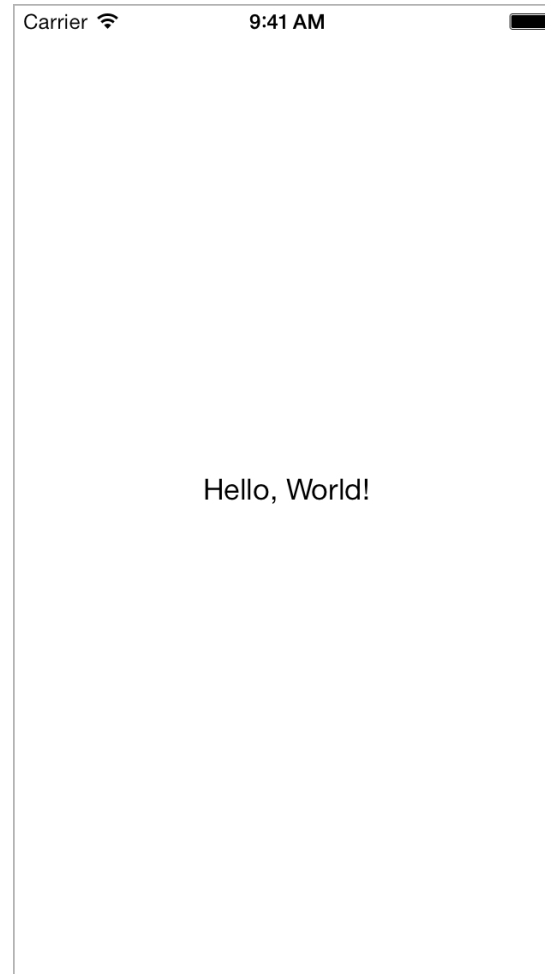
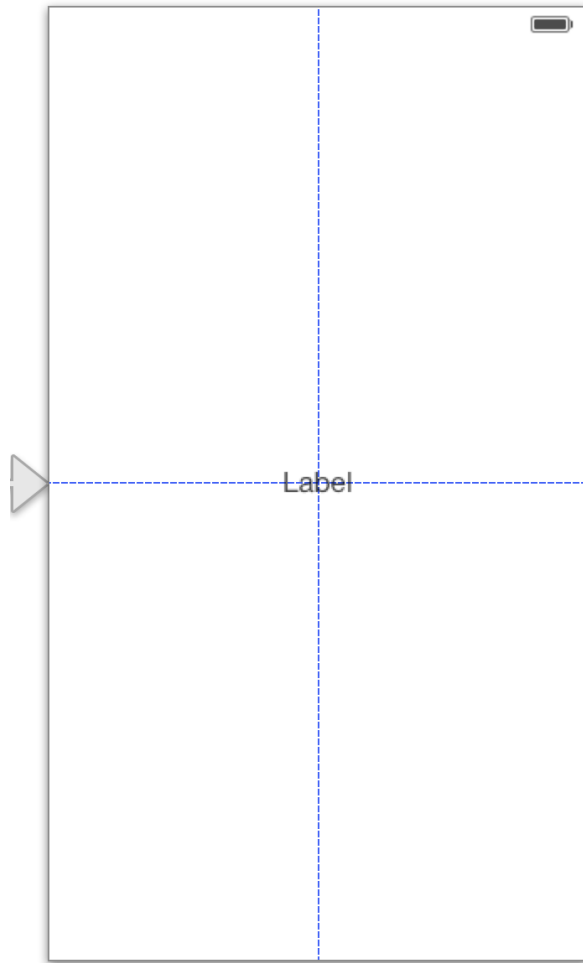


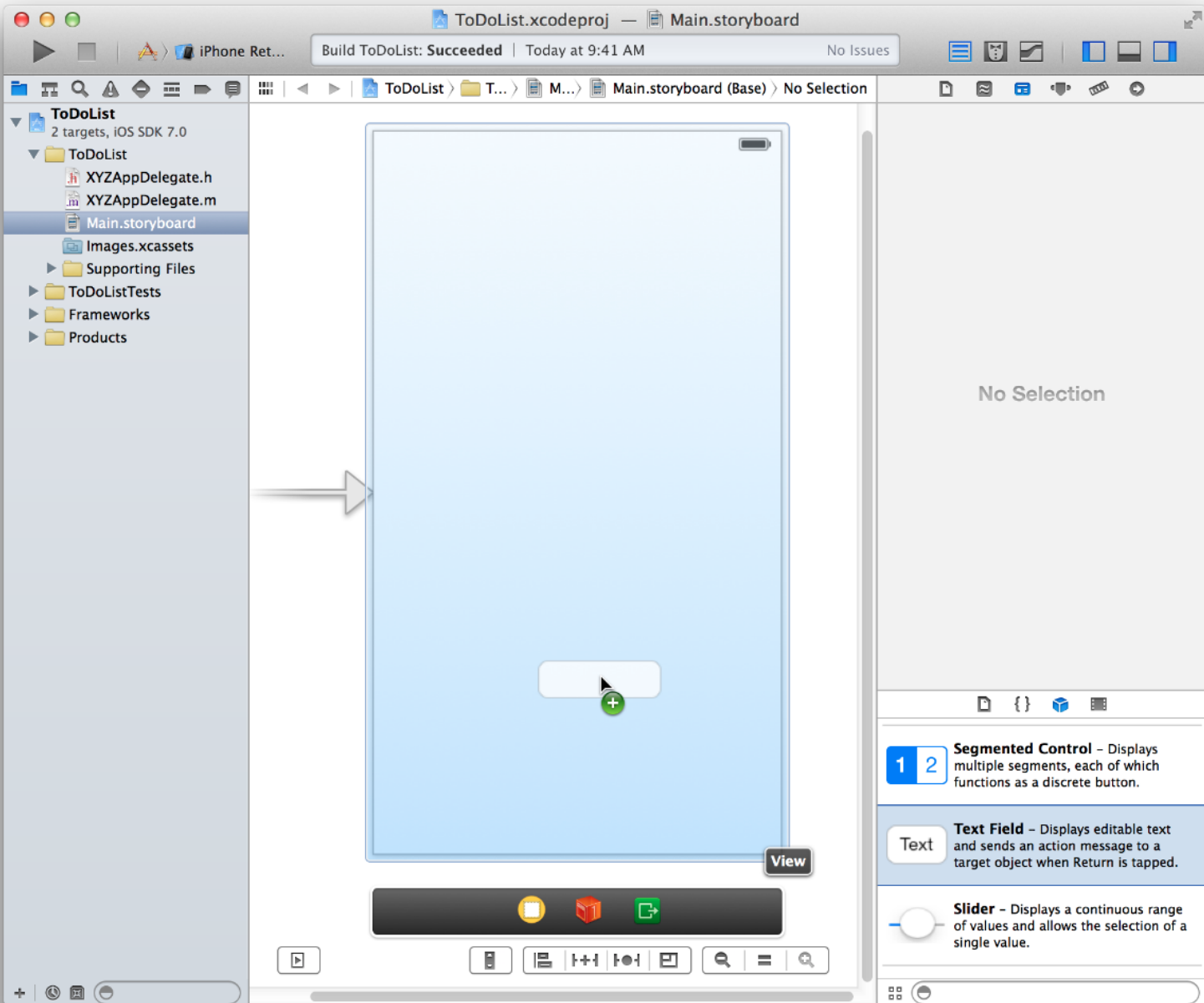


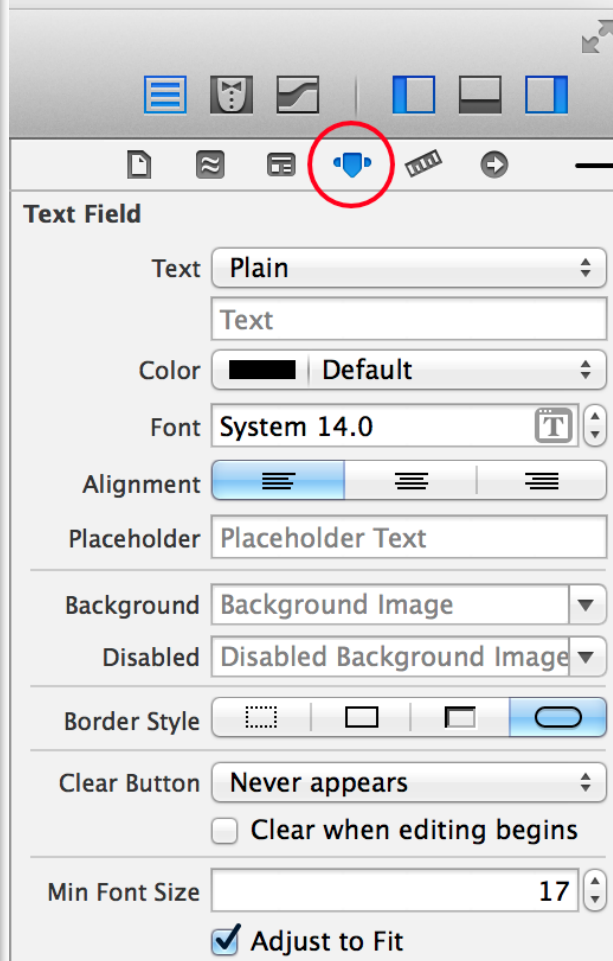
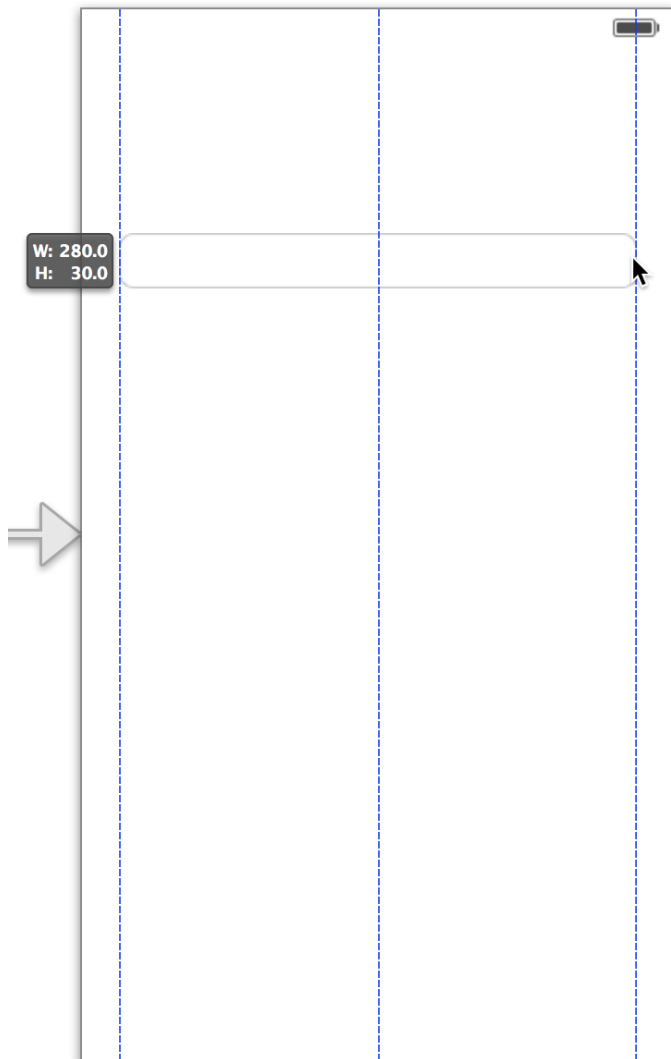
Library selector bar





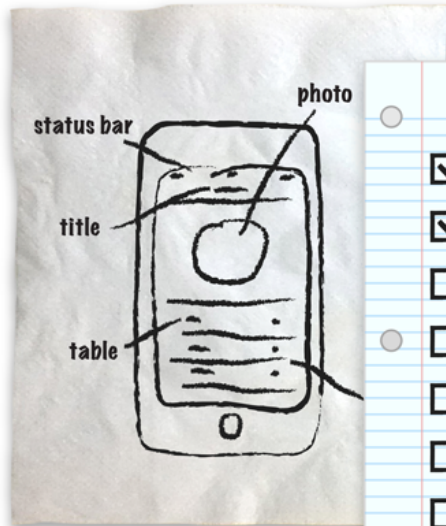




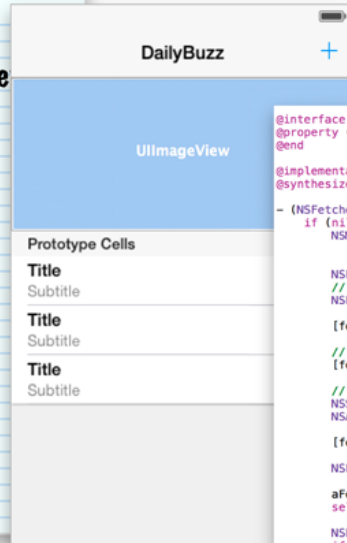


Inspector selector bar

# iOS App Development Process



- Focus: Primary Target
- Think top down
- Consistent UI
- Gestures
- Orientation?
- Check target size
- Reduce settings



```
@interface BrewSessionsViewController () <NSFetchedResultsControllerDelegate>
@property (strong, nonatomic) NSFetchedResultsController *fetchedResultsController;
@end

@implementation BrewSessionsViewController
@synthesize fetchedResultsController = _fetchedResultsController;

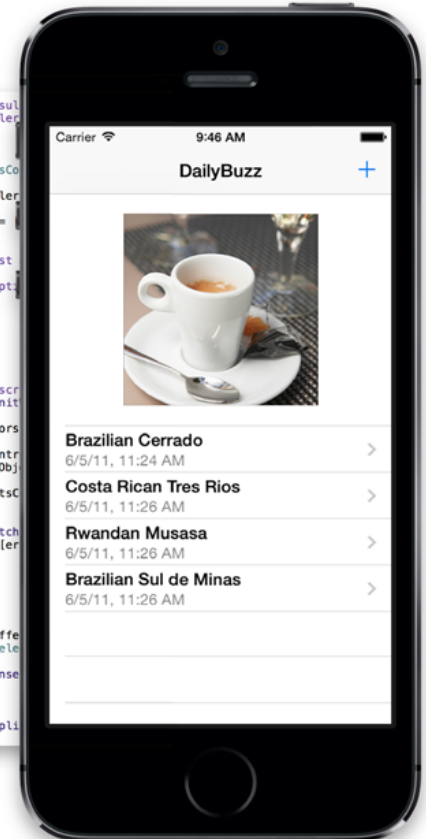
- (NSFetchedResultsController *)fetchedResultsController {
    if (nil == _fetchedResultsController) {
        NSFetchedResultsController *aFetchedResultsController =
            [[NSFetchedResultsController alloc] initWithFetchRequest:fetchRequest
            managedObjectContext:managedObjectContext
            sectionNameKeyPath:nil
            cacheName:nil];
        [fetchRequest setFetchBatchSize:20];
        // Set the sort key as appropriate.
        NSSortDescriptor *sortDescriptor = [[NSSortDescriptor alloc] initWithKey:@"date"
            ascending:YES];
        NSArray *sortDescriptors = [[NSArray alloc] initWithObjects:sortDescriptor, nil];
        [fetchRequest setSortDescriptors:sortDescriptors];
        aFetchedResultsController.delegate = self;
        self.fetchedResultsController = aFetchedResultsController;
    }
    return _fetchedResultsController;
}

- (void)addBrewSessionForCoffee:(NSManagedObject *)coffee {
    NSFetchedResultsController *aFetchedResultsController =
        [[NSFetchedResultsController alloc] initWithFetchRequest:fetchRequest
        managedObjectContext:managedObjectContext
        sectionNameKeyPath:nil
        cacheName:nil];
    NSFetchedResultsController *aFetchedResultsController =
        [[NSFetchedResultsController alloc] initWithFetchRequest:fetchRequest
        managedObjectContext:managedObjectContext
        sectionNameKeyPath:nil
        cacheName:nil];
    [session setValue:coffee forKey:@"coffee"];
    [session setValue:date forKey:@"date"];
    [[DailyBuzzAppDelegate sharedInstance] saveSession];
}

- (void)addBrewSessionForCoffee:(NSManagedObject *)coffee {
    NSFetchedResultsController *aFetchedResultsController =
        [[NSFetchedResultsController alloc] initWithFetchRequest:fetchRequest
        managedObjectContext:managedObjectContext
        sectionNameKeyPath:nil
        cacheName:nil];
    NSFetchedResultsController *aFetchedResultsController =
        [[NSFetchedResultsController alloc] initWithFetchRequest:fetchRequest
        managedObjectContext:managedObjectContext
        sectionNameKeyPath:nil
        cacheName:nil];
    [session setValue:coffee forKey:@"coffee"];
    [session setValue:date forKey:@"date"];
    [[DailyBuzzAppDelegate sharedInstance] saveSession];
}
}

```

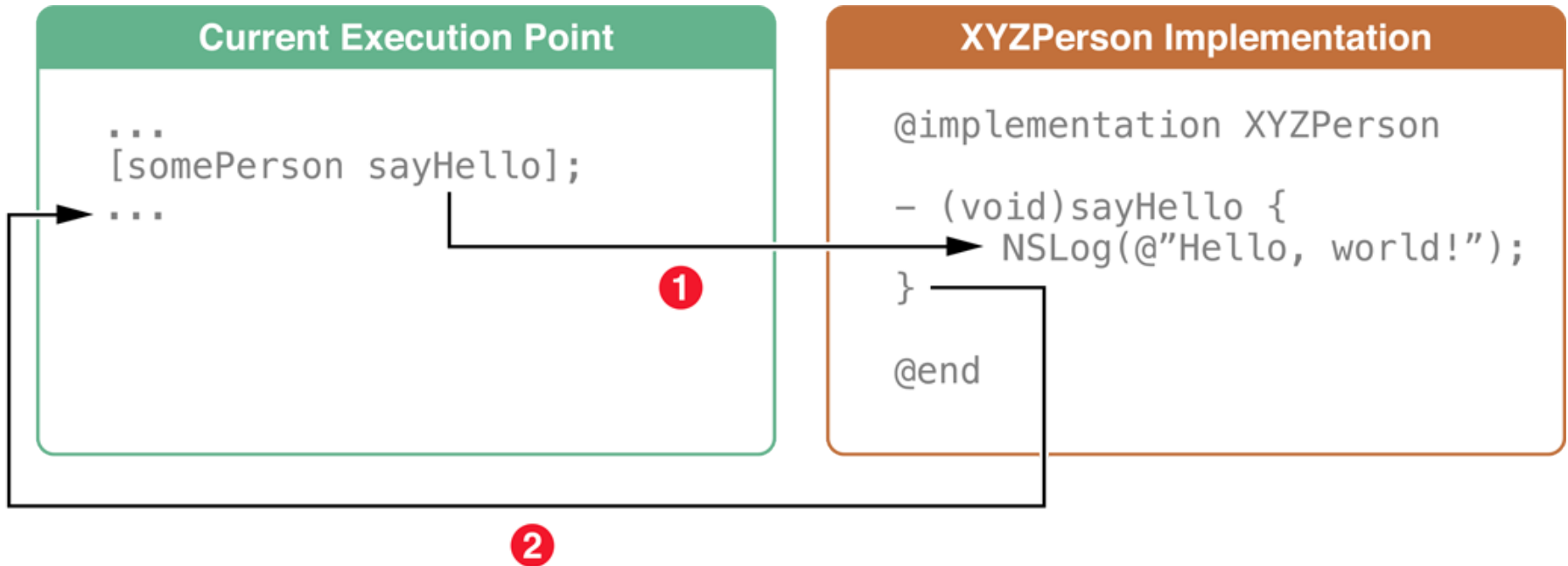
Brew Sessions View Controller



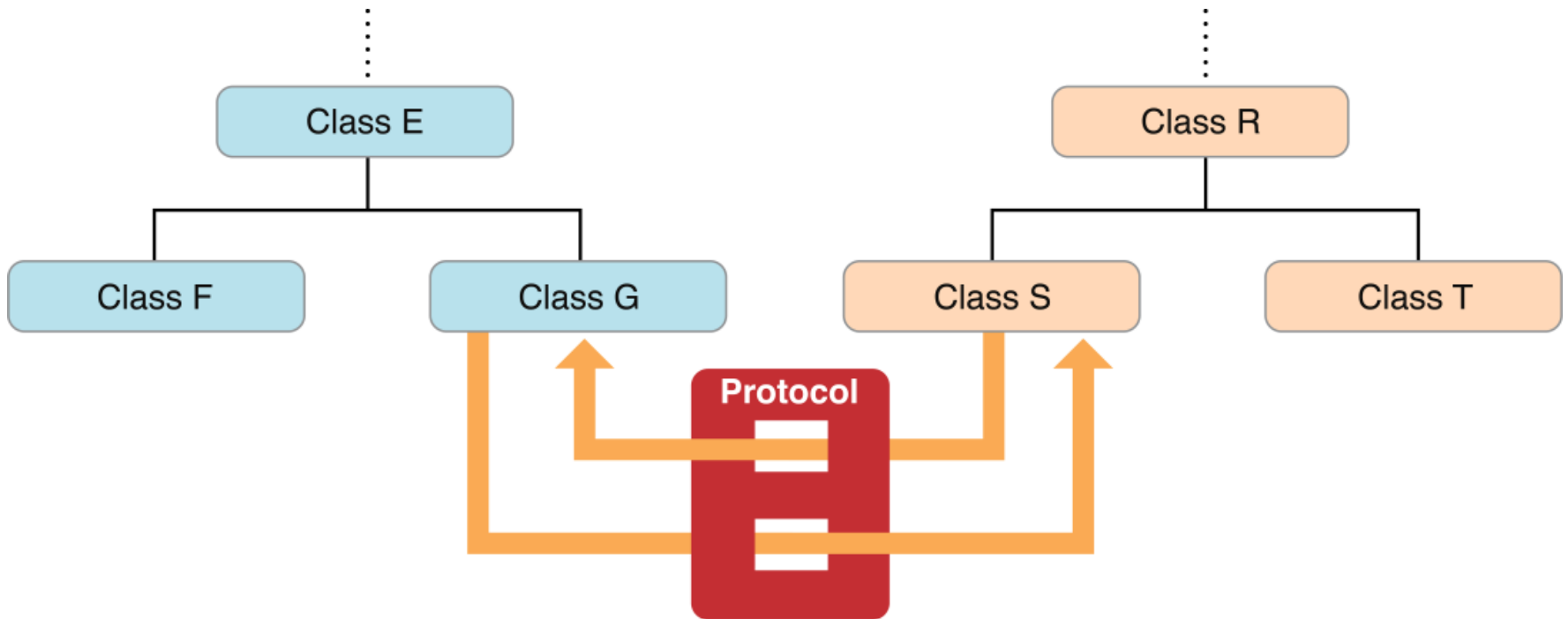
# iOS App Development Process

- Defining the Concept
- Designing a User Interface
- Defining the Interaction
- Implementing the Behavior

# Objects Communicate Through Messages

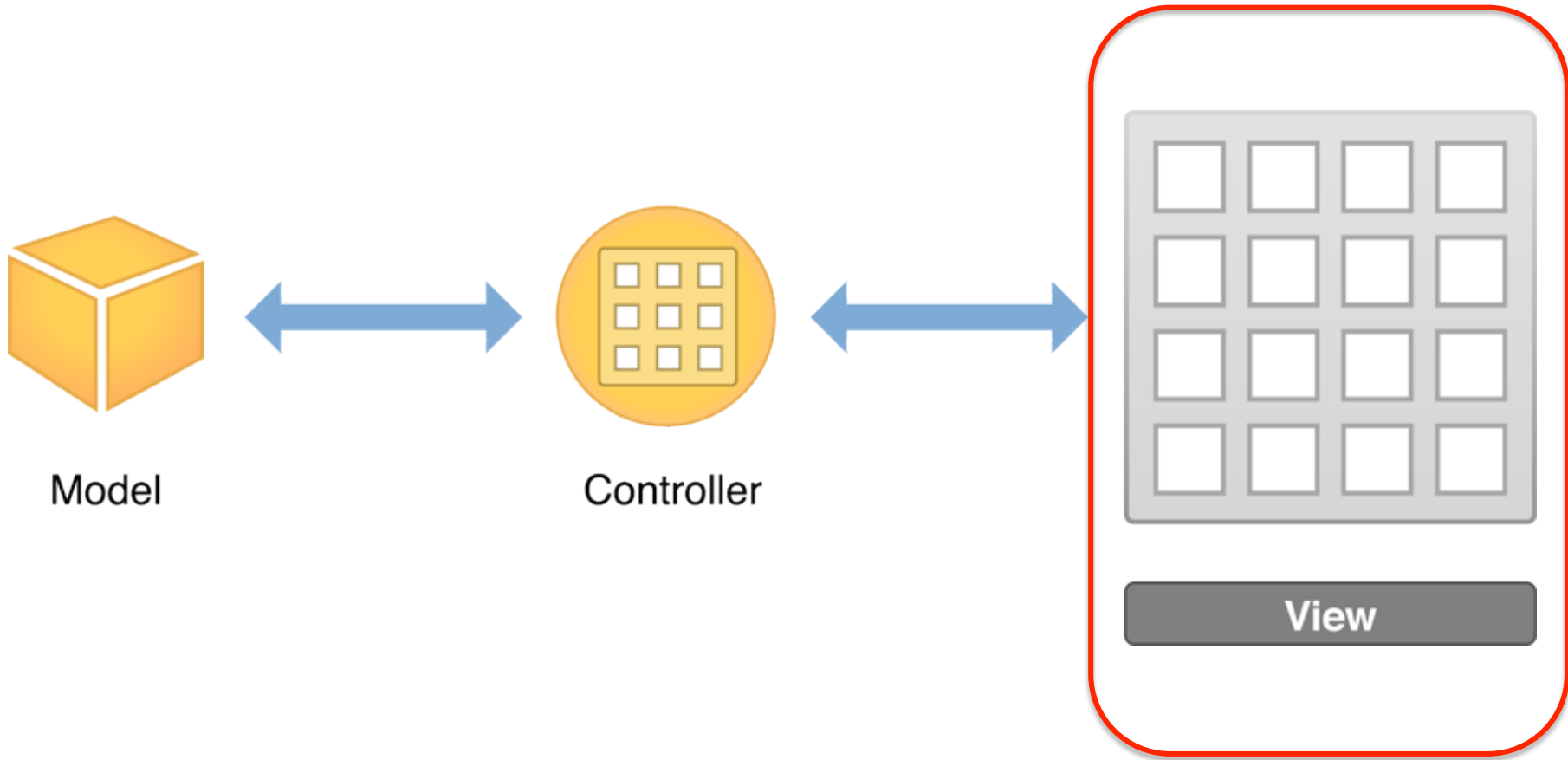


# Protocols Define Messaging Contracts

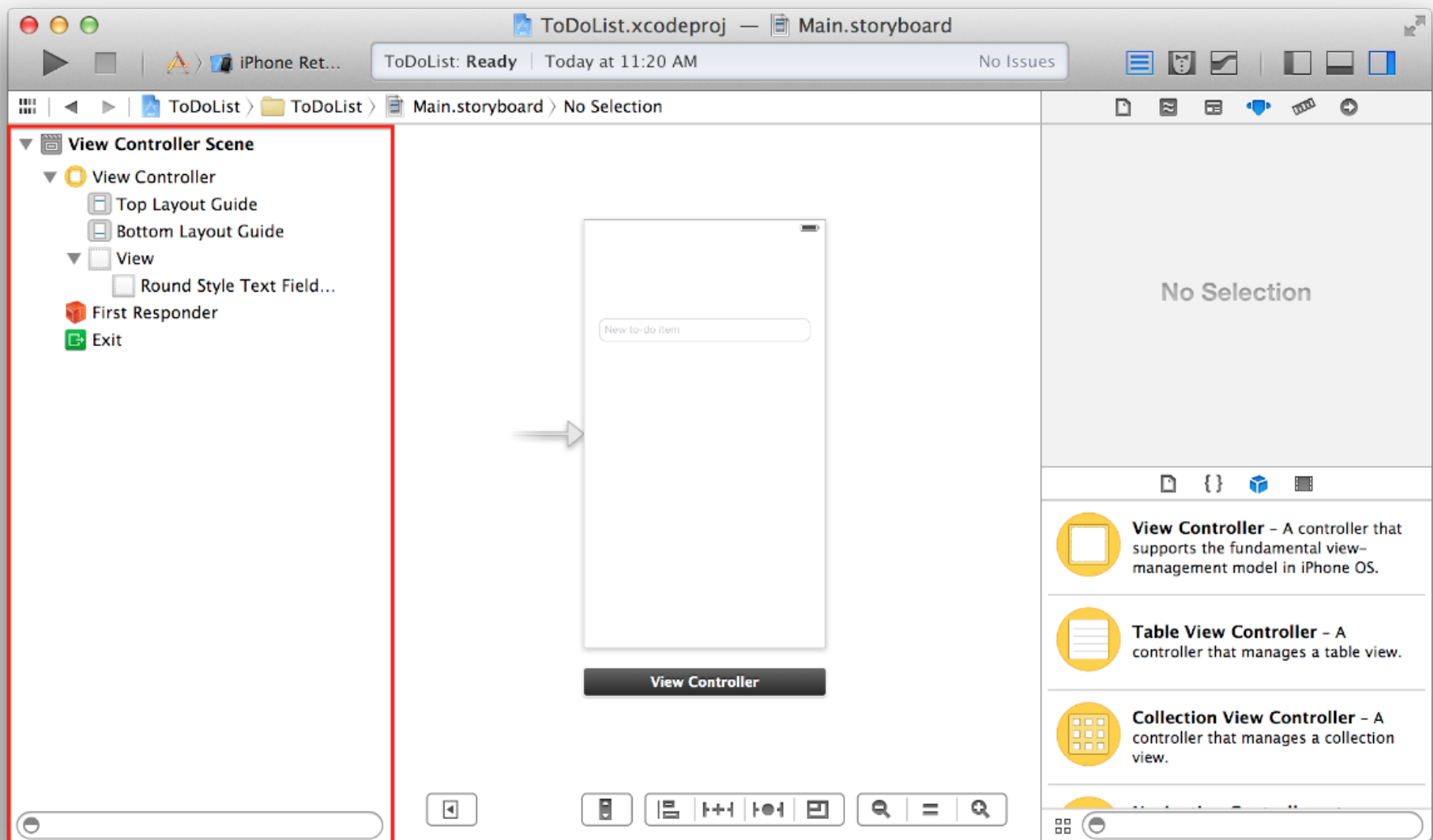




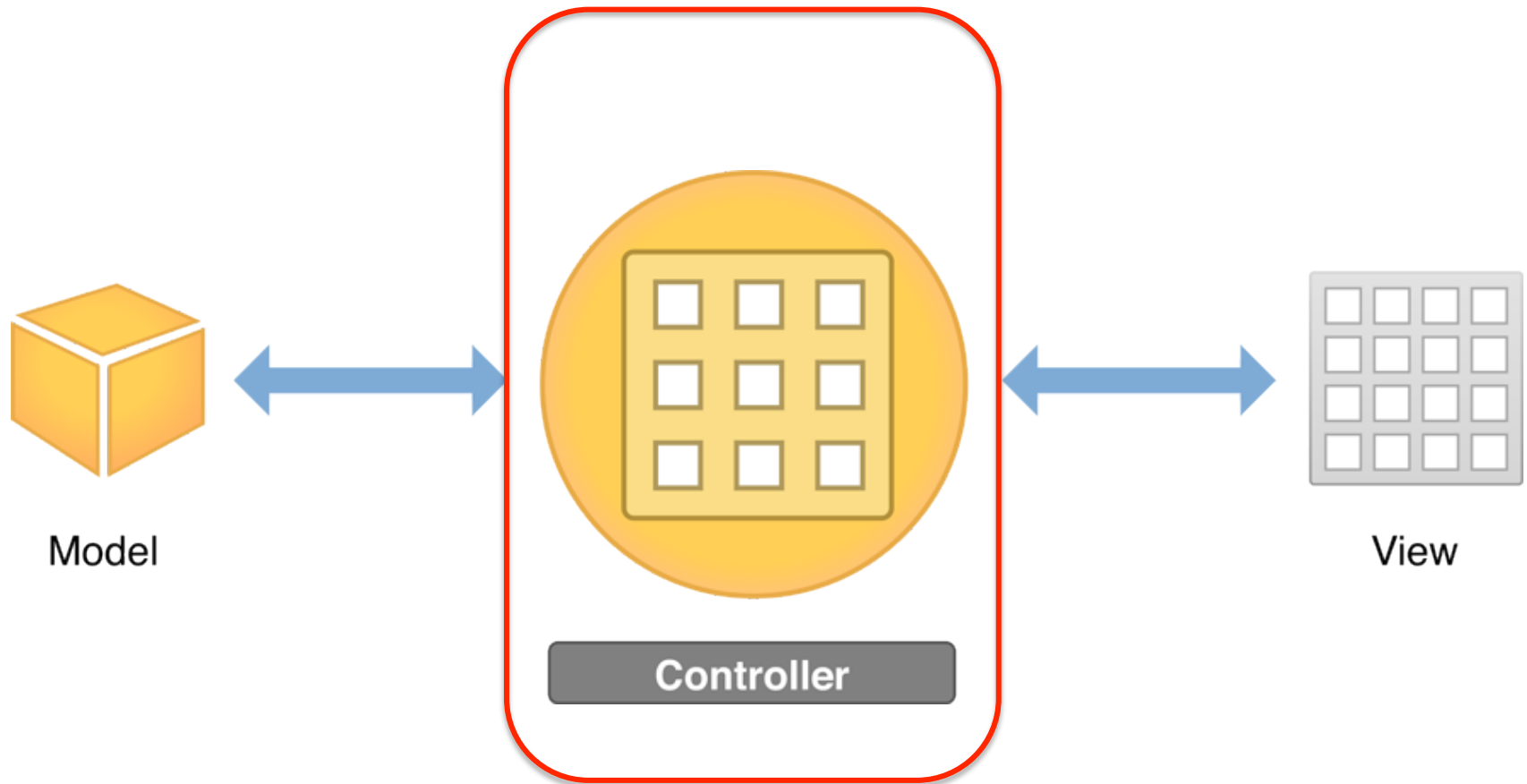
# Designing a User Interface



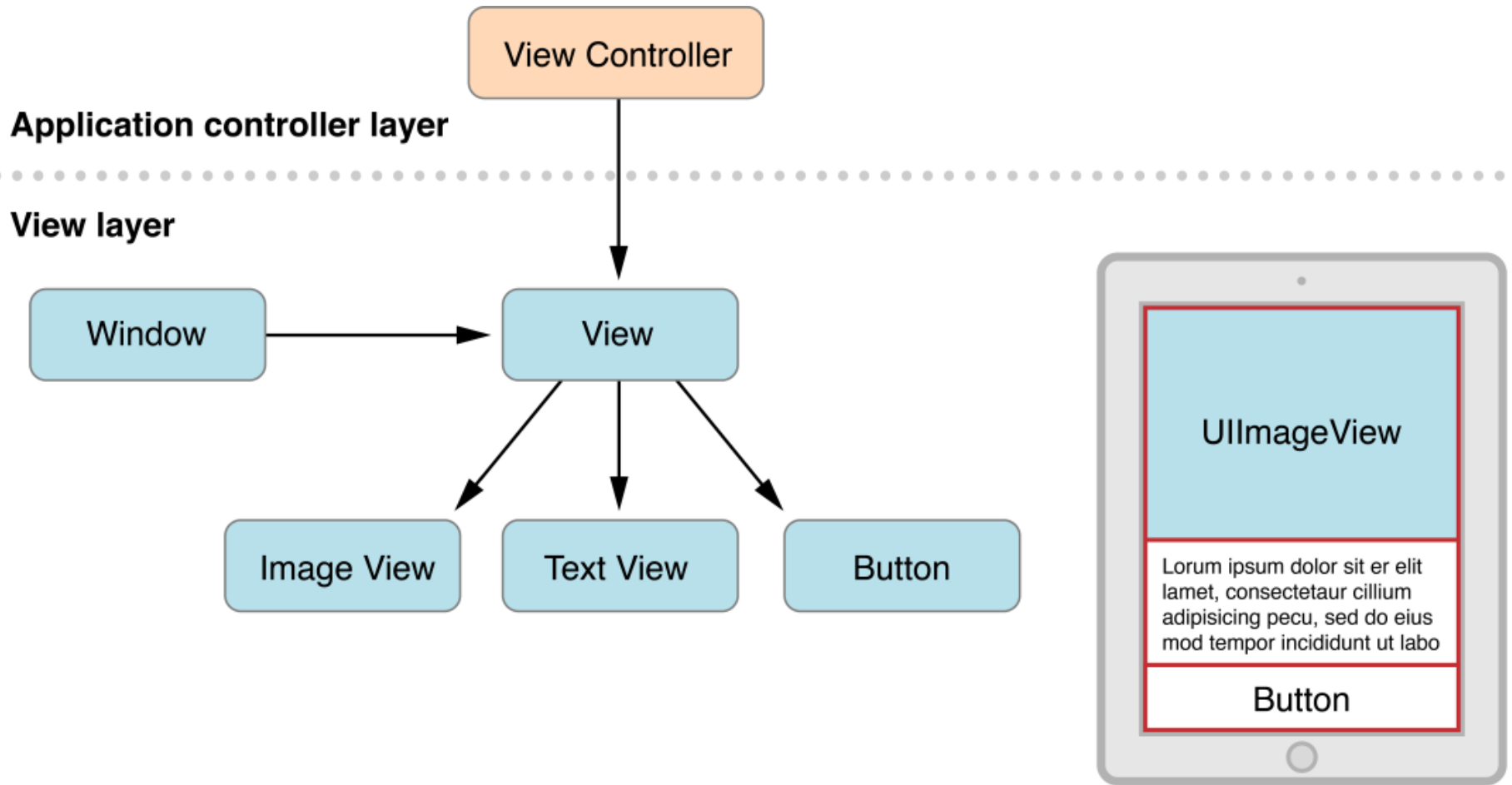
# Use Storyboards to Lay Out Views



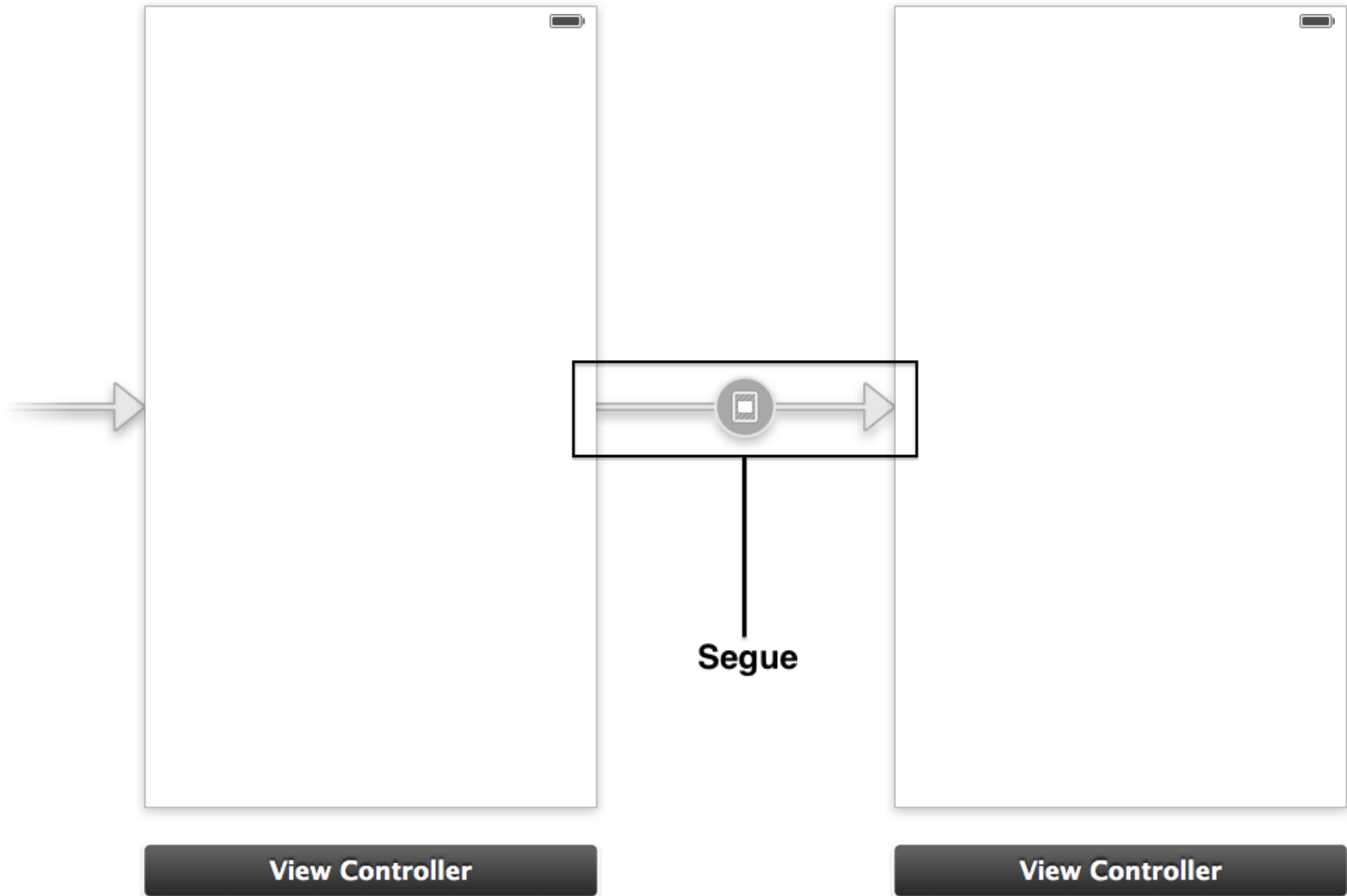
# Defining the Interaction



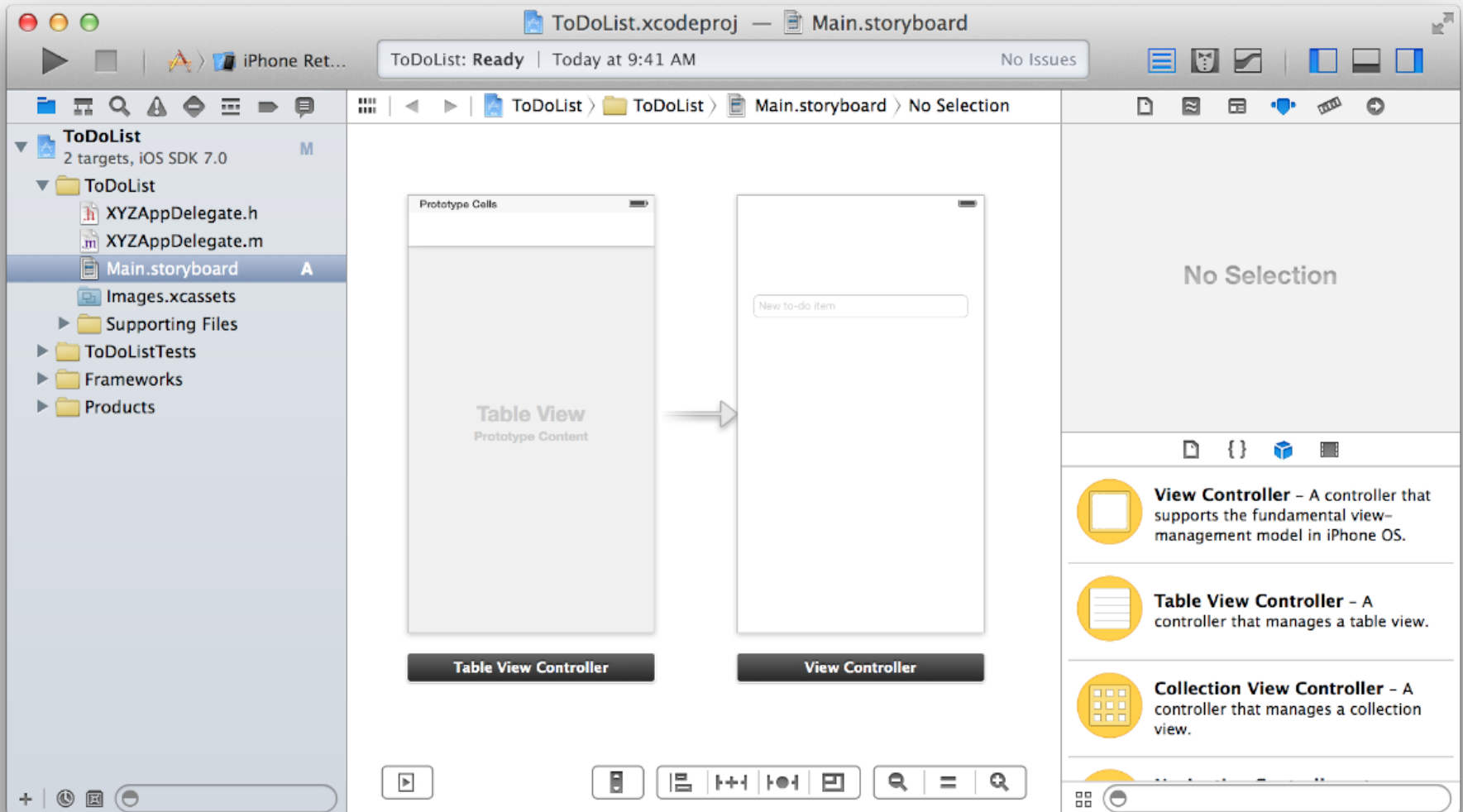
# View Controllers



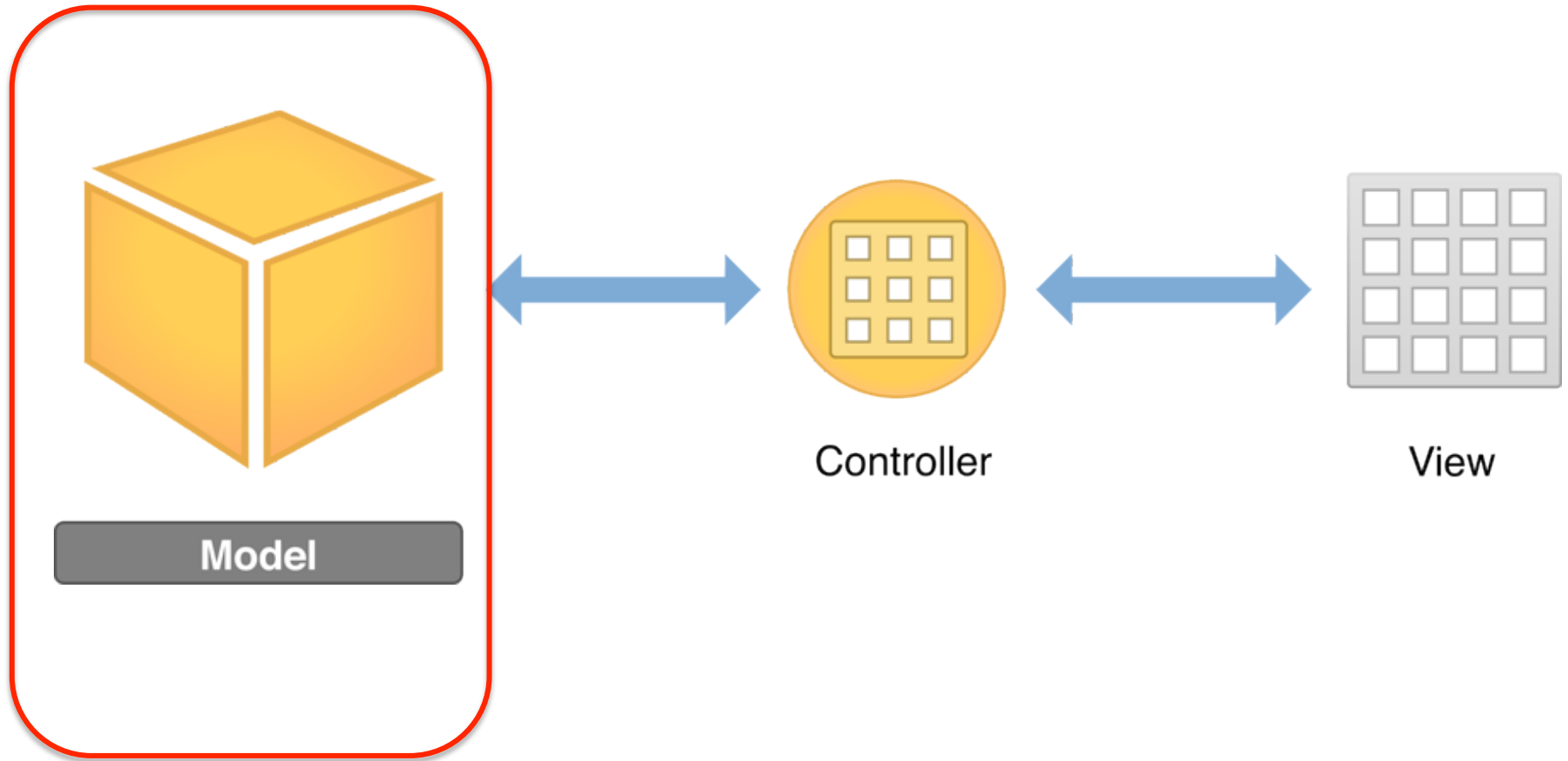
# Use Storyboards to Define Navigation



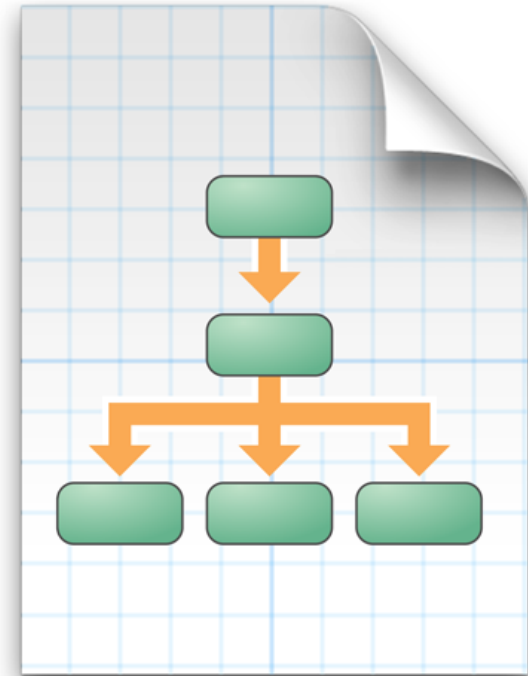
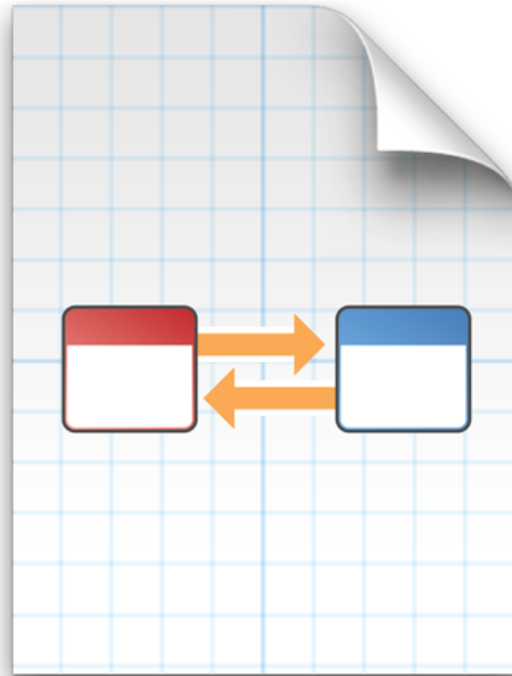
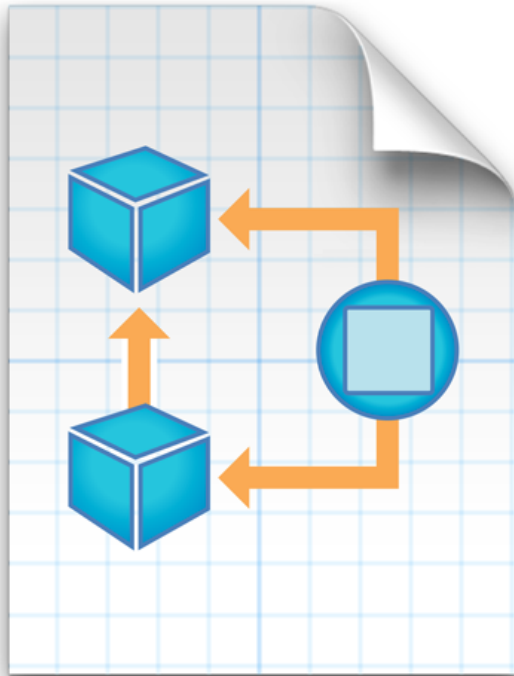
# Storyboards



# Incorporating the Data

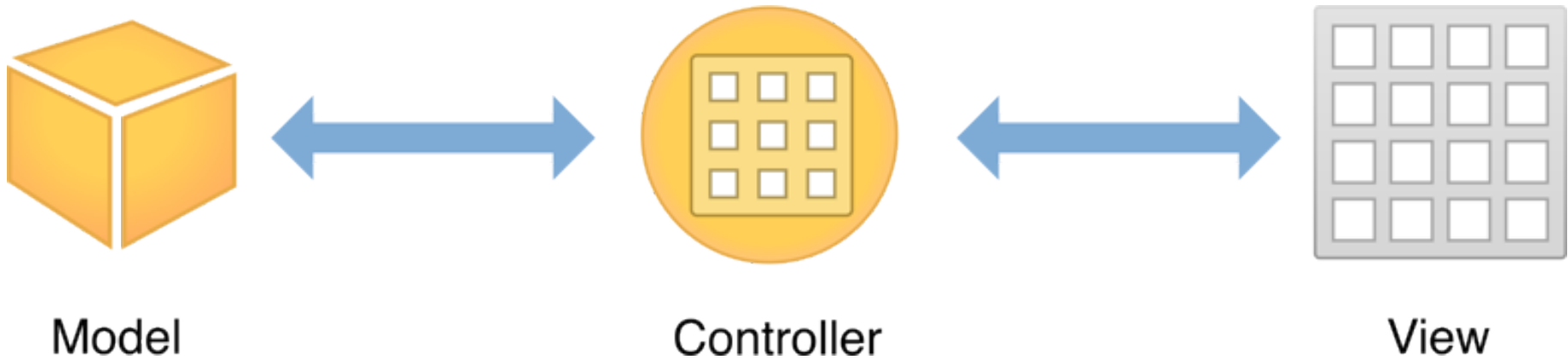


# Using Design Patterns

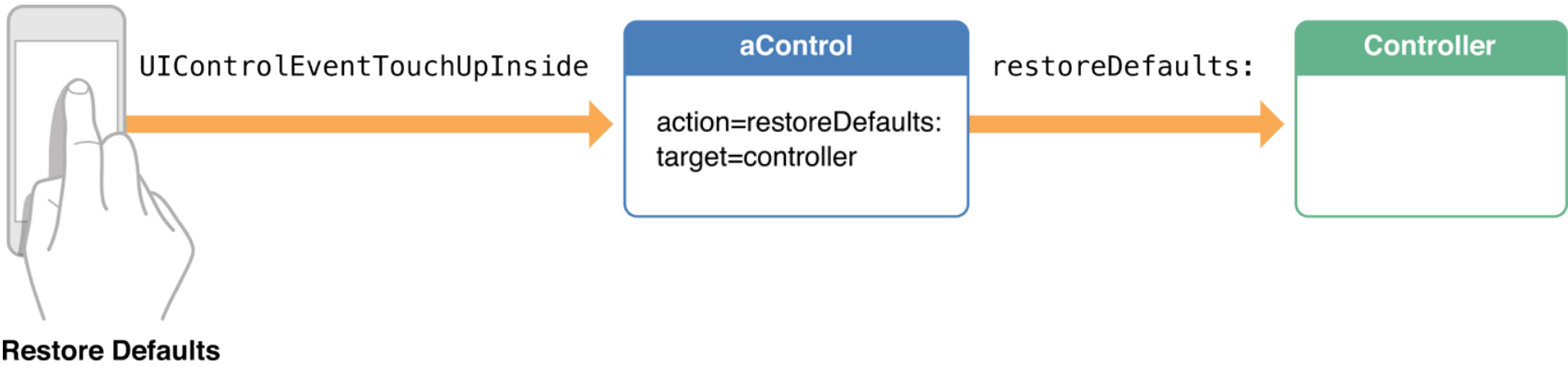




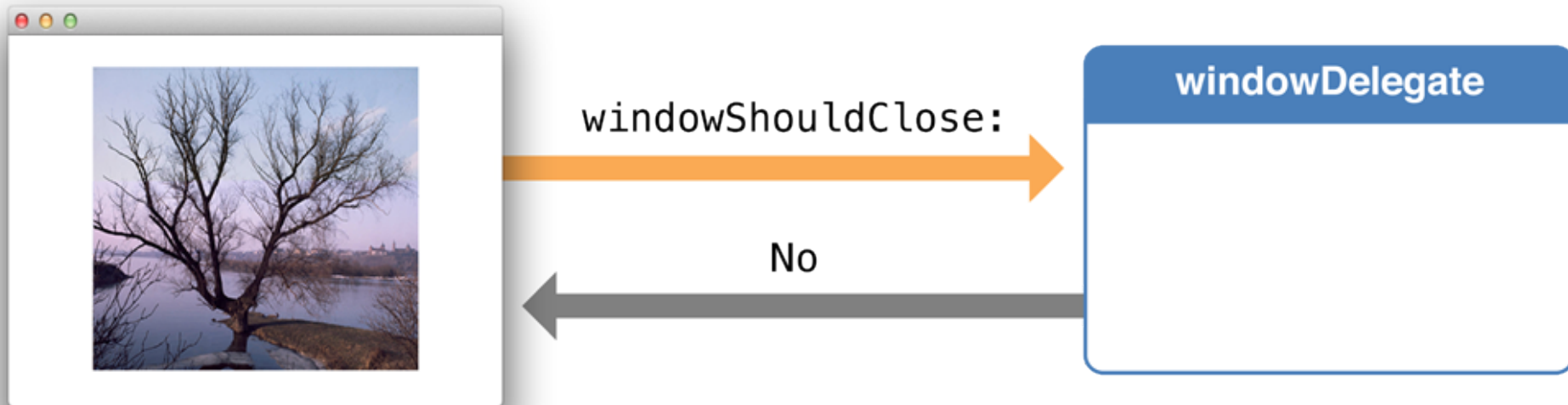
# Model-View-Controller (MVC)



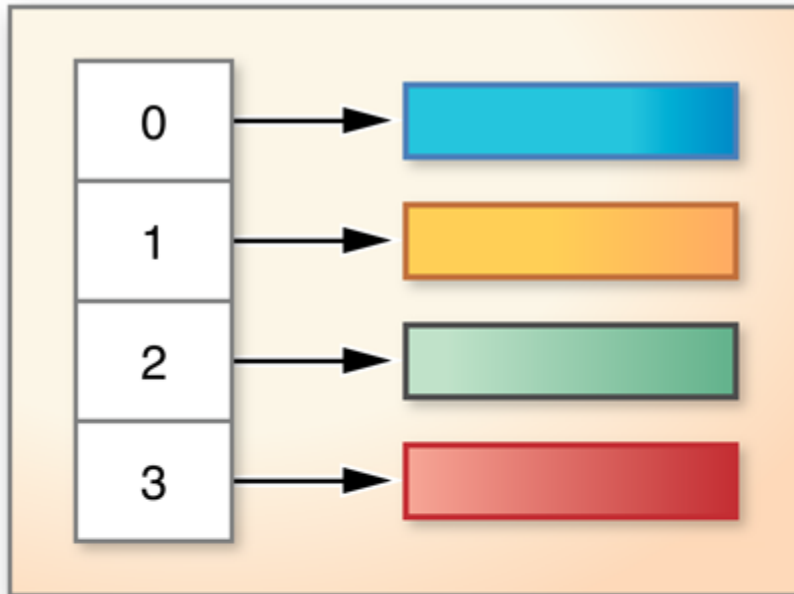
# Target-Action



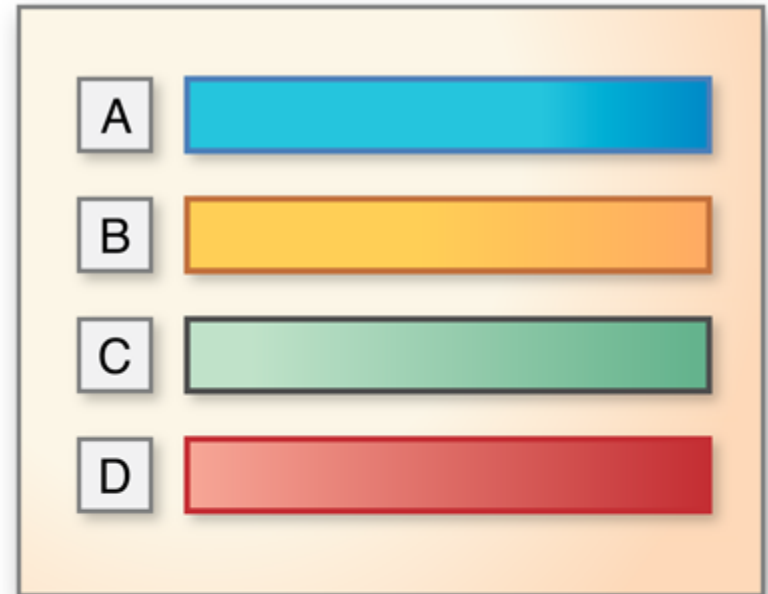
# Delegation



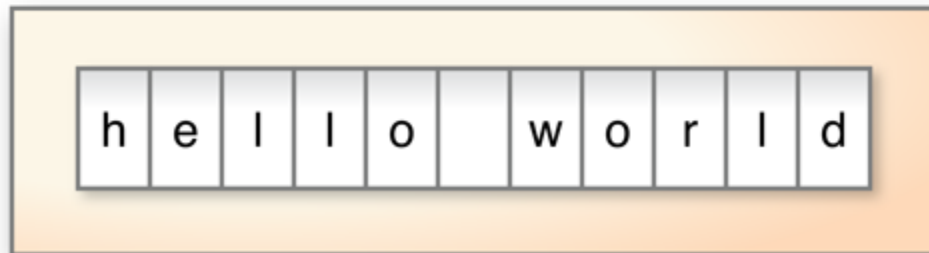
# Working with Foundation



**Array**



**Dictionary**



**String**

# NSString

```
1 // Create the string "My String" plus carriage return.
2 NSString *myString = @"My String\n";
3 // Create the formatted string "1 String".
4 NSString *anotherString = [NSString stringWithFormat:@"%d %@", 1, @"String"];
5 // Create an Objective-C string from a C string.
6 NSString *fromCString = [NSString stringWithCString:"A C string"
   encoding:NSUTF8StringEncoding];
```

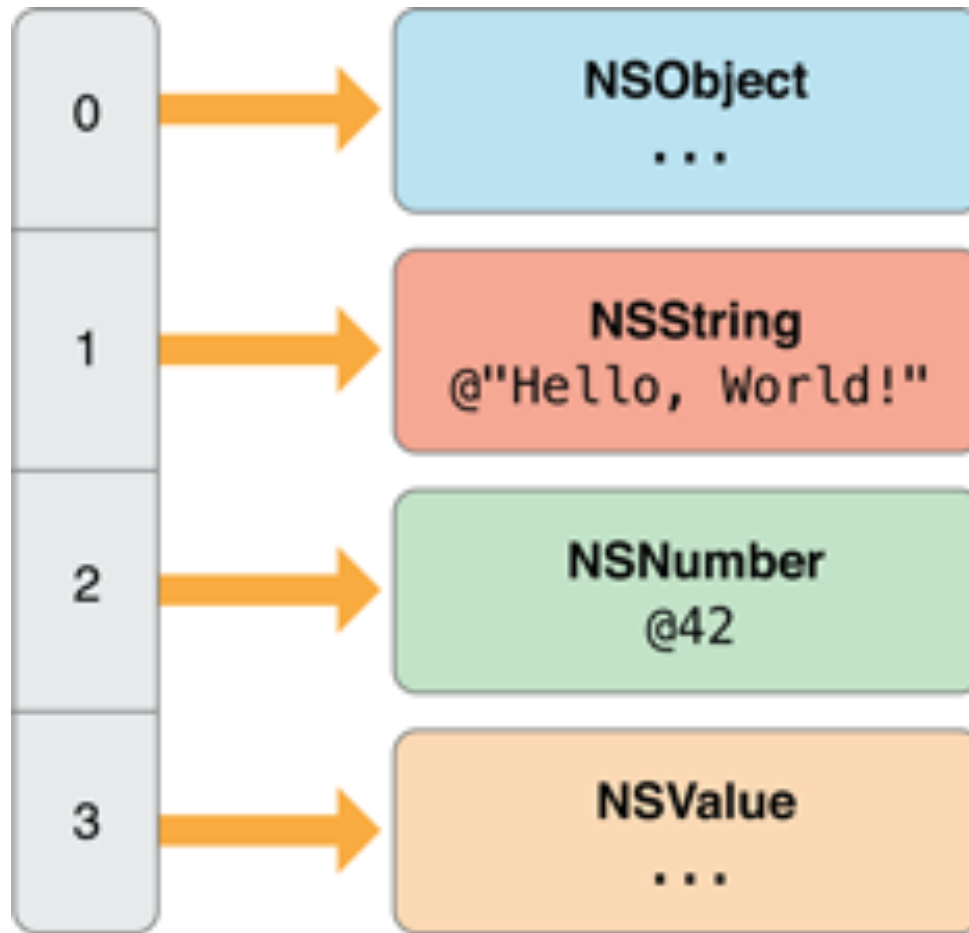
# NSNumber

```
1 NSNumber *myIntValue    = @32;  
2 NSNumber *myDoubleValue = @3.22346432;
```

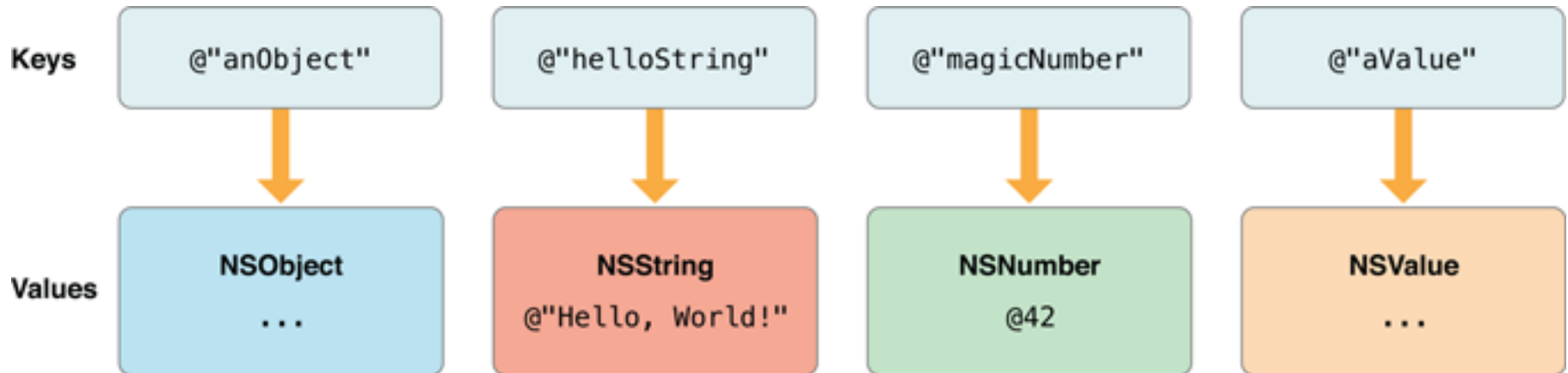
```
1 NSNumber *myBoolValue = @YES;  
2 NSNumber *myCharValue = @'V';
```

```
1 NSNumber *myFloatValue = @3.2F
```

# Arrays

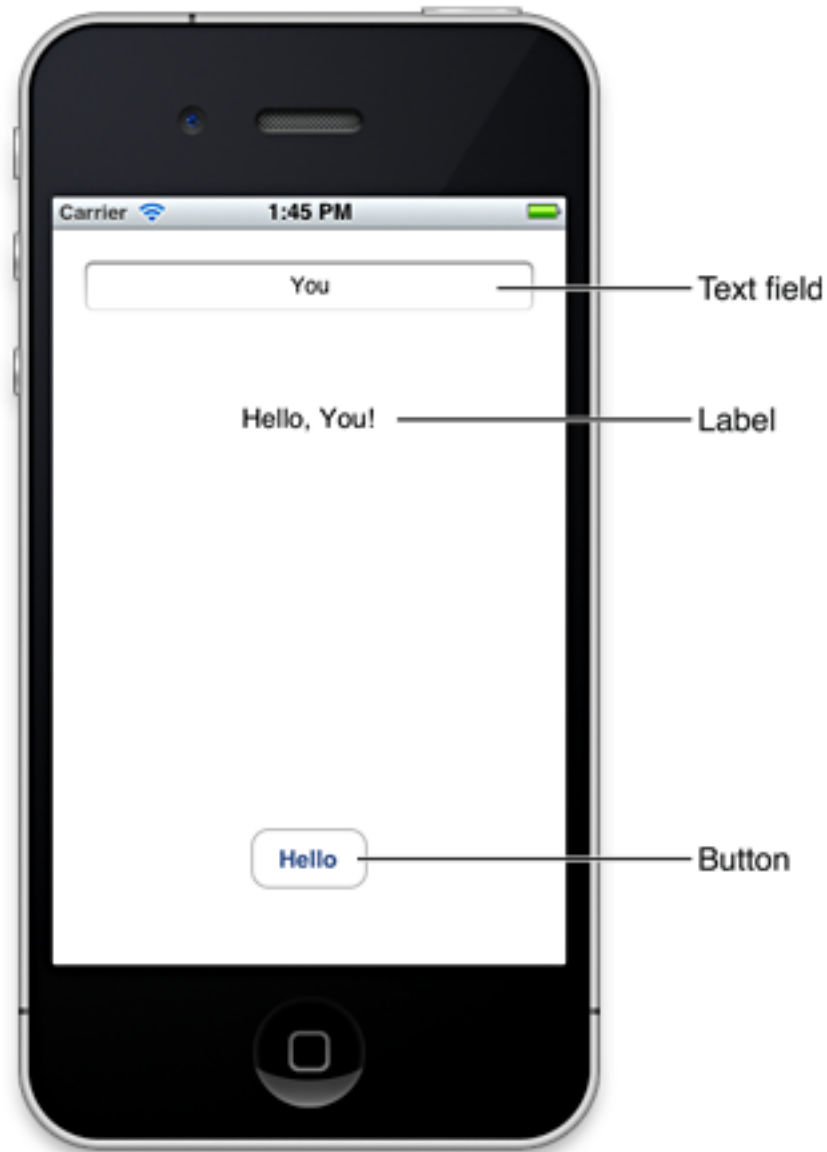


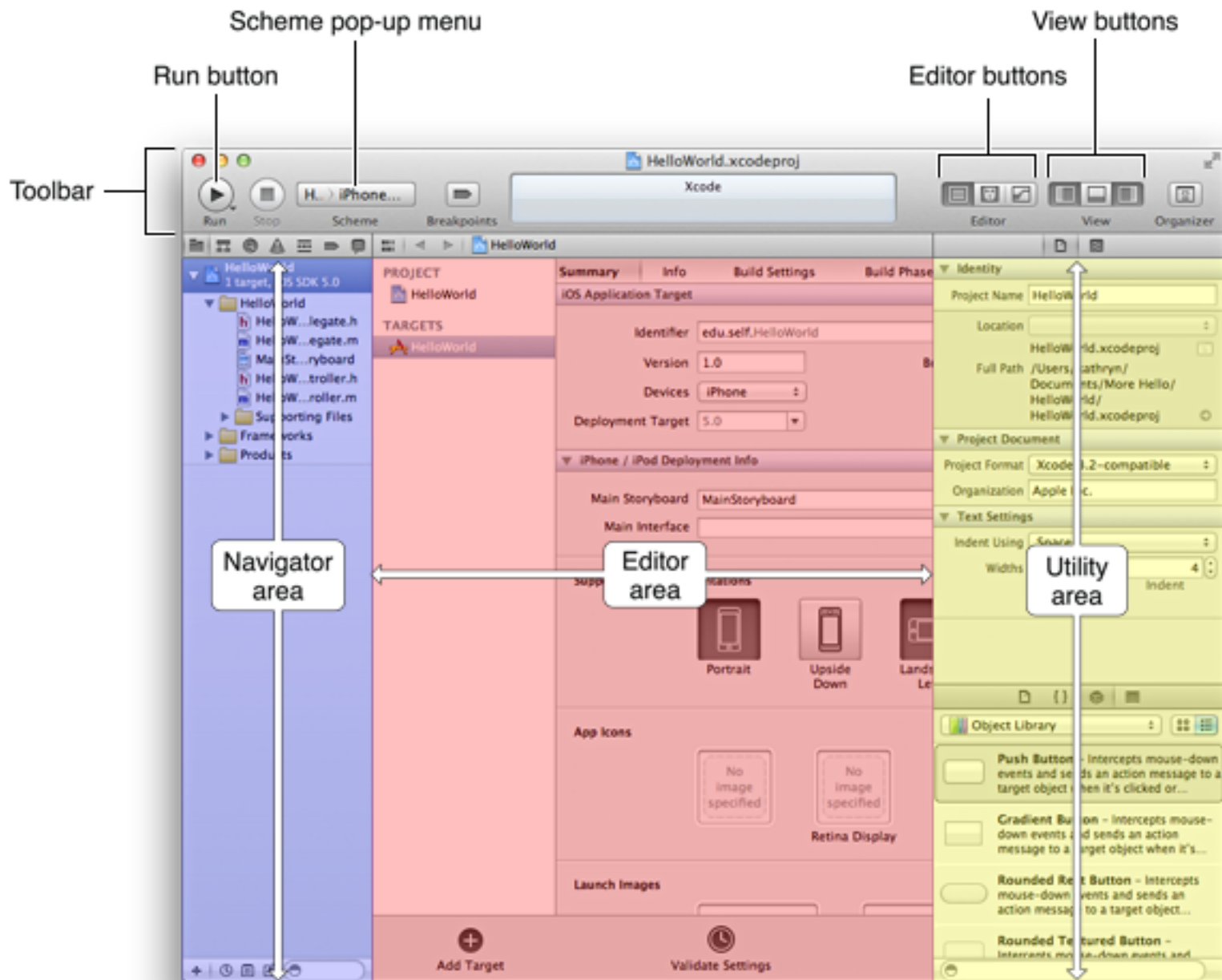
# Dictionary

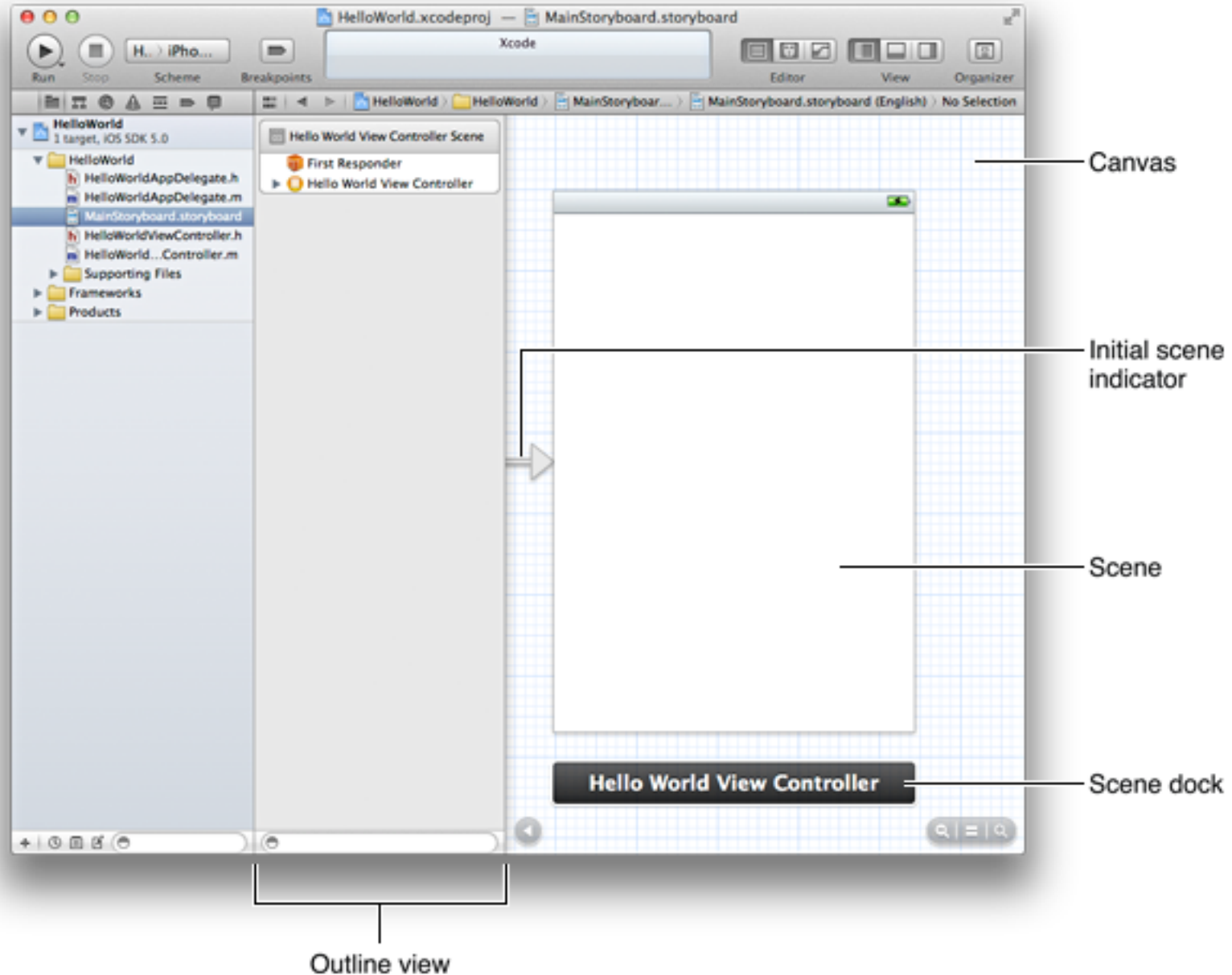




# Your First iOS App



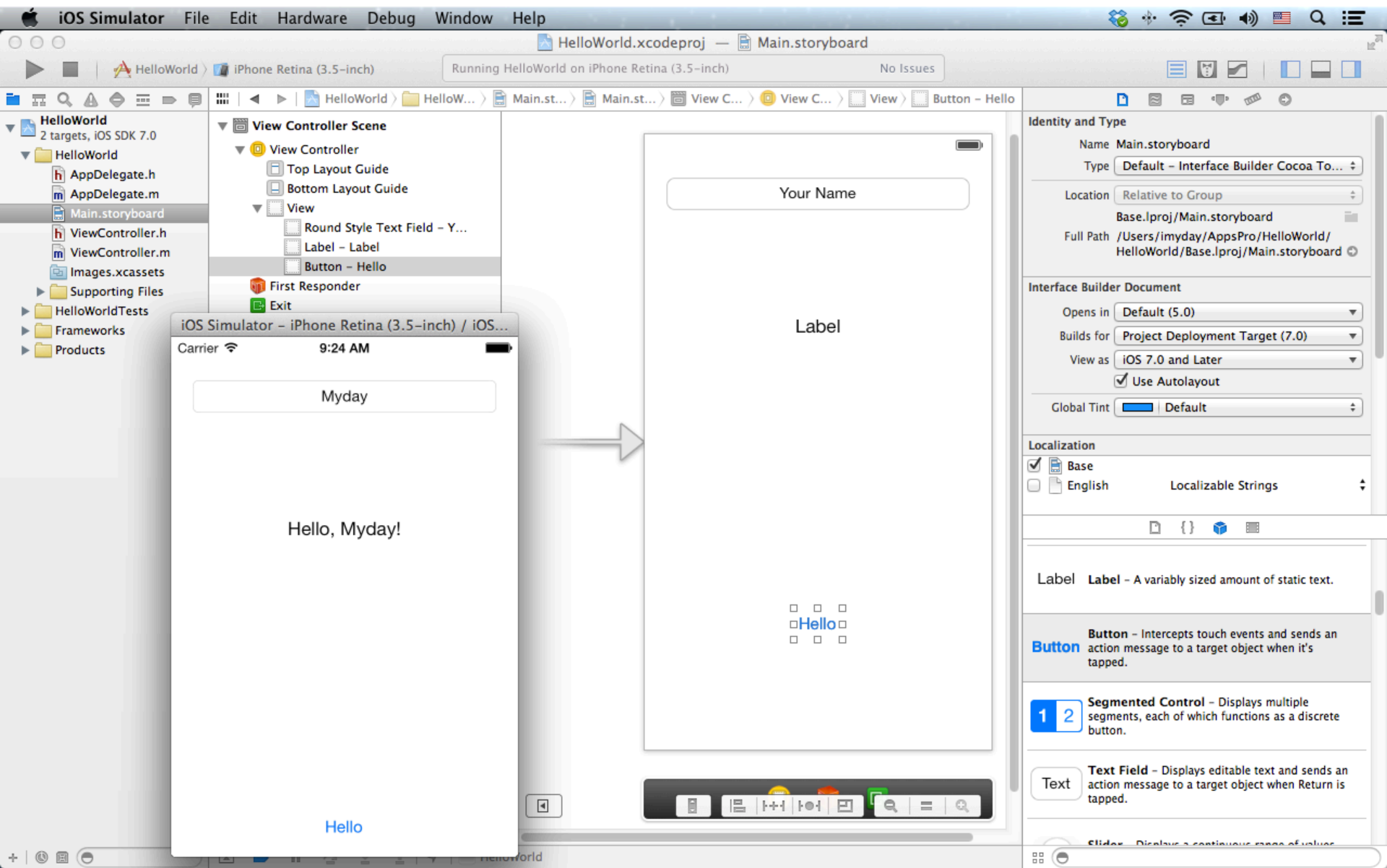




# IBOutlet and IBAction

- IBOutlet
  - Interface Builder Outlet
- IBAction
  - Interface Builder Action

**Demo:**  
**Building Your First iOS App with  
Xcode 5 (Objective-C)**



Q



jEdit



TextWrangler



Dropbox



Acrobat Distiller



Adobe Acrobat Pro



Firefox



The Unarchiver



DictUnifier



Keka



Xcode



Sketch



Sublime Text 2



Disk Drill



EaseUS Ma...overy Free



Microsoft...11 (Other)



Data Recovery Free



Data Rescue 3



RealPlayer Converter



RealPlayer



Adobe Bridge CS6



Adobe Med...ncoder CS6



Adobe Widget Browser



Adobe Dre...eaver CS6



Adobe Fireworks CS6



Adobe Flash CS6



Adobe Illustrator CS6



Adobe Photoshop CS6



Adobe InDesign CS6



Picasa



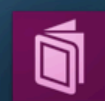
FileZilla



Tutorial for Xcode 5 Lite



DPS App Builder



Adobe Content Viewer



Eclipse



iBooks Author





# Welcome to Xcode

Version 5.0 (5A1413)



## **Create a new Xcode project**

Start building a new iPhone, iPad or Mac application.











## **Check out an existing project**

Start working on something from an SCM repository.



Loading No Issues

### Choose a template for your new project

<b>IOS</b> Application Framework & Library Other				
	Master-Detail Application	OpenGL Game	Page-Based Application	Single View Application
<b>OS X</b> Application Framework & Library Application Plug-in System Plug-in Other				
	Tabbed Application	Utility Application	Empty Application	SpriteKit Game

**1 Single View Application**

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.

Cancel Previous Next

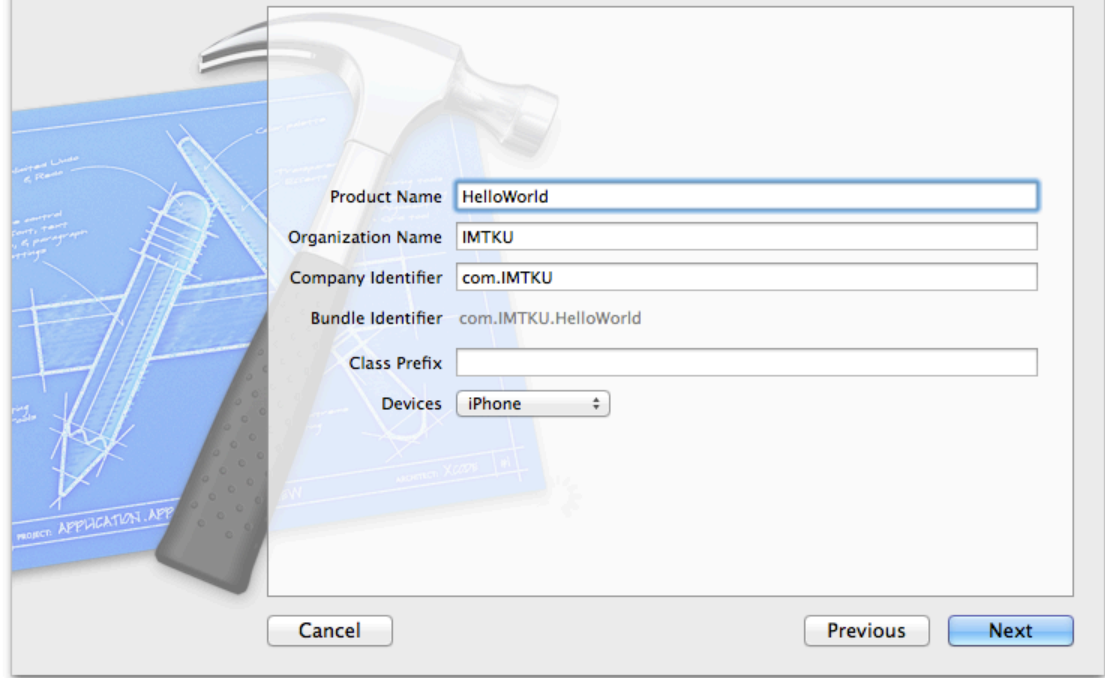
No Selection

**Push Button** - Intercepts mouse-down events and sends an action message to a target...

**Gradient Button** - Intercepts mouse-down events and sends an action message to a target...

**Rounded Rect Button** - Intercepts mouse-down events and sends an action message to...

### Choose options for your new project:



Product Name

Organization Name

Company Identifier

Bundle Identifier

Class Prefix

Devices

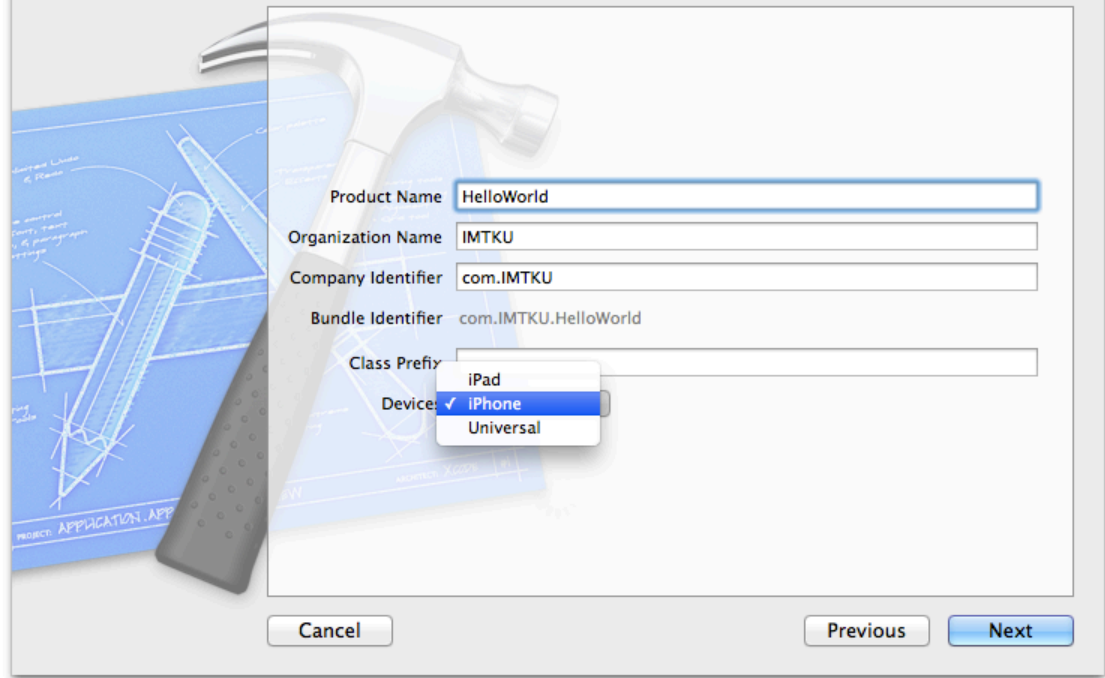
No Selection

**Push Button** - Intercepts mouse-down events and sends an action message to a target...

**Gradient Button** - Intercepts mouse-down events and sends an action message to a target...

**Rounded Rect Button** - Intercepts mouse-down events and sends an action message to...

### Choose options for your new project:



Product Name

Organization Name

Company Identifier

Bundle Identifier

Class Prefix

Device: 

- iPad
- iPhone
- Universal

No Selection

{} [ ] [ ] [ ]

- Push Button** - Intercepts mouse-down events and sends an action message to a target...
- Gradient Button** - Intercepts mouse-down events and sends an action message to a target...
- Rounded Rect Button** - Intercepts mouse-down events and sends an action message to...

Loading No Issues

### Choose options for your new project:

Navigation icons: back, forward, grid, list, columns, rows, search

Folder: AppsPro

FAVORITES	Name	Date Modified
Dropbox		
All My Files		
Applications		
Desktop		
Documents		
Downloads		
Movies		
Music		
Pictures		
imyday		
DEVICES		
iMyday's MacBook Pro		
Macintosh HD		

Source Control:  Create git repository on My Mac

Cancel Xcode will place your project under version control Previous Finish

New Folder Cancel Create

pts  
d sends an  
get...  
ercepts  
d sends an  
get...  
n -  
events  
essage to...

Left sidebar containing navigation icons for files, search, and other project management tools.

File browser window showing the 'AppsPro' directory. It contains a table with columns for 'Name' and 'Date Modified'. The table lists a folder named 'HelloWorld01' with a date of '今天 上午05:08'. Below the table are 'FAVORITES' and 'DEVICES' sections.

Name	Date Modified
▶ HelloWorld01	今天 上午05:08

**FAVORITES**

- Dropbox
- All My Files
- Applications
- Desktop
- Documents
- Downloads
- Movies
- Music
- Pictures
- imyday

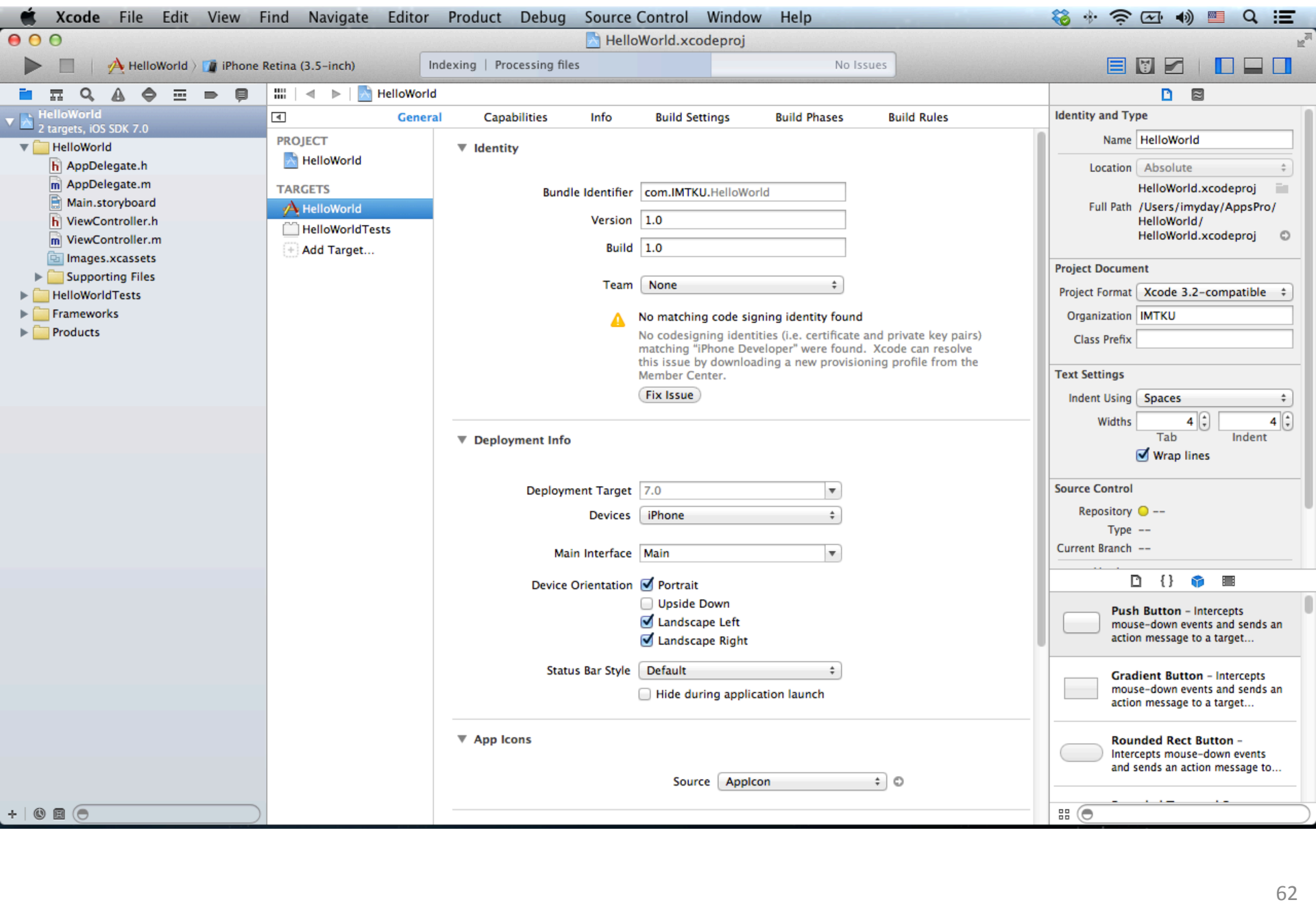
**DEVICES**

- iMyday的MacBook Pro
- Macintosh HD

Source Control dialog box. It features a checkbox for 'Create git repository on' with a dropdown menu set to 'My Mac'. Below the checkbox, it states 'Xcode will place your project under version control'. At the bottom, there are 'New Folder', 'Cancel', and 'Create' buttons.

Right sidebar area containing a 'No Selection' message and a toolbar with icons for document, code, and other views.

Inspector panel showing a list of UI components: 'Push Button', 'Gradient Button', and 'Rounded Rect Button'. Each item includes a small visual representation and a brief description of its function, such as 'Intercepts mouse-down events and sends an action message to a target...'. The 'Rounded Rect Button' description is partially cut off.



Project Navigator showing file structure:

- HelloWorld
  - AppDelegate.h
  - AppDelegate.m
  - Main.storyboard
  - ViewController.h
  - ViewController.m
  - Images.xcassets
  - Supporting Files
  - HelloWorldTests
  - Frameworks
  - Products

General tab settings:

**PROJECT**  
HelloWorld

**TARGETS**  
HelloWorld  
HelloWorldTests  
Add Target...

**Identity**

Bundle Identifier: com.IMTKU.HelloWorld  
Version: 1.0  
Build: 1.0  
Team: None

**Warning:** No matching code signing identity found  
No codesigning identities (i.e. certificate and private key pairs) matching "iPhone Developer" were found. Xcode can resolve this issue by downloading a new provisioning profile from the Member Center.  
[Fix Issue](#)

**Deployment Info**

Deployment Target: 7.0  
Devices: iPhone  
Main Interface: Main  
Device Orientation:  Portrait,  Upside Down,  Landscape Left,  Landscape Right  
Status Bar Style: Default,  Hide during application launch

**App Icons**

Source: AppIcon

**Identity and Type**

Name: HelloWorld  
Location: Absolute  
HelloWorld.xcodeproj  
Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld.xcodeproj

**Project Document**

Project Format: Xcode 3.2-compatible  
Organization: IMTKU  
Class Prefix:

**Text Settings**

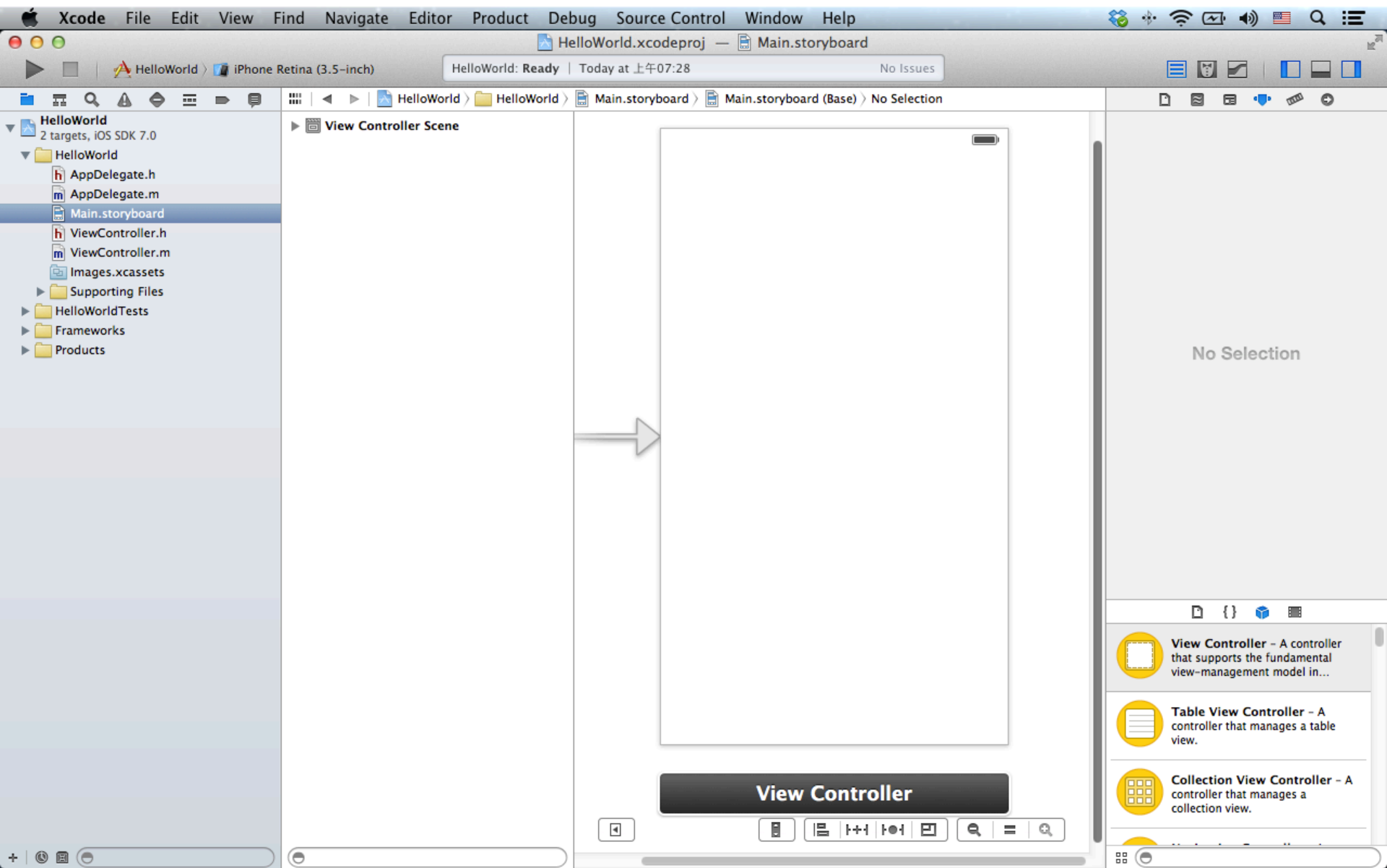
Indent Using: Spaces  
Widths: Tab (4), Indent (4)  
 Wrap lines

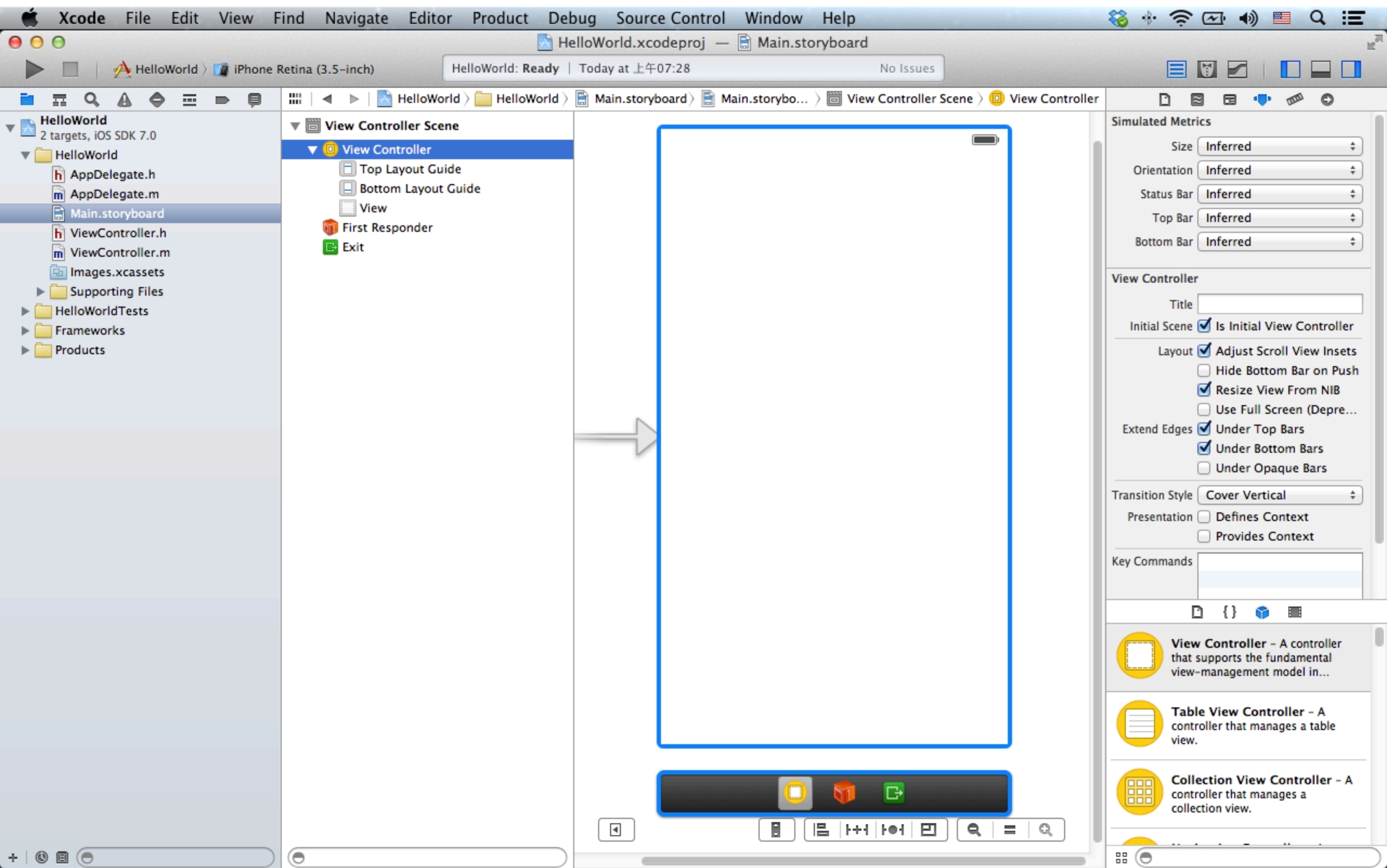
**Source Control**

Repository: --  
Type: --  
Current Branch: --

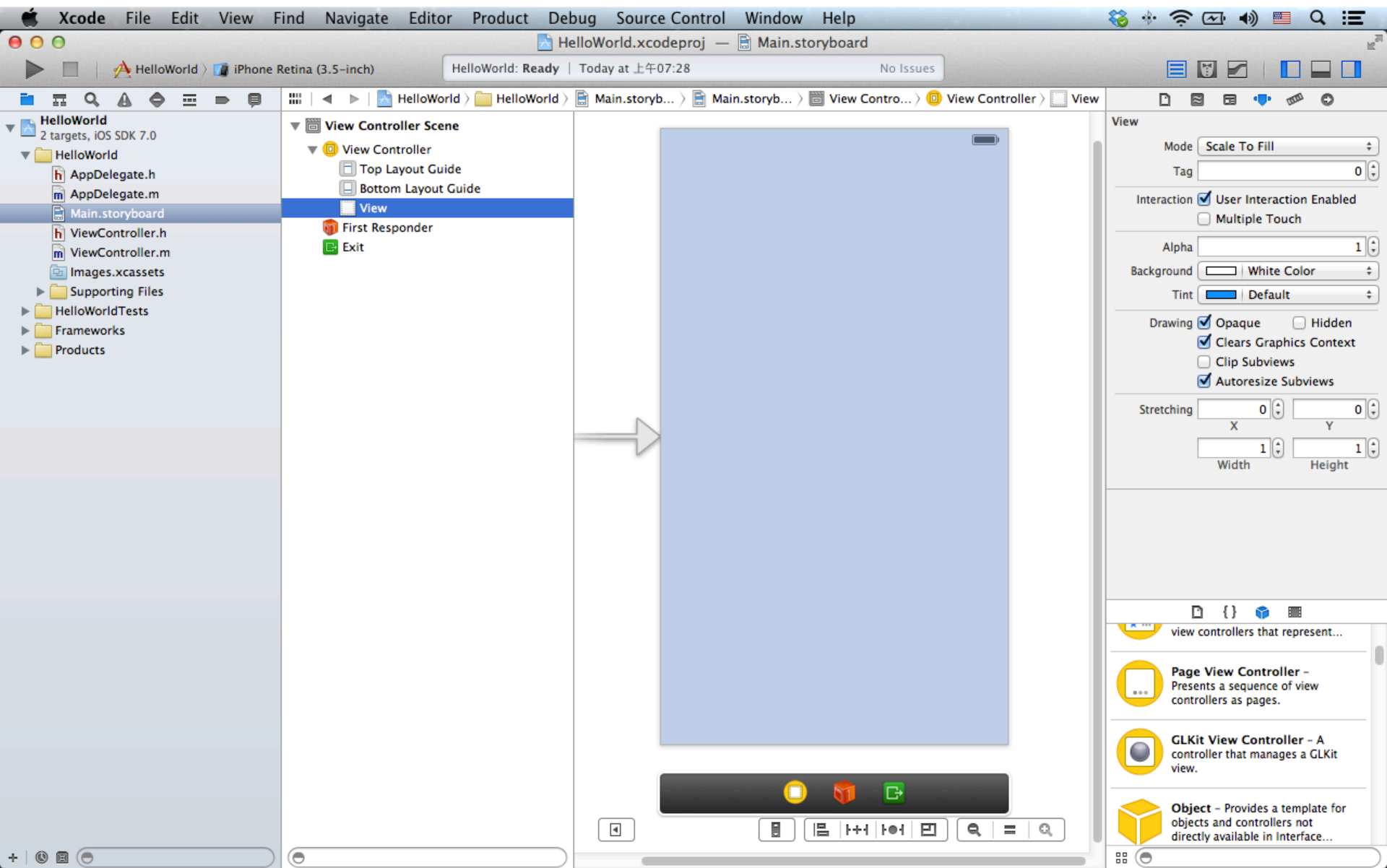
**Buttons:**

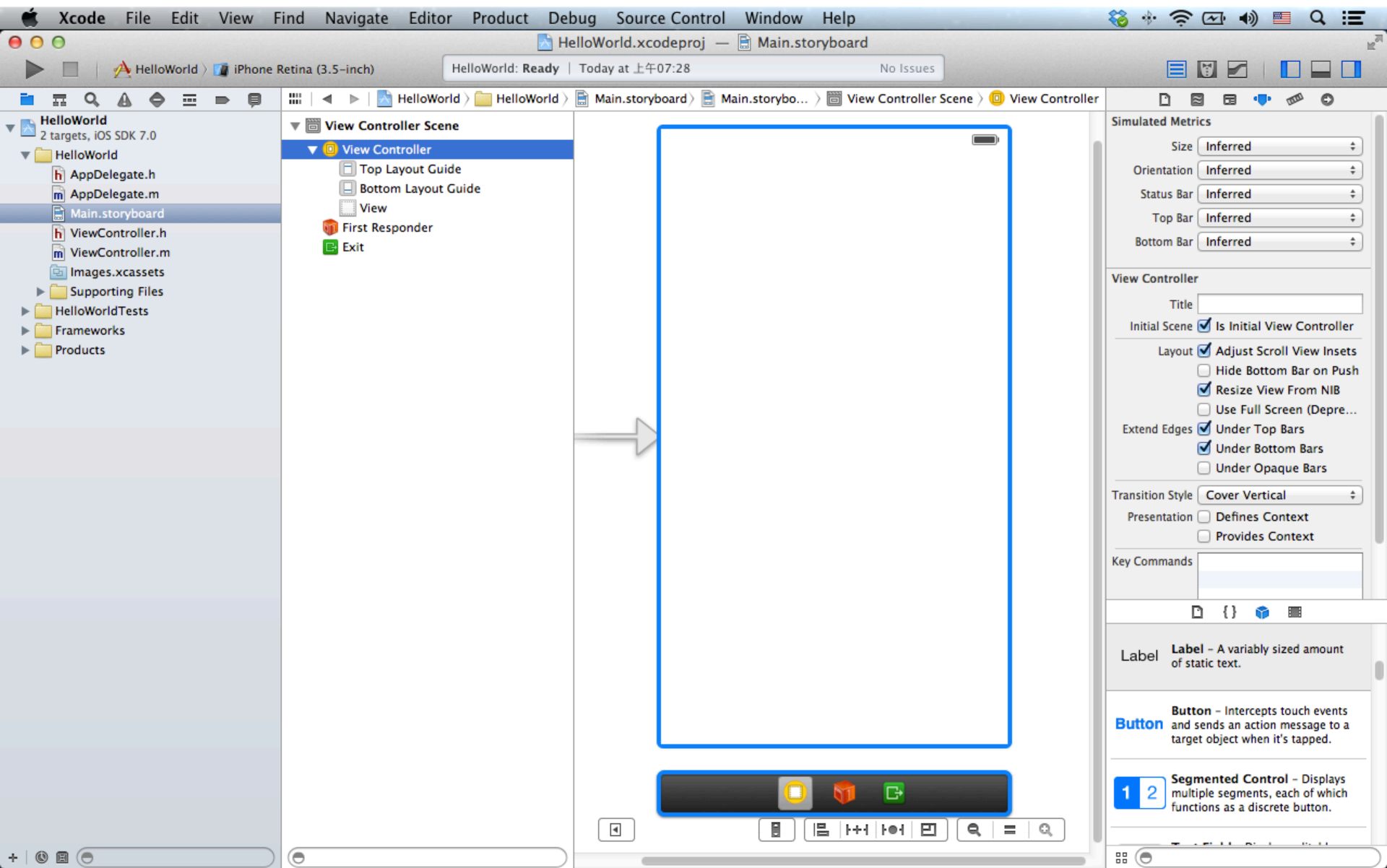
- Push Button** - Intercepts mouse-down events and sends an action message to a target...
- Gradient Button** - Intercepts mouse-down events and sends an action message to a target...
- Rounded Rect Button** - Intercepts mouse-down events and sends an action message to...





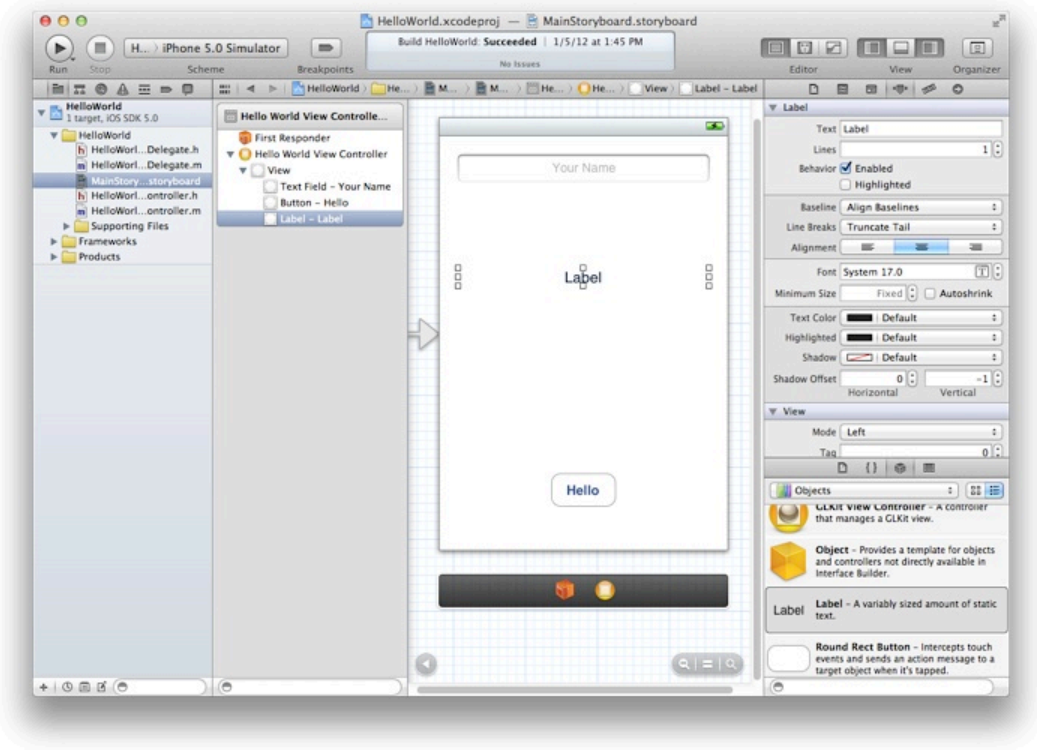






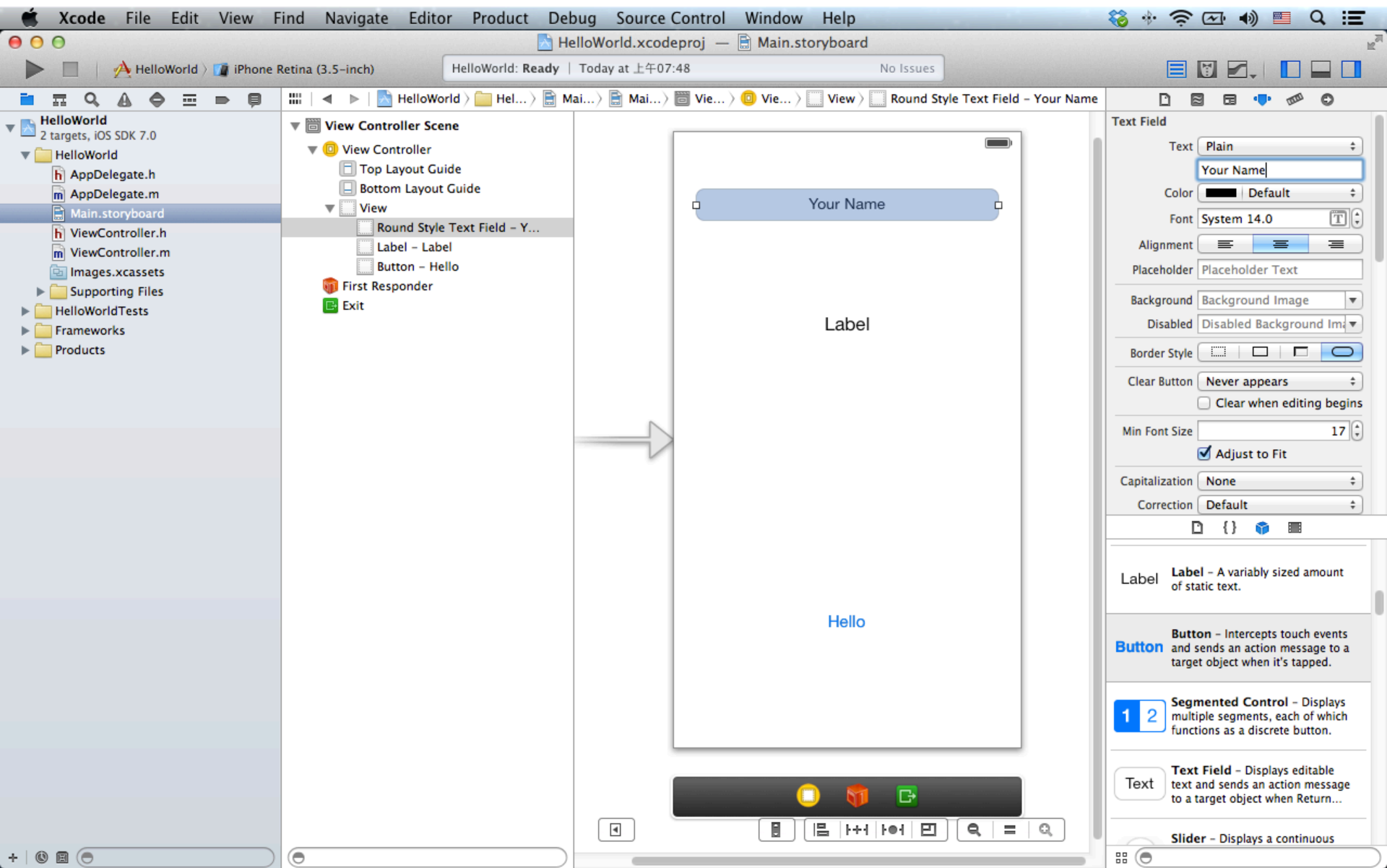
- Table of Contents
- Introduction
- Getting Started
  - Create and Test a New Project
  - Find Out How an App Starts Up
  - Recap
- Inspecting the View Controller and Its View
  - Use the Inspector to Examine the View Controller
  - Change the View's Background Color
  - Recap
- Configuring the View
- Implementing the View Controller
- Troubleshooting and Reviewing the Code
- Revision History

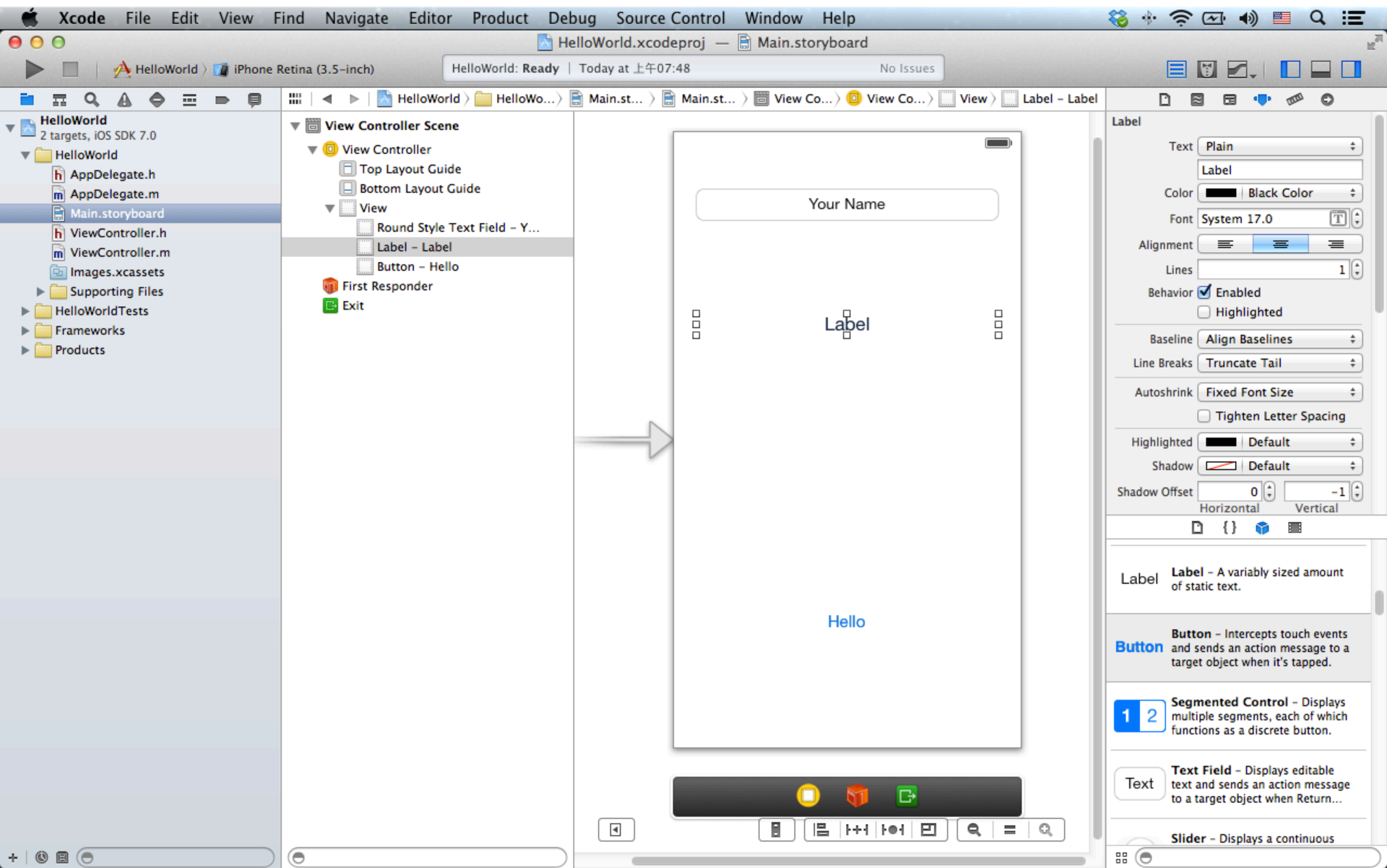
After you add the text field, label, and button UI elements and make the recommended layout changes, your project should look similar to this:



There are a few other changes you can make to the text field so that it behaves as users expect. First, because users will be entering their names, you can ensure that iOS suggests capitalization for each word they type. Second, you can make sure that the keyboard associated with the text field is correct for entering names (rather than numbers, for example), and that the keyboard displays a Done button.

Provide Feedback





- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
    - Images.xcassets
    - Supporting Files
    - HelloWorldTests
    - Frameworks
    - Products

- View Controller Scene
  - View Controller
    - Top Layout Guide
    - Bottom Layout Guide
    - View
      - Round Style Text Field - Y...
      - Label - Label
      - Button - Hello
    - First Responder
    - Exit

Your Name

Label

Hello

Label

Text Plain

Label

Color Black Color

Font System 17.0

Alignment

Lines 1

Behavior  Enabled

Highlighted

Baseline Align Baselines

Line Breaks Truncate Tail

Autoshrink Fixed Font Size

Tighten Letter Spacing

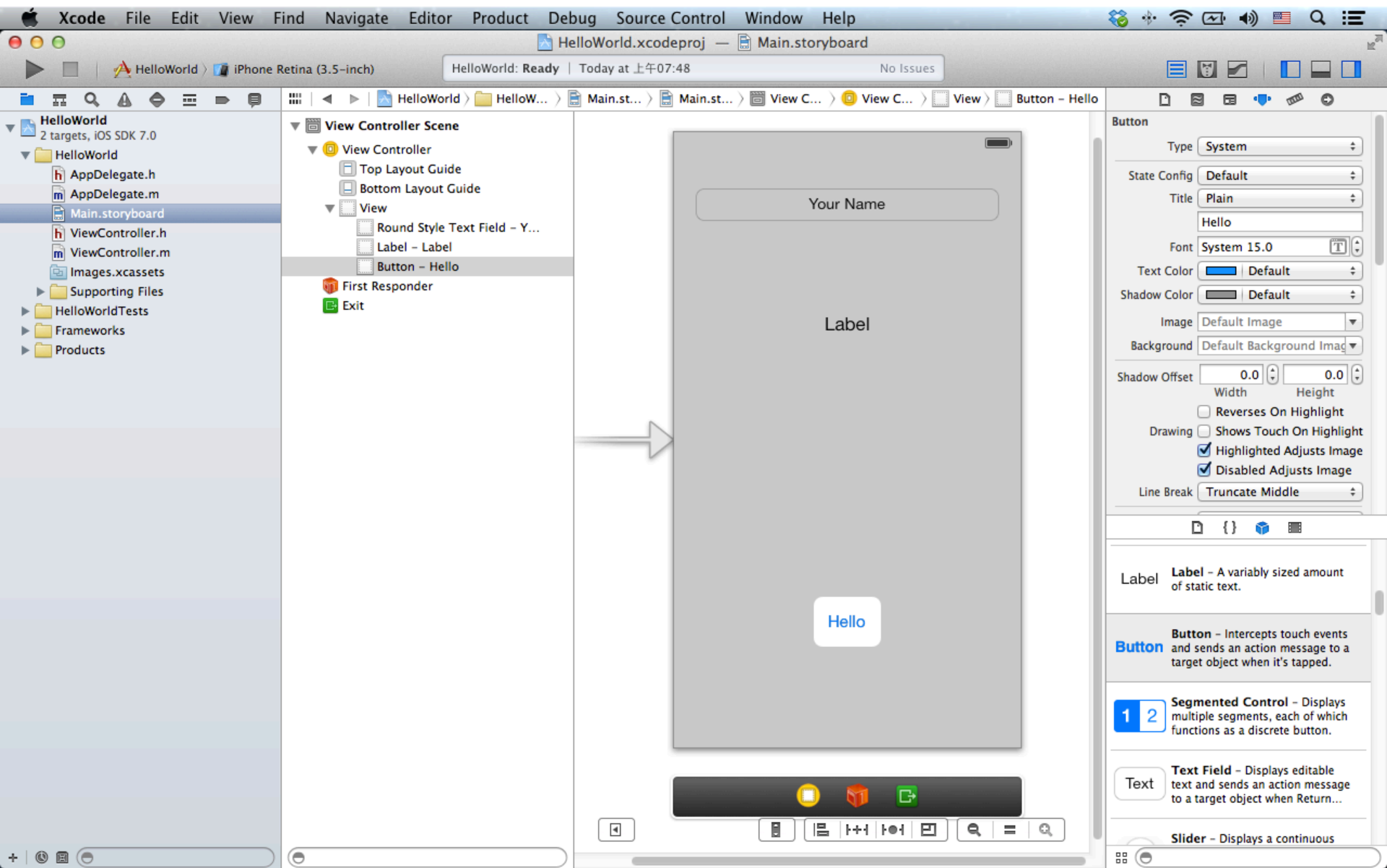
Highlighted Default

Shadow Default

Shadow Offset 0 -1

Horizontal Vertical

- Label** Label - A variably sized amount of static text.
- Button** Button - Intercepts touch events and sends an action message to a target object when it's tapped.
- 1 2** **Segmented Control** - Displays multiple segments, each of which functions as a discrete button.
- Text** **Text Field** - Displays editable text and sends an action message to a target object when Return...
- Slider** - Displays a continuous



**Button**

Type: System

State Config: Default

Title: Plain

Text: Hello

Font: System 15.0

Text Color: Default

Shadow Color: Default

Image: Default Image

Background: Default Background Image

Shadow Offset: 0.0 (Width) 0.0 (Height)

Reverses On Highlight

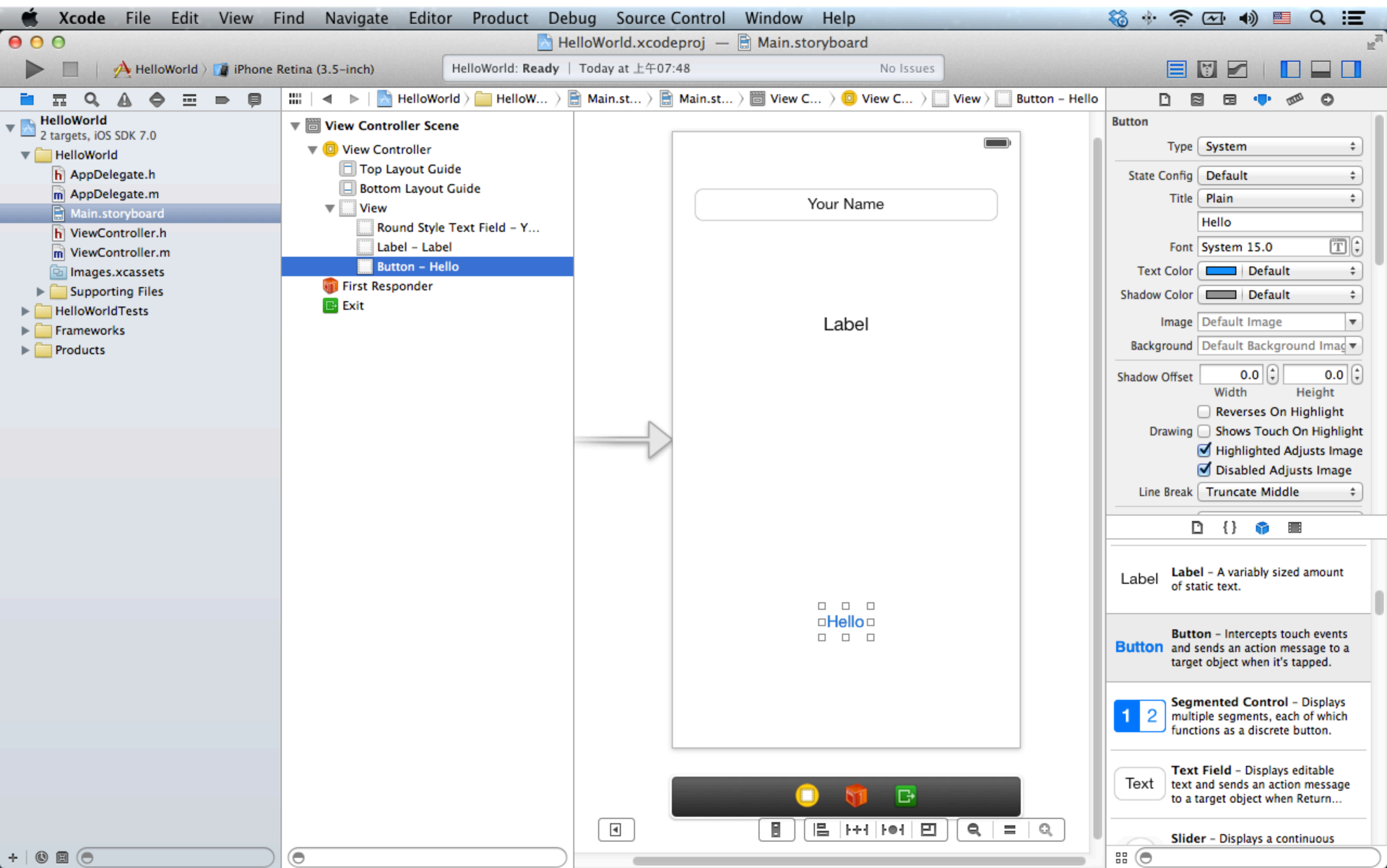
Drawing:  Shows Touch On Highlight

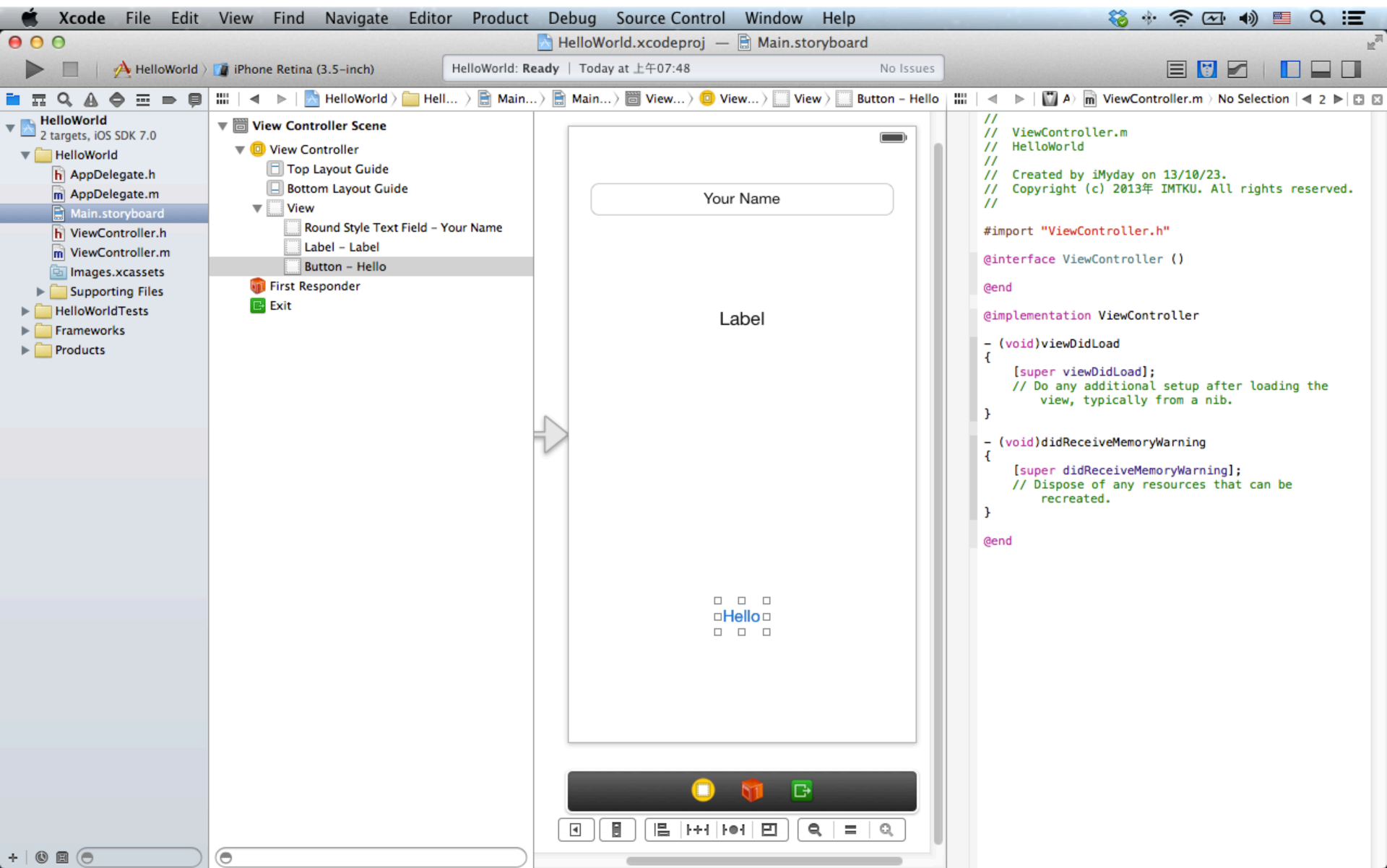
Highlighted Adjusts Image

Disabled Adjusts Image

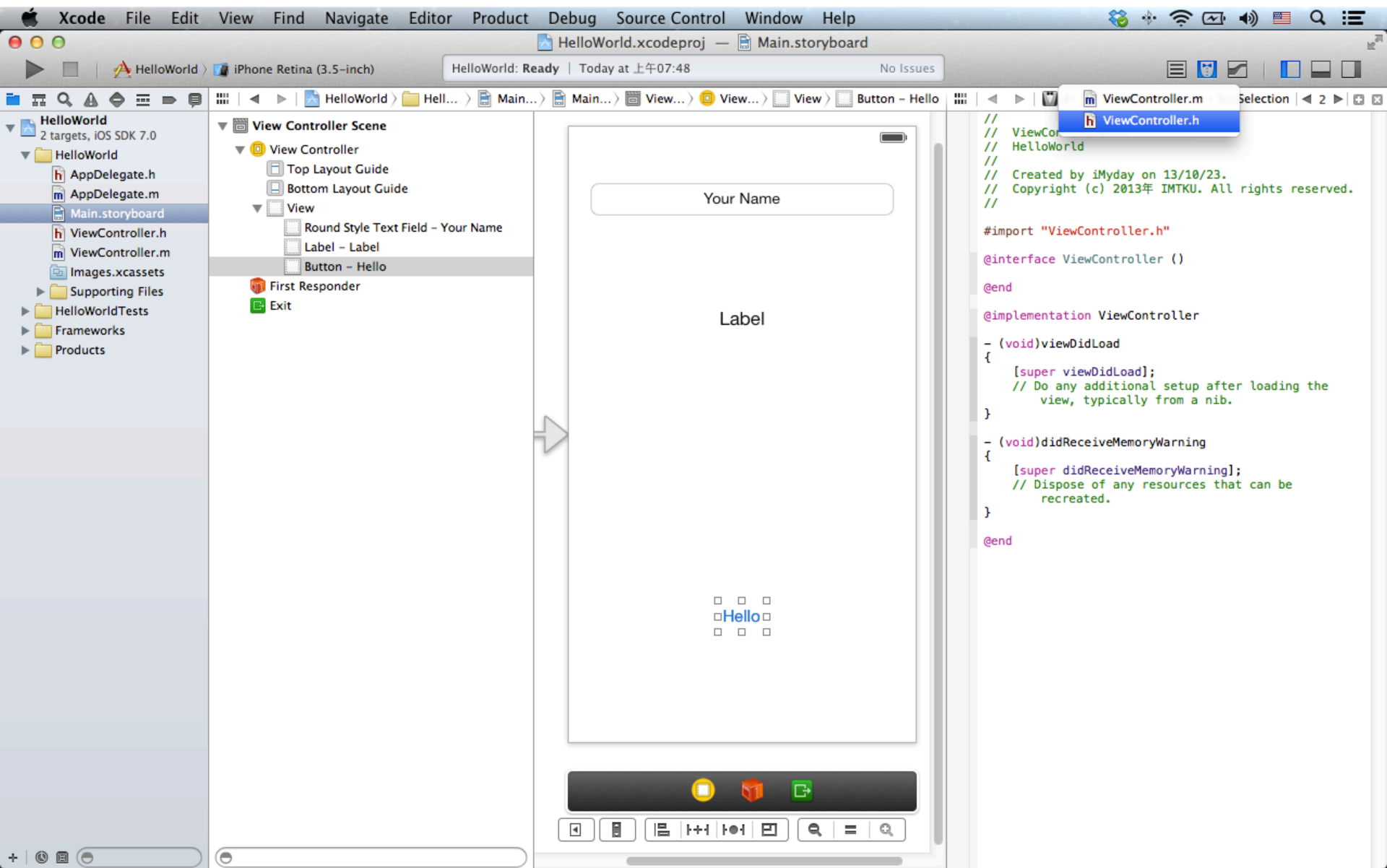
Line Break: Truncate Middle

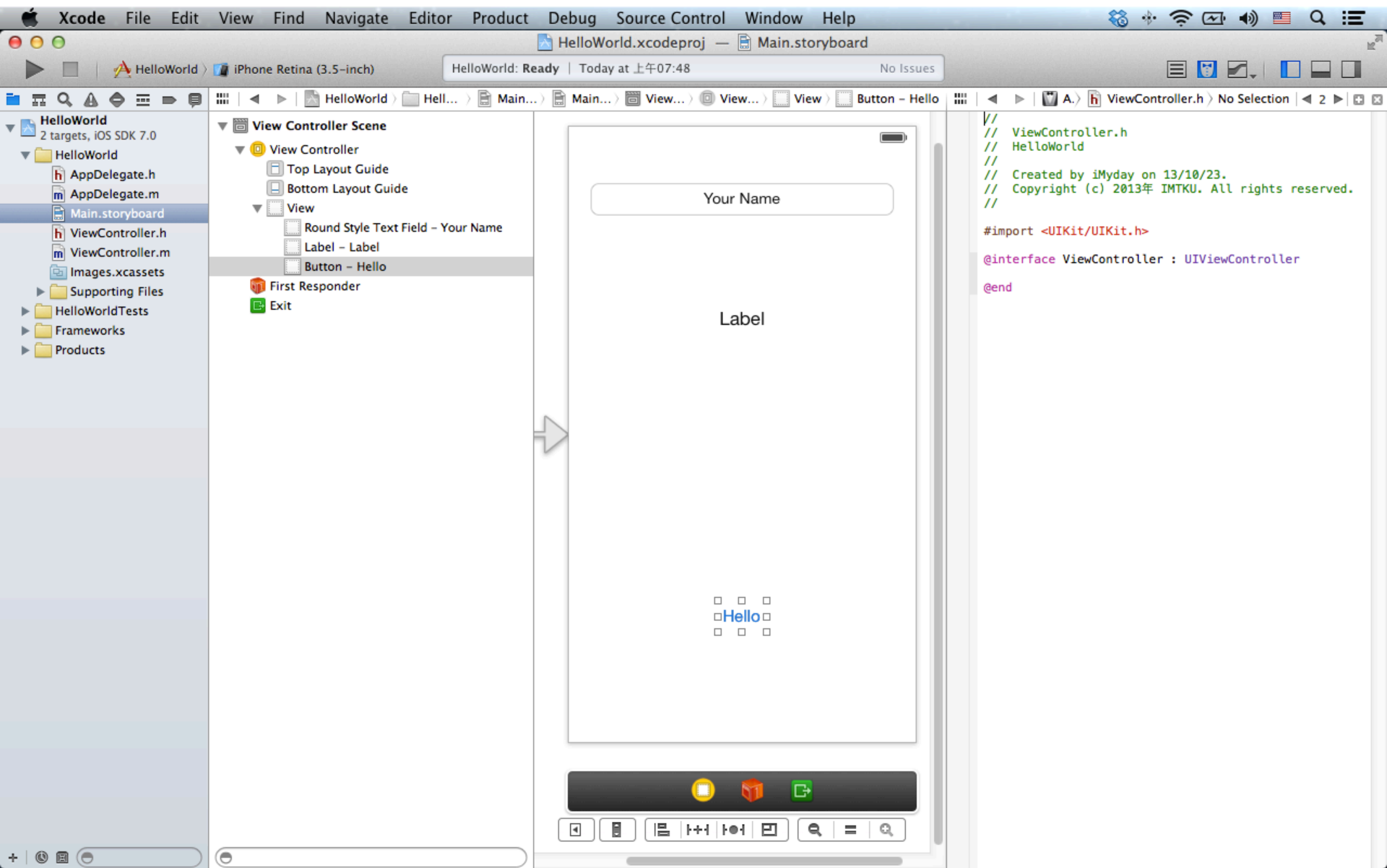
- Label** - A variably sized amount of static text.
- Button** - Intercepts touch events and sends an action message to a target object when it's tapped.
- 1 2 Segmented Control** - Displays multiple segments, each of which functions as a discrete button.
- Text** **Text Field** - Displays editable text and sends an action message to a target object when Return...
- Slider** - Displays a continuous

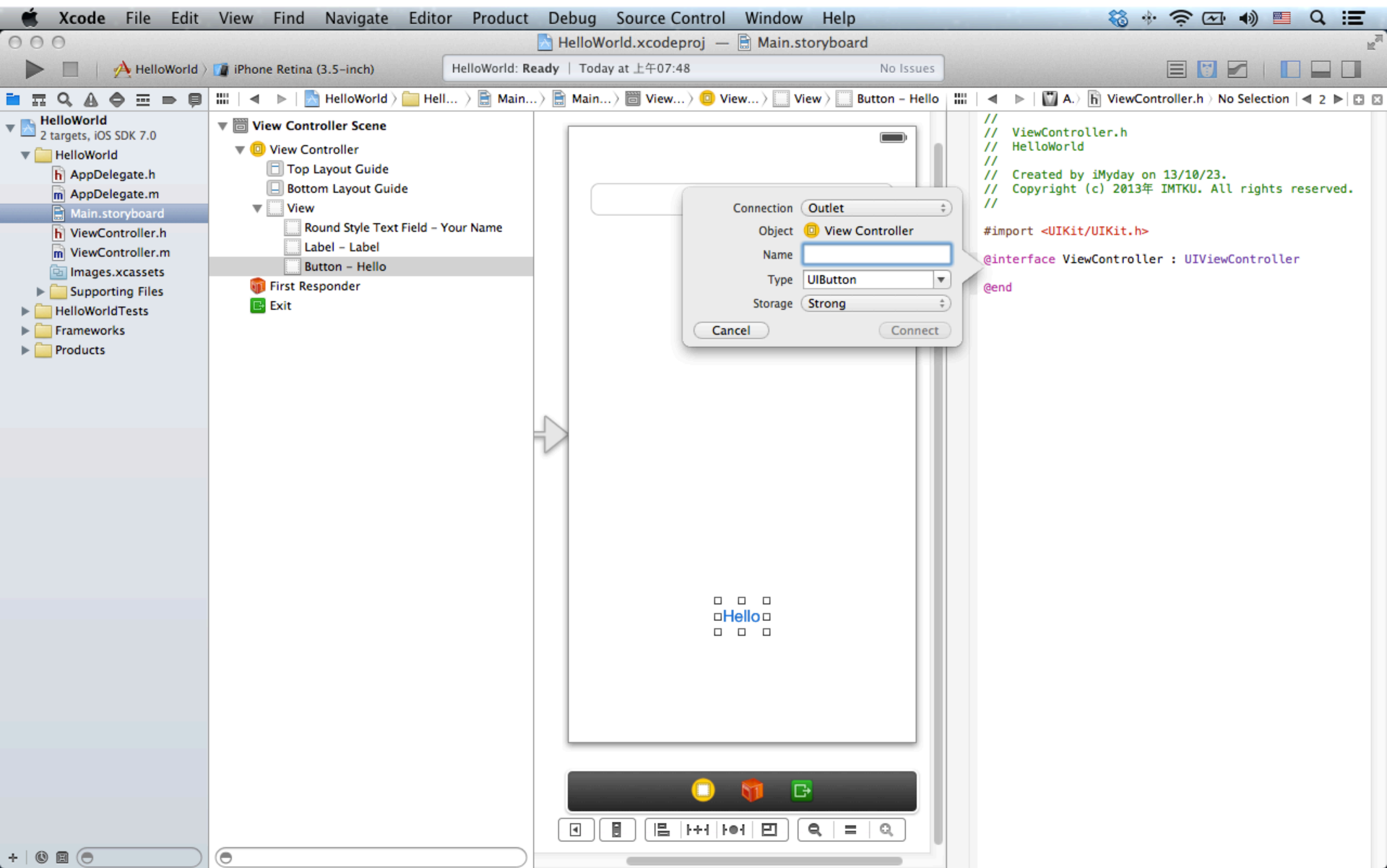








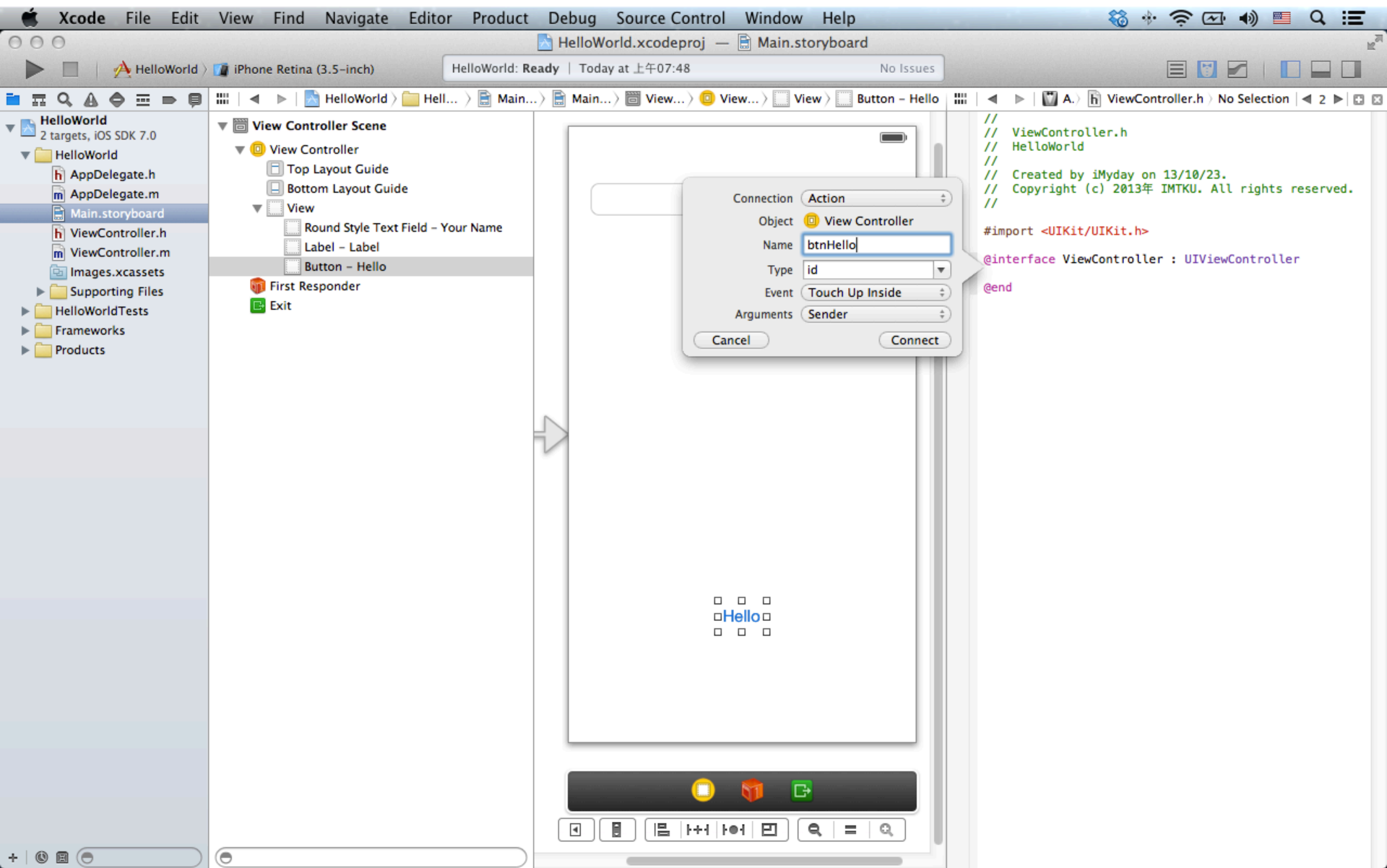


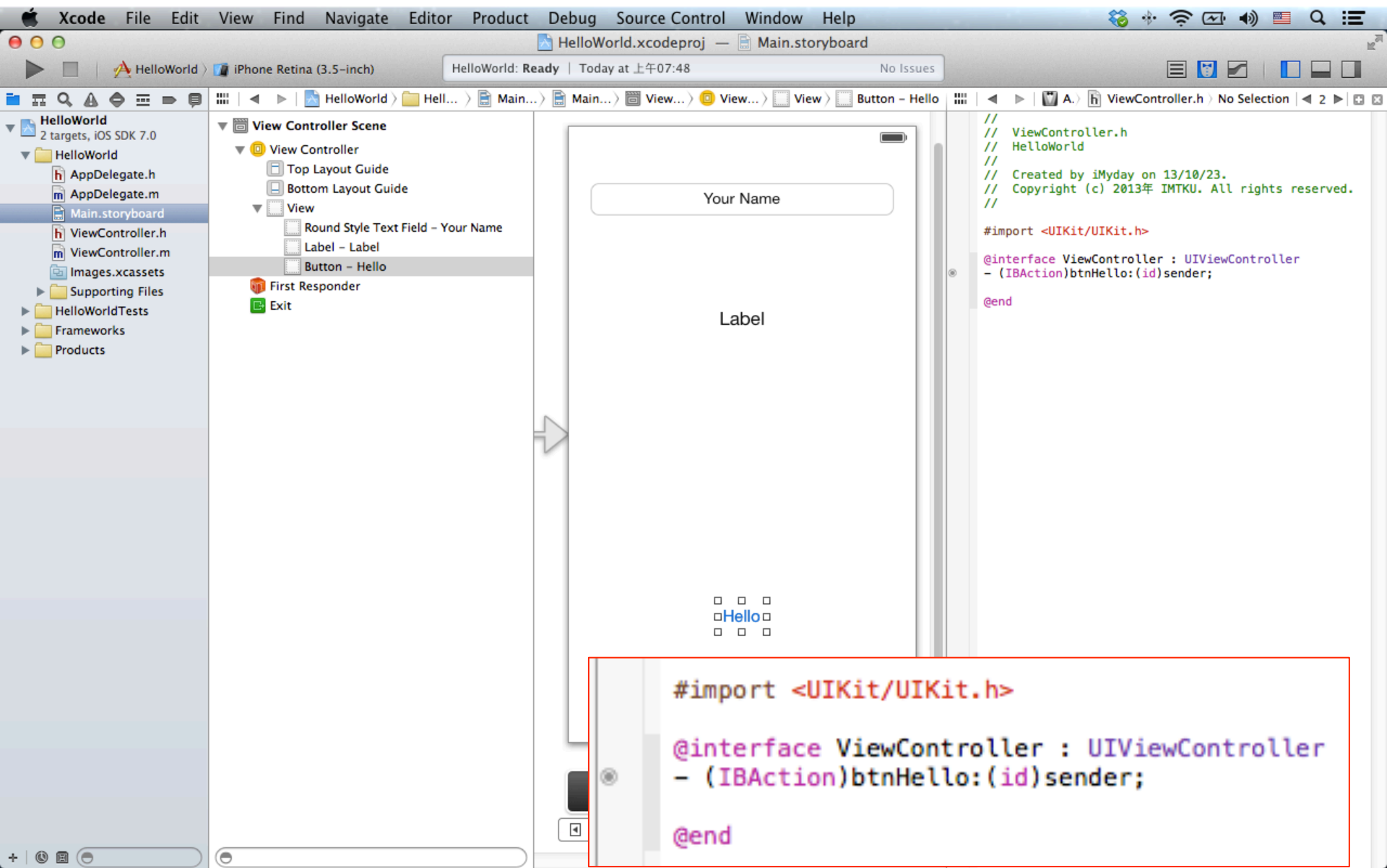


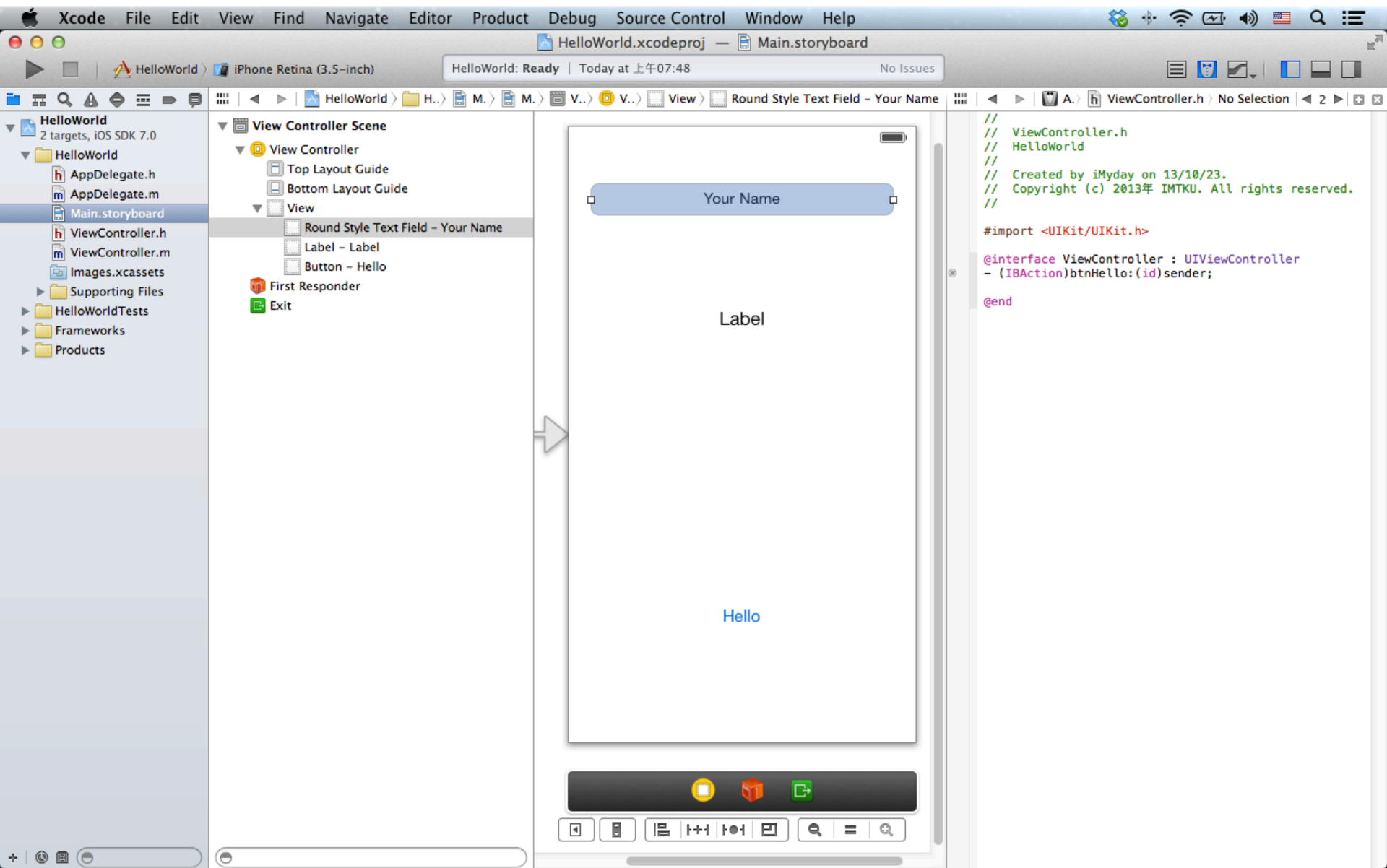
```
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.

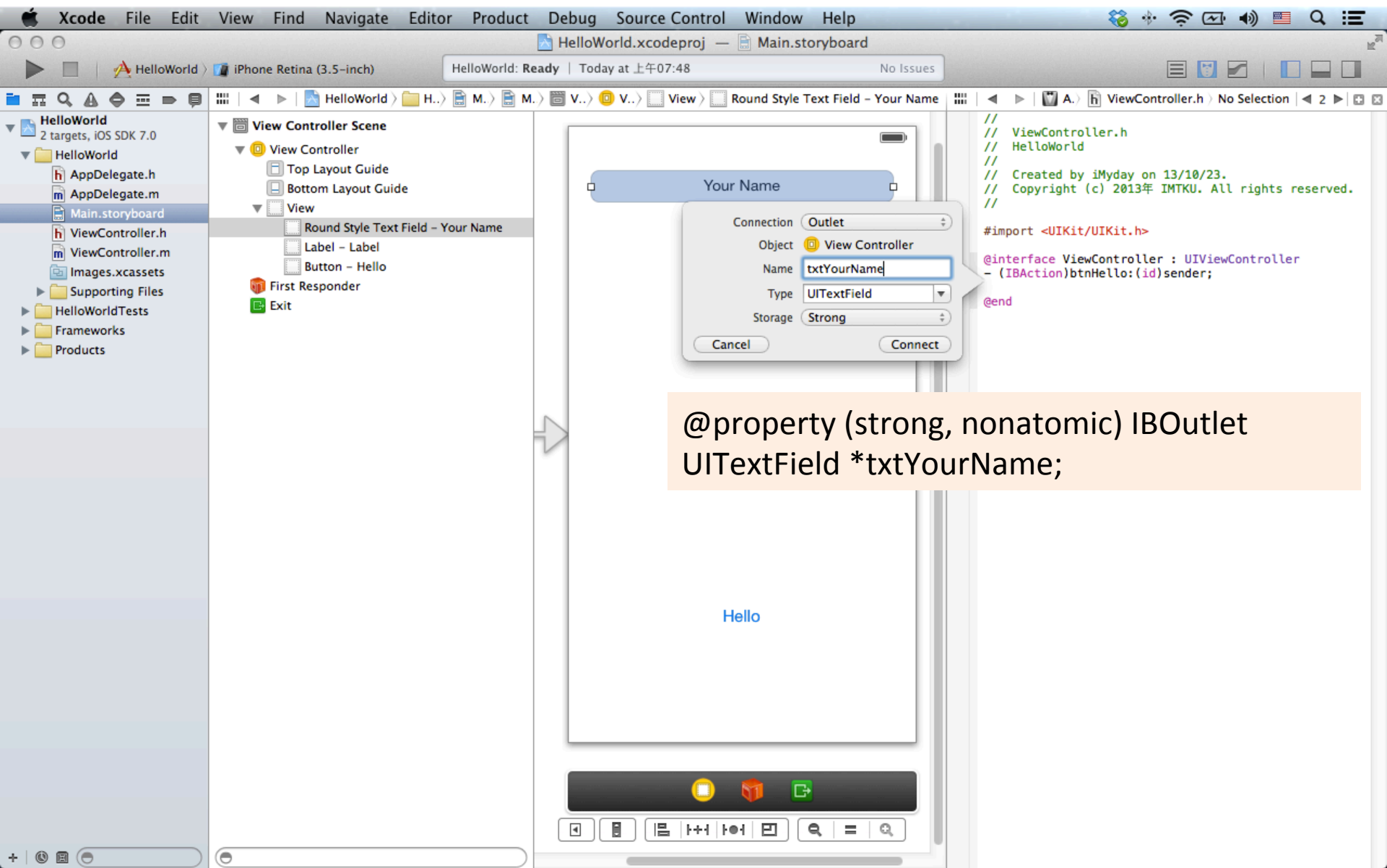
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
@end
```

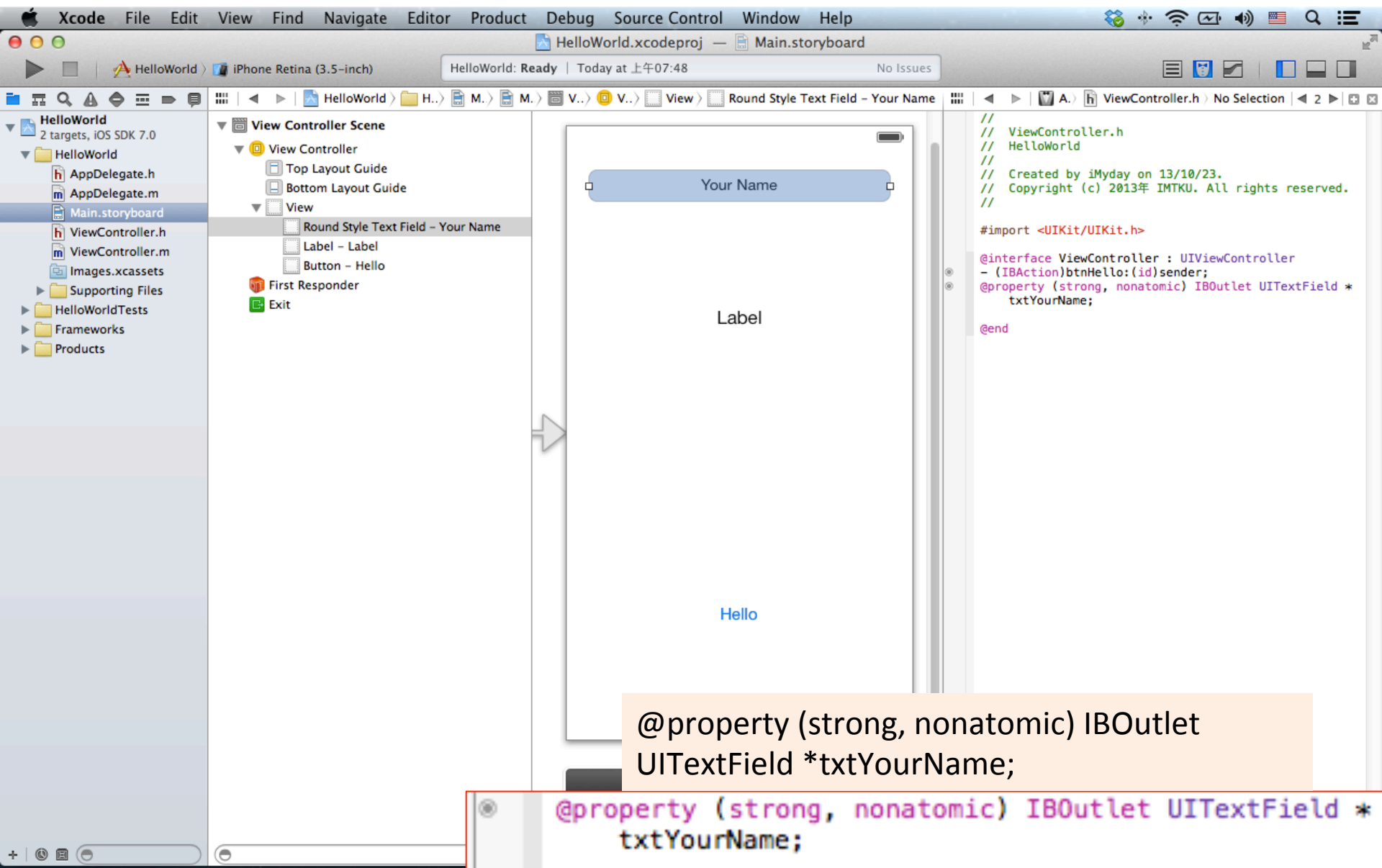








@property (strong, nonatomic) IBOutlet UITextField \*txtYourName;



@property (strong, nonatomic) IBOutlet  
UITextField \*txtYourName;

@property (strong, nonatomic) IBOutlet UITextField \*  
txtYourName;



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

HelloWorld.xcodeproj — Main.storyboard

HelloWorld: Ready | Today at 上午07:48 | No Issues

View Controller Scene

- View Controller
  - Top Layout Guide
  - Bottom Layout Guide
  - View
    - Round Style Text Field - Your Name
    - Label - Label
    - Button - Hello
- First Responder
- Exit

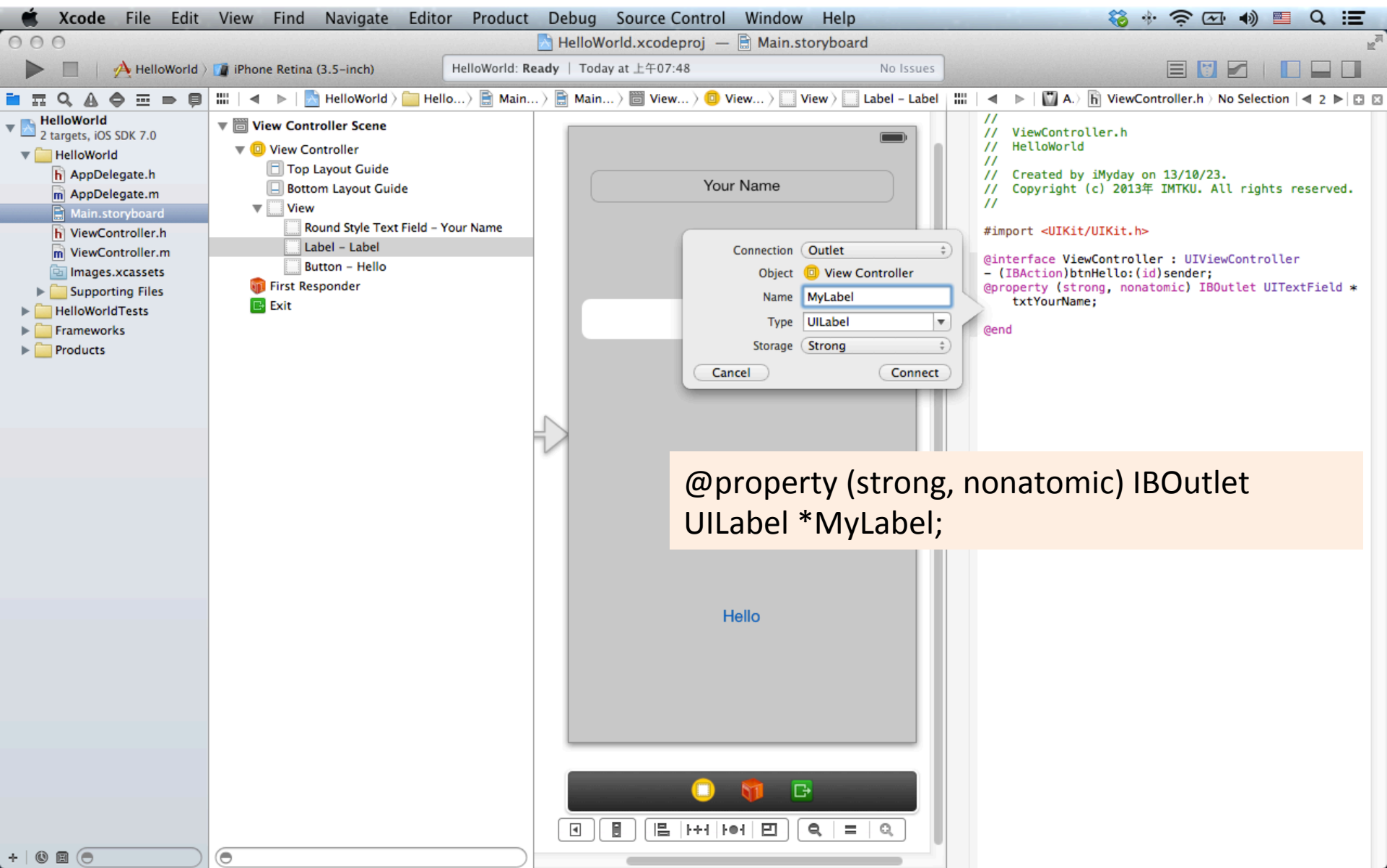
ViewController.h

```
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.

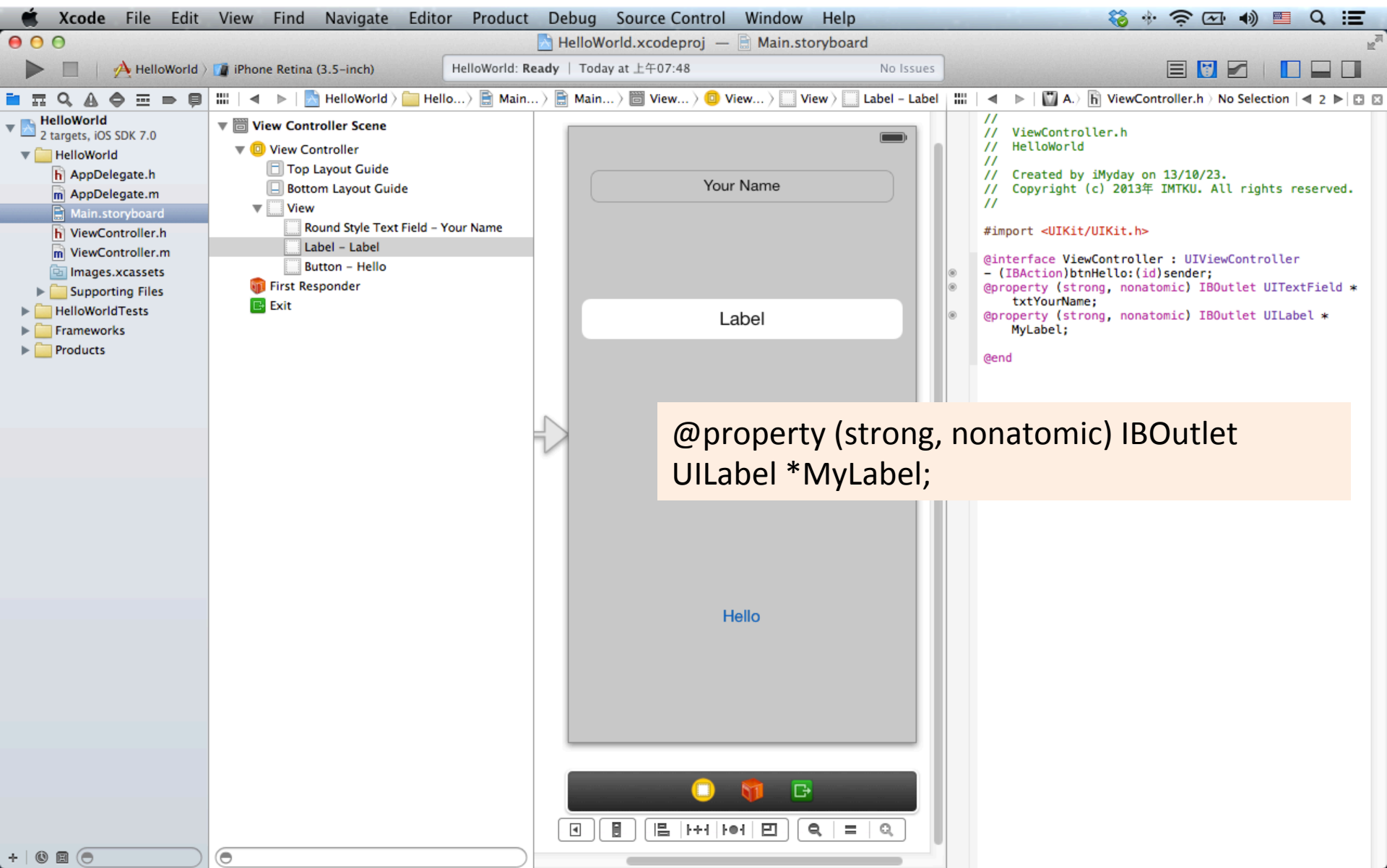
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
    txtYourName;

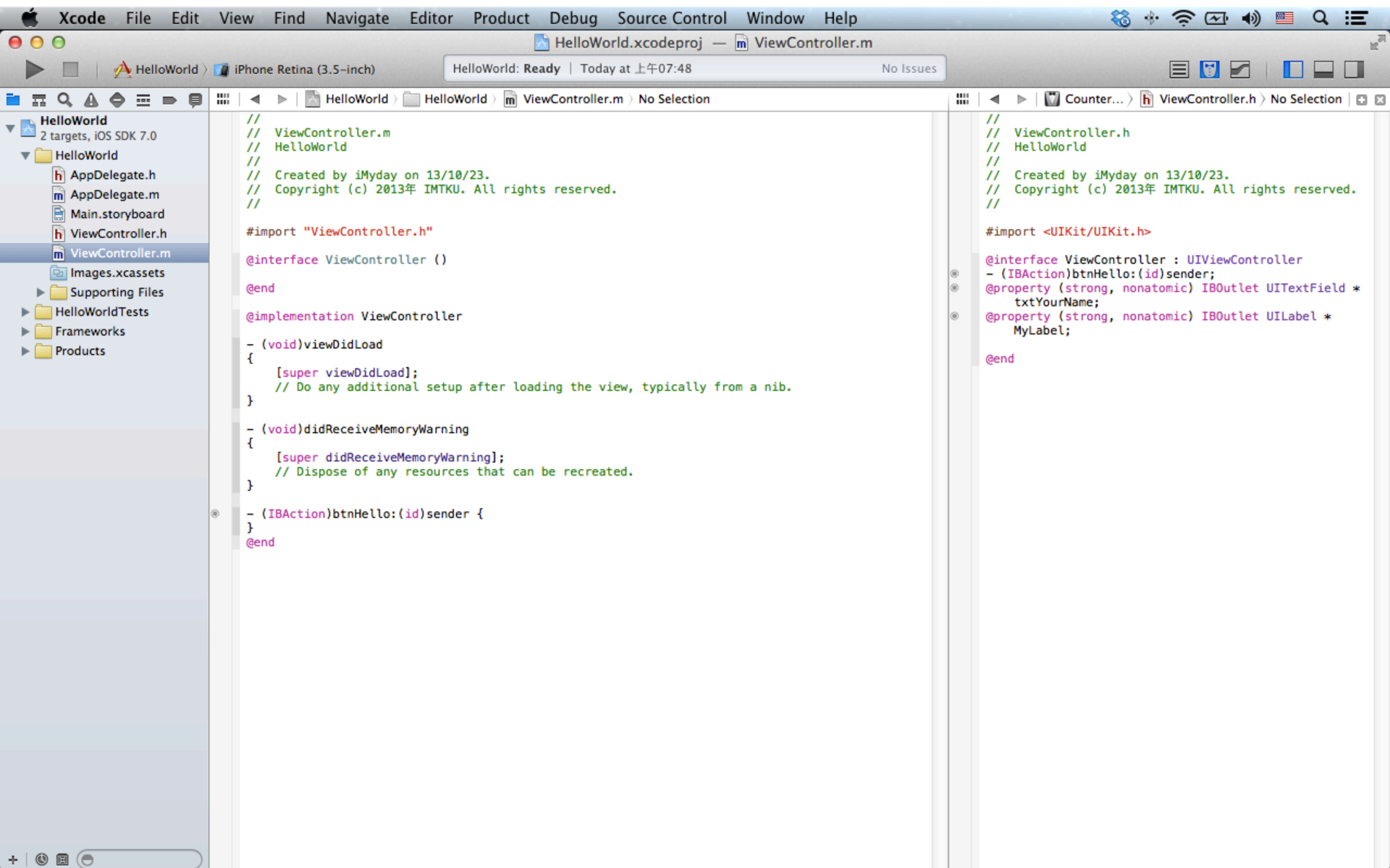
@end
```



@property (strong, nonatomic) IBOutlet UILabel \*MyLabel;



@property (strong, nonatomic) IBOutlet UILabel \*MyLabel;



File Navigator

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
  - Images.xcassets
  - Supporting Files
  - HelloWorldTests
  - Frameworks
  - Products

```
//
// ViewController.m
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel
```

```
//
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
    txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *
    MyLabel;

@end
```

Autocomplete dropdown menu:

- UIModalTransitionStyle \_modalTransitionStyle
- UIView \* \_modalTransitionView
- \_MODE\_T
- UILabel \* \_MyLabel**
- UINavigationController \* \_navigationItem
- NSBundle \* \_nibBundle
- NSString \* \_nibName
- \_NLINK\_T

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
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    - HelloWorldTests
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    - Products

```

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@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel.text

```

```

//
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

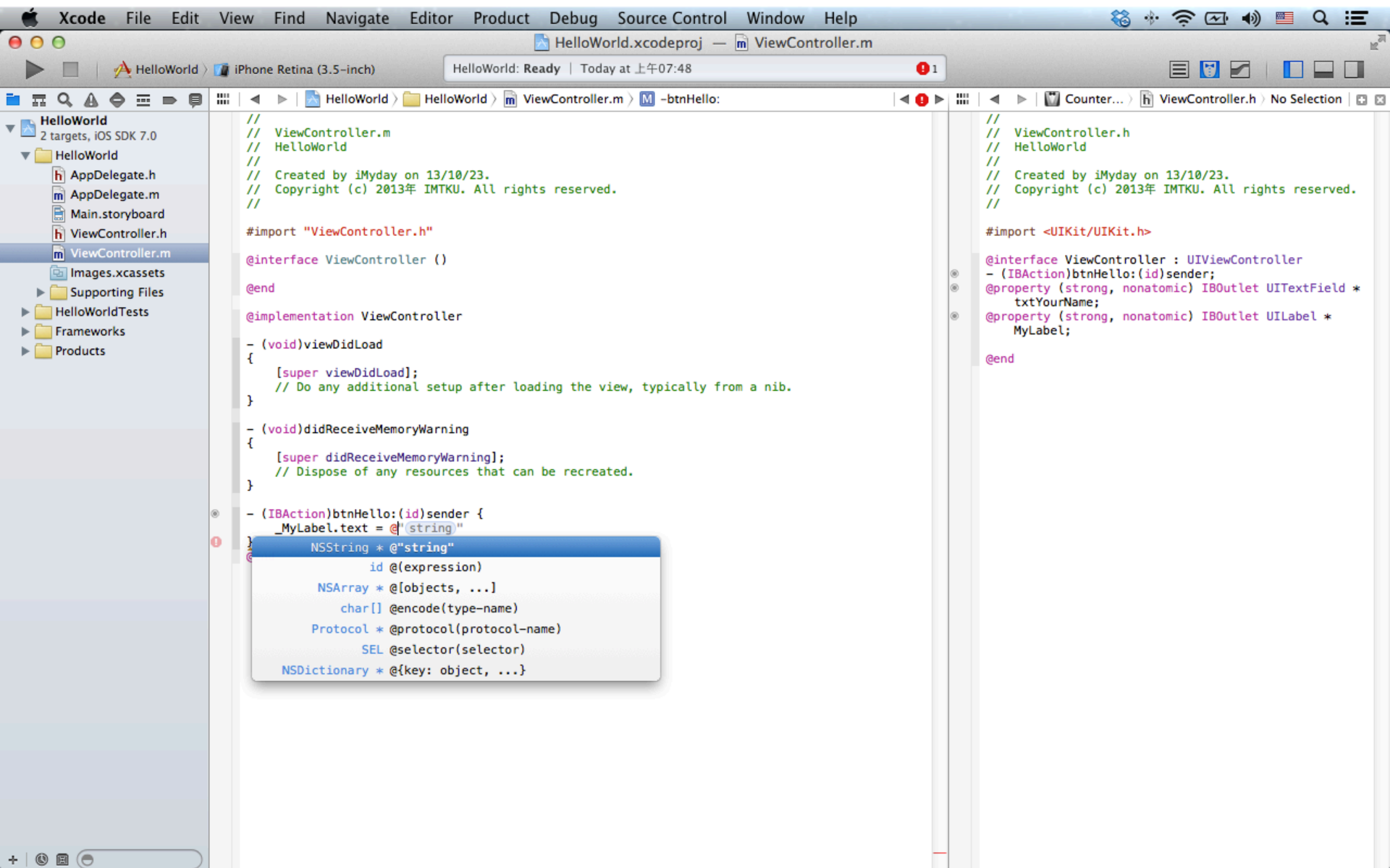
@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
    txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *
    MyLabel;

@end

```

- NSInteger tag
- NSString \* text
- NSTextAlignment textAlignment
- UIColor \* textColor
- NSString \* textInputContextIdentifier
- UITextInputMode \* textInputMode
- UIViewTintAdjustmentMode tintAdjustmentMode
- UIColor \* tintColor

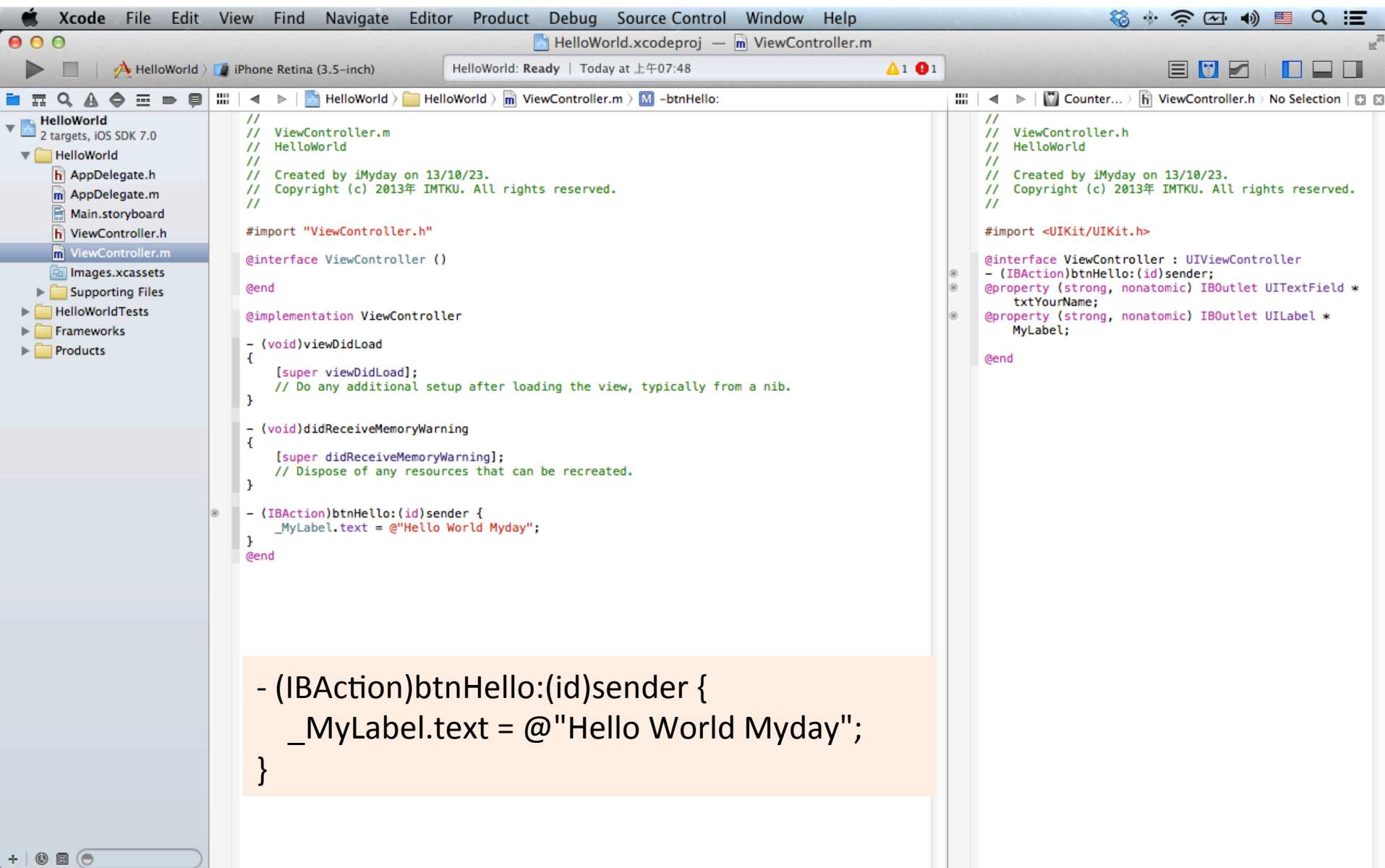
The text displayed by the label. [More...](#)



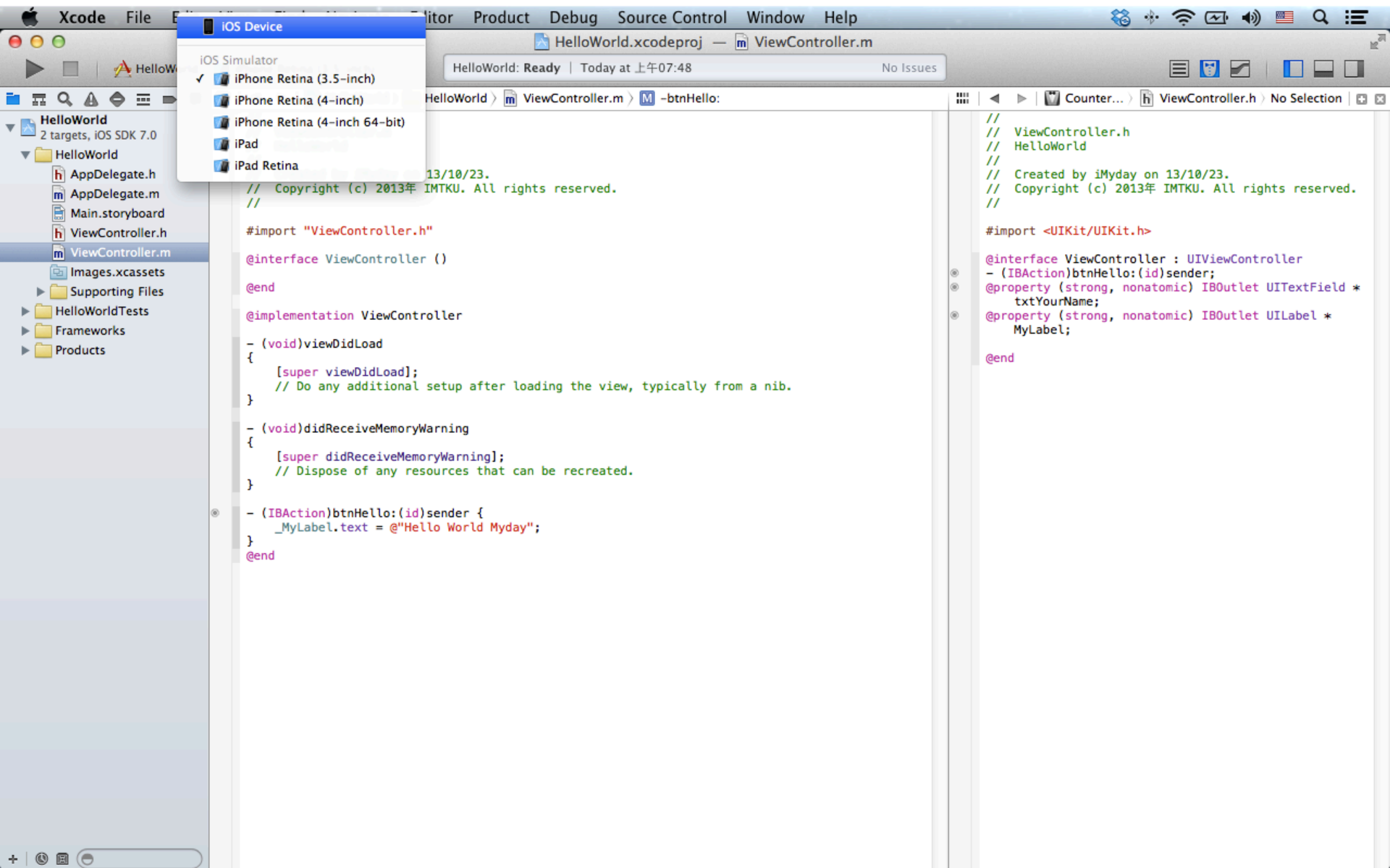
```
//  
// ViewController.m  
// HelloWorld  
//  
// Created by iMyday on 13/10/23.  
// Copyright (c) 2013年 IMTKU. All rights reserved.  
//  
#import "ViewController.h"  
  
@interface ViewController ()  
  
@end  
  
@implementation ViewController  
  
- (void)viewDidLoad  
{  
    [super viewDidLoad];  
    // Do any additional setup after loading the view, typically from a nib.  
}  
  
- (void)didReceiveMemoryWarning  
{  
    [super didReceiveMemoryWarning];  
    // Dispose of any resources that can be recreated.  
}  
  
- (IBAction)btnHello:(id)sender {  
    _MyLabel.text = @"string"  
}
```

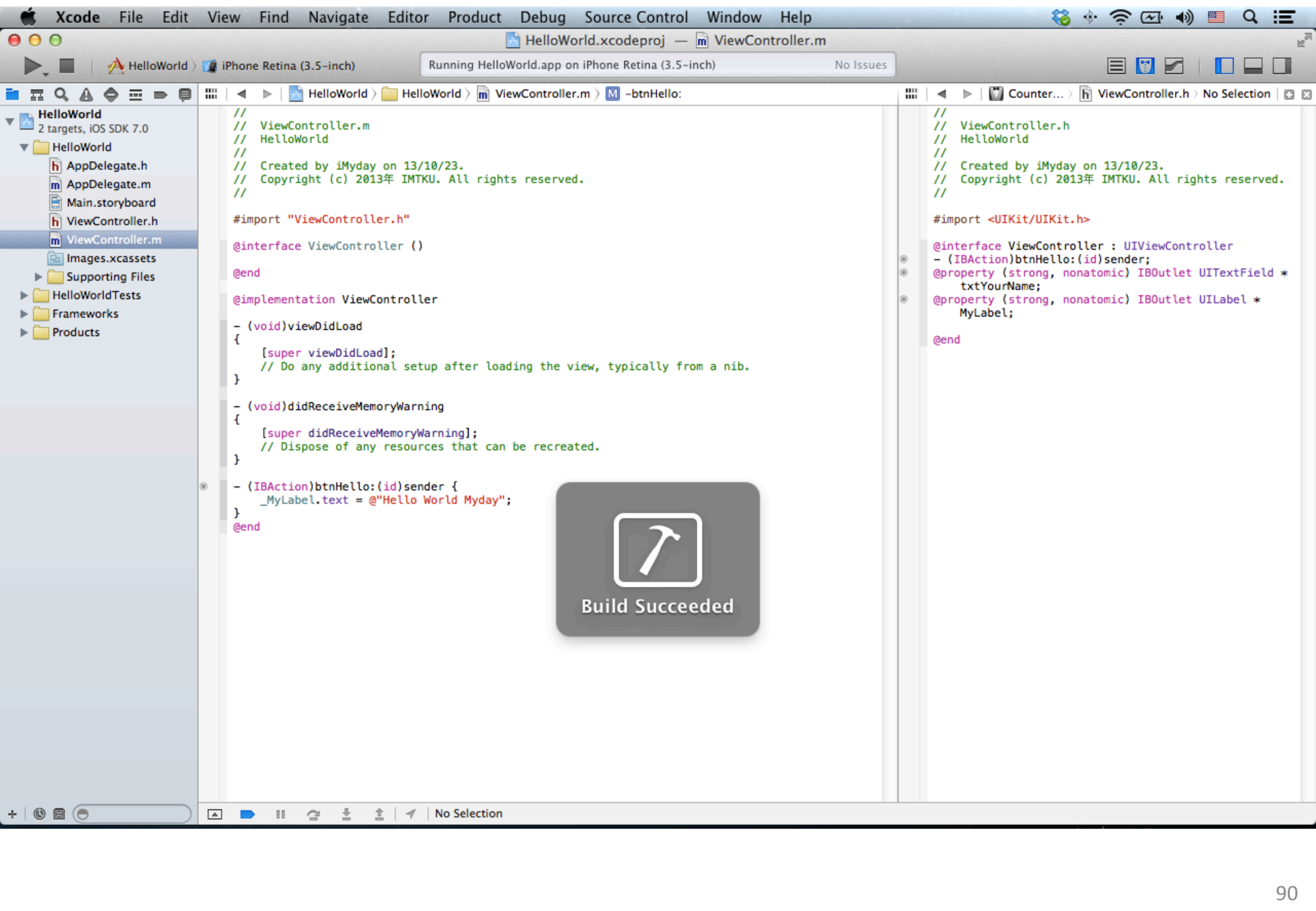
- NSString \* @"string"
- id @(expression)
- NSArray \* @[objects, ...]
- char[] @encode(type-name)
- Protocol \* @protocol(protocol-name)
- SEL @selector(selector)
- NSDictionary \* @{key: object, ...}

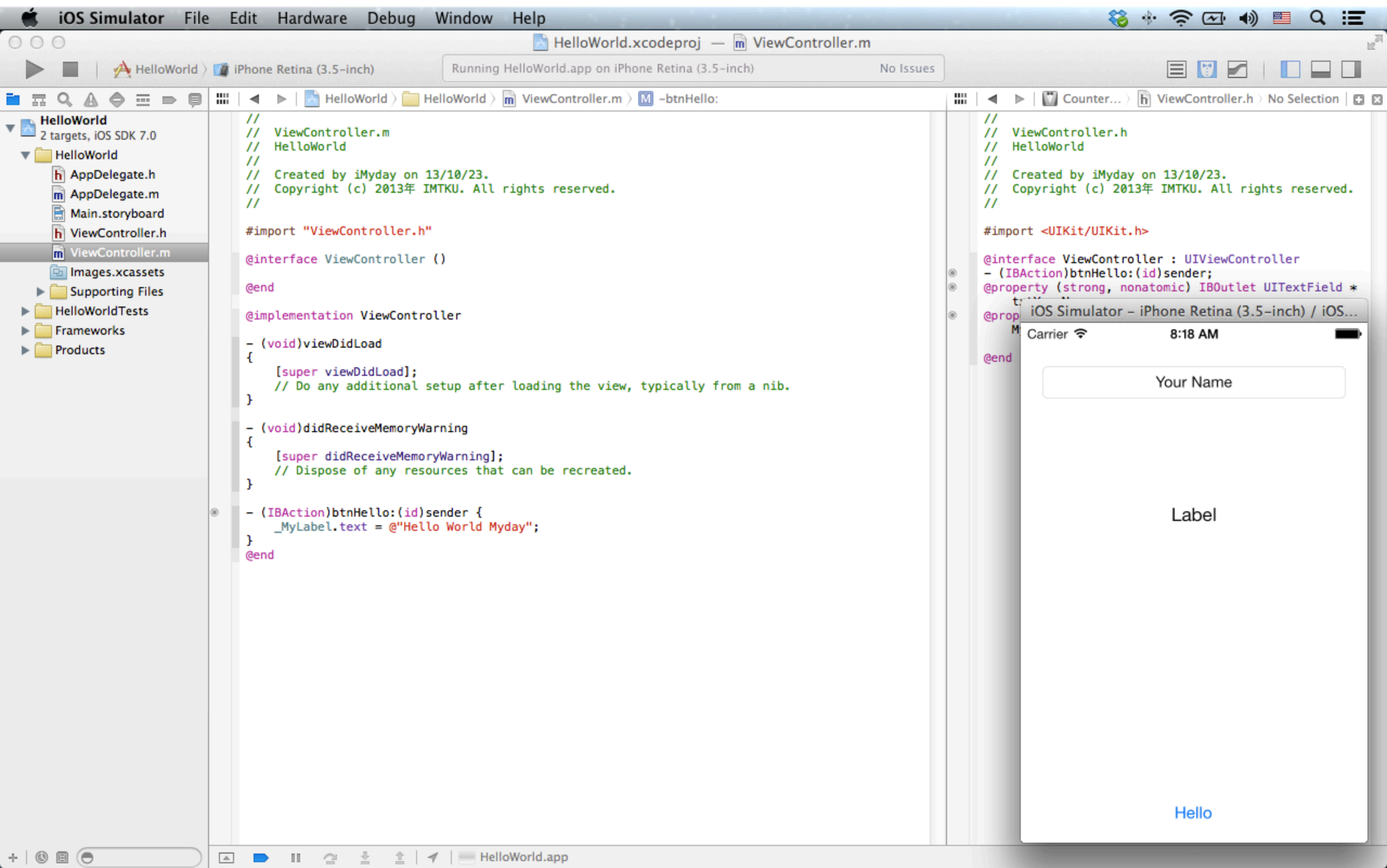
```
//  
// ViewController.h  
// HelloWorld  
//  
// Created by iMyday on 13/10/23.  
// Copyright (c) 2013年 IMTKU. All rights reserved.  
//  
#import <UIKit/UIKit.h>  
  
@interface ViewController : UIViewController  
- (IBAction)btnHello:(id)sender;  
@property (strong, nonatomic) IBOutlet UITextField *  
    txtYourName;  
@property (strong, nonatomic) IBOutlet UILabel *  
    MyLabel;  
  
@end
```

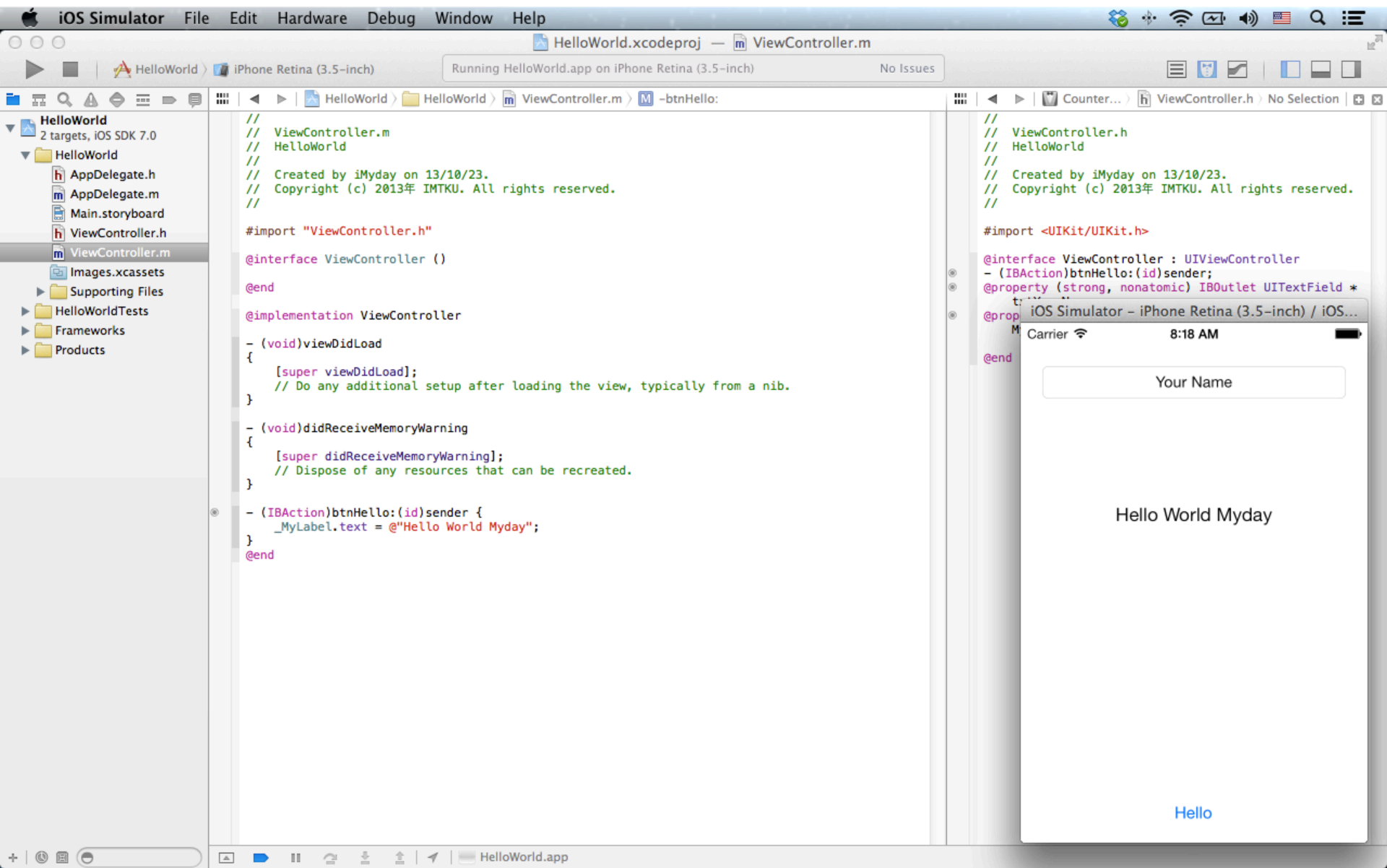


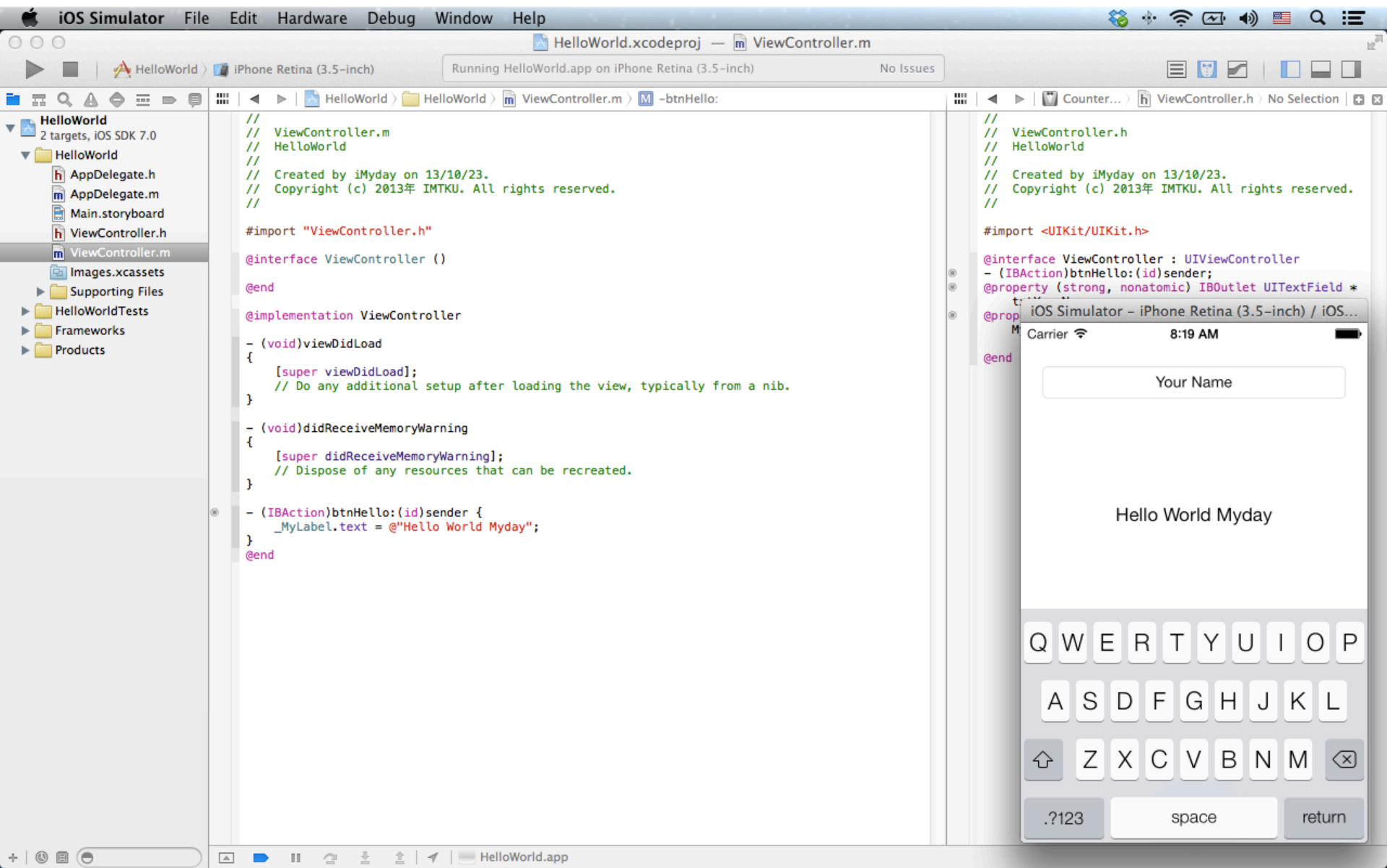












File Explorer (Left Panel):

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
  - Images.xcassets
  - Supporting Files
  - HelloWorldTests
  - Frameworks
  - Products

```

//
//  ViewController.m
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}

@end

```

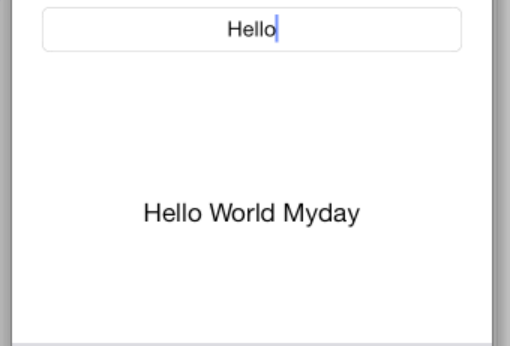
```

//
//  ViewController.h
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
    textField;
@end

```



Debugger Console (Bottom Panel):

2013-10-23 08:21:30.859 HelloWorld method is no longer supported

Auto [dropdown] [dropdown] [dropdown] All Output [dropdown]

File Explorer:

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
  - Images.xcassets
  - Supporting Files
  - HelloWorldTests
  - Frameworks
  - Products

```

//
//  ViewController.m
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}

@end

```

```

//
//  ViewController.h
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
@end

```

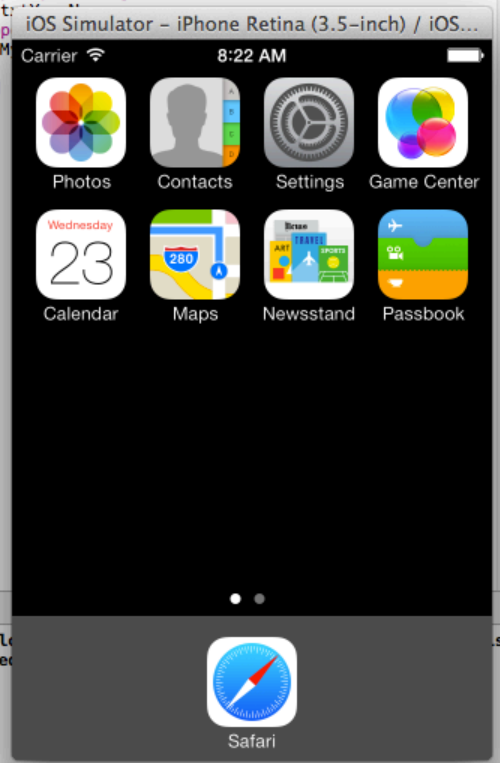
Debugger Console:

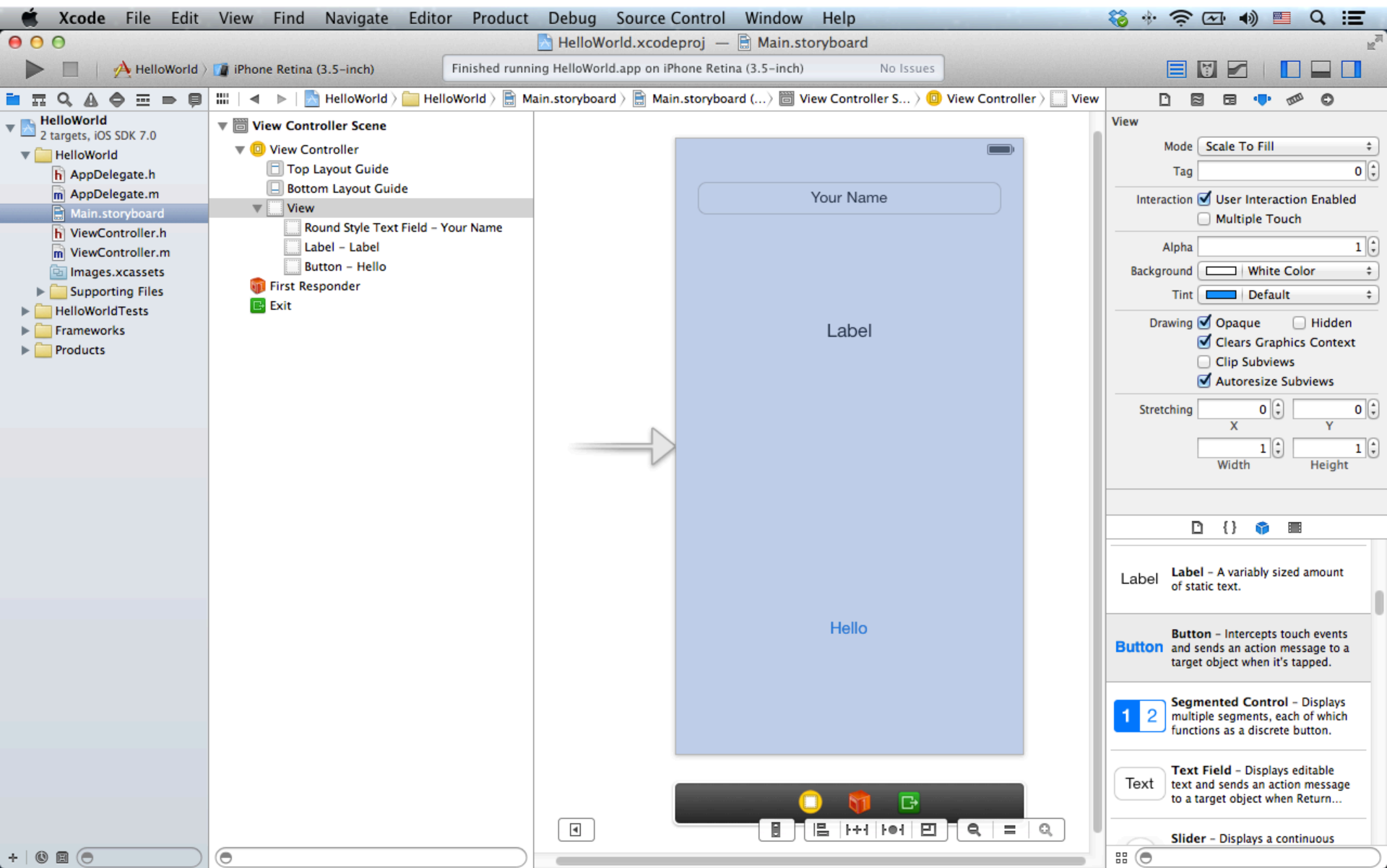
```

2013-10-23 08:21:30.859 HelloWorld: [UIViewController btnHello:] method is no longer supported

```

Output: All Output







File Explorer:

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
    - Images.xcassets
    - Supporting Files
    - HelloWorldTests
    - Frameworks
    - Products

```

//
//  ViewController.h
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *MyLabel;

@end

```

Inspector Panel:

- Identity and Type**
  - Name: ViewController.h
  - Type: Default - C Header
  - Location: Relative to Group
  - View Controller.h
  - Full Path: /Users/iMyday/AppsPro/HelloWorld/HelloWorld/ViewController.h
- Target Membership**
  - HelloWorld
  - HelloWorldTests
- Text Settings**
  - Text Encoding: Default - Unicode (UT...)
  - Line Endings: Default - OS X / Unix...
  - Indent Using: Spaces
  - Widths: Tab (4), Indent (4)
- Label** - A variably sized amount of static text.
- Button** - Intercepts touch events and sends an action message to a target object when it's tapped.
- Segmented Control** - Displays multiple segments, each of which functions as a discrete button.
- Text Field** - Displays editable text and sends an action message to a target object when Return...
- Slider** - Displays a continuous

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

HelloWorld.xcodeproj — ViewController.m

HelloWorld iPhone Retina (3.5-inch) Finished running HelloWorld.app on iPhone Retina (3.5-inch) No Issues

HelloWorld > HelloWorld > ViewController.m > @implementation ViewController

```
//
// ViewController.m
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}

@end
```

**Identity and Type**

Name: ViewController.m  
Type: Default - Objective-C...  
Location: Relative to Group  
ViewController.m  
Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/ViewController.m

**Target Membership**

HelloWorld  
 HelloWorldTests

**Text Settings**

Text Encoding: Default - Unicode (UT...  
Line Endings: Default - OS X / Unix...  
Indent Using: Spaces  
Widths: 4 Tab 4 Indent

**Label** - A variably sized amount of static text.

**Button** - Intercepts touch events and sends an action message to a target object when it's tapped.

**1 2 Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

**Text** **Text Field** - Displays editable text and sends an action message to a target object when Return...

**Slider** - Displays a continuous

HelloWorld
 

- 2 targets, iOS SDK 7.0
- AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
    - Images.xcassets
    - Supporting Files
    - HelloWorldTests
    - Frameworks
    - Products

```

//
// AppDelegate.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface AppDelegate : UIResponder <UIApplicationDelegate>

@property (strong, nonatomic) UIWindow *window;

@end

```

**Identity and Type**

Name: AppDelegate.h  
 Type: Default - C Header  
 Location: Relative to Group  
 AppDelegate.h  
 Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/AppDelegate.h

**Target Membership**

HelloWorld  
 HelloWorldTests

**Text Settings**

Text Encoding: Default - Unicode (UT...  
 Line Endings: Default - OS X / Unix...  
 Indent Using: Spaces  
 Widths: Tab: 4, Indent: 4

**Label** - A variably sized amount of static text.

**Button** - Intercepts touch events and sends an action message to a target object when it's tapped.

**Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

**Text Field** - Displays editable text and sends an action message to a target object when Return...

**Slider** - Displays a continuous

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

HelloWorld.xcodeproj — AppDelegate.m

Finished running HelloWorld.app on iPhone Retina (3.5-inch) No Issues

HelloWorld > HelloWorld > AppDelegate.m > No Selection

**HelloWorld**  
2 targets, iOS SDK 7.0

- AppDelegate.h
- AppDelegate.m
- Main.storyboard
- ViewController.h
- ViewController.m
- Images.xcassets
- Supporting Files
- HelloWorldTests
- Frameworks
- Products

```

// AppDelegate.m
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "AppDelegate.h"

@implementation AppDelegate

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    // Override point for customization after application launch.
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of
    // temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the
    // application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should
    // use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application
    // state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate:
    // when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the
    // changes made on entering the background.
}

- (void)applicationDidBecomeActive:(UIApplication *)application
{
    // Restart any tasks that were paused (or not yet started) while the application was inactive. If the
    // application was previously in the background, optionally refresh the user interface.
}

- (void)applicationWillTerminate:(UIApplication *)application
{
    // Called when the application is about to terminate. Save data if appropriate. See also
    // applicationDidEnterBackground:.
}

@end

```

**Identity and Type**

Name: AppDelegate.m  
Type: Default - Objective-C...  
Location: Relative to Group  
AppDelegate.m  
Full Path: /Users/iMyday/AppsPro/HelloWorld/HelloWorld/AppDelegate.m

**Target Membership**

- HelloWorld
- HelloWorldTests

**Text Settings**

Text Encoding: Default - Unicode (UT...  
Line Endings: Default - OS X / Unix...  
Indent Using: Spaces  
Widths: 4 Tab, 4 Indent

**Label** - A variably sized amount of static text.

**Button** - Intercepts touch events and sends an action message to a target object when it's tapped.

**Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

**Text Field** - Displays editable text and sends an action message to a target object when Return...

**Slider** - Displays a continuous

```
// ViewController.h
// HelloWorld

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *MyLabel;

@end
```

```
// ViewController.m
// HelloWorld

#import "ViewController.h"

@interface ViewController ()

@end

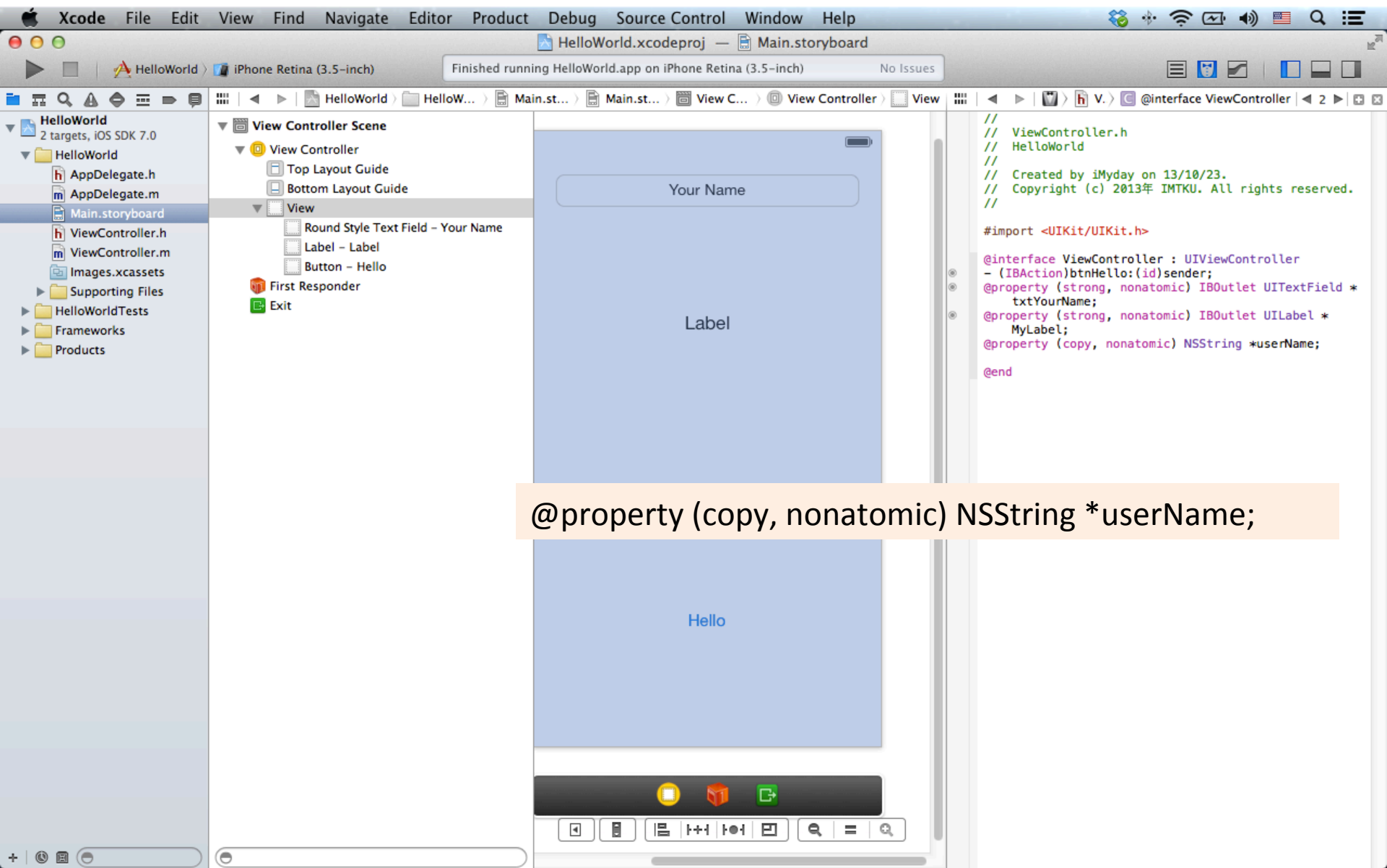
@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

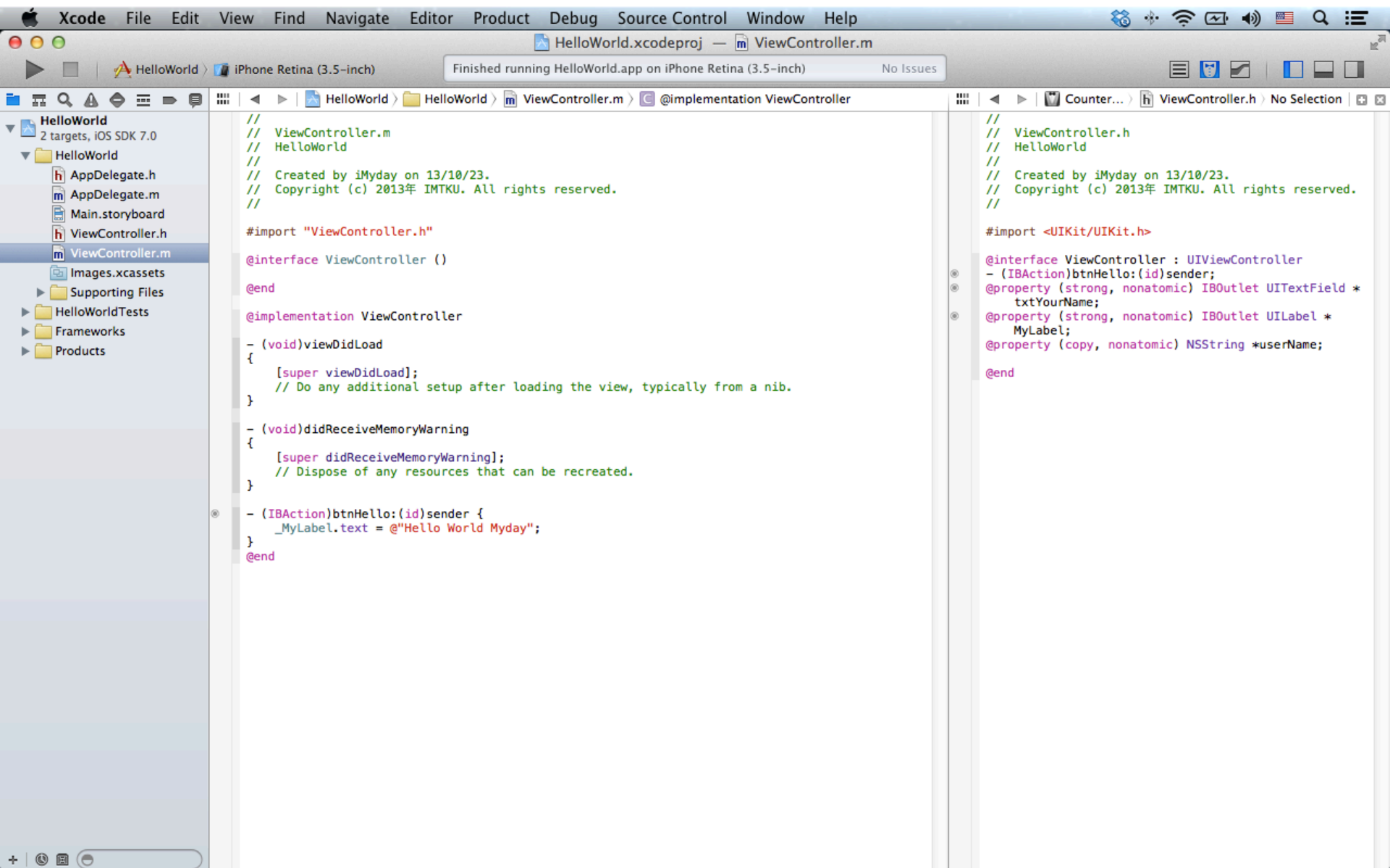
- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}

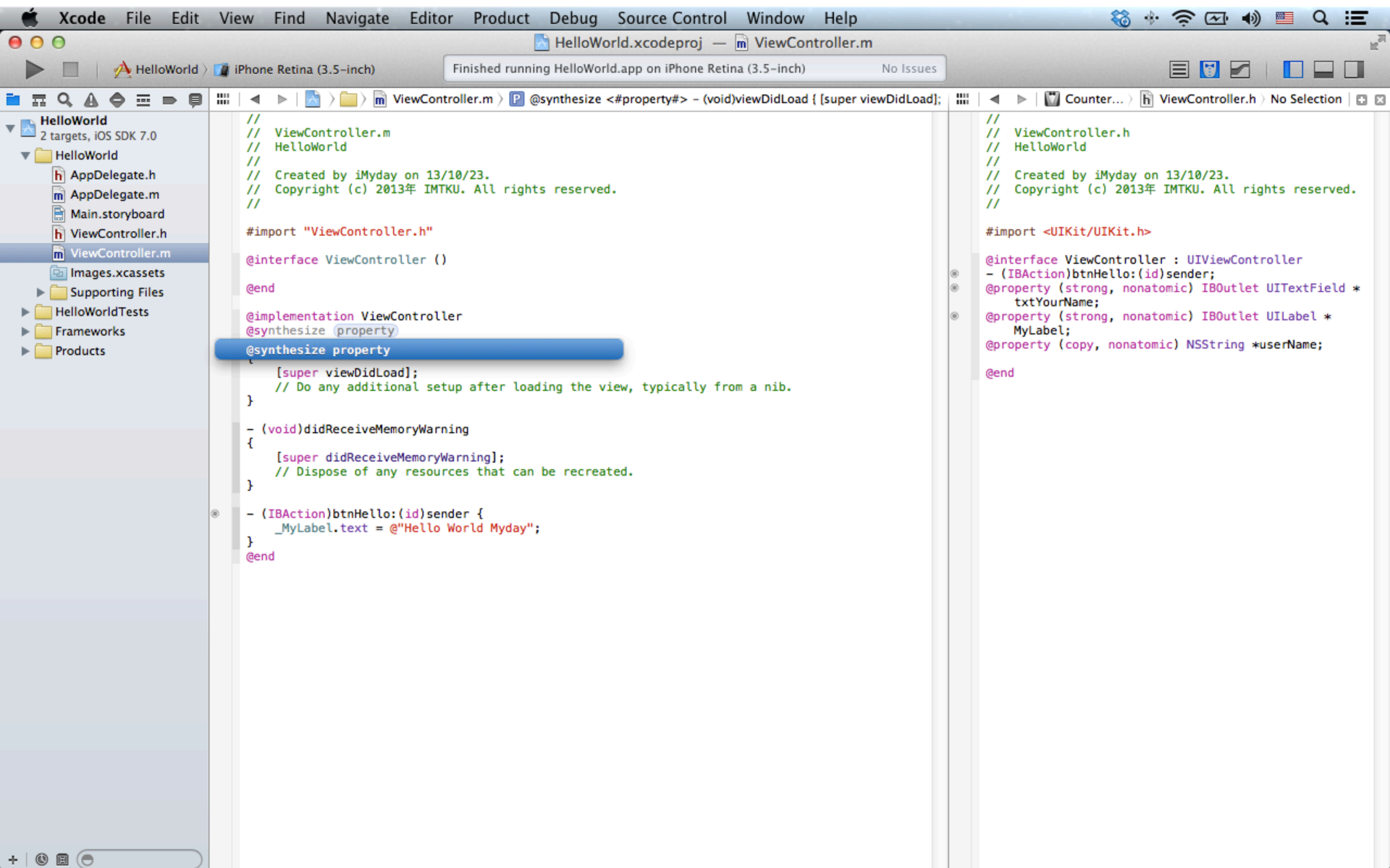
@end
```



@property (copy, nonatomic) NSString \*userName;







```
//
//  ViewController.m
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController
@synthesize property
@synthesize property
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}

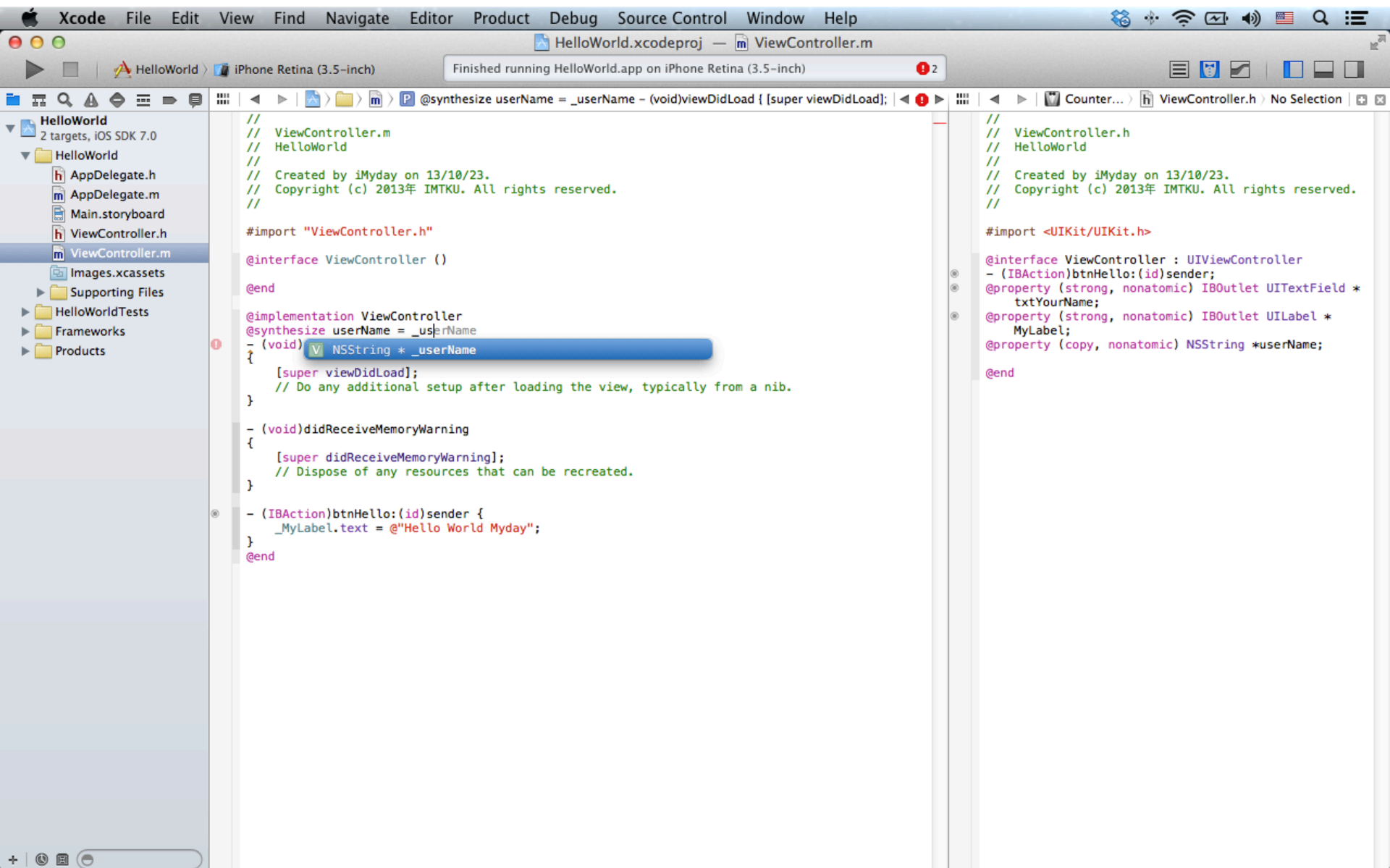
@end
```

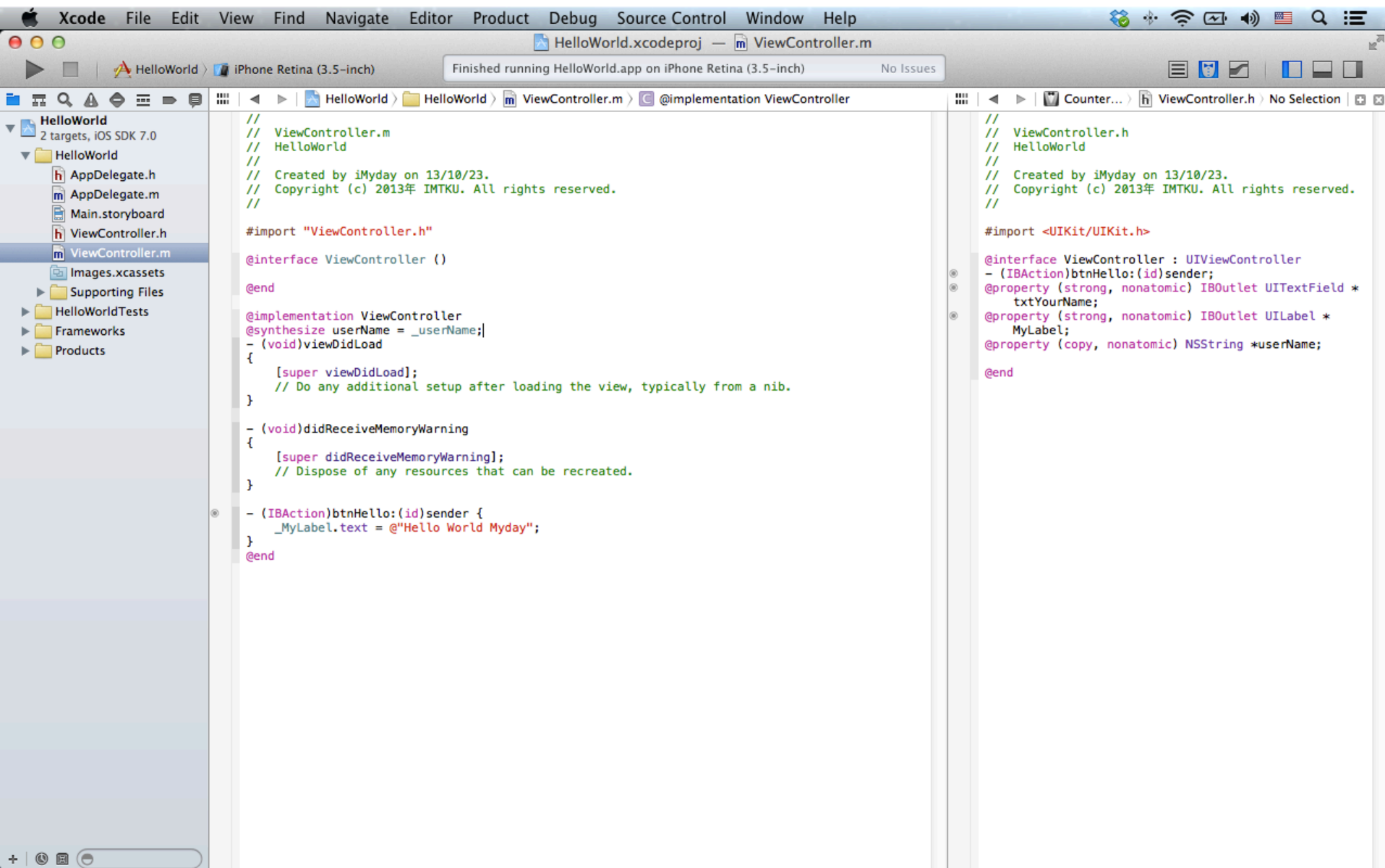
```
//
//  ViewController.h
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
    txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *
    MyLabel;
@property (copy, nonatomic) NSString *userName;

@end
```





Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

HelloWorld.xcodeproj — ViewController.m

Finished running HelloWorld.app on iPhone Retina (3.5-inch) No Issues

HelloWorld > iPhone Retina (3.5-inch) > HelloWorld > ViewController.m > -btnHello:

Counter... > ViewController.h > No Selection

```
//
// ViewController.m
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController
@synthesize userName = _userName;

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)btnHello:(id)sender {
    self.userName = self.txtYourName.text;
    NSString *nameString = self.userName;
    if ([nameString length] == 0) {
        nameString = @"World";
    }
    NSString *greeting = [[NSString alloc] initWithFormat:@"Hello, %!", nameString];
    self.MyLabel.text = greeting;
}

@end
```

```
//
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
    txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *
    MyLabel;
@property (copy, nonatomic) NSString *userName;

@end
```

Project Navigator showing the file structure:

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
    - Images.xcassets
    - Supporting Files
    - HelloWorldTests
    - Frameworks
    - Products

```

//
//  ViewController.m
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController
@synthesize userName = _userName;

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (BOOL)textFieldShouldReturn:(UITextField *)textField {
    if (textField == self.txtYourName) {
        [textField resignFirstResponder];
    }
    return YES;
}

- (IBAction)btnHello:(id)sender {
    self.userName = self.txtYourName.text;
    NSString *nameString = self.userName;
    if ([nameString length] == 0) {
        nameString = @"World";
    }
    NSString *greeting = [[NSString alloc] initWithFormat:@"Hello, %@!", nameString];
    self.MyLabel.text = greeting;
}

@end

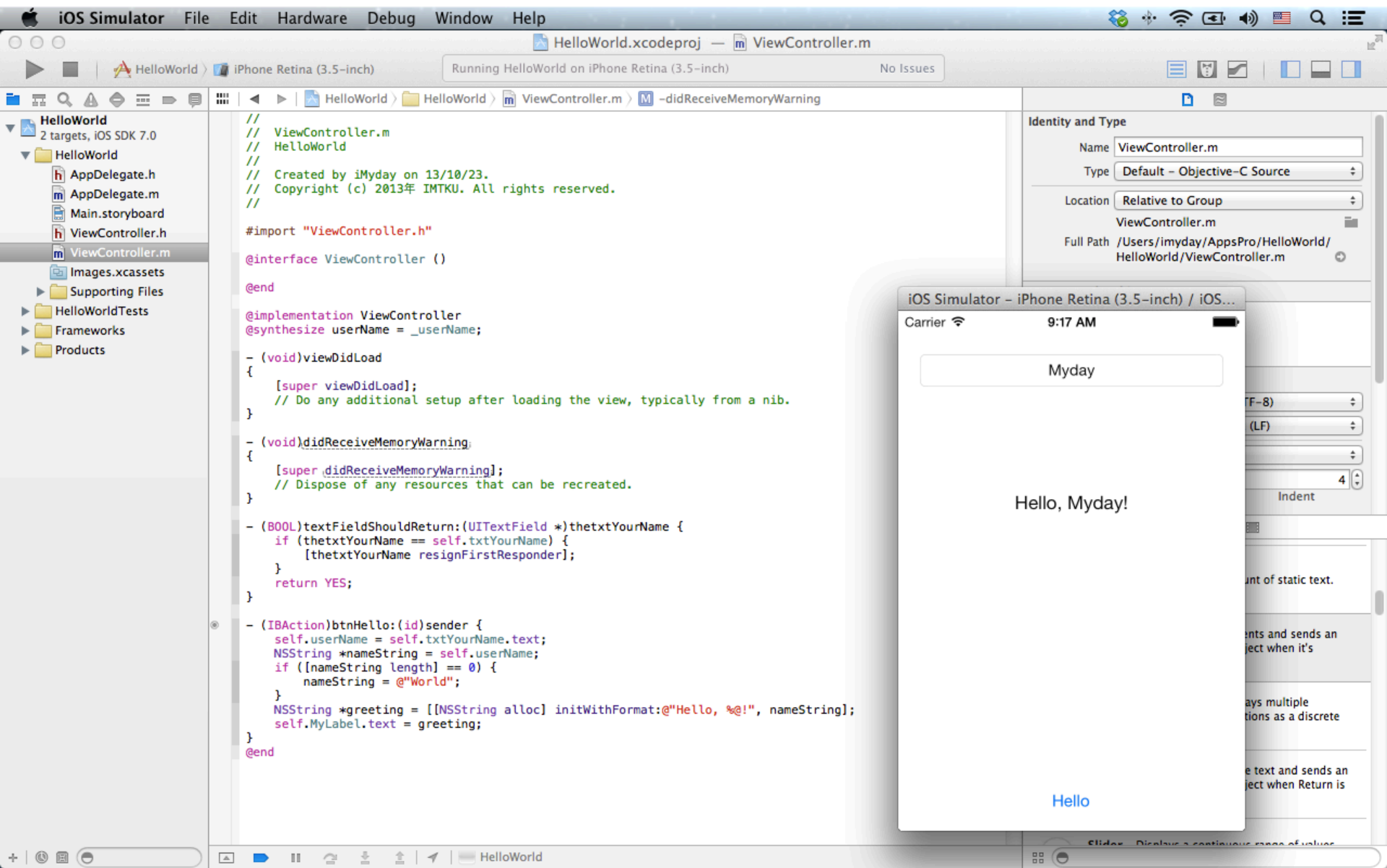
```

Inspector showing properties for ViewController.m:

- Identity and Type**
  - Name: ViewController.m
  - Type: Default - Objective-C Source
  - Location: Relative to Group
  - Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/ViewController.m
- Target Membership**
  - HelloWorld
  - HelloWorldTests
- Text Settings**
  - Text Encoding: Default - Unicode (UTF-8)
  - Line Endings: Default - OS X / Unix (LF)
  - Indent Using: Spaces
  - Widths: Tab 4, Indent 4
- Label** Label - A variably sized amount of static text.
- Button** Button - Intercepts touch events and sends an action message to a target object when it's tapped.
- Segmented Control** Segmented Control - Displays multiple segments, each of which functions as a discrete button.
- Text Field** Text Field - Displays editable text and sends an action message to a target object when Return is tapped.
- Slider** Slider - Displays a continuous range of values.

```
- (IBAction)btnHello:(id)sender {
    self.userName = self.txtYourName.text;
    NSString *nameString = self.userName;
    if ([nameString length] == 0) {
        nameString = @"World";
    }
    NSString *greeting = [[NSString alloc] initWithFormat:@"Hello, %@!", nameString];
    self.MyLabel.text = greeting;
}
```

```
- (BOOL)textFieldShouldReturn:(UITextField *)thetxtYourName {
    if (thetxtYourName == self.txtYourName) {
        [thetxtYourName resignFirstResponder];
    }
    return YES;
}
```



```
//  
// ViewController.m  
// HelloWorld  
//  
// Created by iMyday on 13/10/23.  
// Copyright (c) 2013年 IMTKU. All rights reserved.  
//  
#import "ViewController.h"  
  
@interface ViewController ()  
  
@end  
  
@implementation ViewController  
@synthesize userName = _userName;  
  
- (void)viewDidLoad  
{  
    [super viewDidLoad];  
    // Do any additional setup after loading the view, typically from a nib.  
}  
  
- (void)didReceiveMemoryWarning  
{  
    [super didReceiveMemoryWarning];  
    // Dispose of any resources that can be recreated.  
}  
  
- (BOOL)textFieldShouldReturn:(UITextField *)textField {  
    if (textField == self.txtYourName) {  
        [textField resignFirstResponder];  
    }  
    return YES;  
}  
  
- (IBAction)btnHello:(id)sender {  
    self.userName = self.txtYourName.text;  
    NSString *nameString = self.userName;  
    if ([nameString length] == 0) {  
        nameString = @"World";  
    }  
    NSString *greeting = [[NSString alloc] initWithFormat:@"Hello, %@!", nameString];  
    self.MyLabel.text = greeting;  
}  
  
@end
```

Identity and Type

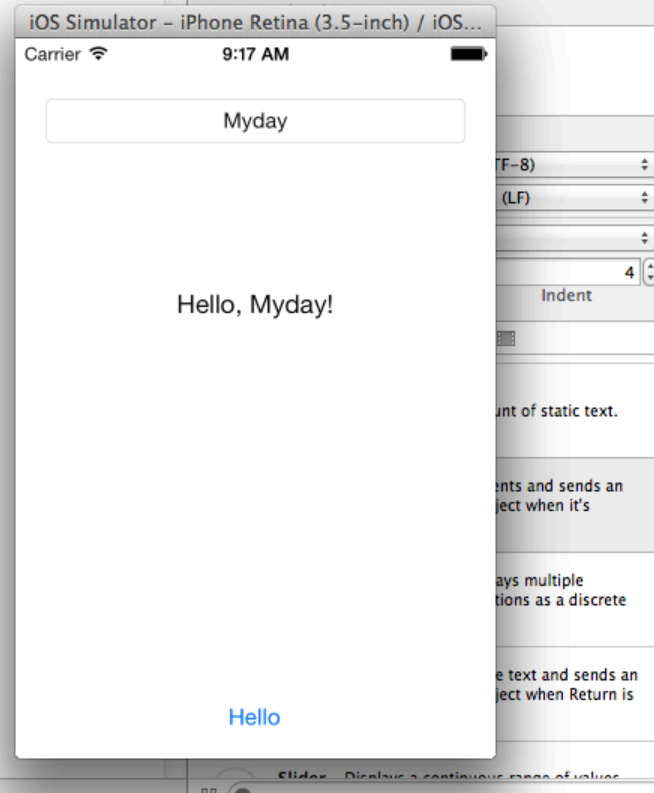
Name: ViewController.m

Type: Default - Objective-C Source

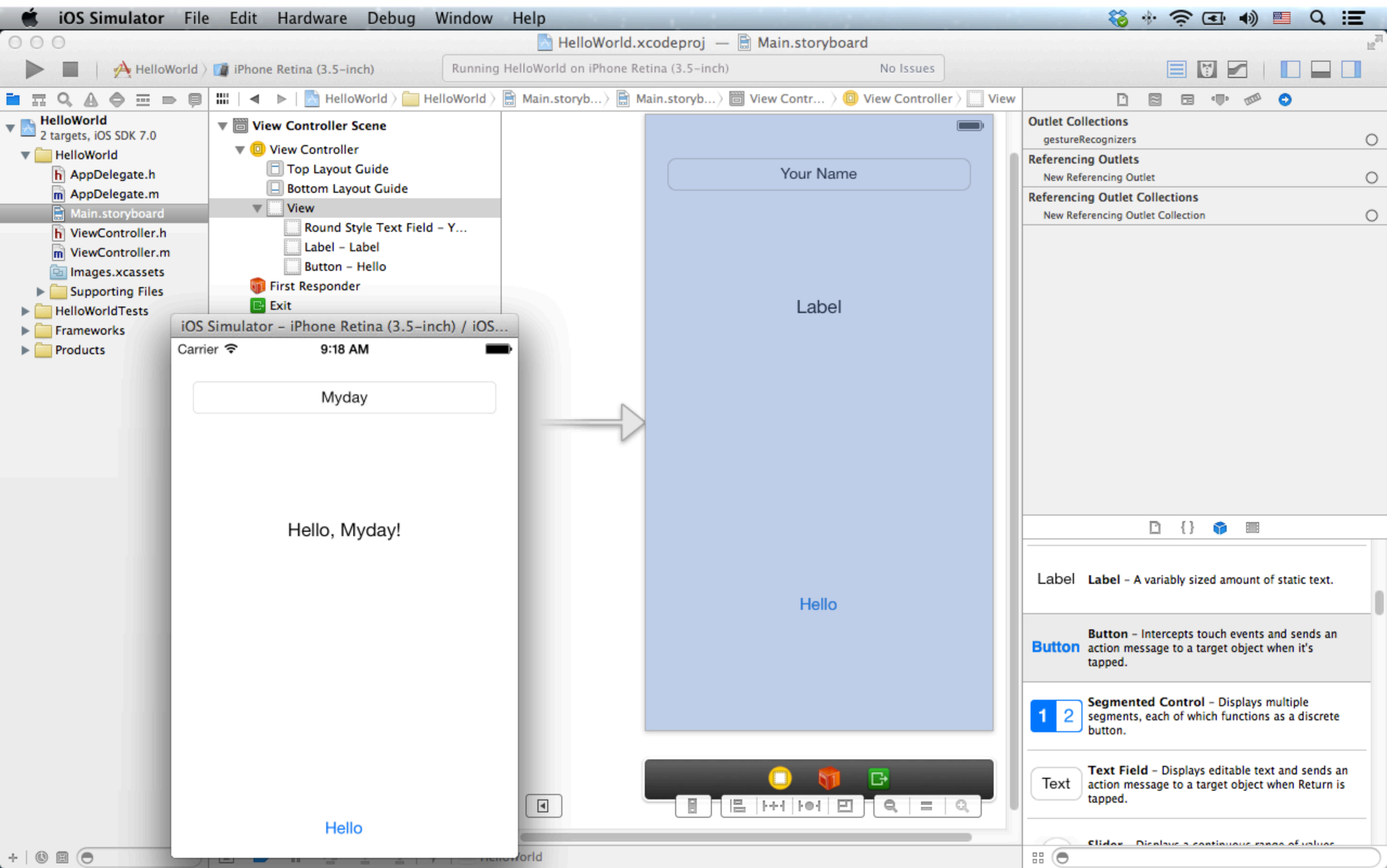
Location: Relative to Group

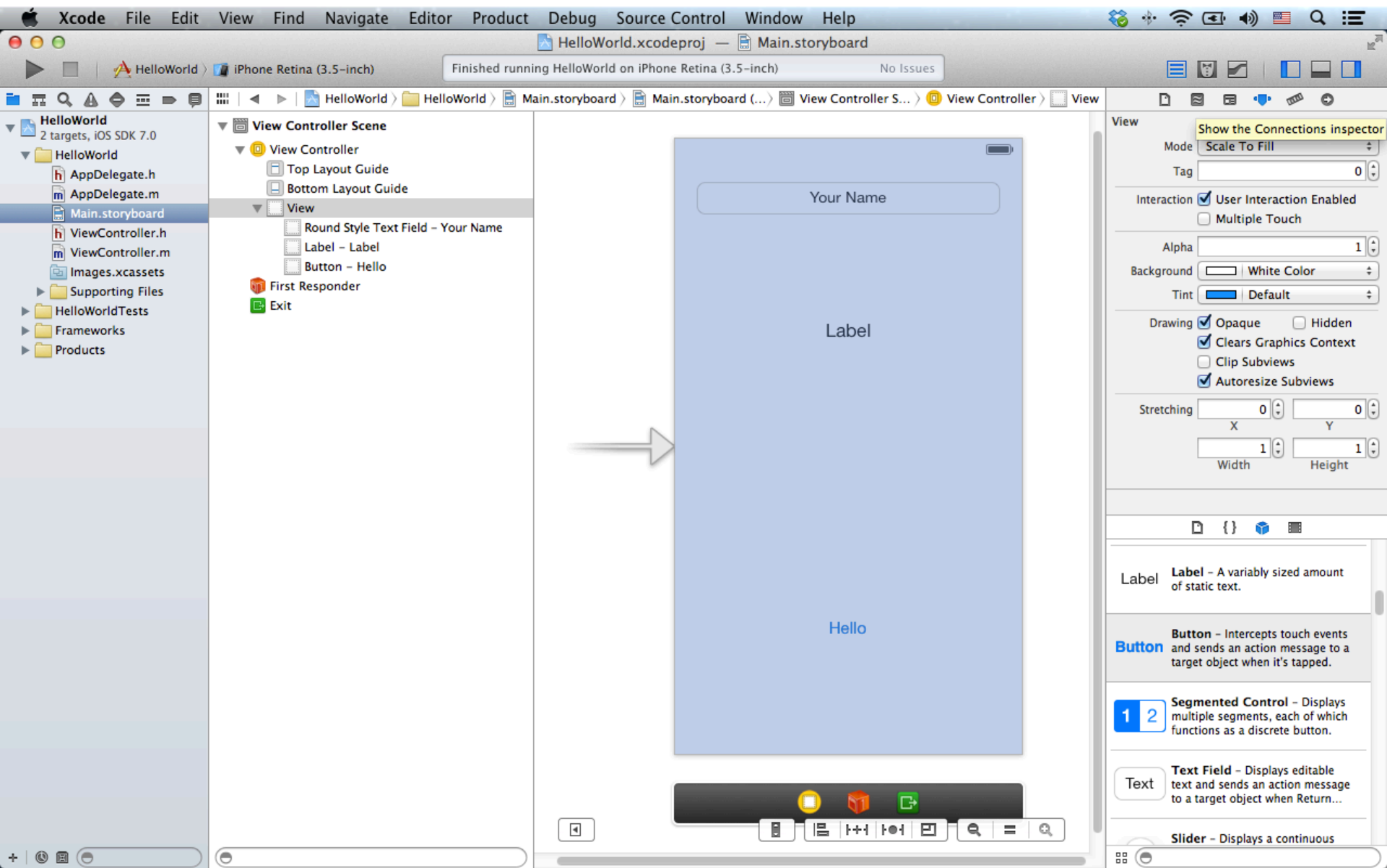
ViewController.m

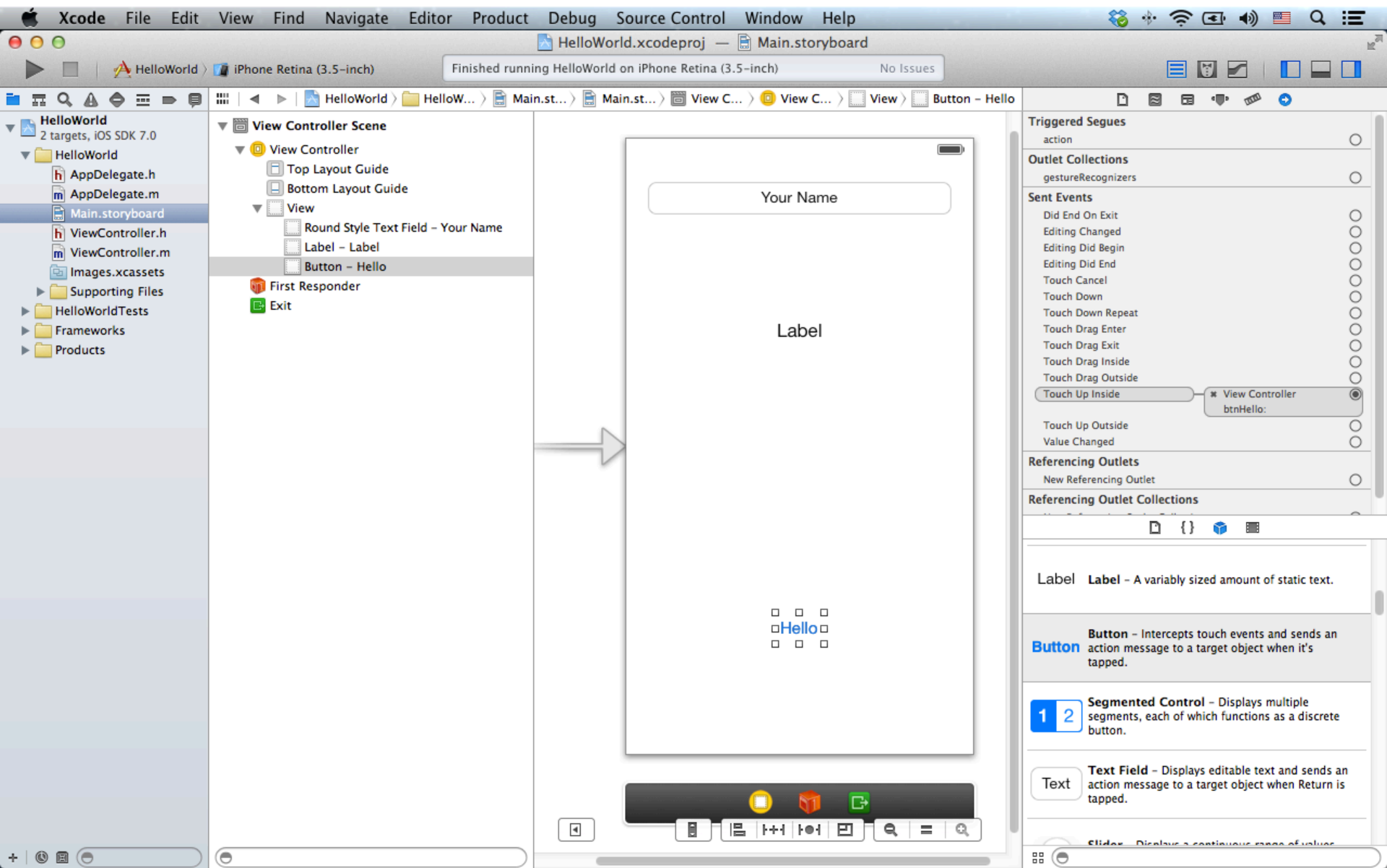
Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/ViewController.m











Project Navigator showing file structure:

- HelloWorld (2 targets, iOS SDK 7.0)
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
    - Images.xcassets
    - Supporting Files
    - HelloWorldTests
    - Frameworks
    - Products

View Controller Scene hierarchy:

- View Controller Scene
  - View Controller
    - Top Layout Guide
    - Bottom Layout Guide
    - View
      - Round Style Text Field - Your Name
      - Label - Label
      - Button - Hello
    - First Responder
    - Exit

The storyboard canvas displays a mobile app interface. At the top, there is a rounded rectangular text field with the placeholder text "Your Name". In the center of the screen is a large, empty rectangular area labeled "Label". At the bottom center, there is a blue button with the text "Hello". A grey arrow points from the "View" folder in the hierarchy to the canvas.

Inspector panel showing:

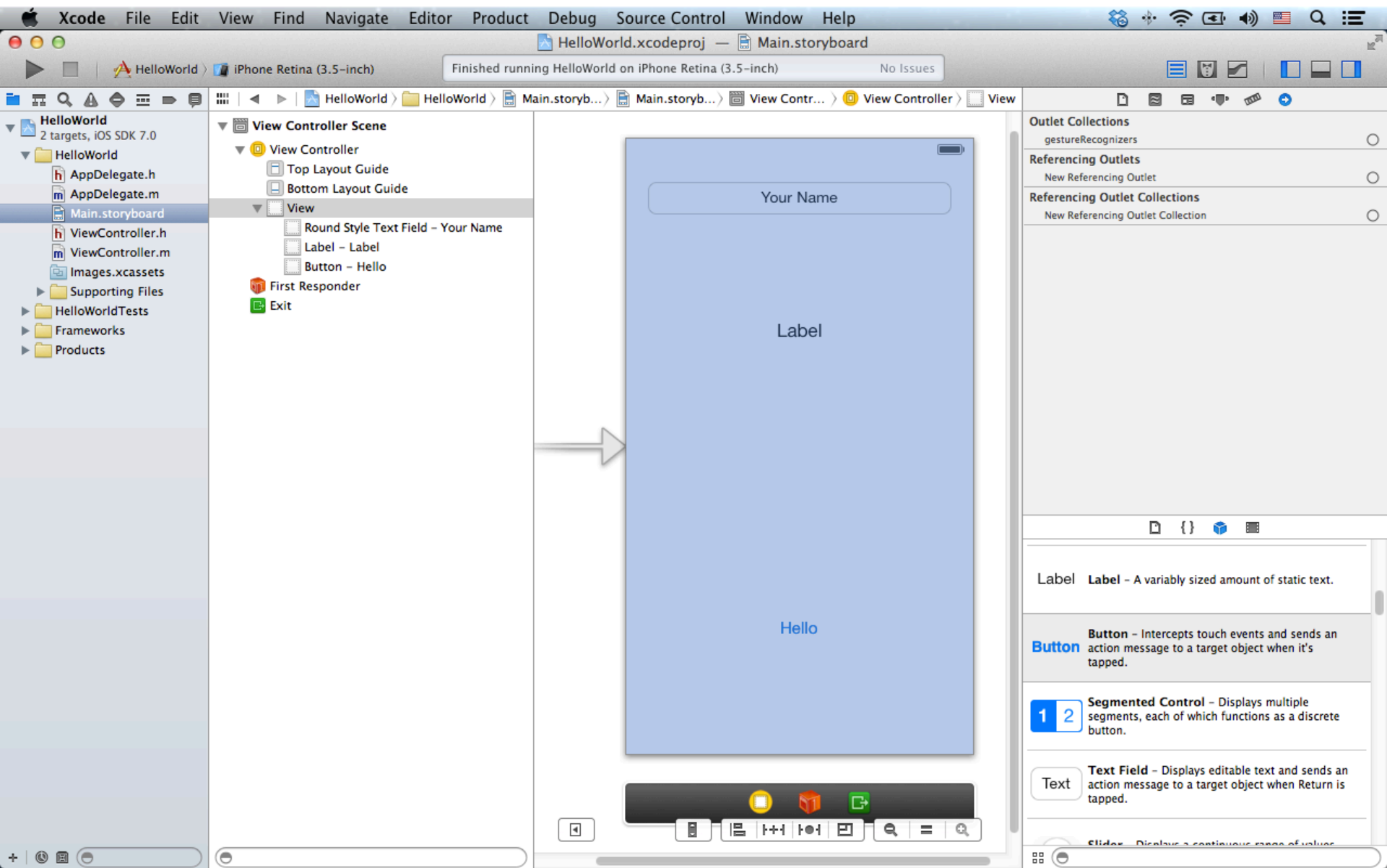
- Triggered Segues:** action
- Outlets:** delegate
- Outlet Collections:** gestureRecognizers
- Sent Events:** Did End On Exit, Editing Changed, Editing Did Begin, Editing Did End, Touch Cancel, Touch Down, Touch Down Repeat, Touch Drag Enter, Touch Drag Exit, Touch Drag Inside, Touch Drag Outside, Touch Up Inside, Touch Up Outside, Value Changed
- Referencing Outlets:** txtYourName (View Controller)

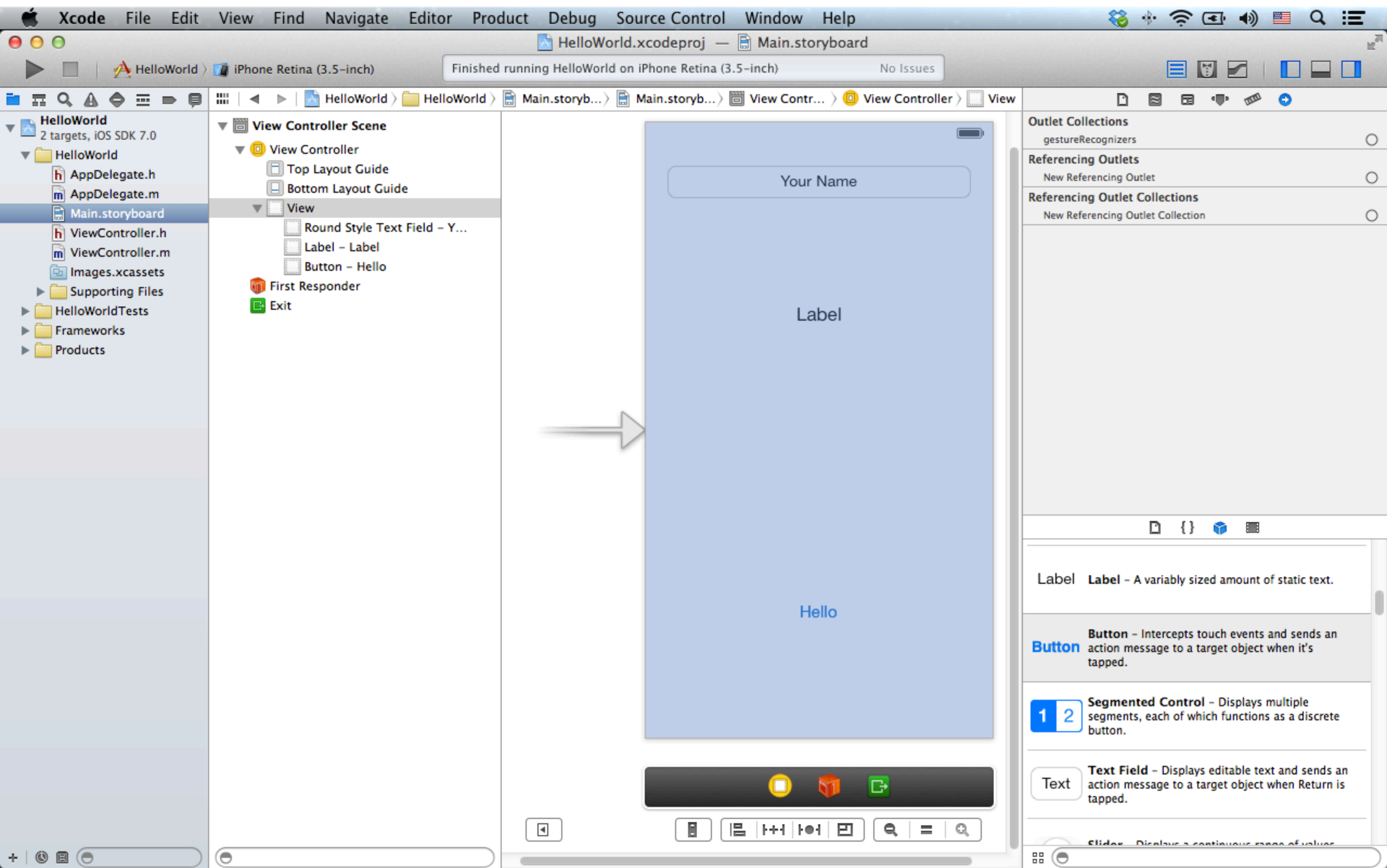
Component Library:

- Label:** Label - A variably sized amount of static text.
- Button:** Button - Intercepts touch events and sends an action message to a target object when it's tapped.
- 1 2 Segmented Control:** Displays multiple segments, each of which functions as a discrete button.
- Text:** Text Field - Displays editable text and sends an action message to a target object when Return is tapped.
- Slider:** Displays a continuous range of values.

Context menu for the "Hello" button:

- Action Segue
  - push
  - modal
  - custom
- Outlets
  - delegate
- Sent Events
  - btnHello:





- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
  - Images.xcassets
  - Supporting Files
  - HelloWorldTests
  - Frameworks
  - Products

- View Controller Scene
  - View Controller
    - Top Layout Guide
    - Bottom Layout Guide
    - View
      - Round Style Text Field - Y...
      - Label - Label
      - Button - Hello
    - First Responder
    - Exit

The storyboard canvas displays a mobile device screen. At the top, there is a rounded rectangular button containing the text "Your Name". Below this button, centered on the screen, is a label containing the text "Hello". At the bottom of the screen, there is a dark navigation bar with three icons: a yellow circle, a red cube, and a green square with a white arrow. A large grey arrow points from the left towards the center of the canvas.

### Button

Type: System

State Config: Default

Title: Plain

Text: Hello

Font: System 15.0

Text Color: Default

Shadow Color: Default

Image: Default Image

Background: Default Background Image

Shadow Offset: Width 0.0, Height 0.0

Reverses On Highlight

Drawing  Shows Touch On Highlight

Highlighted Adjusts Image

Disabled Adjusts Image

Line Break: Truncate Middle

---

**Label** Label - A variably sized amount of static text.

---

**Button** Button - Intercepts touch events and sends an action message to a target object when it's tapped.

---

**1 2 Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

---

**Text** Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

---

**Slider** - Displays a continuous range of values.

File browser showing project structure:

- HelloWorld
  - 2 targets, iOS SDK 7.0
  - HelloWorld
    - AppDelegate.h
    - AppDelegate.m
    - Main.storyboard
    - ViewController.h
    - ViewController.m
    - Images.xcassets
    - Supporting Files
    - HelloWorldTests
    - Frameworks
    - Products

```
//
//  ViewController.h
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *MyLabel;
@property (copy, nonatomic) NSString *userName;
@end
```

Inspector panel for ViewController.h

**Identity and Type**

- Name: ViewController.h
- Type: Default - C Header
- Location: Relative to Group
- Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/ViewController.h

**Target Membership**

- HelloWorld
- HelloWorldTests

**Text Settings**

- Text Encoding: Default - Unicode (UTF-8)
- Line Endings: Default - OS X / Unix (LF)
- Indent Using: Spaces
- Widths: Tab 4, Indent 4

---

**Label** Label - A variably sized amount of static text.

---

**Button** Button - Intercepts touch events and sends an action message to a target object when it's tapped.

---

**1 2 Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

---

**Text** Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

---

**Slider** - Displays a continuous range of values.



**HelloWorld**  
 2 targets, iOS SDK 7.0  
 HelloWorld  
 AppDelegate.h  
 AppDelegate.m  
 Main.storyboard  
 ViewController.h  
**ViewController.m**  
 Images.xcassets  
 Supporting Files  
 HelloWorldTests  
 Frameworks  
 Products

```

//
//  ViewController.m
//  HelloWorld
//
//  Created by iMyday on 13/10/23.
//  Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController
@synthesize userName = _userName;

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (BOOL)textFieldShouldReturn:(UITextField *)textField {
    if (textField == self.txtYourName) {
        [textField resignFirstResponder];
    }
    return YES;
}

- (IBAction)btnHello:(id)sender {
    self.userName = self.txtYourName.text;
    NSString *nameString = self.userName;
    if ([nameString length] == 0) {
        nameString = @"World";
    }
    NSString *greeting = [[NSString alloc] initWithFormat:@"Hello, %@!", nameString];
    self.MyLabel.text = greeting;
}

@end
    
```

**Identity and Type**

Name: ViewController.m  
 Type: Default - Objective-C Source  
 Location: Relative to Group  
 ViewController.m  
 Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/ViewController.m

**Target Membership**

HelloWorld  
 HelloWorldTests

**Text Settings**

Text Encoding: Default - Unicode (UTF-8)  
 Line Endings: Default - OS X / Unix (LF)  
 Indent Using: Spaces  
 Widths: Tab 4, Indent 4

---

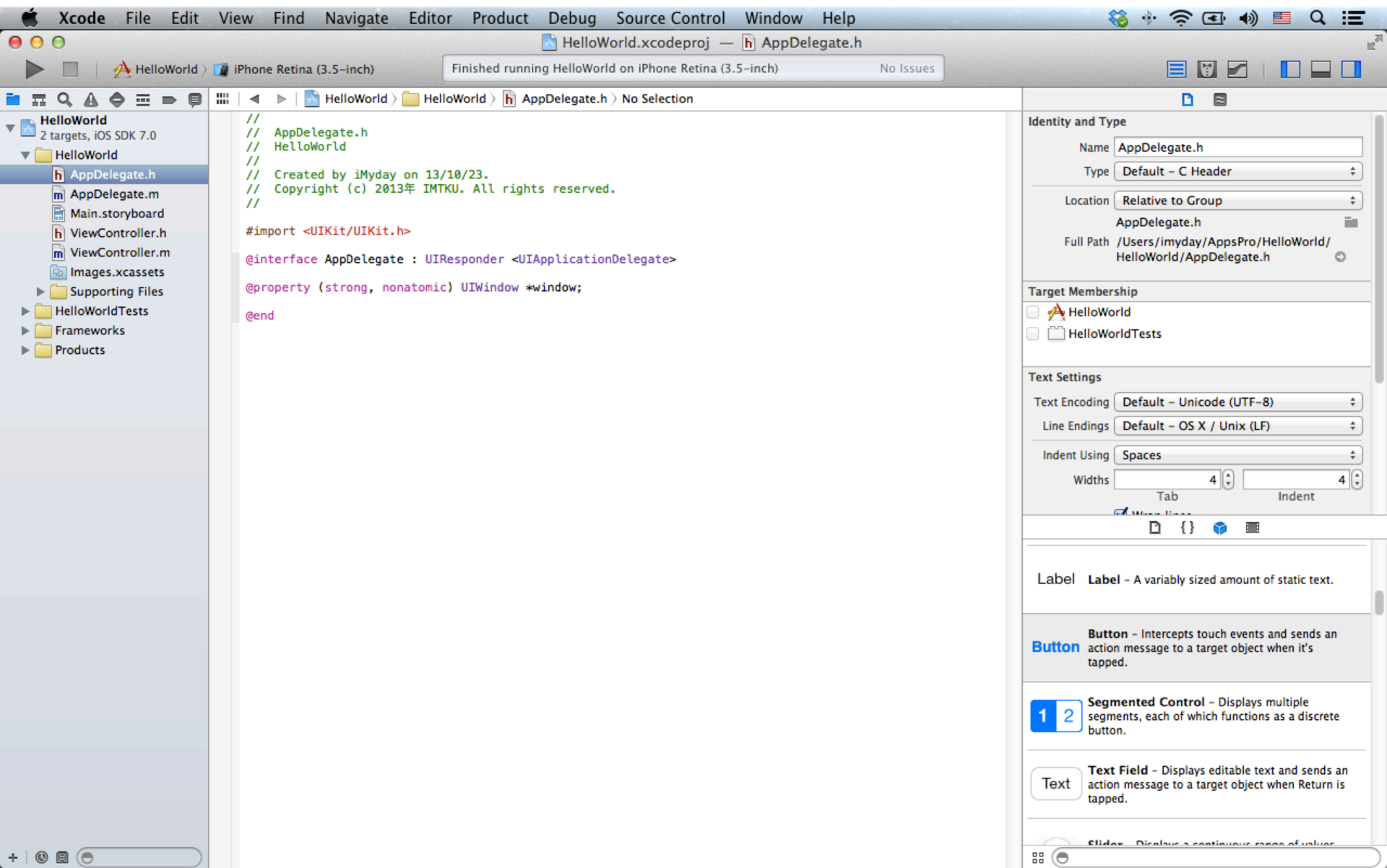
**Label** Label - A variably sized amount of static text.

**Button** Button - Intercepts touch events and sends an action message to a target object when it's tapped.

**1 2 Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

**Text** Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

**Slider** - Displays a continuous range of values.



```
//  
// AppDelegate.h  
// HelloWorld  
//  
// Created by iMyday on 13/10/23.  
// Copyright (c) 2013年 IMTKU. All rights reserved.  
//  
  
#import <UIKit/UIKit.h>  
  
@interface AppDelegate : UIResponder <UIApplicationDelegate>  
  
@property (strong, nonatomic) UIWindow *window;  
  
@end
```

**Identity and Type**

Name: AppDelegate.h  
Type: Default - C Header  
Location: Relative to Group  
AppDelegate.h  
Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/AppDelegate.h

**Target Membership**

HelloWorld  
 HelloWorldTests

**Text Settings**

Text Encoding: Default - Unicode (UTF-8)  
Line Endings: Default - OS X / Unix (LF)  
Indent Using: Spaces  
Widths: Tab 4, Indent 4

**Library**

- Label** - A variably sized amount of static text.
- Button** - Intercepts touch events and sends an action message to a target object when it's tapped.
- Segmented Control** - Displays multiple segments, each of which functions as a discrete button.
- Text Field** - Displays editable text and sends an action message to a target object when Return is tapped.
- Slider** - Displays a continuous range of values.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

HelloWorld.xcodeproj — AppDelegate.m

Finished running HelloWorld on iPhone Retina (3.5-inch) No Issues

HelloWorld > AppDelegate.m > No Selection

**HelloWorld**  
2 targets, iOS SDK 7.0

- AppDelegate.h
- AppDelegate.m
- Main.storyboard
- ViewController.h
- ViewController.m
- Images.xcassets
- Supporting Files
- HelloWorldTests
- Frameworks
- Products

```

//
// AppDelegate.m
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

#import "AppDelegate.h"

@implementation AppDelegate

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    // Override point for customization after application launch.
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for
    // certain types of temporary interruptions (such as an incoming phone call or SMS message) or when
    // the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates.
    // Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough
    // application state information to restore your application to its current state in case it is
    // terminated later.
    // If your application supports background execution, this method is called instead of
    // applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo
    // many of the changes made on entering the background.
}

- (void)applicationDidBecomeActive:(UIApplication *)application
{
    // Restart any tasks that were paused (or not yet started) while the application was inactive. If
    // the application was previously in the background, optionally refresh the user interface.
}

- (void)applicationWillTerminate:(UIApplication *)application
{
    // Called when the application is about to terminate. Save data if appropriate. See also
    // applicationDidEnterBackground:.
}

```

**Identity and Type**

Name: AppDelegate.m  
Type: Default - Objective-C Source  
Location: Relative to Group  
AppDelegate.m  
Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/AppDelegate.m

**Target Membership**

- HelloWorld
- HelloWorldTests

**Text Settings**

Text Encoding: Default - Unicode (UTF-8)  
Line Endings: Default - OS X / Unix (LF)  
Indent Using: Spaces  
Widths: Tab 4, Indent 4

**Label** Label - A variably sized amount of static text.

**Button** Button - Intercepts touch events and sends an action message to a target object when it's tapped.

**Segmented Control** 1 2 - Displays multiple segments, each of which functions as a discrete button.

**Text** Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

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Project Navigator

- HelloWorld
- 2 targets, iOS SDK 7.0
- HelloWorld
  - AppDelegate.h
  - AppDelegate.m
  - Main.storyboard
  - ViewController.h
  - ViewController.m
  - Images.xcassets
  - Supporting Files
  - HelloWorldTests
  - Frameworks
  - Products

View Controller Scene

- View Controller
  - Top Layout Guide
  - Bottom Layout Guide
  - View
    - Round Style Text Field - Y...
    - Label - Label
    - Button - Hello
  - First Responder
  - Exit

The storyboard preview shows a mobile device screen with a text field containing 'Your Name' and a button containing 'Hello'. A grey dialog box with a hammer icon and the text 'Build Succeeded' is overlaid on the scene. A grey arrow points from the dialog towards the text field.

Identity and Type

Name: Main.storyboard  
Type: Default - Interface Builder Cocoa To...  
Location: Relative to Group  
Base.lproj/Main.storyboard  
Full Path: /Users/imyday/AppsPro/HelloWorld/HelloWorld/Base.lproj/Main.storyboard

Interface Builder Document

Opens in: Default (5.0)  
Builds for: Project Deployment Target (7.0)  
View as: iOS 7.0 and Later  
 Use Autolayout  
Global Tint: Default

Localization

- Base
- English Localizable Strings

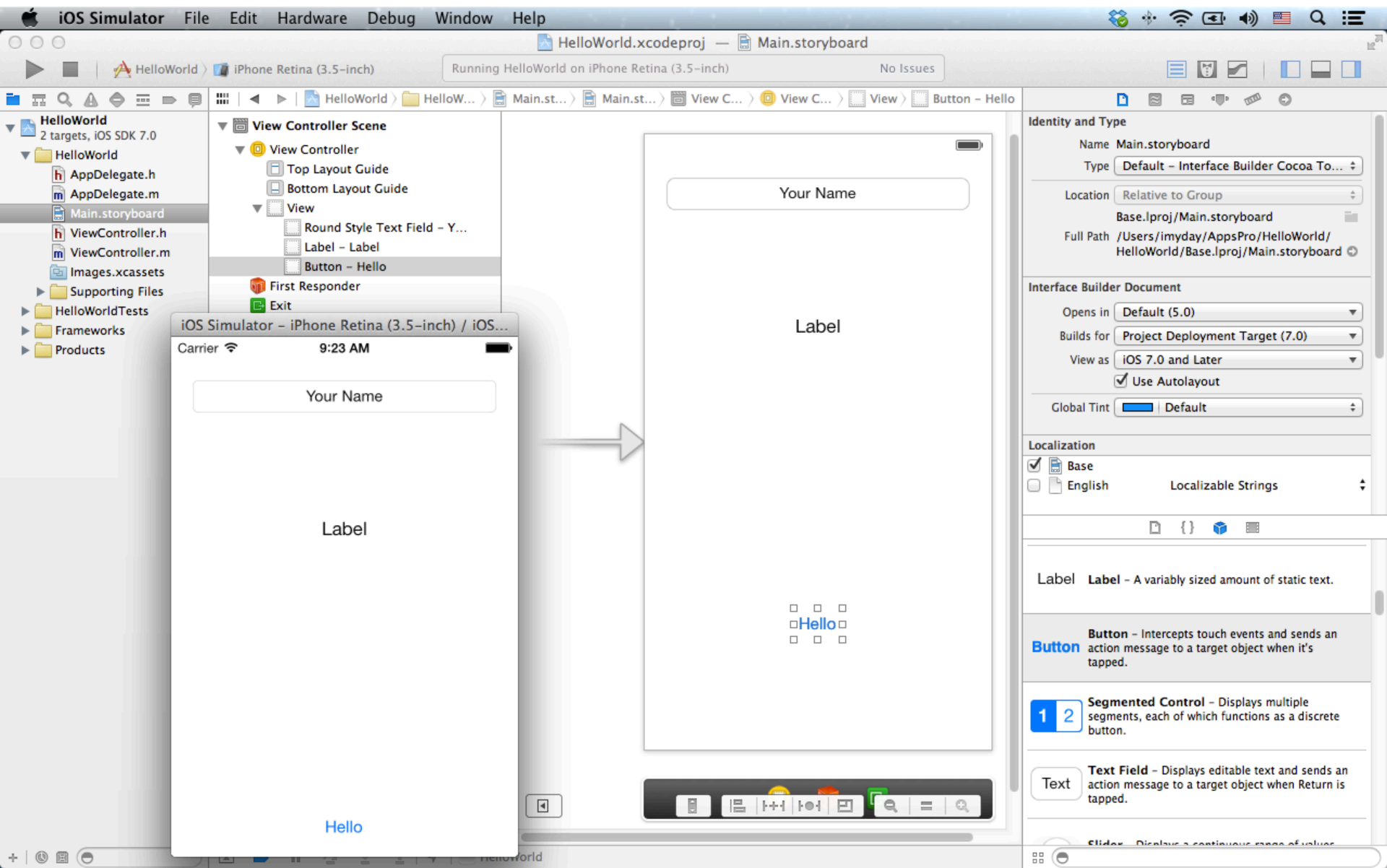
Label: Label - A variably sized amount of static text.

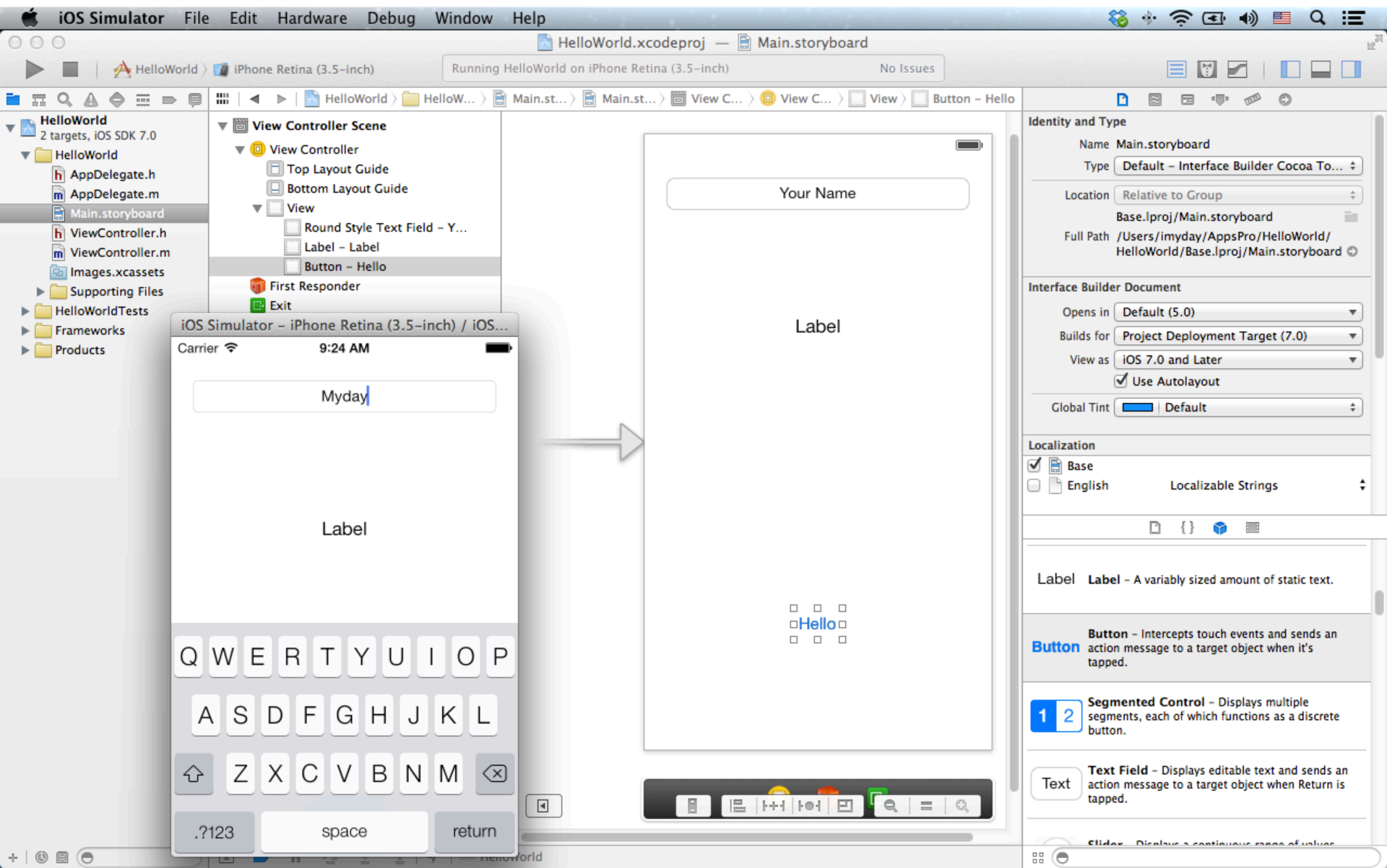
Button: Button - Intercepts touch events and sends an action message to a target object when it's tapped.

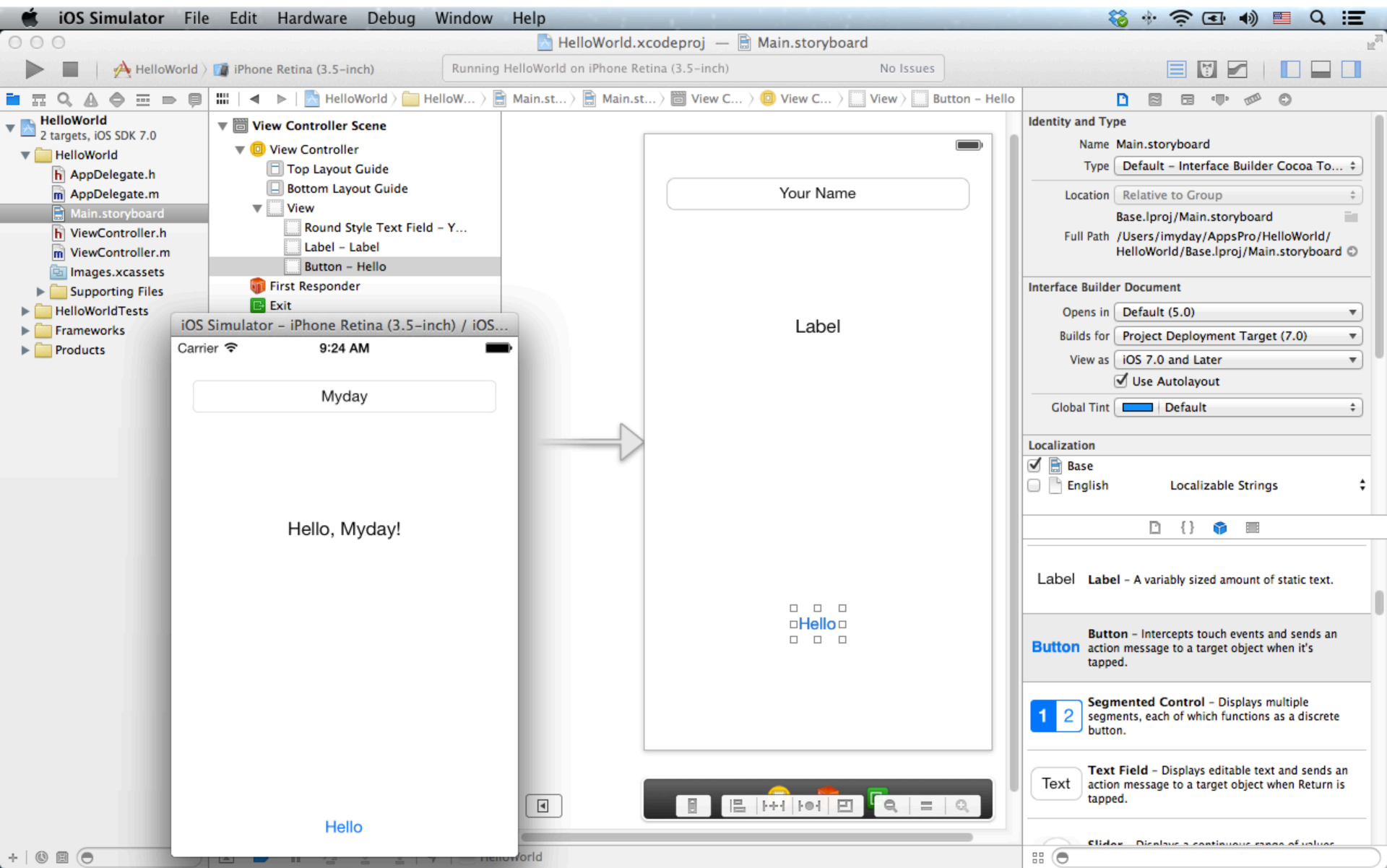
1 2 Segmented Control - Displays multiple segments, each of which functions as a discrete button.

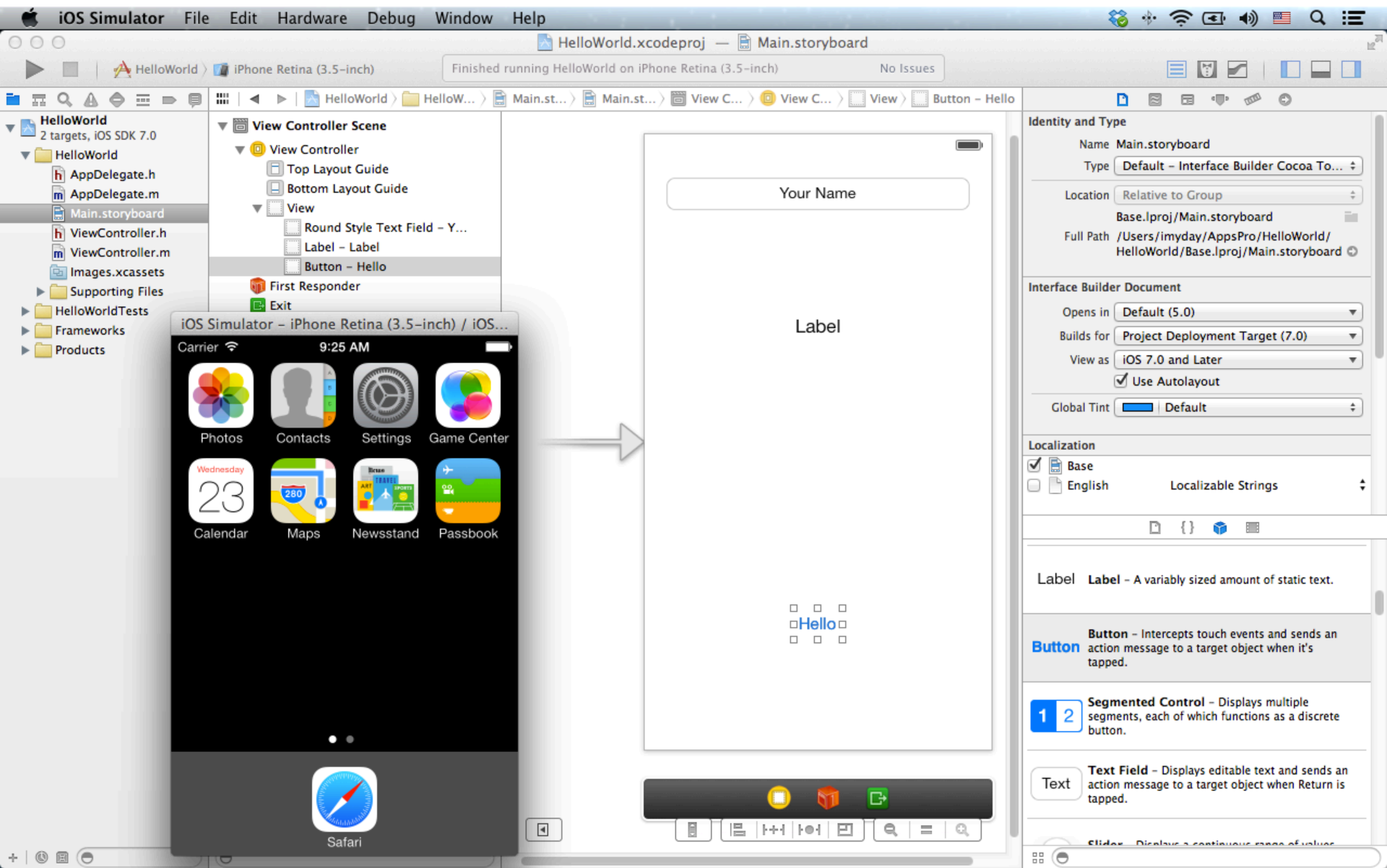
Text: Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

Slider - Displays a continuous range of values.











# Summary

- **Developing iPhone / iPad Native Apps with Objective-C (Xcode)**
  - Mac OS X 10.8, 10.9
  - Xcode 5
  - iOS 7
- **Building Your First iOS App with Xcode 5**

# References

- Start Developing iOS Apps Today,
  - <https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/>
  - <https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/RoadMapiOS.pdf>
- Rory Lewis and Laurence Moroney, **iPhone and iPad Apps for Absolute Beginners**, 4th Edition, Apress, 2013
- iOS 7 Developer,
  - <http://ios7developer.com/blog/>