



Social Media Apps Programming

Developing iPhone / iPad Native Apps with Swift / Objective-C (XCode)

1031SMAP04

TLMXM1A (8687) (M2143) (Fall 2014)

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

Thu 8,9 (15:10-17:00) 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 | 2014/09/17 | Course Orientation and Introduction to Social Media and Mobile Apps Programming |
| • 2 | 2014/09/24 | Introduction to Android / iOS Apps Programming |
| • 3 | 2014/10/01 | Developing Android Native Apps with Java (Eclipse) (MIT App Inventor) |
| • 4 | 2014/10/08 | Developing iPhone / iPad Native Apps with Swift / Objective-C (XCode) |
| • 5 | 2014/10/15 | Mobile Apps using HTML5/CSS3/JavaScript |
| • 6 | 2014/10/22 | jQuery Mobile |

Course Schedule (2/3)

Week	Date	Subject/Topics
• 7	2014/10/29	Create Hybrid Apps with Phonegap
• 8	2014/11/05	jQuery Mobile/Phonegap
• 9	2014/11/12	jQuery Mobile/Phonegap
• 10	2014/11/19	Midterm Exam Week (Midterm Project Report)
• 11	2014/11/26	Case Study on Social Media Apps Programming and Marketing in Google Play and App Store
• 12	2014/12/03	Google Cloud Platform

Course Schedule (3/3)

Week	Date	Subject/Topics
• 13	2014/12/10	Google App Engine
• 14	2014/12/17	Google Map API
• 15	2014/12/24	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
• 16	2014/01/31	Twitter API
• 17	2015/01/07	Final Project Presentation
• 18	2015/01/14	Final Exam Week (Final Project Report)

Outline

- **Developing iPhone / iPad Native Apps with Swift / Objective-C (Xcode)**
 - Mac OS X 10.8, 10.9, 10.10
 - Xcode 6
 - iOS 8
- **Building Your First iOS App with Xcode 6**

Building Your First iOS App with Xcode 6

The screenshot displays the Xcode 6 IDE with the following components:

- File Browser (Left):** Shows the project structure for 'HelloWorld', including files like AppDelegate.swift, ViewController.swift, and Main.storyboard.
- Storyboard (Center):** Shows a visual layout with a text field containing 'Myday', a large orange 'Hello World' label, and a blue 'Hello' button below it.
- Code Editor (Right):** Shows the ViewController.swift file with the following code:

```
// ViewController.swift
// HelloWorld
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.
    }
}
```
- iOS Simulator (Inset):** Shows the app running on an iPhone 5s simulator. The text field contains 'Myday', and the label displays 'Hello, Myday'.

Android /iOS Apps Programming

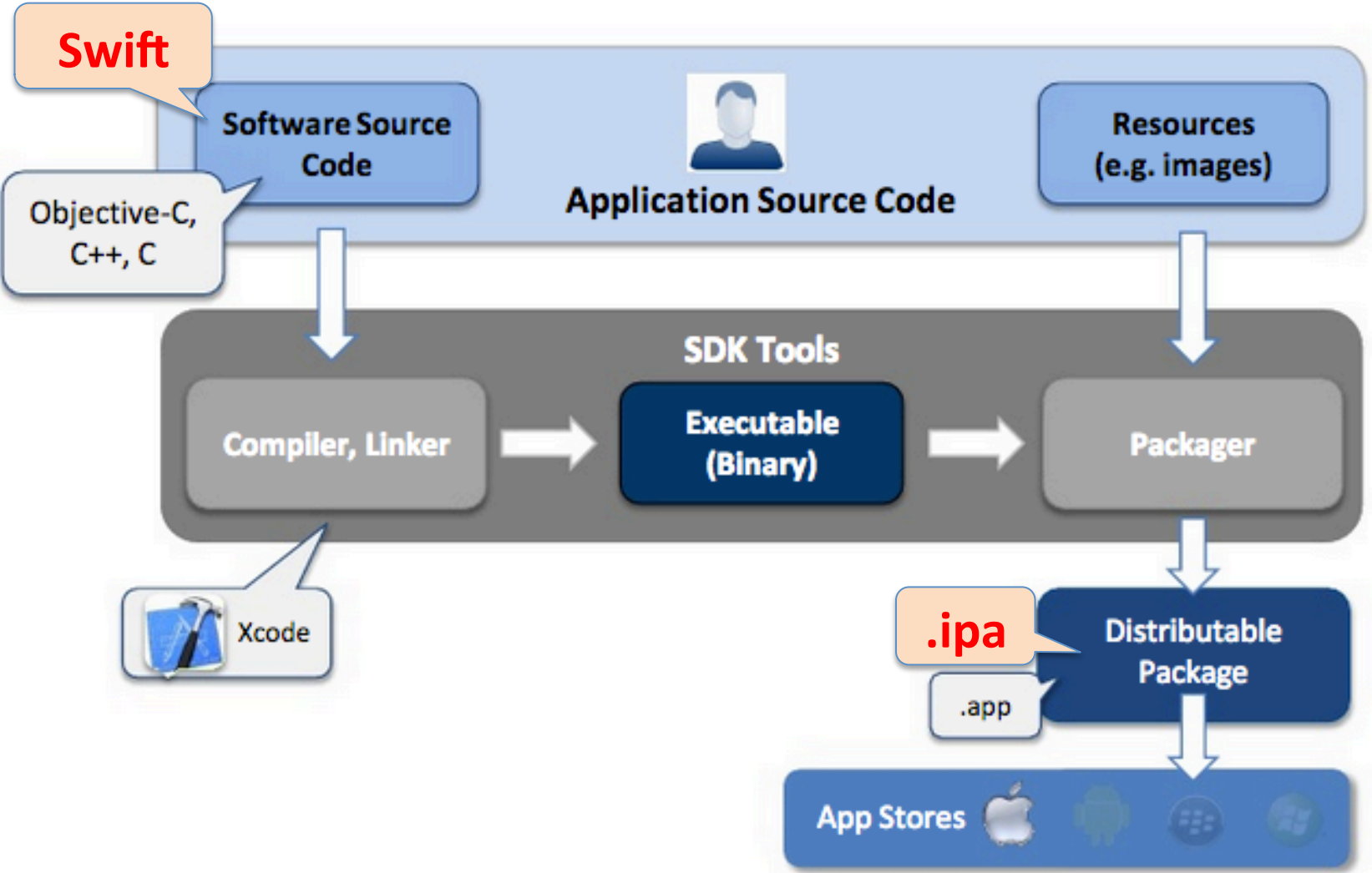
Native Apps

Hybrid Apps

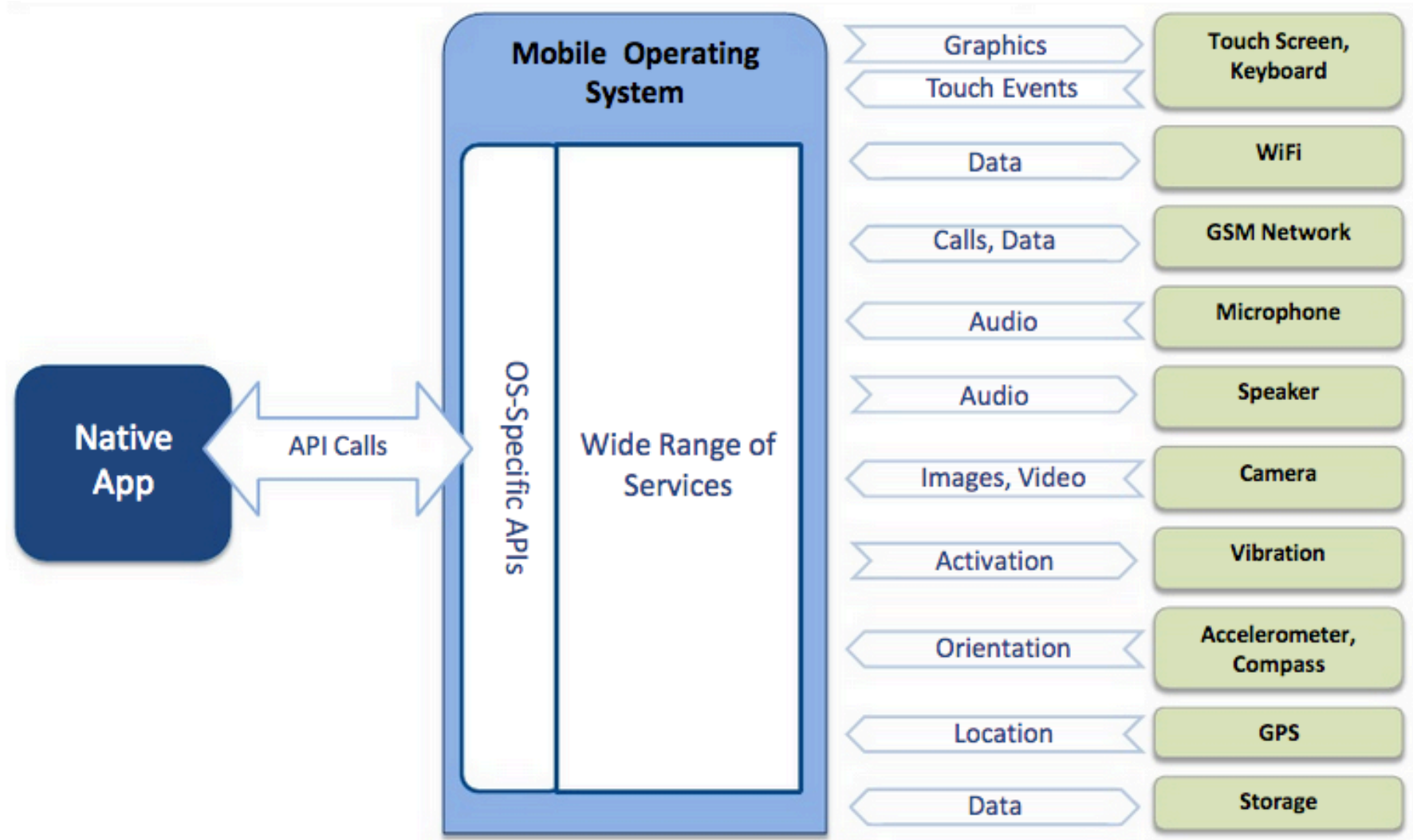
Mobile Web Apps



iOS - Native App Development



Native App – Interaction with Mobile Device



developer.apple.com

 Developer

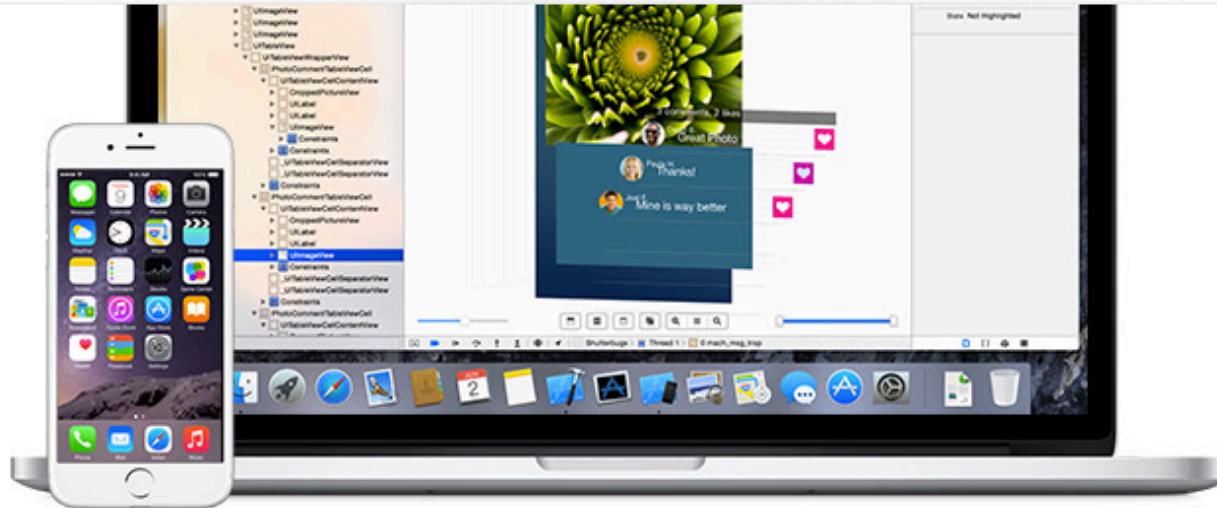
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Xcode 6



Xcode

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OS X Yosemite for Developers



iOS 8

for Developers



iOS 8 includes over 4,000 new APIs that let you add amazing new features and capabilities to your apps



Xcode 6

The screenshot displays the Xcode 6 development environment. The top menu bar includes Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, and Help. The status bar shows the project name 'Shutterbugs', target 'iPhone 5s', and build status 'Succeeded'.

The interface is divided into several panes:

- Left Pane (Project Navigator):** Shows the project structure for 'Shutterbugs', including 'Views' (CroppedPictureView, GamePlayerCollectionViewCell, PhotoCommentTableViewCell, GameTableViewCell), 'Controllers' (SignInViewController, GameCollectionViewController, PhotoDetailViewController, GamesTableViewController), and other files like AppDelegate and Main.storyboard.
- Center Pane (Storyboard):** Displays a storyboard with a table view containing a large image of a green flower. Below the image, it shows '3 comments, 2 likes' and 'Prototype Cells' with a 'Comment' cell. The 'Table View Prototype Content' is visible at the bottom.
- Right Pane (Code Editor):** Shows the Swift code for 'GamesTableViewController.swift'. The code includes imports for UIKit and CoreShutterbugs, and defines the GamesTableViewController class with methods for gameListForSection, gameForIndexPath, and table view data source.
- Bottom Pane (Inspector):** The 'Add New Constraints' dialog is open, showing a spacing constraint of 63 between elements. It also displays the 'Width' (320) and 'Height' (316) of the selected element, along with options for Equal Widths, Equal Heights, Aspect Ratio, and Align (Leading Edges).

The dock at the bottom of the screen contains various system icons, including the Spotlight search icon, Launchpad, Safari, Photos, Mail, Calendar, Notes, Xcode, App Store, and others.

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Home » iPhone and iPad Apps for Absolute Beginners

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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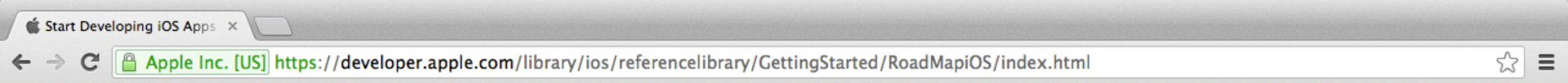
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Pro SharePoint 2013 Branding and Responsive Web Development

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Introduction

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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



To develop iOS apps, you need:

- A **Mac computer** running OS X 10.8 or later
 - Mac OS X 10.8 (Mountain Lion)
 - Mac OS X 10.9 (Mavericks)
 - Mac OS X 10.10 (Yosemite)
- Xcode
 - Xcode 6
- iOS SDK



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Mac

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21.5-inch iMac



21.5-inch: 2.7GHz

2.7GHz quad-core Intel Core i5
Turbo Boost up to 3.2GHz
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21.5-inch iMac



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Xcode 6





Xcode 6

Toolbar

Editor area

The screenshot shows the Xcode 6 IDE interface with several red annotations:

- Toolbar:** A red line points to the top toolbar of the IDE.
- Editor area:** A red line points to the central area where Swift code is being edited.
- Navigator area:** A red line points to the left-hand sidebar containing the project's file hierarchy.
- Debug area:** A red line points to the bottom center area showing the current state of variables in memory.
- Utilities area:** A red line points to the right-hand sidebar containing various development tools and settings.

Navigator area

Debug area

Utilities area



Xcode 6

Inspector pane

Identity and Type Show

Interface Builder Document

Opens in ▼

Builds for ▼

View as ▼

Use Auto Layout

Use Size Classes

Inspector bar

Library pane

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

Library bar

Filter bar

Swift Language



A new programming language for iOS and OS X.

- Swift is a new **object-oriented programming language** for **iOS and OS X development**.
- Swift is **modern, powerful, expressive,** and **easy to use**.

Swift Language



- **Unified**

A **complete replacement** for both the **C** and **Objective-C** languages.

- Swift provides full object-oriented features, and includes low-level language primitives such as types, flow control, and operators.

- **Fast**

- **Complete platform**

- **Safe by design**

- **Modern**

- **Interactive**



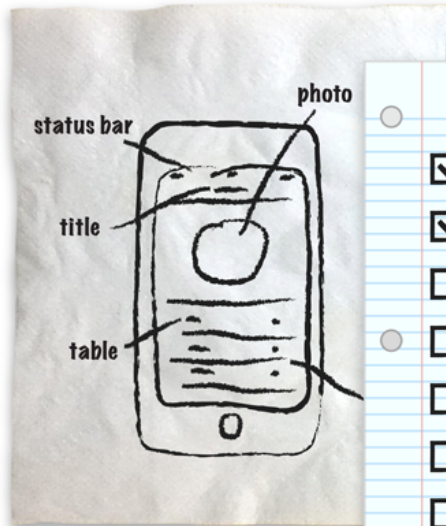

```
println("Hello, world!")
```

```
var s = "Hello" + " World"
```

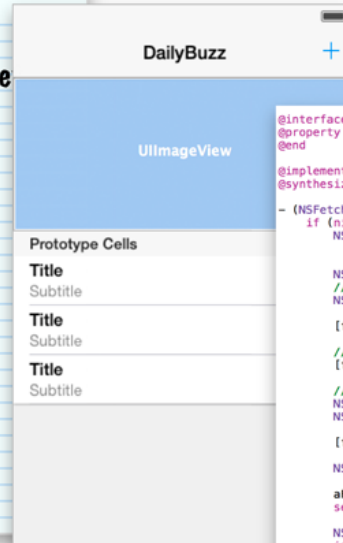
```
var myVariable = 82  
myVariable = 90  
let myConstant = 82
```

```
let individualScores = [75, 43, 103, 87, 12]
var teamScore = 0
for score in individualScores {
    if score > 50 {
        teamScore += 3
    } else {
        teamScore += 1
    }
}
teamScore
```

iOS App Development Process



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



```
@interface BrewSessionsViewController () <NSFetchResultsController>
@property (strong, nonatomic) NSFetchResultsController;
@end

@implementation BrewSessionsViewController
@synthesize fetchedResultsController = _fetchedResultsController;

- (NSFetchResultsController *)fetchedResultsController {
    if (nil == _fetchedResultsController) {
        NSManagedObjectContext *managedObjectContext =
            managedObjectContext;

        NSFetchRequest *fetchRequest = [[NSFetchRequest
            // Edit the entity name as appropriate.
            NSEntityDescription *entity = [NSEntityDescription
                managedObjectContext];
            [fetchRequest setEntity:entity];

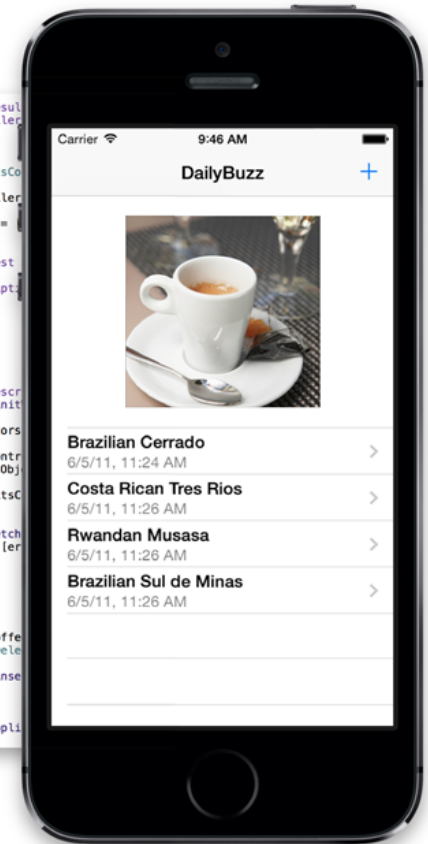
            // Set the batch size to a suitable number.
            [fetchRequest setFetchBatchSize:20];

            // Edit the sort key as appropriate.
            NSSortDescriptor *sortDescriptor = [[NSSortDescriptor
                NSArray *sortDescriptors = [[NSArray alloc] initWithFetchRequest setSortDescriptors:sortDescriptors];

        NSFetchResultsController *aFetchedResultsController =
            [NSEntityDescription *entity = [NSEntityDescription
                managedObjectContext];
            aFetchedResultsController.delegate = self;
            self.fetchedResultsController = aFetchedResultsController;

        NSError *error = nil;
        if (![self.fetchedResultsController performFetch
            NSLog(@"Unresolved error %@", error, error, [error
                abort();
            }
        }
        return _fetchedResultsController;
    }

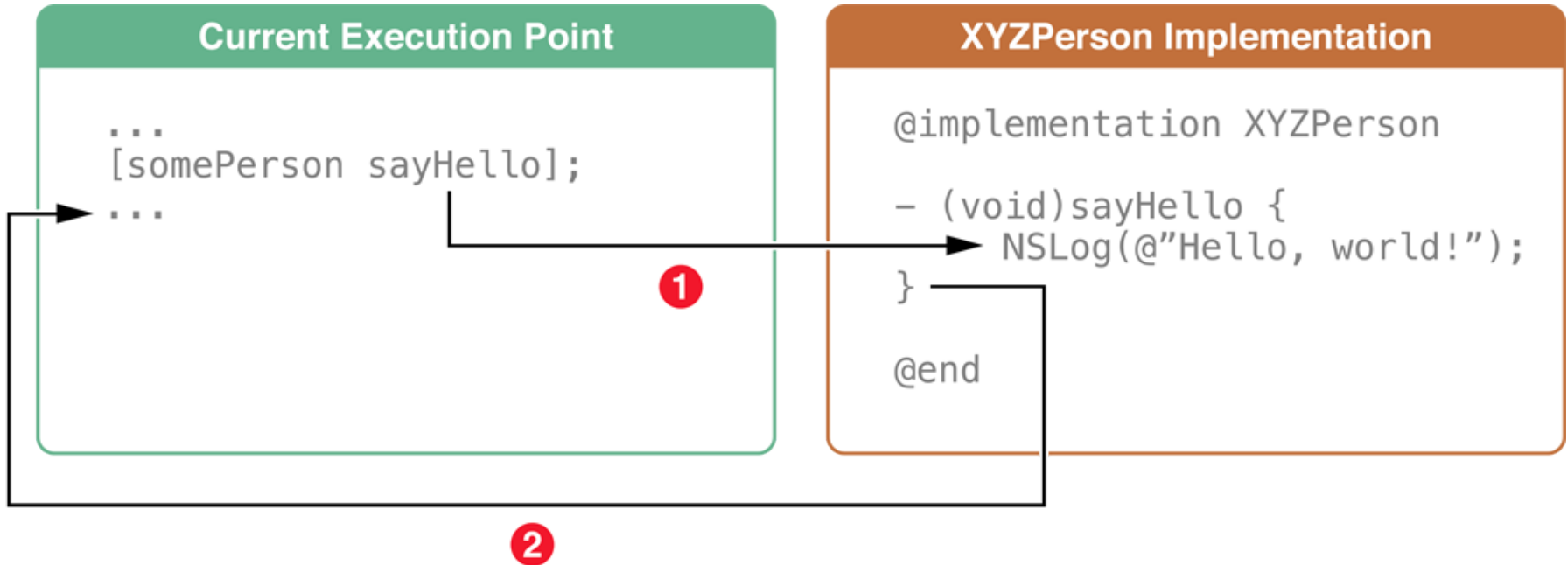
- (void)addBrewSessionForCoffee:(NSManagedObject *)coffee
    NSManagedObjectContext *context = [(DailyBuzzAppDelegate
        managedObjectContext);
    NSManagedObjectContext *session = [NSEntityDescription in
        context];
    [session setValue:coffee forKey:@"coffee"];
    [session setValue:date forKey:@"date"];
    [(DailyBuzzAppDelegate *)[[UIApplication sharedApplication]]
        performSelector:@selector(fetchBrewSessions)
        withObject:context];
}
```



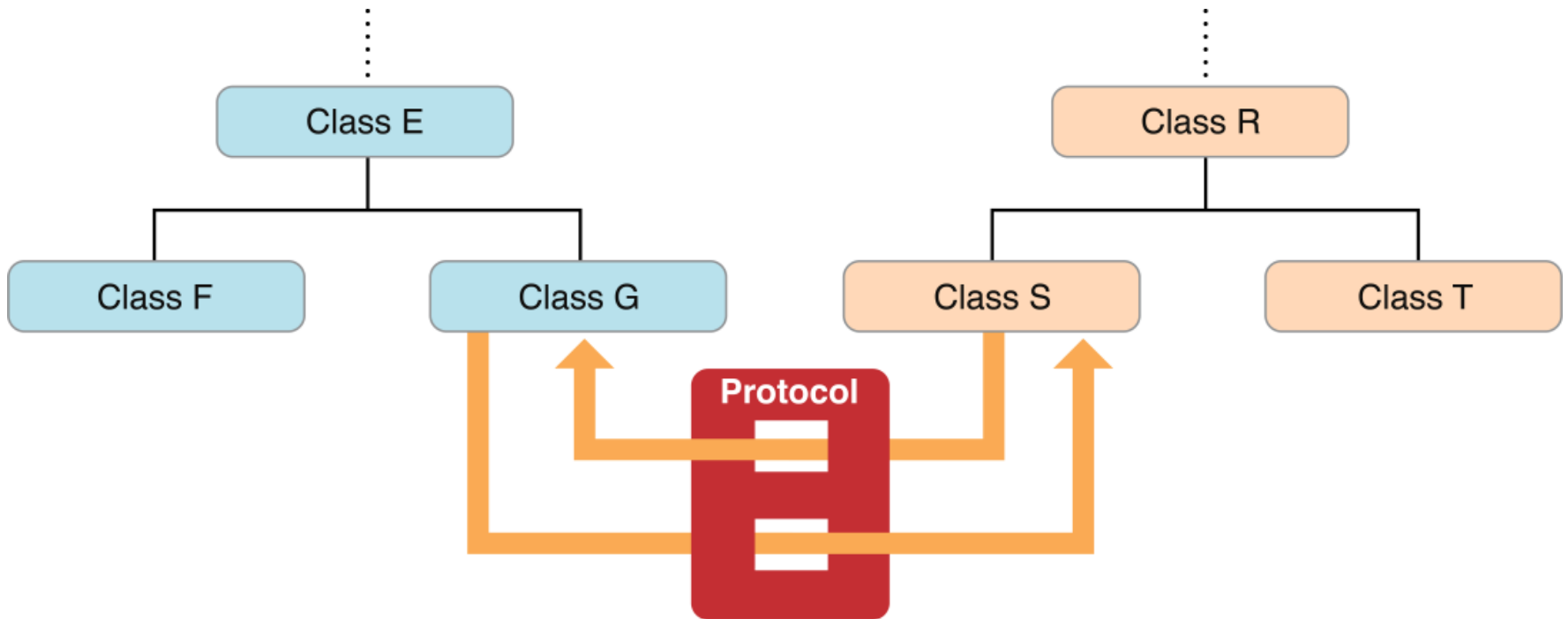
iOS App Development Process

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

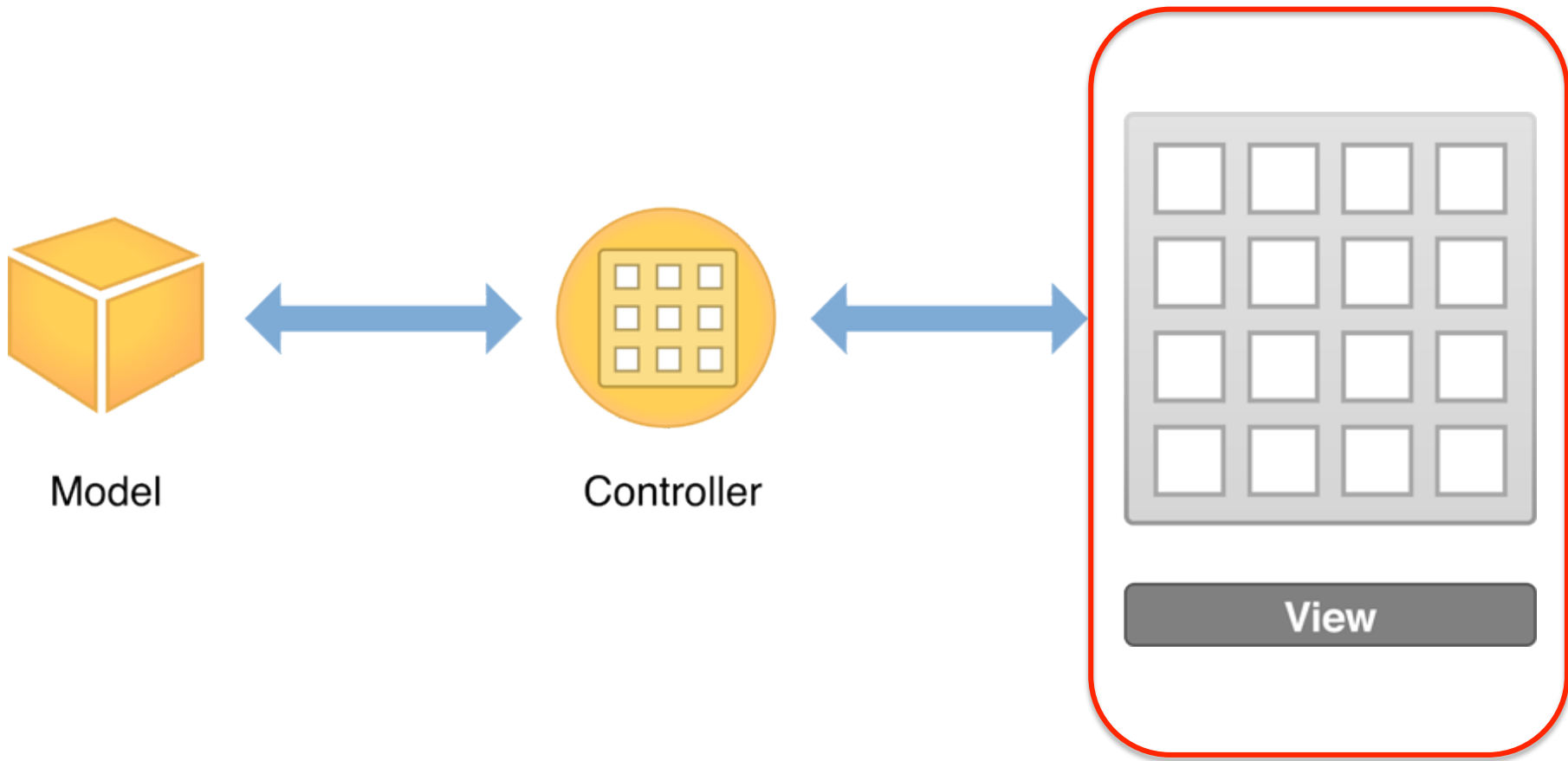
Objects Communicate Through Messages



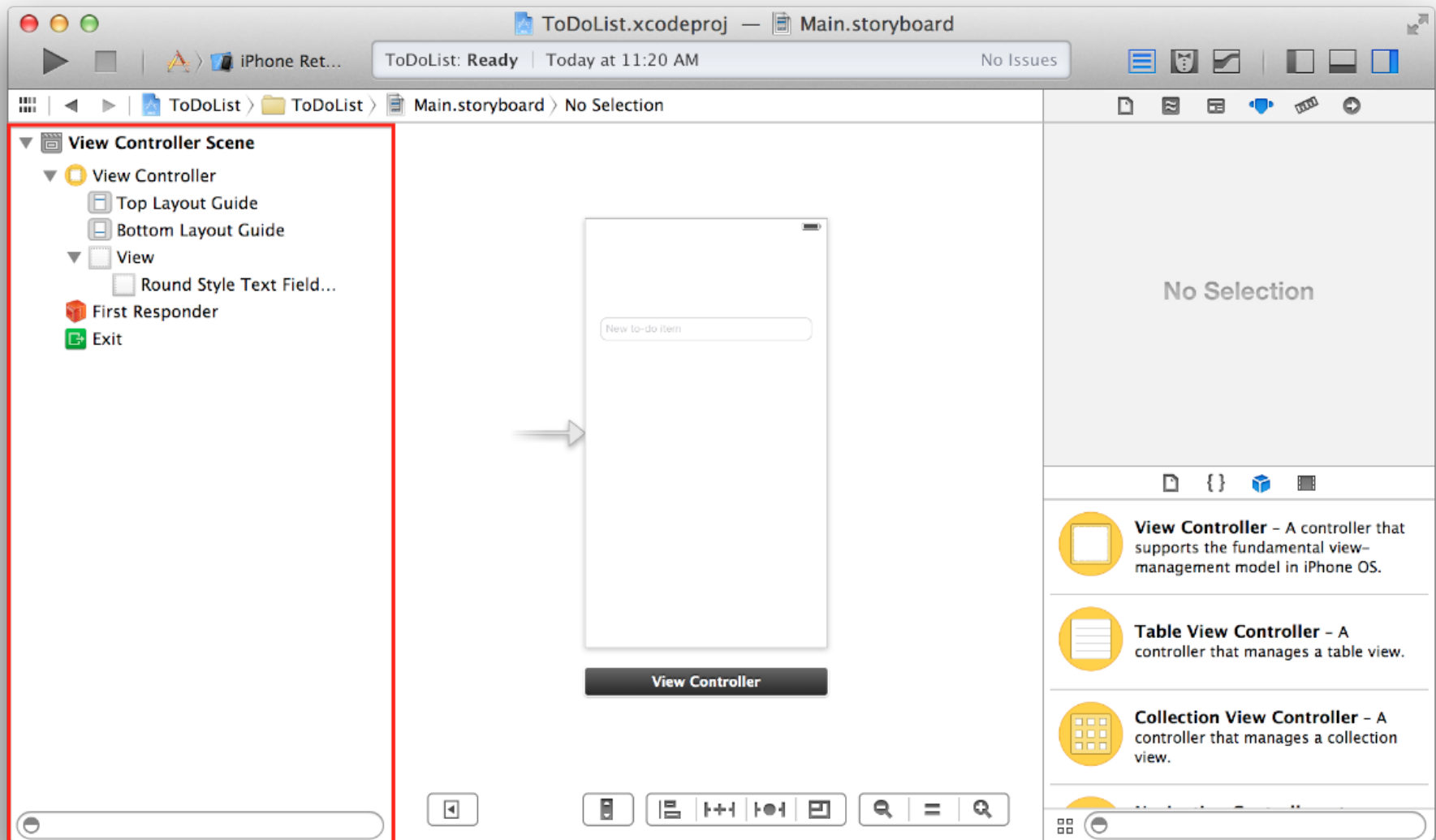
Protocols Define Messaging Contracts



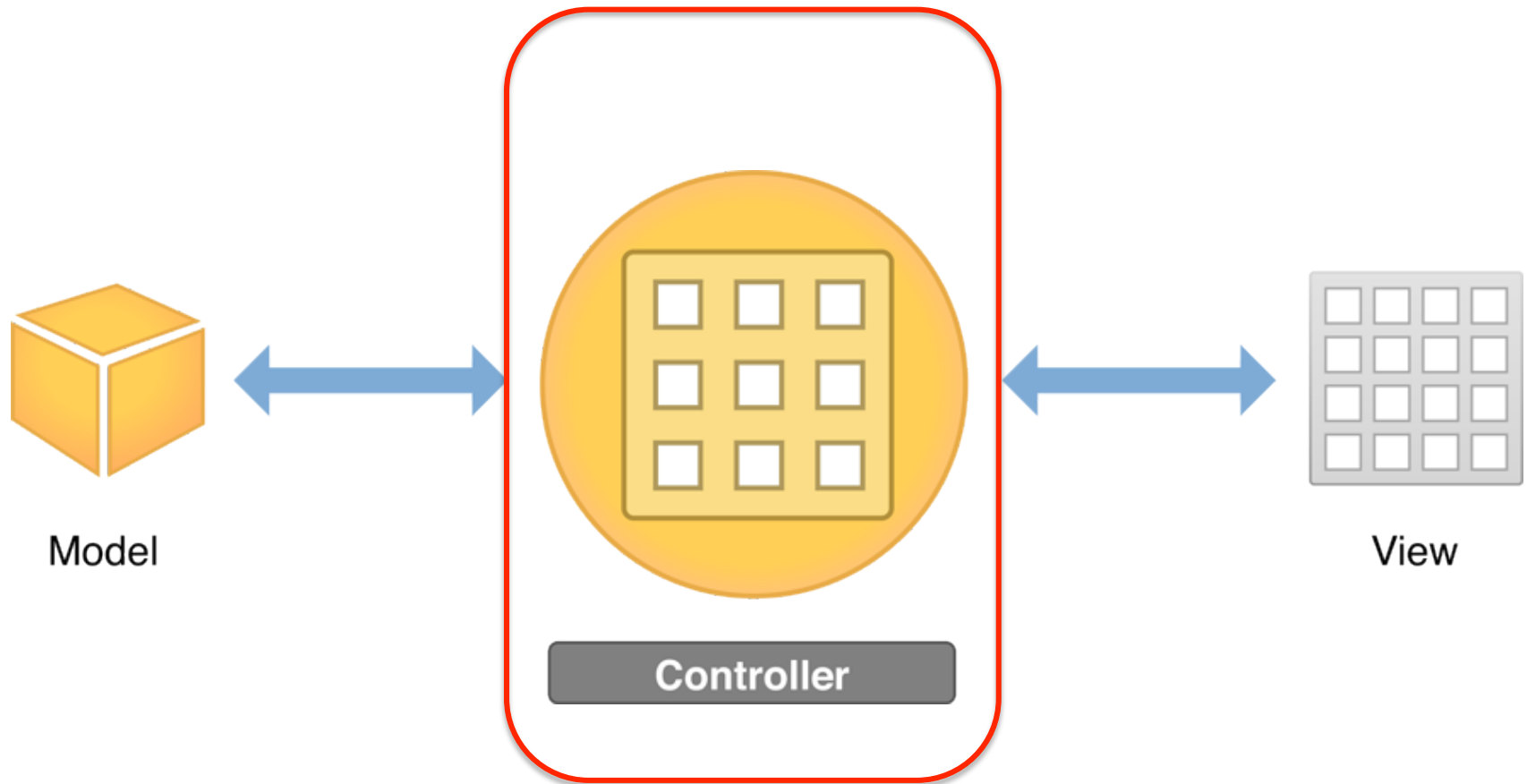
Designing a User Interface



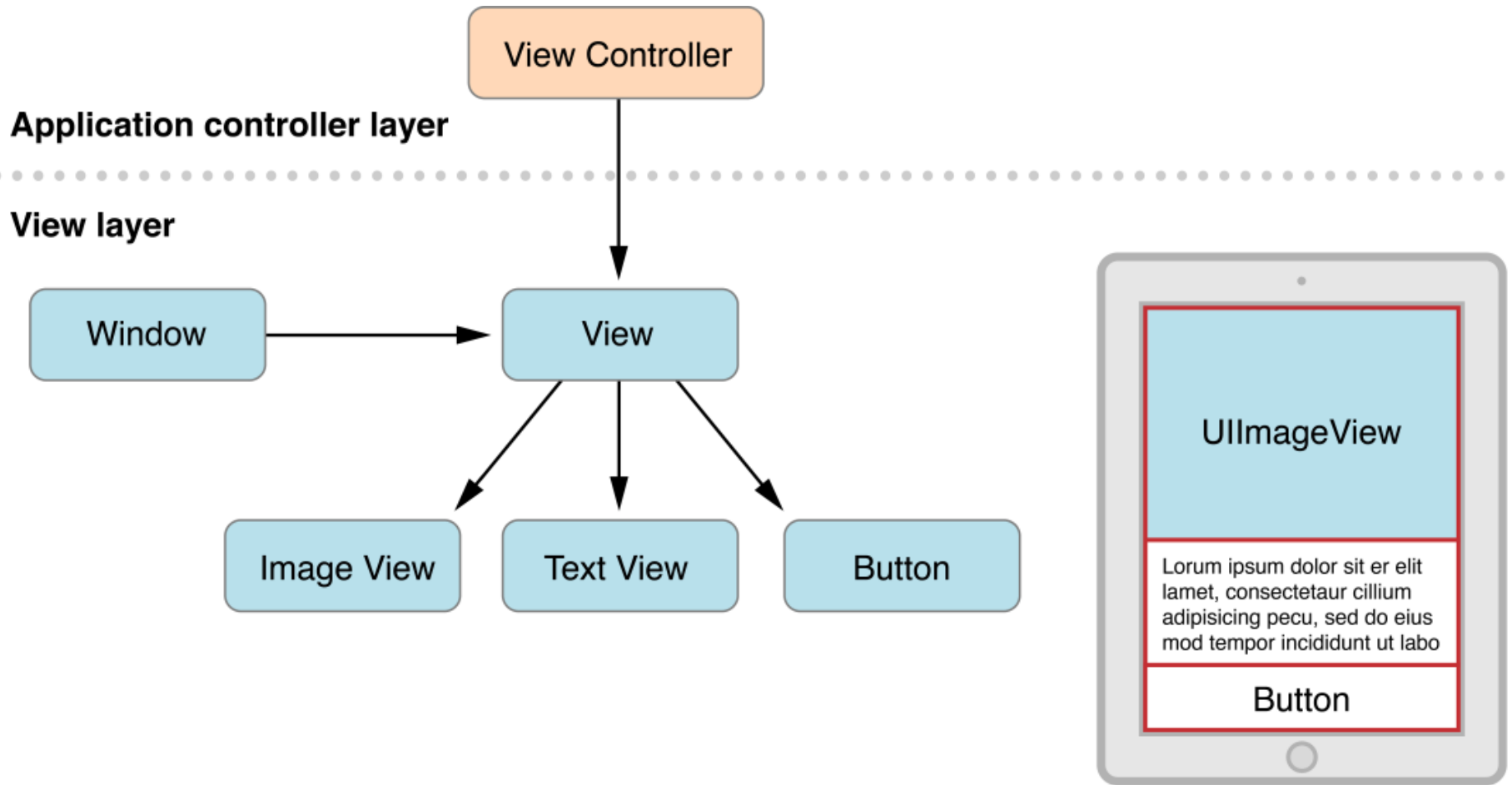
Use Storyboards to Lay Out Views



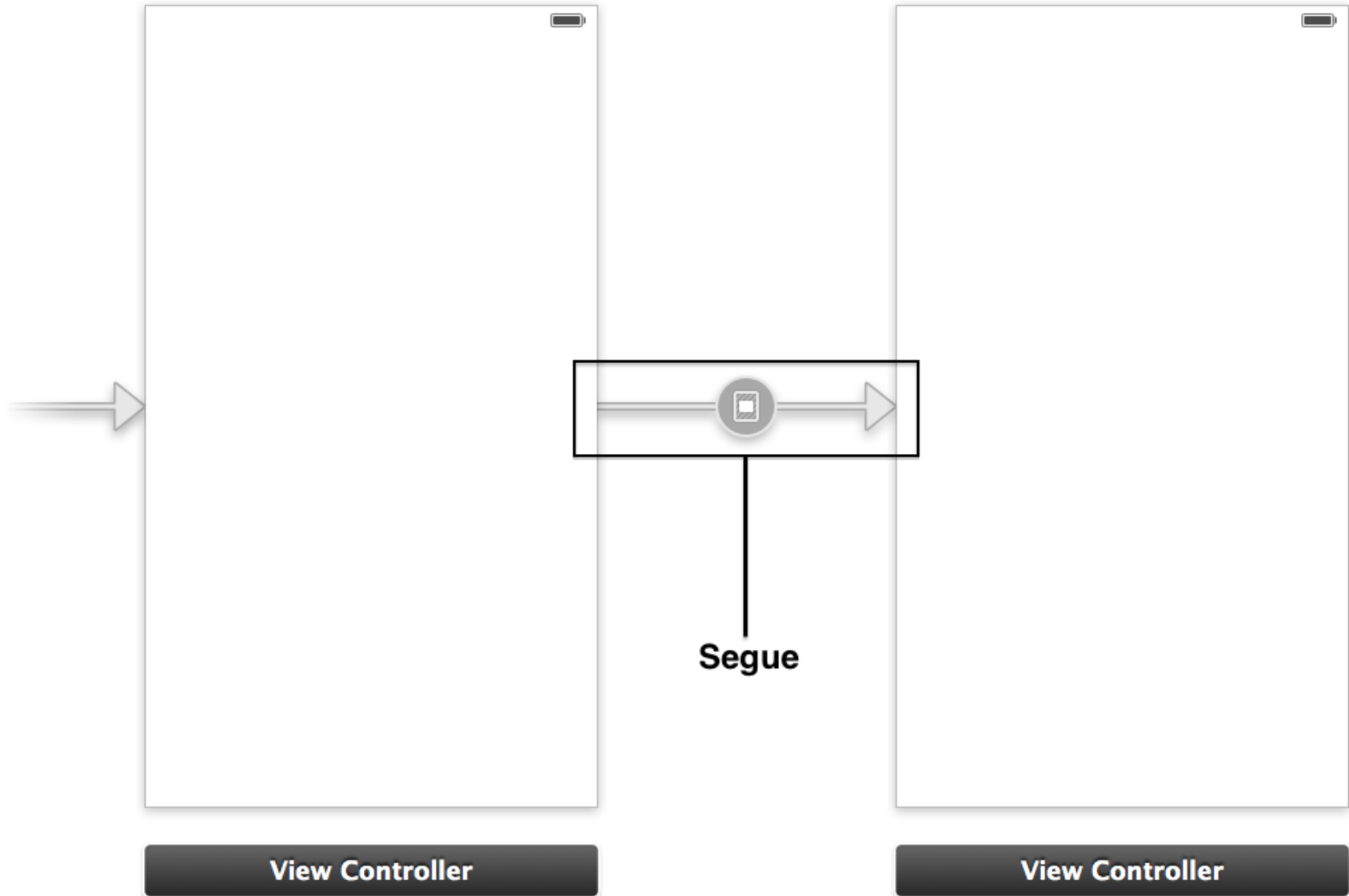
Defining the Interaction



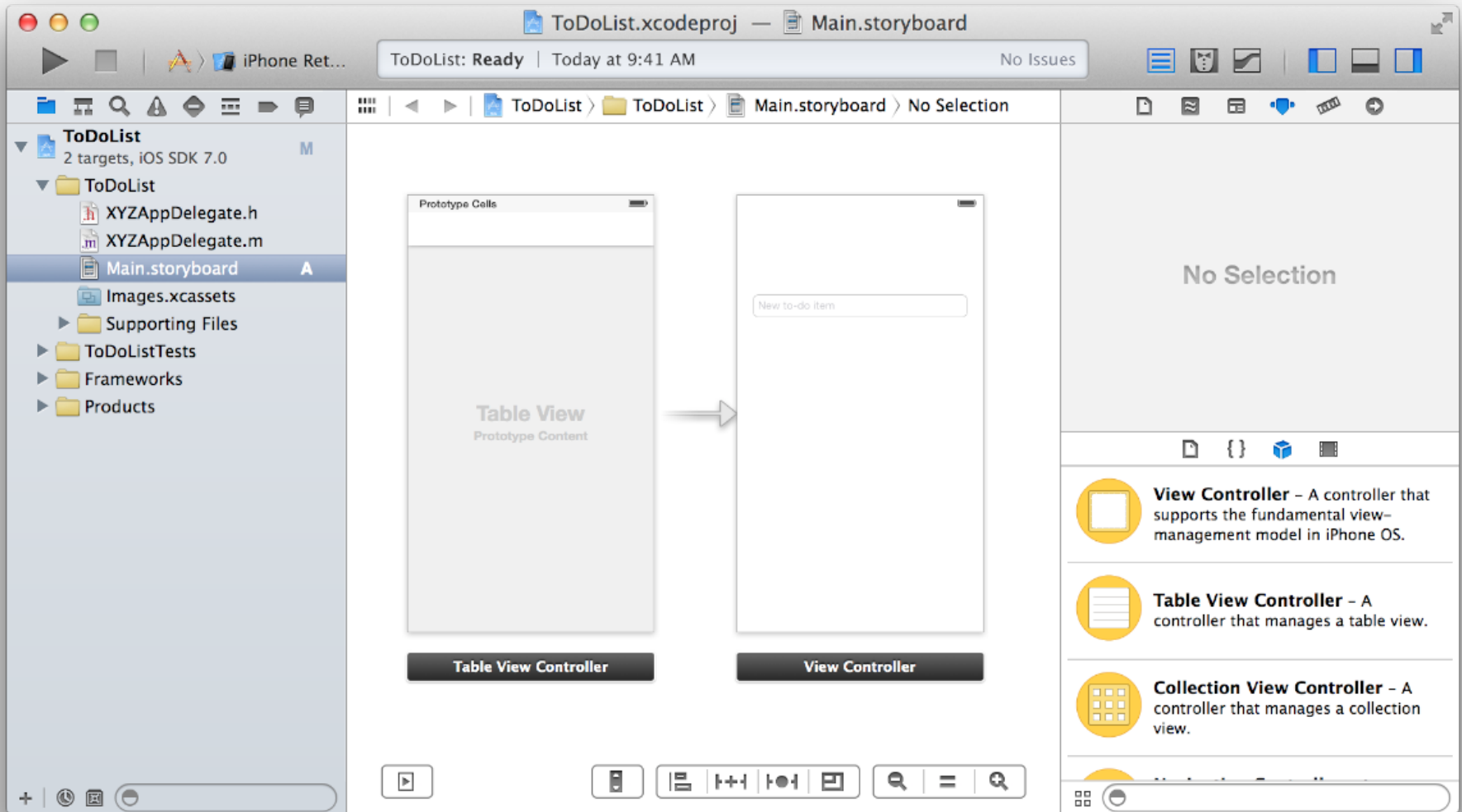
View Controllers



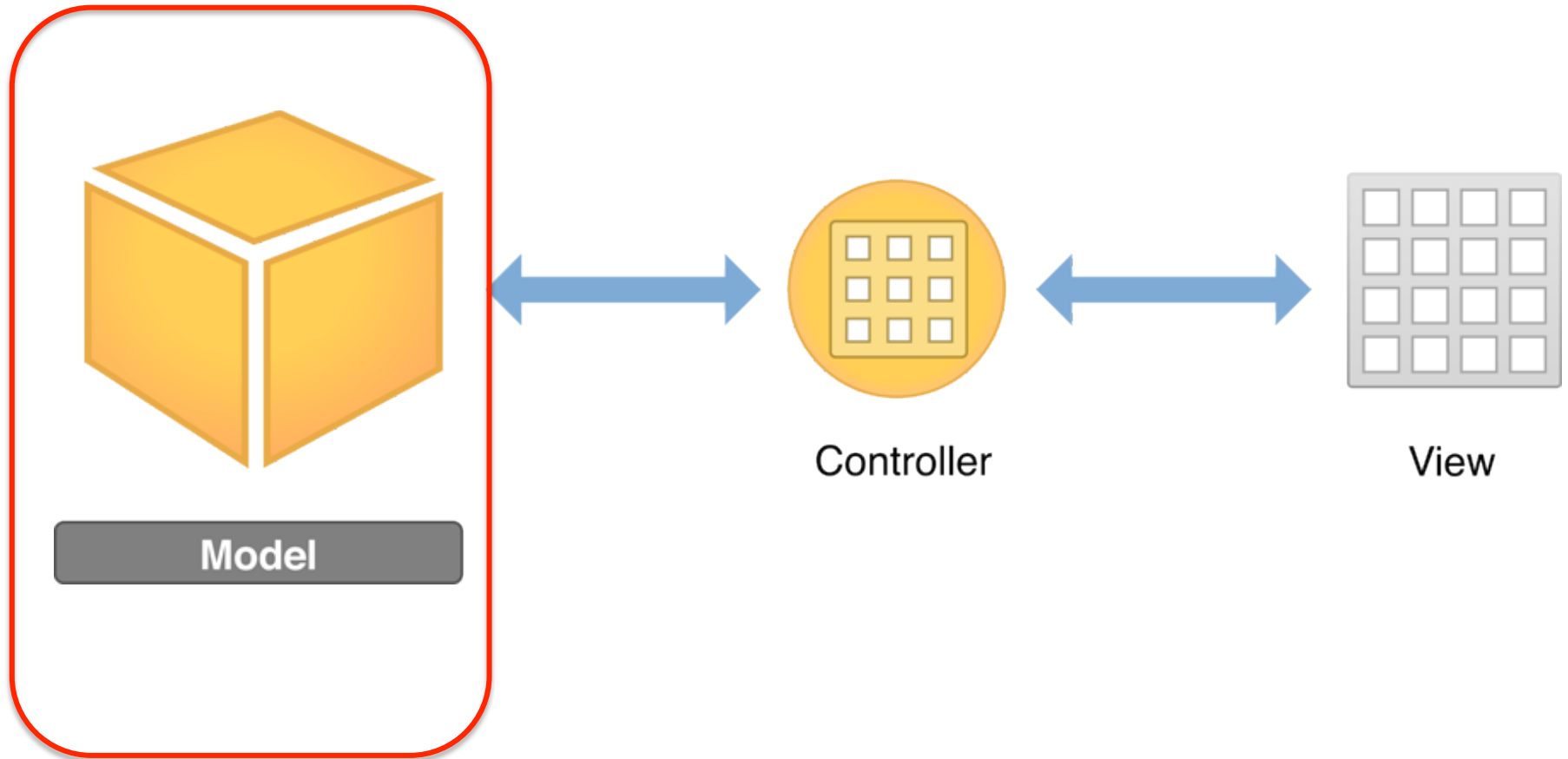
Use Storyboards to Define Navigation



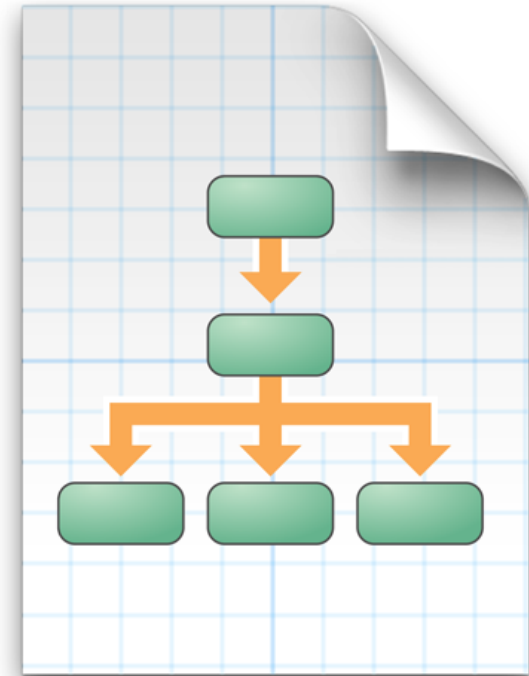
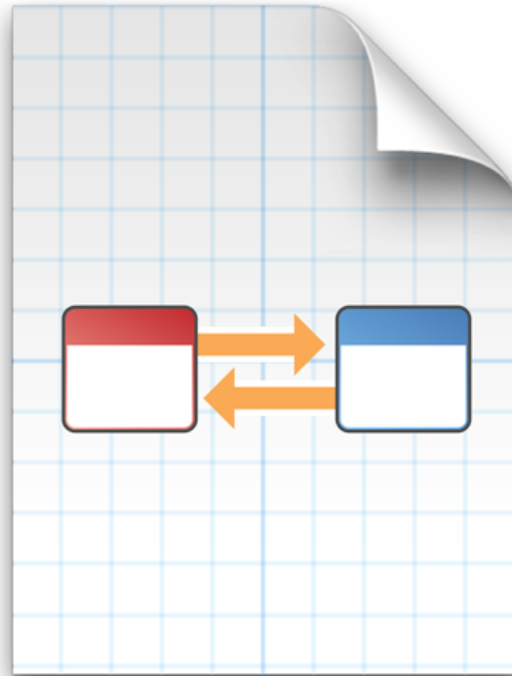
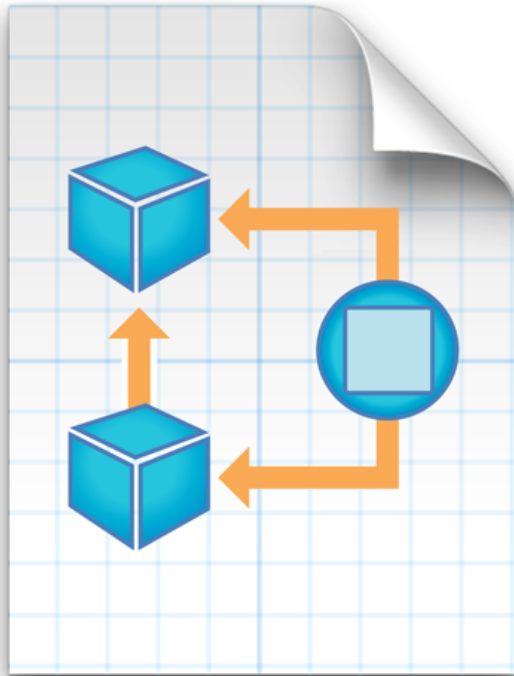
Storyboards



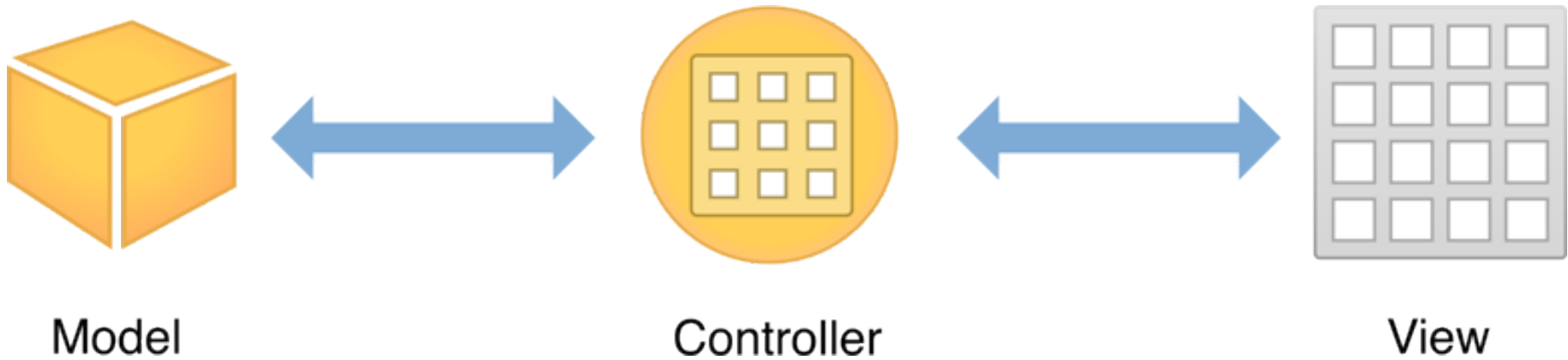
Incorporating the Data



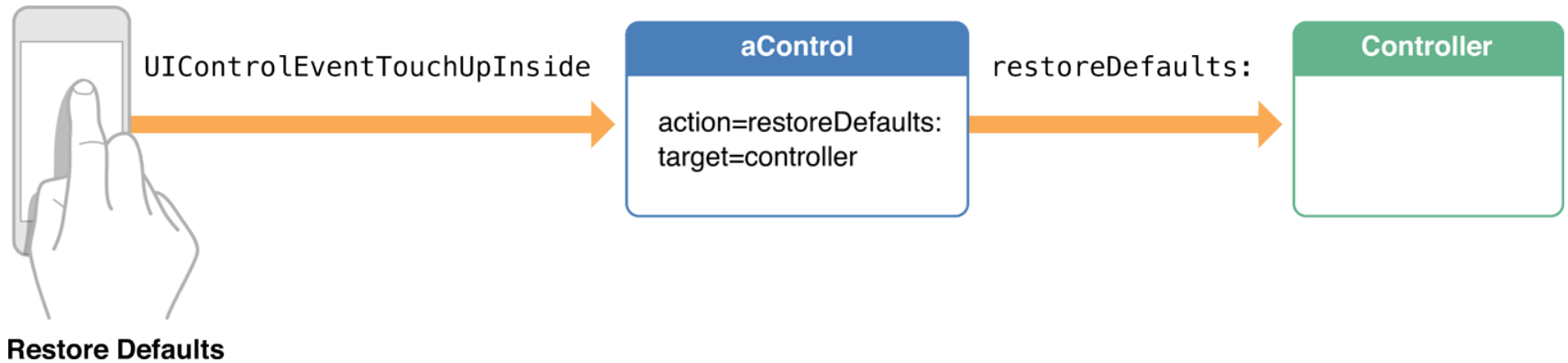
Using Design Patterns



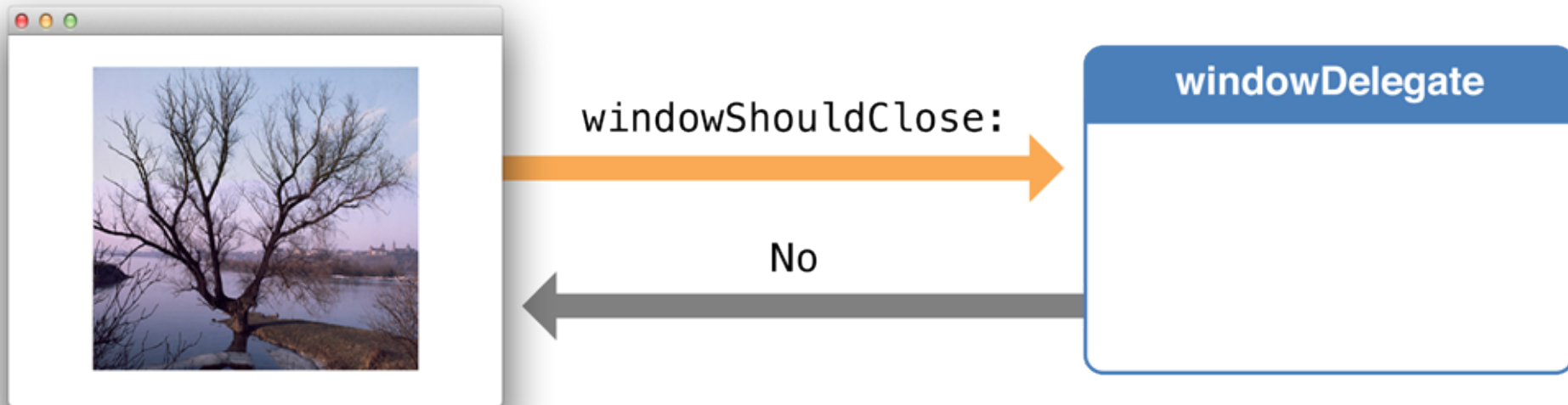
Model-View-Controller (MVC)



Target-Action



Delegation

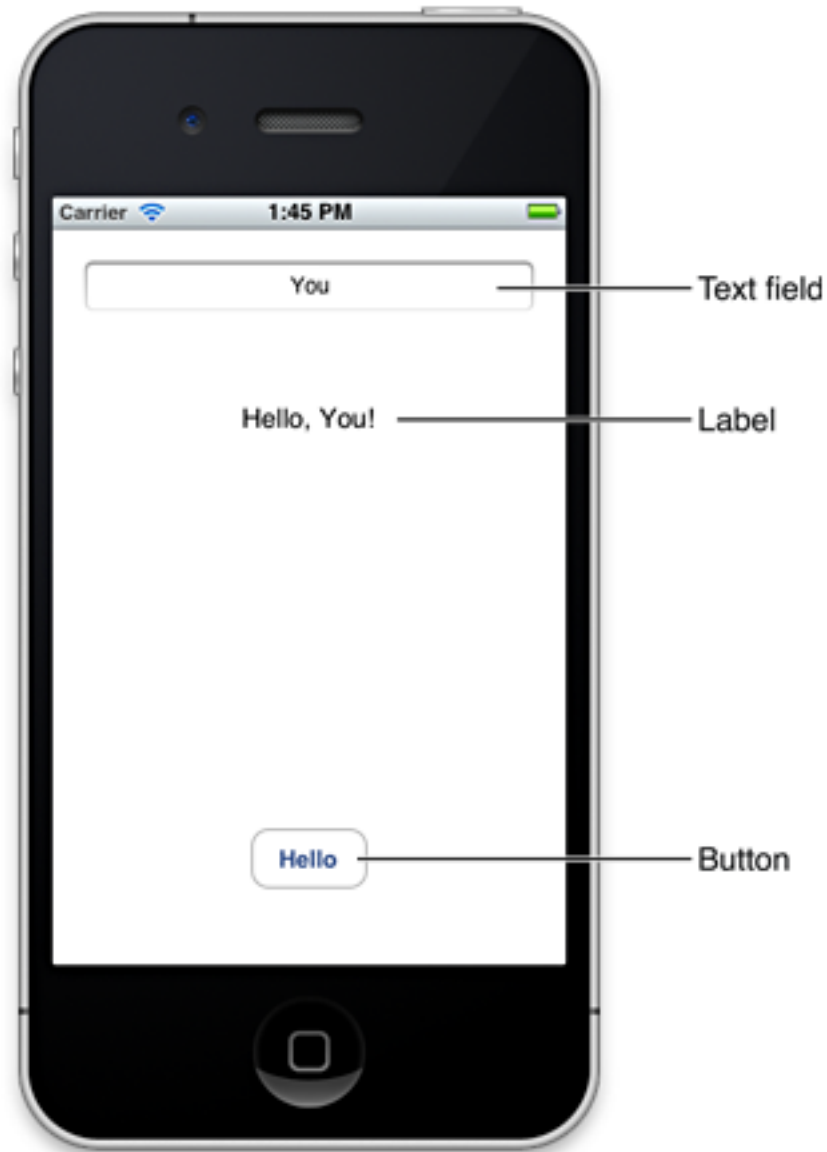


IBOutlet and IBAction

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

Demo:
**Building Your First iOS App with
Xcode 6 (Swift)**

Your First iOS App



Building Your First iOS App with Xcode 6

The screenshot displays the Xcode 6 development environment. The top menu bar includes 'iOS Simulator', 'File', 'Edit', 'Hardware', 'Debug', 'Window', and 'Help'. The main window is titled 'Main.storyboard' and shows a storyboard for an iPhone 5s. The storyboard contains a text field with the text 'Myday', a label with the text 'Hello World', and another label with the text 'Hello'. The code editor on the right shows the following Swift code:

```
// ViewController.swift
// HelloWorld
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

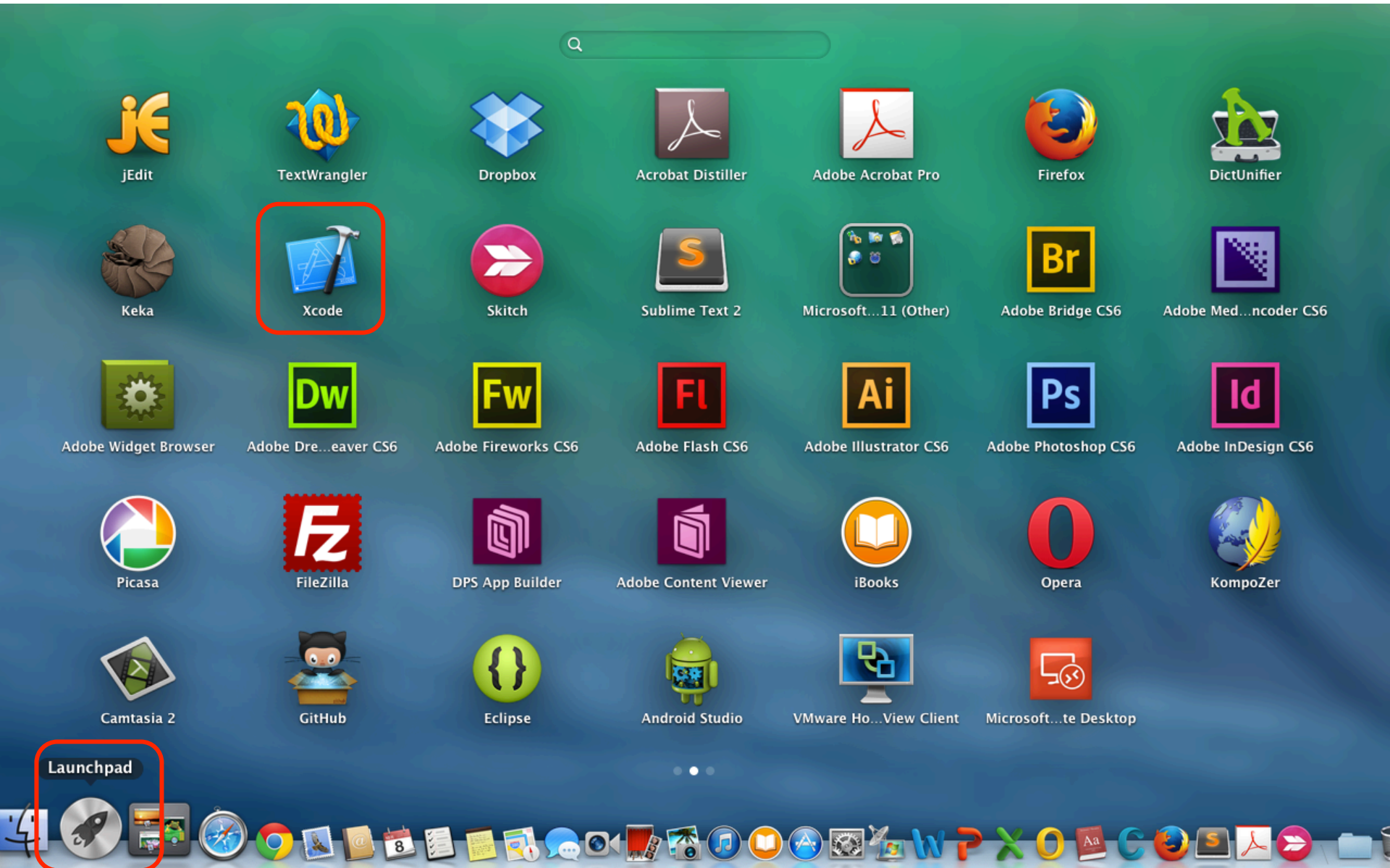
    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.
    }
}
```

The iOS simulator on the right shows the app running on an iPhone 5s. The simulator's status bar at the top indicates 'Carrier', signal strength, Wi-Fi, 8:50 AM, and battery level. The app's interface matches the storyboard, with a text field containing 'Myday', a 'Hello World' label, and a 'Hello' label. A keyboard is visible at the bottom of the simulator, with the text 'Myday' in the search bar.

Xcode 6 with Swift



Launchpad → Xcode





Welcome to Xcode

Version 6.0.1 (6A317)



Get started with a playground

Explore new ideas quickly and easily.



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








Show this window when Xcode launches

Loading

Choose a template for your new project:

- iOS
 - Application
 - Framework & Library
 - Other
- OS X
 - Application
 - Framework & Library
 - System Plug-in
 - Other

 Master-Detail Application	 Page-Based Application	 Single View Application	 Tabbed Application
 Game			

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

-  **View Controller** - A controller that supports the fundamental view-management model in iOS.
-  **Navigation Controller** - A controller that manages navigation through a hierarchy of views.
-  **Table View Controller** - A controller that manages a table view.

Loading

Choose options for your new project:

Product Name: HelloWorld

Organization Name: imtku

Organization Identifier: com.imtku

Bundle Identifier: com.imtku.HelloWorld




Language: Swift

Devices: iPhone

Use Core Data

Cancel Previous Next

No Selection

-  **View Controller** - A controller that supports the fundamental view-management model in iOS.
-  **Navigation Controller** - A controller that manages navigation through a hierarchy of views.
-  **Table View Controller** - A controller that manages a table view.

Swift Language

Choose options for your new project:

Product Name: HelloWorld

Organization Name: imtku

Organization Identifier: com.imtku

Bundle Identifier: com.imtku.HelloWorld

Language Swift
 Objective-C

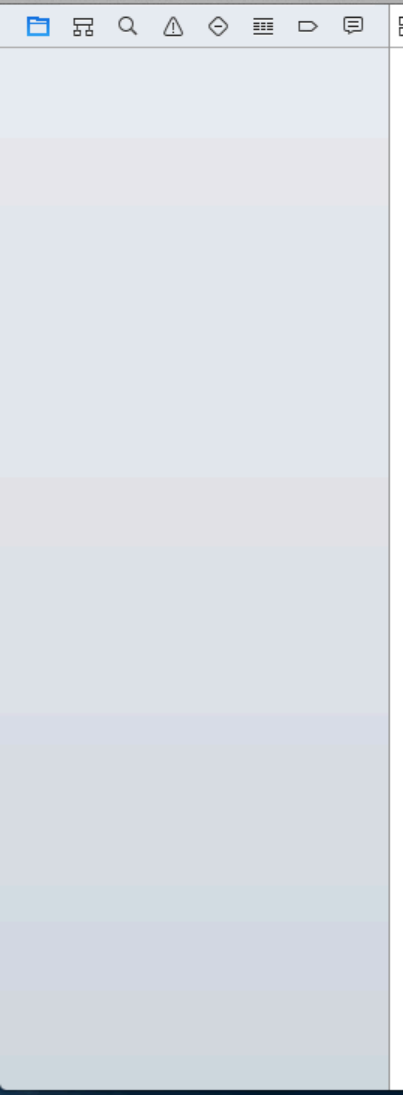
Devices: iPhone

Use Core Data

Cancel

Previous

Next



Navigation bar: iOSApp

Name	Date Modified

FAVORITES

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

DEVICES

- iMyday的MacBook Pro
- Macintosh HD

Source Control: Create Git repository on My Mac
 Xcode will place your project under version control

New Folder Cancel Create

No Selection

- View Controller** - A controller that supports the fundamental view-management model in iOS.
- Navigation Controller** - A controller that manages navigation through a hierarchy of views.
- Table View Controller** - A controller that manages a table view.

File browser showing project structure:

- ▼ HelloWorld
 - 2 targets, iOS SDK 8.0
 - ▼ HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

General settings for HelloWorld target:

PROJECT

- HelloWorld

TARGETS

- HelloWorld
- HelloWorldTests

Identity

- Bundle Identifier: com.imtku.HelloWorld
- Version: 1.0
- Build: 1
- Team: None

Deployment Info

- Deployment Target: 8.0
- Devices: iPhone
- Main Interface: Main
- Device Orientation:
 - Portrait
 - Upside Down
 - Landscape Left
 - Landscape Right
- Status Bar Style: Default
- Hide status bar

App Icons and Launch Images

- App Icons Source: Applcon
- Launch Images Source: Use Asset Catalog

Quick Help sidebar:

No Quick Help

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

Project Navigator

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Inspector - General

PROJECT: HelloWorld

TARGETS: HelloWorld

Deployment Target: 8.0

Devices: iPhone

Main Interface: Main

Device Orientation:

- Portrait
- Upside Down
- Landscape Left
- Landscape Right

Status Bar Style: Default

- Hide status bar

App Icons and Launch Images

- App Icons Source: Applcon
- Launch Images Source: Use Asset Catalog
- Launch Screen File: LaunchScreen

Embedded Binaries

Add embedded binaries here

+ -

Linked Frameworks and Libraries

Name	Status
Add frameworks & libraries here	
+ -	

Quick Help

No Quick Help

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

HelloWorld
2 targets, iOS SDK 8.0

- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

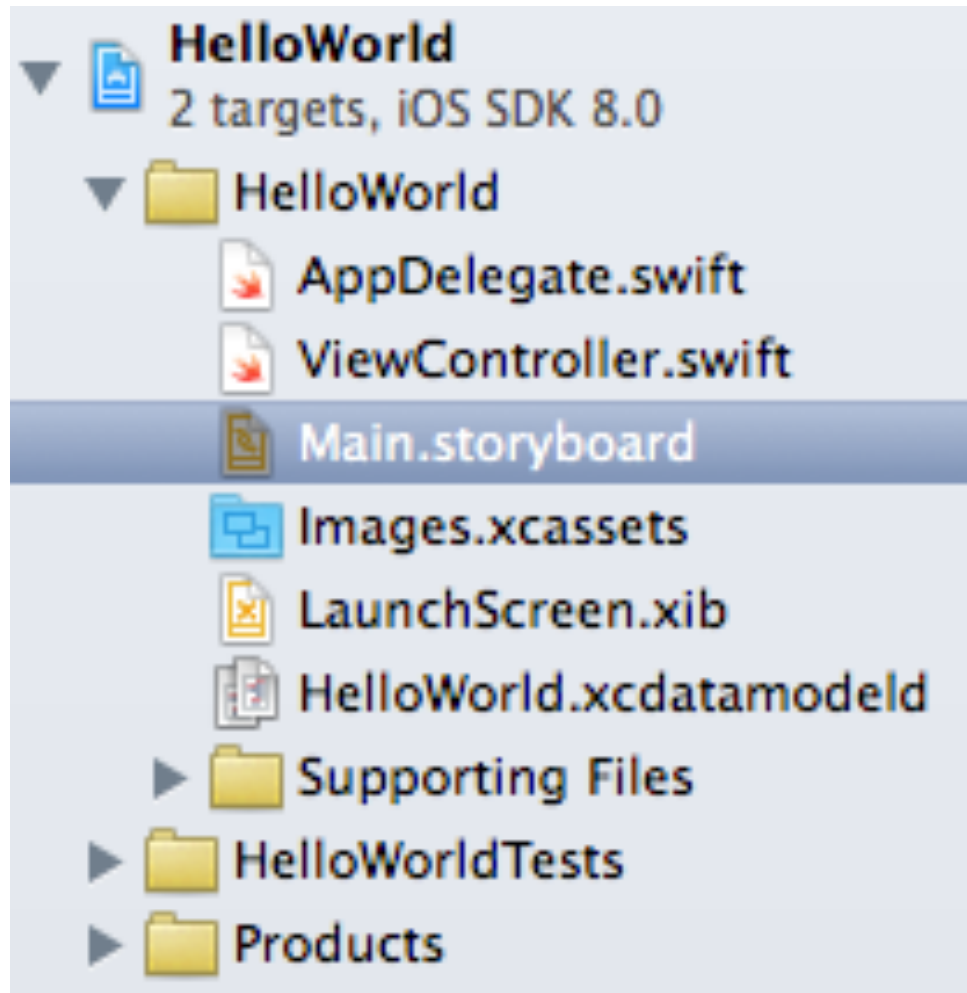
View Controller

No Selection

- View Controller** - A controller that supports the fundamental view-management model in iOS.
- Navigation Controller** - A controller that manages navigation through a hierarchy of views.
- Table View Controller** - A controller that manages a table view.

Main.storyboard (UI)

ViewController.swift (Code)



Main.storyboard

The screenshot displays the Xcode IDE interface for editing a storyboard. The top menu bar includes File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, and Help. The title bar shows the project name 'HelloWorld' and the device 'iPhone 6'. The breadcrumb trail indicates the current location: 'HelloWorld > HelloWorld > Main.storyboard > Main.s...(Base) > View Controller Scene > View Controller'. The left sidebar shows the project's file structure, with 'Main.storyboard' selected. The main canvas shows a single 'View Controller' scene with a white background and a blue border. The right-hand 'Properties' pane is open, showing the 'View Controller' settings. The 'Simulated Metrics' section includes dropdowns for Size (Inferred), Orientation (Inferred), Status Bar (Inferred), Top Bar (Inferred), and Bottom Bar (Inferred). The 'View Controller' section includes a Title field, a checked 'Is Initial View Controller' checkbox, and several layout options: 'Adjust Scroll View Insets' (checked), 'Hide Bottom Bar on Push' (unchecked), 'Resize View From NIB' (checked), 'Use Full Screen (Deprec...)' (unchecked), 'Extend Edges' (checked for 'Under Top Bars' and 'Under Bottom Bars', unchecked for 'Under Opaque Bars'). The 'Transition Style' is set to 'Cover Vertical' and 'Presentation' is set to 'Full Screen'. Below these settings are three cards: 'View Controller - A controller that supports the fundamental view-management model in iOS.', 'Navigation Controller - A controller that manages navigation through a hierarchy of views.', and 'Table View Controller - A controller that manages a table view.'

Simulated Metrics

- Size: Inferred
- Orientation: Inferred
- Status Bar: Inferred
- Top Bar: Inferred
- Bottom Bar: Inferred

View Controller

Title:

Is Initial View Controller

Layout

- Adjust Scroll View Insets
- Hide Bottom Bar on Push
- Resize View From NIB
- Use Full Screen (Deprec...)

Extend Edges

- Under Top Bars
- Under Bottom Bars
- Under Opaque Bars

Transition Style: Cover Vertical

Presentation: Full Screen

- Defines Context
- Provides Context

Content Size: Use Preferred Explicit Size

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
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 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard Canvas:

View Controller Scene > View Controller

Simulated Metrics: iPhone 4-inch

Layout: Adjust Scroll View Insets, Hide Bottom Bar on Push, Resize View From NIB, Use Full Screen (Deprec...)

Extend Edges: Under Top Bars, Under Bottom Bars, Under Opaque Bars

Transition Style: Cover Vertical

Presentation: Full Screen

Content Size: Use Preferred Explicit Size

Bottom Bar: wAny hAny

Inspector Panel:

- Inferred Freeform
- iPhone 3.5-inch
- iPhone 4-inch
- iPhone 4.7-inch
- iPhone 5.5-inch
- iPad Full Screen
- Page Sheet
- Form Sheet
- Detail Master

Is Initial View Controller:

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

File Explorer sidebar showing project structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Main storyboard canvas showing a View Controller scene. A large grey arrow points from the left sidebar towards the canvas. The canvas contains a white rectangular area representing the view controller, with a status bar at the top and a battery icon at the bottom right. The text 'wAny hAny' is visible at the bottom of the canvas.

Properties Inspector sidebar for the selected View Controller:

- Simulated Metrics**
 - Size: Inferred Freeform (dropdown menu open)
 - Orientation: (dropdown)
 - Status Bar: (dropdown)
 - Top Bar: (dropdown)
 - Bottom Bar: (dropdown)
- View Controller**
 - Title: (text field)
 - Is Initial View Controller
 - Layout**
 - Adjust Scroll View Insets
 - Hide Bottom Bar on Push
 - Resize View From NIB
 - Use Full Screen (Deprec...)
 - Extend Edges**
 - Under Top Bars
 - Under Bottom Bars
 - Under Opaque Bars
 - Transition Style**: Cover Vertical (dropdown)
 - Presentation**: Full Screen (dropdown)
 - Defines Context
 - Provides Context
 - Content Size**: Use Preferred Explicit Size

Additional controller information:

- View Controller** - A controller that supports the fundamental view-management model in iOS.
- Navigation Controller** - A controller that manages navigation through a hierarchy of views.
- Table View Controller** - A controller that manages a table view.

HelloWorld
2 targets, iOS SDK 8.0

- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard canvas showing a View Controller scene for an iPhone 5.5-inch device. The scene contains a single white view with a status bar at the top. A large grey arrow points from the left towards the view.

Inferred Freeform

- iPhone 3.5-inch
- iPhone 4-inch
- iPhone 4.7-inch
- iPhone 5.5-inch**
- iPad Full Screen
- Page Sheet
- Form Sheet
- Detail
- Master

Simulated Metrics

Size: iPhone 5.5-inch

Orientation: Portrait

Status Bar: Default

Top Bar: None

Bottom Bar: None

View Controller

Title:

Is Initial View Controller

Layout

- Adjust Scroll View Insets
- Hide Bottom Bar on Push
- Resize View From NIB
- Use Full Screen (Deprec...)

Extend Edges

- Under Top Bars
- Under Bottom Bars
- Under Opaque Bars

Transition Style: Cover Vertical

Presentation: Full Screen

- Defines Context
- Provides Context

Content Size: Use Preferred Explicit Size

View Controller - A controller that supports the fundamental view-management model in iOS.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Table View Controller - A controller that manages a table view.

File Explorer showing project structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Main storyboard canvas showing a View Controller scene. A grey arrow points to the scene. The scene contains a white rectangle representing the view controller with a top navigation bar and a status bar at the bottom.

Inspector panel for the selected View Controller:

Simulated Metrics

- Size: iPhone 4-inch
- Orientation: Inferred
- Status Bar: Inferred
- Top Bar: Inferred
- Bottom Bar: Inferred

View Controller

- Title: [Empty text field]
- Is Initial View Controller
- Layout
 - Adjust Scroll View Insets
 - Hide Bottom Bar on Push
 - Resize View From NIB
 - Use Full Screen (Deprec...)
- Extend Edges
 - Under Top Bars
 - Under Bottom Bars
 - Under Opaque Bars
- Transition Style: Cover Vertical
- Presentation: Full Screen
 - Defines Context
 - Provides Context
- Content Size: Use Preferred Explicit Size

Library panel showing controller types:

- View Controller** - A controller that supports the fundamental view-management model in iOS.
- Navigation Controller** - A controller that manages navigation through a hierarchy of views.
- Table View Controller** - A controller that manages a table view.

File browser showing project structure:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard editor showing a View Controller scene. A large grey arrow points from the left sidebar to the scene. The scene contains a white rectangular area representing the view controller, with a top bar area containing three icons (a blue square with a white circle, a red square with a white circle, and a red square with a white circle) and a battery icon in the top right corner. The bottom of the scene is labeled 'wAny hAny'.

Inspector panel showing properties for the selected View Controller:

Simulated Metrics

- Size: iPhone 4-inch
- Orientation: Inferred
- Status Bar: Inferred
- Top Bar: Inferred
- Bottom Bar: Inferred

View Controller

- Title: [Empty text field]
- Is Initial View Controller:
- Layout:
 - Adjust Scroll View Insets:
 - Hide Bottom Bar on Push:
 - Resize View From NIB:
 - Use Full Screen (Deprec...):
- Extend Edges:
 - Under Top Bars:
 - Under Bottom Bars:
 - Under Opaque Bars:
- Transition Style: Cover Vertical
- Presentation: Full Screen

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.

HelloWorld
2 targets, iOS SDK 8.0

- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

The storyboard canvas displays a single scene for a View Controller. The scene is a simulated iPhone 4-inch device. A grey arrow points from the left towards the device. A tooltip for the 'Label' widget is visible in the bottom right corner of the canvas.

Simulated Metrics

- Size: iPhone 4-inch
- Orientation: Inferred
- Status Bar: Inferred
- Top Bar: Inferred
- Bottom Bar: Inferred

View Controller

- Title: [Empty text field]
- Is Initial View Controller:
- Layout:
 - Adjust Scroll View Insets:
 - Hide Bottom Bar on Push:
 - Resize View From NIB:
 - Use Full Screen (Deprec...):
- Extend Edges:
 - Under Top Bars:
 - Under Bottom Bars:
 - Under Opaque Bars:
- Transition Style: Cover Vertical
- Presentation: Full Screen

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

Done

File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard Canvas:

View Controller

Simulated Metrics

- Size: iPhone 4-inch
- Orientation: Inferred
- Status Bar: Inferred
- Top Bar: Inferred
- Bottom Bar: Inferred

View Controller

- Title: [Empty field]
- Is Initial View Controller:
- Layout
 - Adjust Scroll View Insets:
 - Hide Bottom Bar on Push:
 - Resize View From NIB:
 - Use Full Screen (Deprec...):
- Extend Edges
 - Under Top Bars:
 - Under Bottom Bars:
 - Under Opaque Bars:
- Transition Style: Cover Vertical
- Presentation: Full Screen

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.

Done

File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard Canvas:

Simulated Metrics

- Size: iPhone 4-inch
- Orientation: Inferred
- Status Bar: Inferred
- Top Bar: Inferred
- Bottom Bar: Inferred

View Controller

- Title: []
- Is Initial View Controller:
- Layout:
 - Adjust Scroll View Insets:
 - Hide Bottom Bar on Push:
 - Resize View From NIB:
 - Use Full Screen (Deprec...):
- Extend Edges:
 - Under Top Bars:
 - Under Bottom Bars:
 - Under Opaque Bars:
- Transition Style: Cover Vertical
- Presentation: Full Screen

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.

HelloWorld
2 targets, iOS SDK 8.0

- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

The storyboard shows a mobile device screen with a single text field centered at the top. The text field has a rounded rectangular border and a small cursor. A grey arrow points from the left edge of the screen towards the text field. A blue arrow points from the text field towards the 'Text Field' section in the right-hand inspector.

Text Field

Text: Plain

Color: Default

Font: System 14.0

Alignment: [Left, Center, Right, Justified]

Placeholder: Placeholder Text

Background: Background Image

Disabled: Disabled Background Image

Border Style: [None, Solid, Beveled, Recessed, Rounded]

Clear Button: Never appears

Clear when editing begins

Min Font Size: 17

Adjust to Fit

Capitalization: None

Correction: Default

Spell Checking: Default

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.

File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard Canvas: A mobile device frame is shown with a text field at the top. A large arrow points from the left towards the text field.

Inspector Panel:

Text Field

- Text: Plain
- Color: Default
- Font: System 14.0
- Alignment: Left
- Placeholder: Placeholder Text
- Background: Background Image
- Disabled: Disabled Background Image
- Border Style: Recessed
- Clear Button: Never appears
- Clear when editing begins
- Min Font Size: 17
- Adjust to Fit
- Capitalization: None
- Correction: Default
- Spell Checking: Default

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

File Explorer showing project structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
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Storyboard view showing a mobile device frame with a label widget placed in the center. A blue arrow points from the label widget to the right-hand property inspector. A grey arrow points from the left side towards the device frame.

Property Inspector for Label widget:

- Text: Plain
- Label: Label
- Color: Default
- Font: System 17.0
- Alignment: Left
- 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: Horizontal: 0, Vertical: -1

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 is tapped.

File browser showing project structure:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
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 - HelloWorldTests
 - Products

Storyboard view showing a mobile device frame with a 'Hello World' label centered on the screen. A grey arrow points from the left towards the device frame.

Inspector panel for a Label:

- Label**
- Text: Plain
- Text: Hello World
- Color: Default
- Font: System 24.0
- Alignment: Center
- 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: Horizontal: 0, Vertical: -1

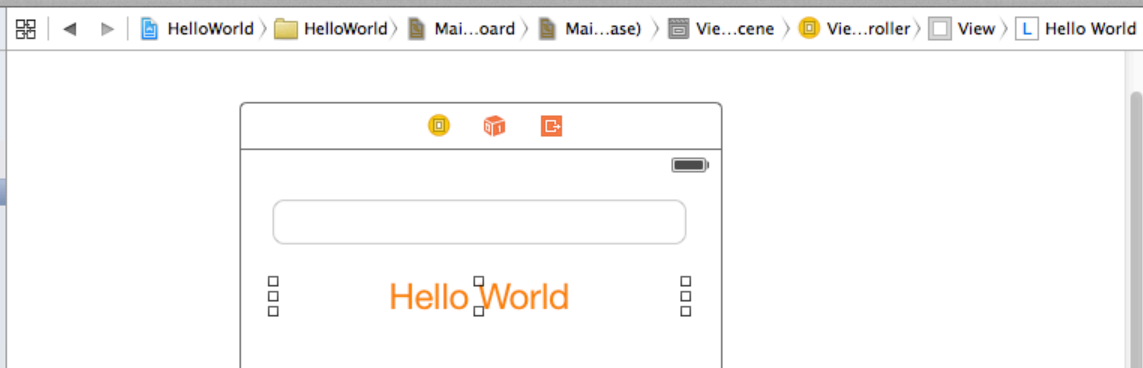
Label Label - A variably sized amount of static text.

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.

Project Navigator showing the file structure for HelloWorld, including AppDelegate.swift, ViewController.swift, Main.storyboard, Images.xcassets, and LaunchScreen.xib.



Inspector for the selected Label widget. Properties include: Text (Plain), Text (Hello World), Color (Orange), Font (System 24.0), Alignment (Center), Lines (1), Behavior (Enabled), Baseline (Align Baselines), Line Breaks (Truncate Tail), and Autoshrink (Fixed Font Size).

Inspector for the selected Label widget, showing a subset of the properties visible in the larger view, including Text, Color, Font, Alignment, Lines, Behavior, Baseline, Line Breaks, Autoshrink, Highlighted, Shadow, and Shadow Offset.

Library showing various UI components: 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), and Text Field (Displays editable text and sends an action message to a target object when Return is tapped).

Project Navigator showing file structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
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 - Images.xcassets
 - LaunchScreen.xib
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Storyboard view showing a 'Hello World' label and a 'Button' widget. A blue arrow points from the 'Button' widget in the storyboard to the 'Button' widget in the right-hand Attributes Inspector.

Attributes Inspector for Button:

- Type: System
- State Config: Default
- Title: Plain
- Button
- Font: System 15.0
- Text Color: Default
- Shadow Color: Default
- Image: Default Image
- Background: Default Background Image
- Shadow Offset: 0 (Width), 0 (Height)
- Reverses On Highlight:
- Shows Touch On Highlight:
- Highlighted Adjusts Image:
- Disabled Adjusts Image:
- Line Break: Truncate Middle
- Edge: Content

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.

File browser showing project structure:

- HelloWorld
 - 2 targets, iOS SDK 8.0
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 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
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 - HelloWorldTests
 - Products

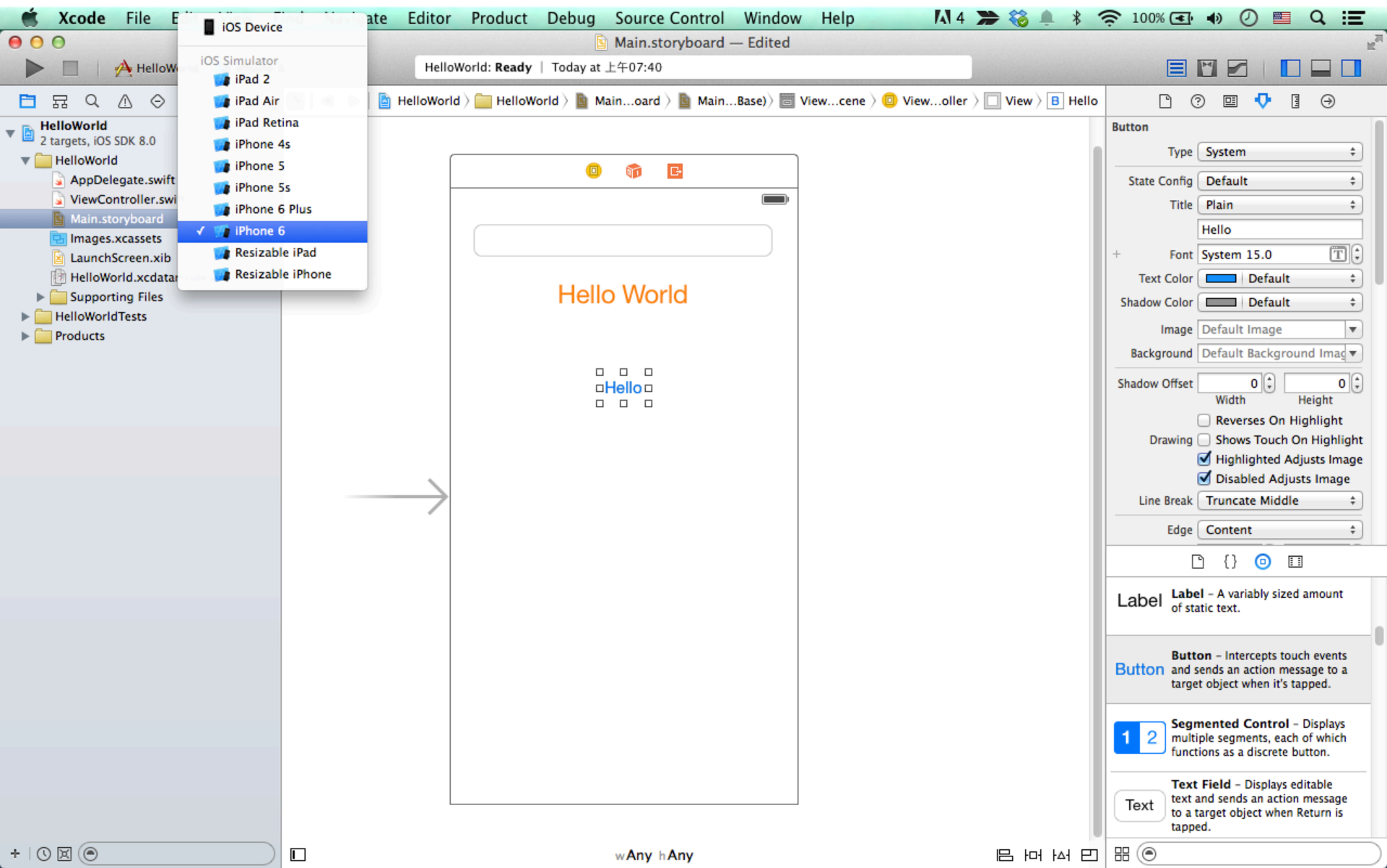
The storyboard displays a mobile application interface. At the top is a title bar with three icons. Below it is a white rounded rectangle representing a text field. In the center, the text "Hello World" is displayed in orange. Below the text is a 3x3 grid of small square buttons, with the center button containing the text "Hello". A grey arrow points from the left towards the text field.

Inspector panel for a 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, Height 0
- Reverses On Highlight:
- Shows Touch On Highlight:
- Highlighted Adjusts Image:
- Disabled Adjusts Image:
- Line Break: Truncate Middle
- Edge: Content

Documentation for UI elements:

- 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.



Build and Run

The screenshot displays the Xcode IDE interface. At the top, the menu bar includes Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, and Help. The status bar shows 'HelloWorld: Ready' and the time 'Today at 上午07:40'. The left sidebar shows the project structure for 'HelloWorld', with 'Main.storyboard' selected. The main canvas shows a mobile app preview with the text 'Hello World' and a button. The right sidebar shows the 'Button' inspector with various settings. Below the inspector are descriptions for Label, Button, Segmented Control, and Text Field.

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 (Width), 0 (Height)
- Reverses On Highlight
- Shows Touch On Highlight
- Highlighted Adjusts Image
- Disabled Adjusts Image
- Line Break: Truncate Middle
- Edge: Content

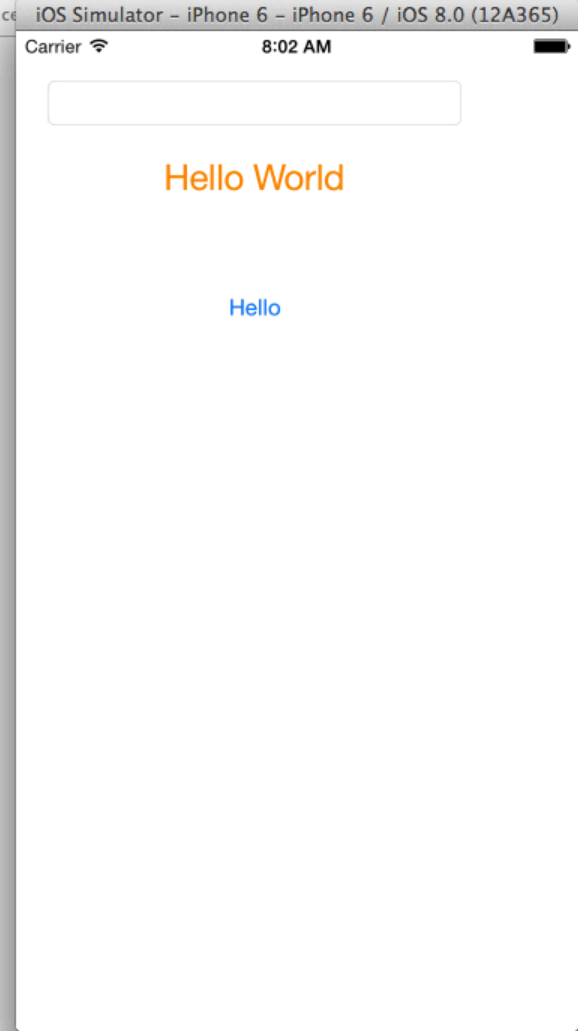
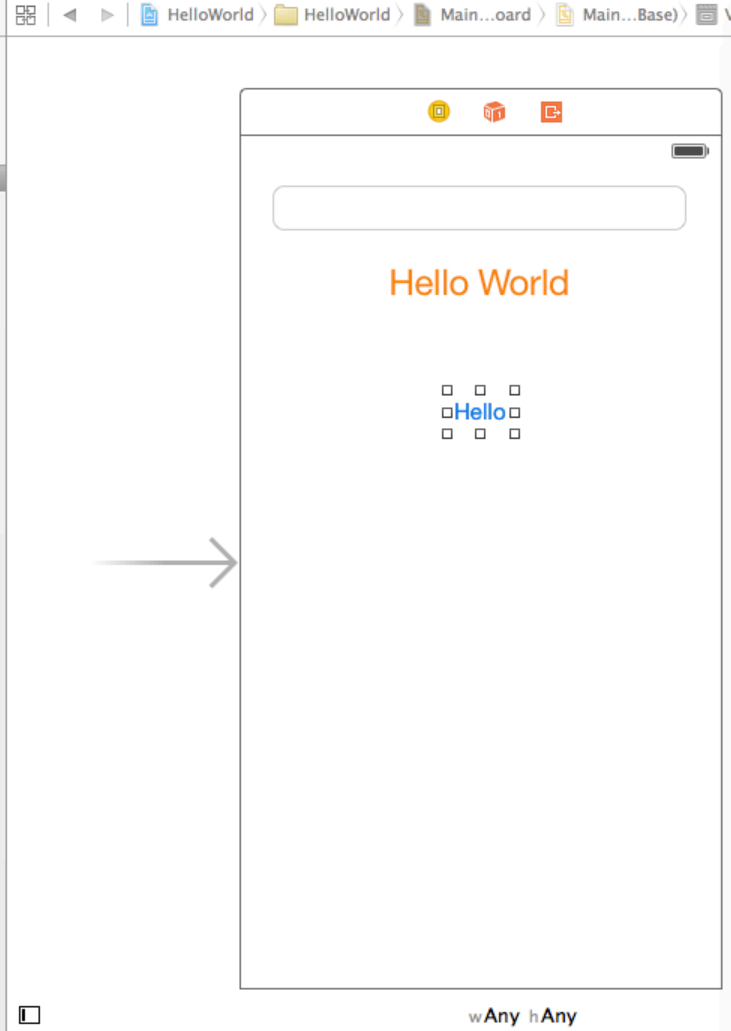
Label Label - A variably sized amount of static text.

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

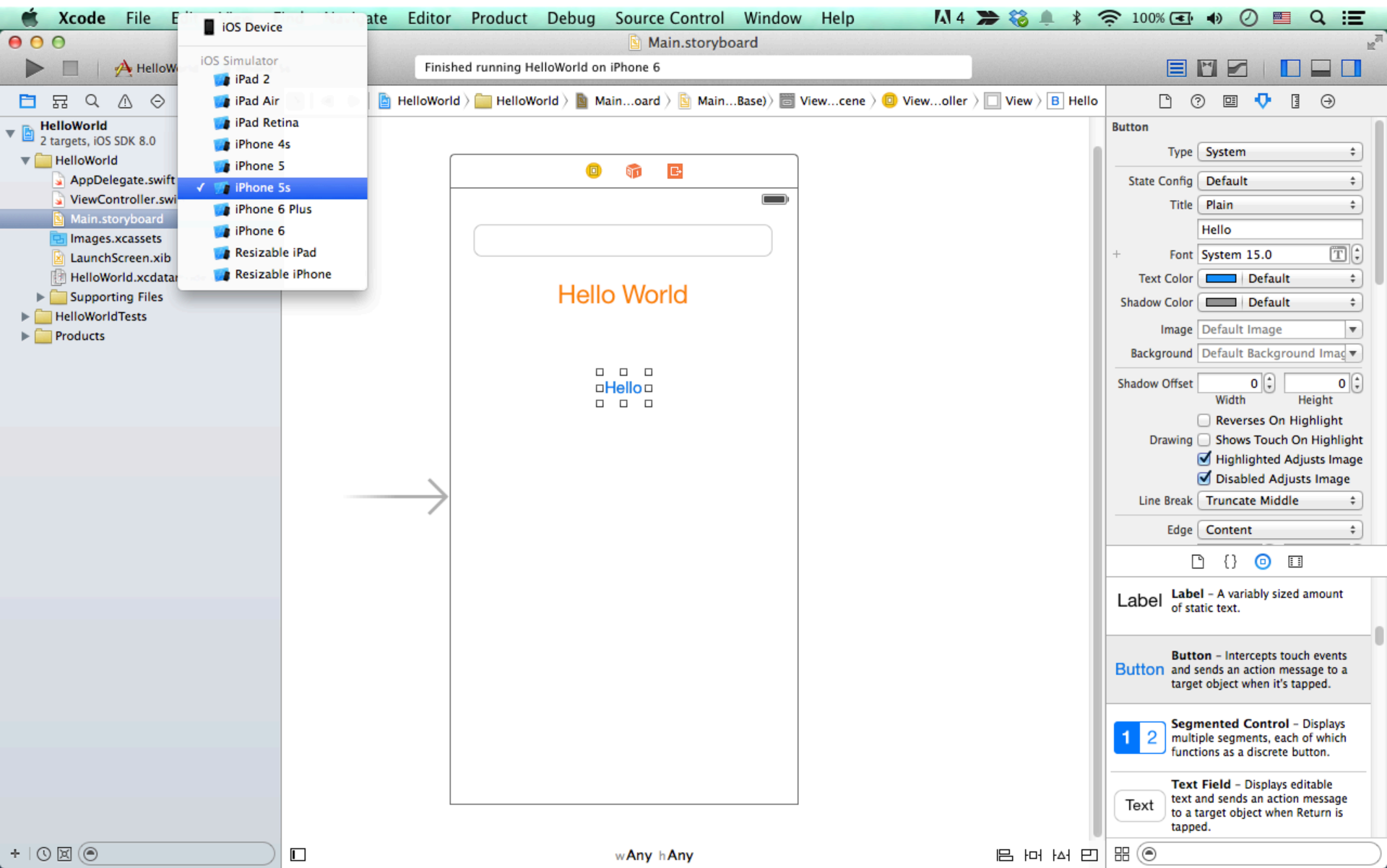
1 2 **Segmented Control** - Displays multiple segments, each of which functions as a discrete button.

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

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



Inspector panel showing various UI element properties. Visible controls include dropdown menus for 'default', 'background Image', and 'Middle', as well as a numeric input field for 'Height' set to '0'. There are also checkboxes for 'On Highlight' and 'Adjusts Image'.



File Explorer sidebar showing project structure:

- HelloWorld (2 targets, iOS SDK 8.0)
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

The storyboard canvas displays a mobile application interface for an iPhone. At the top, there is a title bar with three icons: a yellow circle with a white square, a red circle with a white square, and a red circle with a white square. Below the title bar is a white rounded rectangle representing a search bar. In the center of the screen, the text "Hello World" is displayed in a large, orange, sans-serif font. Below the text, there is a grid of six small, light blue square buttons arranged in two rows of three. The first button in the top row contains the text "Hello". The status bar at the bottom of the screen shows a battery icon and the text "wAny hAny".

Inspector sidebar showing properties for a selected Button:

Button

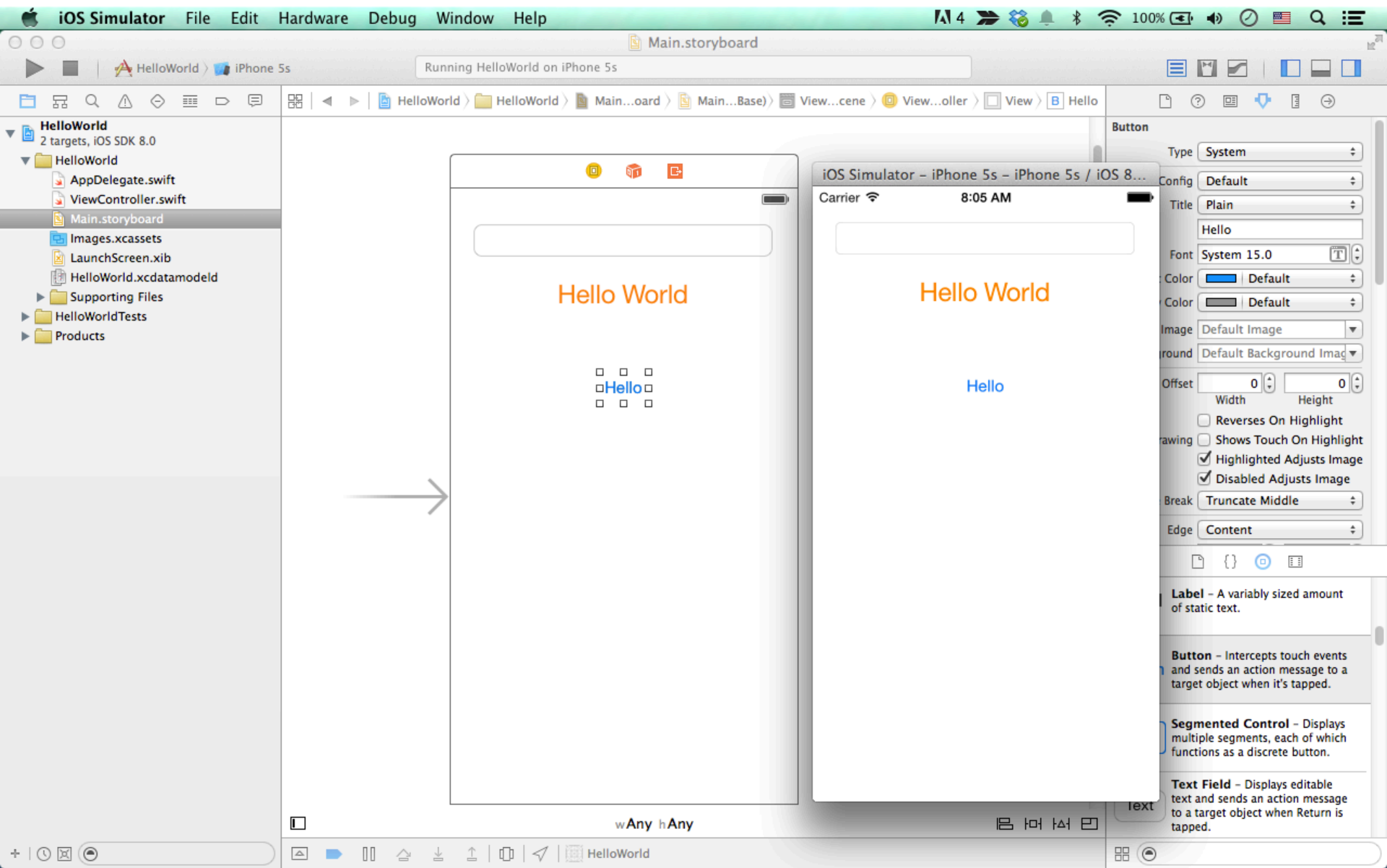
- Type: System
- State Config: Default
- Title: Plain
- Text: Hello
- Font: System 15.0
- Text Color: Default
- Shadow Color: Default
- Image: Default Image
- Background: Default Background Image
- Shadow Offset: 0 (Width), 0 (Height)
- Reverses On Highlight:
- Shows Touch On Highlight:
- Highlighted Adjusts Image:
- Disabled Adjusts Image:
- Line Break: Truncate Middle
- Edge: Content

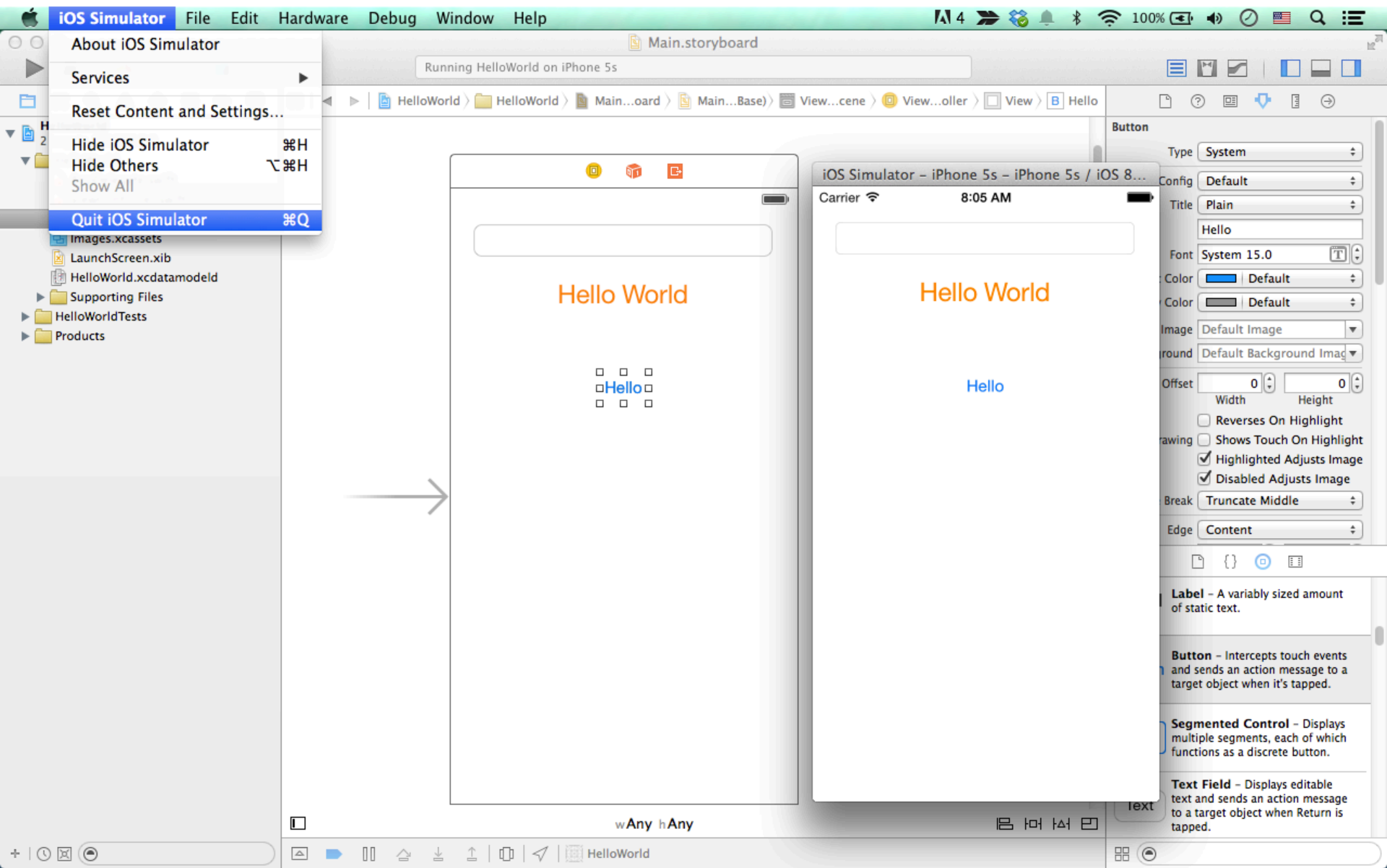
Label Label - A variably sized amount of static text.

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.

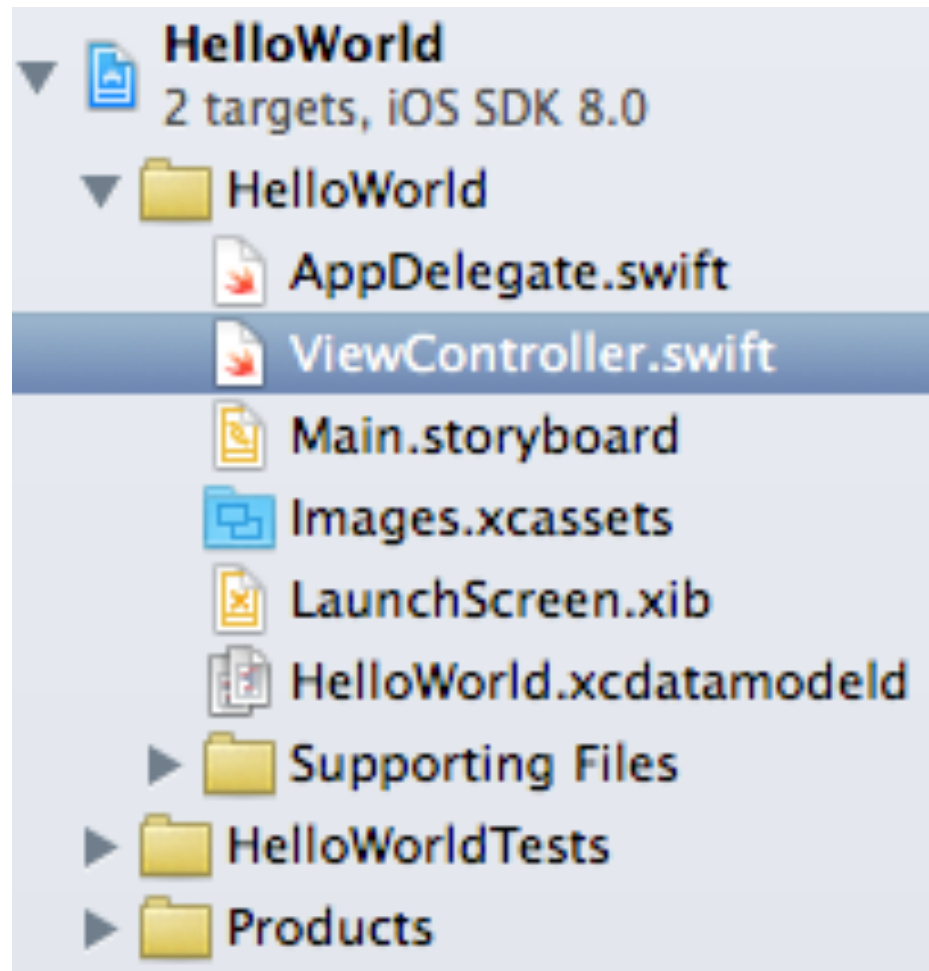
Text Field Text - Displays editable text and sends an action message to a target object when Return is tapped.





Main.storyboard (UI)

ViewController.swift (Code)



File Explorer (Left Panel):

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

```

//
//  ViewController.swift
//  HelloWorld
//
//  Created by iMyday on 2014/10/8.
//  Copyright (c) 2014年 imtku. All rights reserved.
//

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

}

```

Quick Help Panel:

No Quick Help

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.

IBOutlet and IBAction

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

Project Navigator showing file structure for HelloWorld:

- 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

View Controller Scene hierarchy:

- View Controller
 - Top Layout Guide
 - Bottom Layout Guide
 - View
 - Round Style Text Field
 - Hello World
 - Hello
 - First Responder
 - Exit

Main storyboard canvas showing a mobile device frame with a text field, a "Hello World" label, and a grid of text.

Inspector panel for a 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 (Width), 0 (Height)
- Reverses On Highlight:
- Shows Touch On Highlight:
- Highlighted Adjusts Image:
- Disabled Adjusts Image:
- Line Break: Truncate Middle
- Edge: Content

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 is tapped.



Project Navigator showing the file structure for HelloWorld:

- 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard Editor showing the View Controller Scene:

- View Controller Scene
 - View Controller
 - Top Layout Guide
 - Bottom Layout Guide
 - View
 - Round Style Text Field
 - Hello World
 - Hello
 - First Responder
 - Exit

The storyboard canvas displays the text "Hello Wo" and a "Hello" label.

```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
        // the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
        // recreated.
    }

}
```

Inspector showing the properties for a Button:

- Type: System
- State Config: Default
- Title: Plain
- Title Text: Hello
- Font: System 15.0
- Text Color: Default
- Shadow Color: Default
- Image: Default Image
- Background: Default Background Image
- Shadow Offset: 0 (Width), 0 (Height)
- Reverses On Highlight:
- Shows Touch On Highlight:
- Highlighted Adjusts Image:
- Disabled Adjusts Image:
- Line Break: Truncate Middle
- Edge: Content

Documentation for UI elements:

- 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.





Project Navigator showing file structure:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

Storyboard canvas showing a mobile app interface:

- Navigation bar with three icons (yellow circle, red square, red square).
- Text field placeholder.
- Text: "Hello World" in orange.
- Text: "Hello" in blue.
- Three small square icons arranged in a 2x2 grid (bottom-right cell empty).

Bottom status bar: wAny hAny

```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.
//

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
        // the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
        // recreated.
    }

}
```

Inspector panel showing properties for a selected UI element:

Button

- Type: System
- State Config: Default
- Title: Plain
- Title Text: Hello
- Font: System 15.0
- Text Color: Default
- Shadow Color: Default
- Image: Default Image
- Background: Default Background Image
- Shadow Offset: 0 (Width), 0 (Height)
- Reverses On Highlight:
- Shows Touch On Highlight:
- Highlighted Adjusts Image:
- Disabled Adjusts Image:
- Line Break: Truncate Middle
- Edge: Content

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.

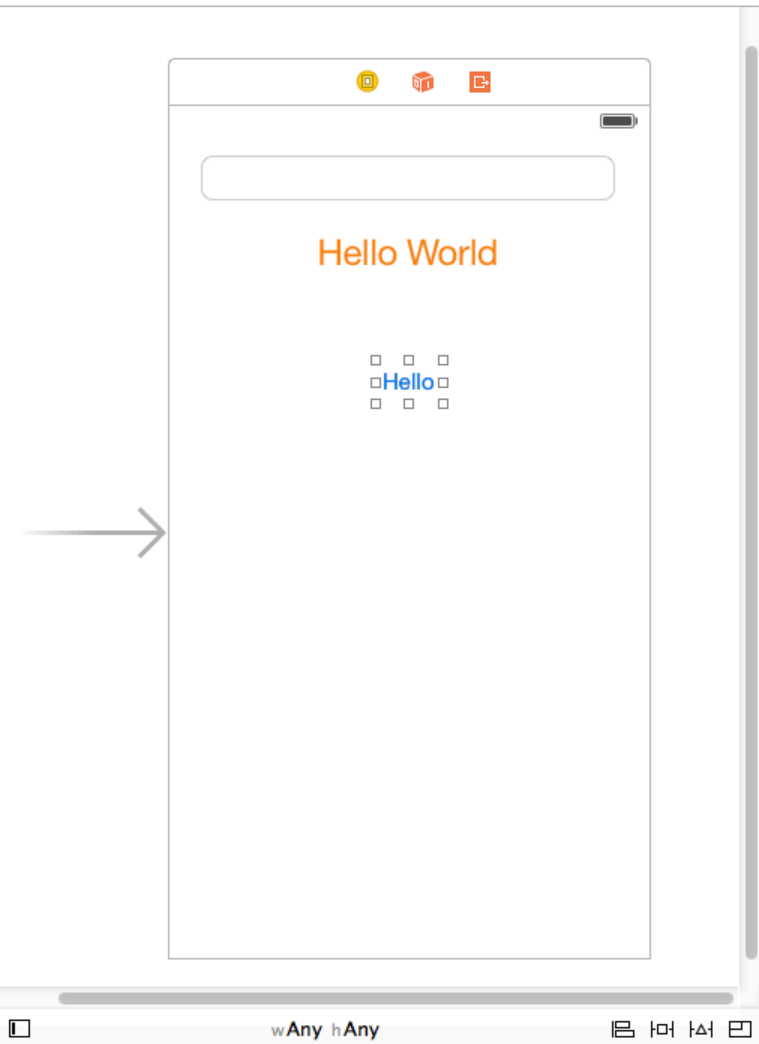
1 2 Segmented Control - Displays multiple segments, each of which functions as a discrete button.

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





- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.
//

import UIKit

class ViewController: UIViewController {

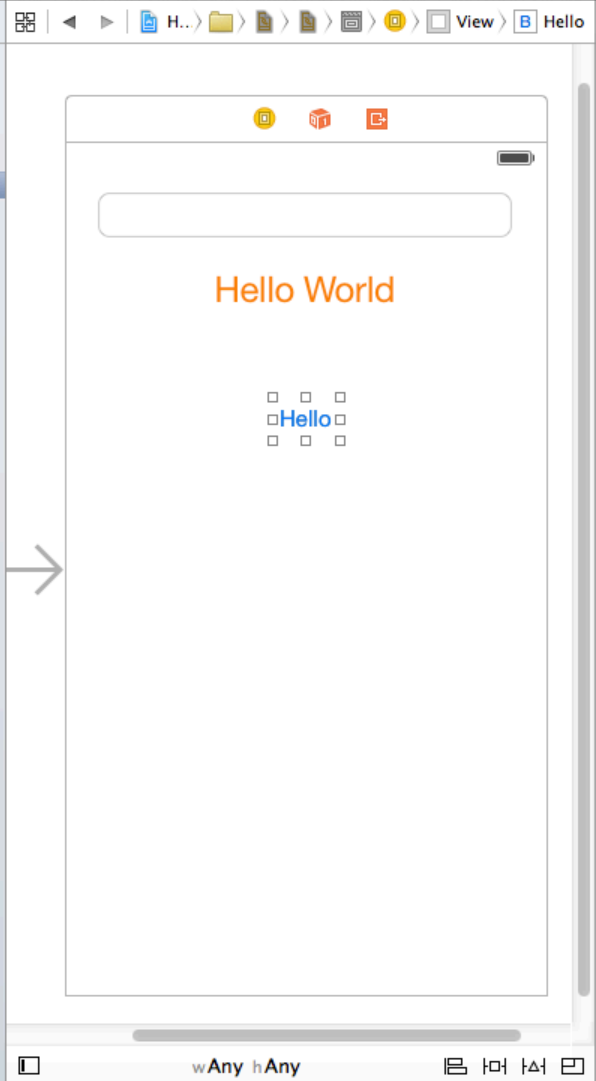
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
        // from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

}
```



- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

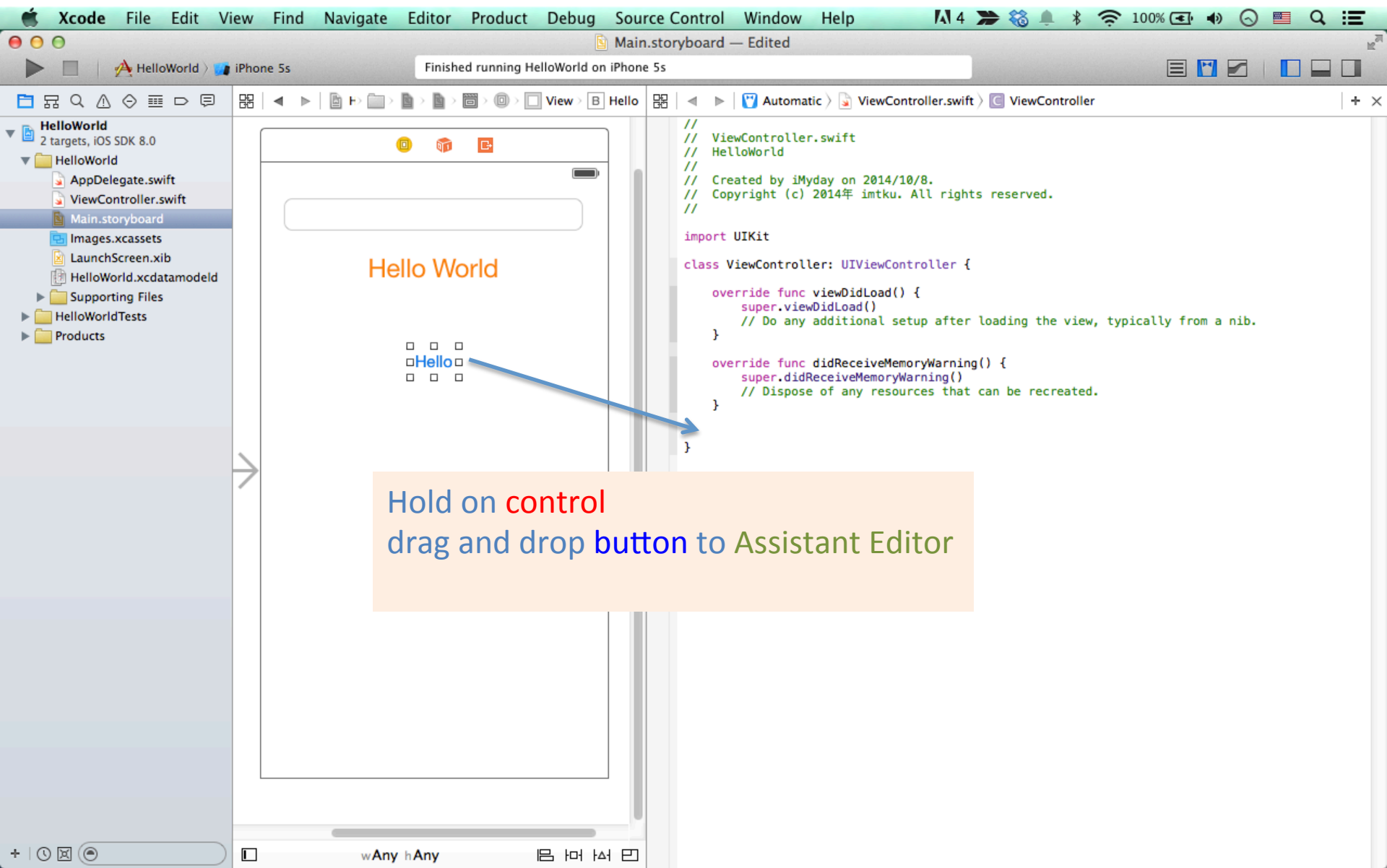
import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

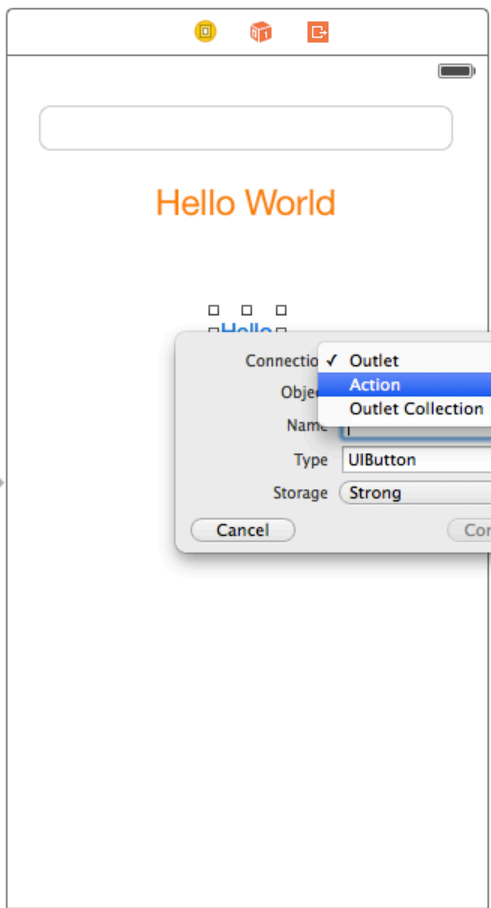
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

}
```



Hold on **control**
drag and drop **button** to Assistant Editor

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



Connection menu options:

- Connection: Outlet (checked), Action, Outlet Collection
- Object: (empty)
- Name: (empty)
- Type: UIButton
- Storage: Strong

Buttons: Cancel, Connect

```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

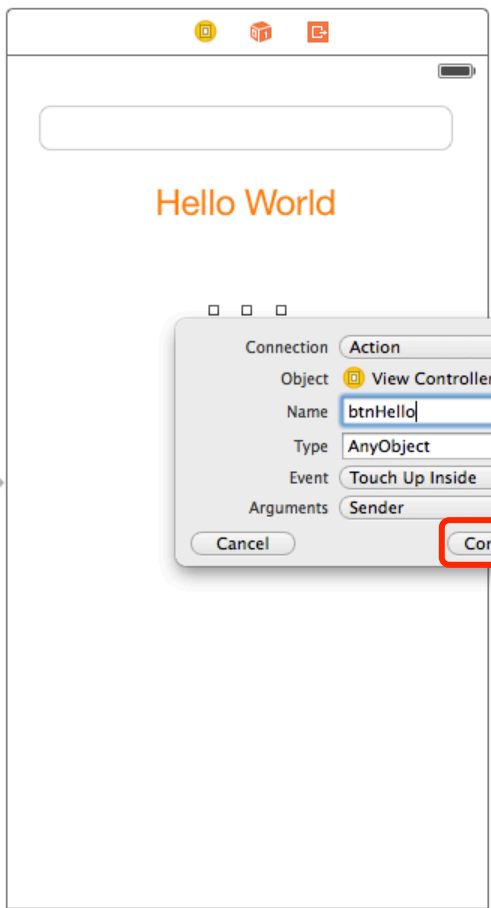
class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }
}
```

Project Navigator showing file structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



Connection Inspector dialog box:

- Connection: Action
- Object: View Controller
- Name: btnHello
- Type: AnyObject
- Event: Touch Up Inside
- Arguments: Sender
- Buttons: Cancel, Connect

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }
}
```

The screenshot shows the Xcode IDE interface. On the left is the Project Navigator showing the file structure for 'HelloWorld'. The main canvas displays a storyboard for an iPhone 5s, showing a white view with a title bar, a text field, the text 'Hello World' in orange, and a 'Hello' button. On the right, the code editor shows the Swift code for 'ViewController.swift'. The code includes comments, an import statement for UIKit, and a class definition for 'ViewController' with methods for view lifecycle and an IBAction for the 'Hello' button.

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

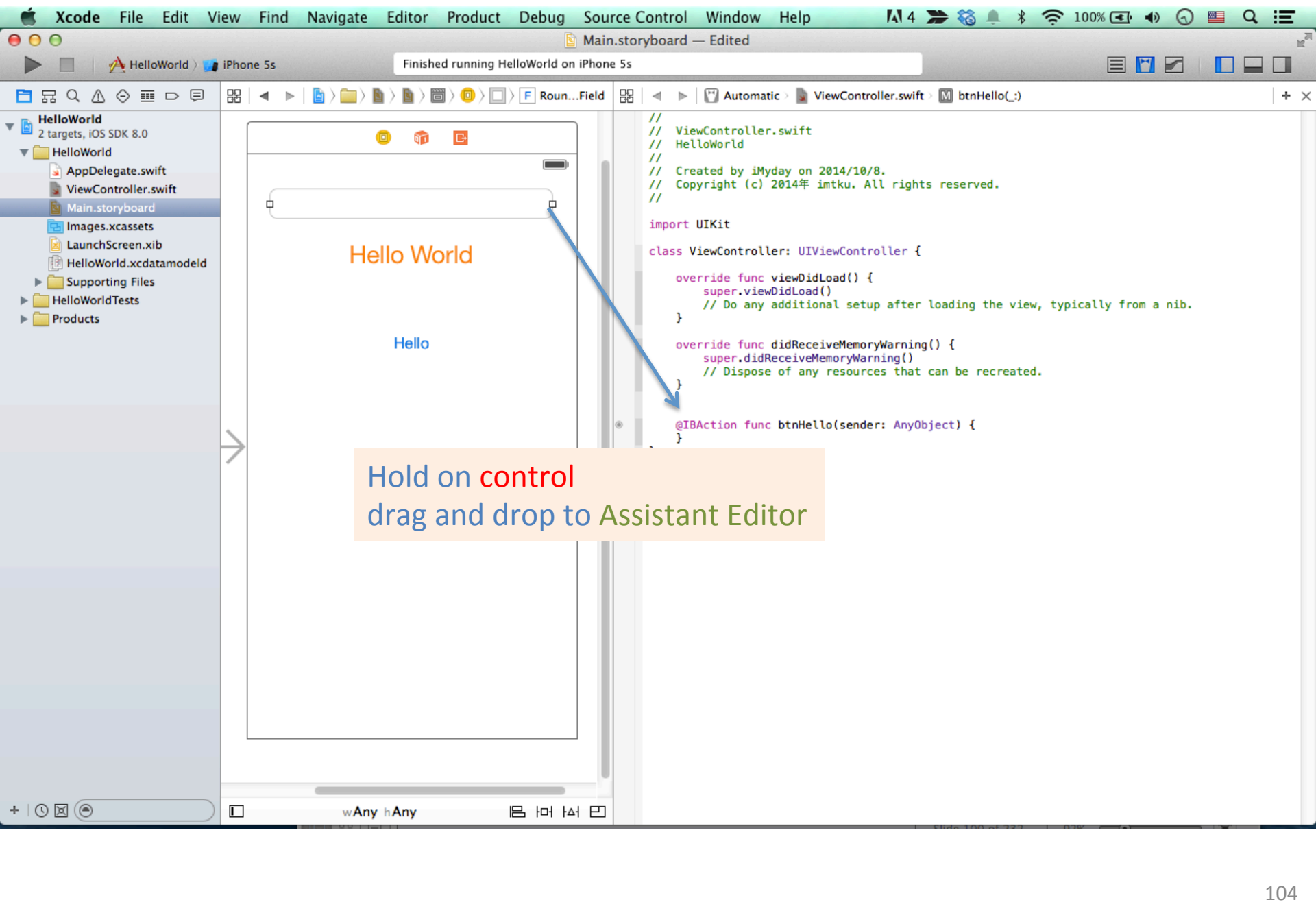
class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBAction func btnHello(sender: AnyObject) {
    }
}
```

IBAction (Interface Builder Action)



Hold on **control**
drag and drop to **Assistant Editor**

File Explorer sidebar showing project structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products

The storyboard shows a white view with a text field containing the text "Hello World". A connection dialog box is open over the text field, with the following settings:

- Connection: Outlet
- Object: View Controller
- Name: txtYourName
- Type: UITextField
- Storage: Strong

Buttons: Cancel, Connect

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

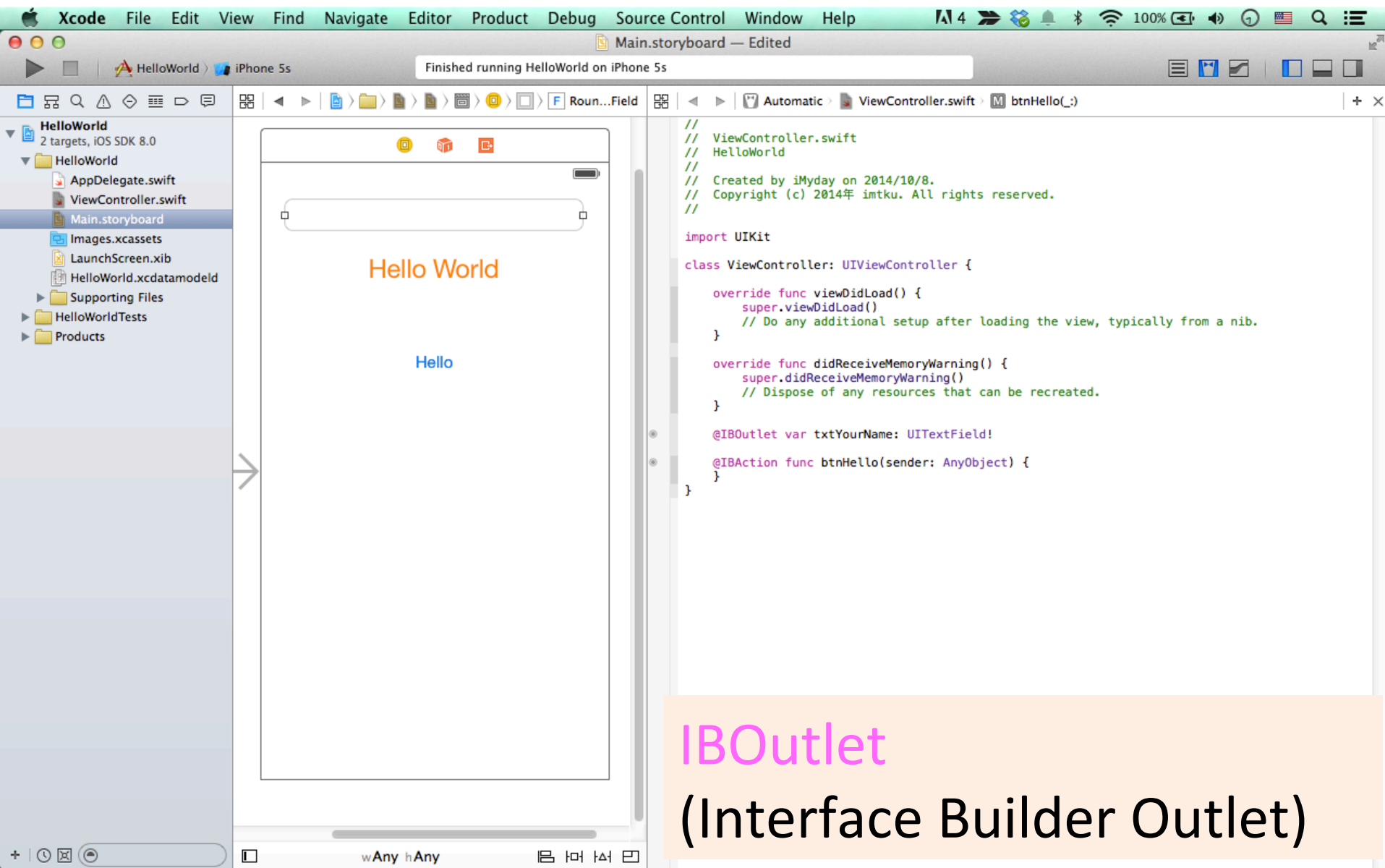
import UIKit

class ViewController: UIViewController {

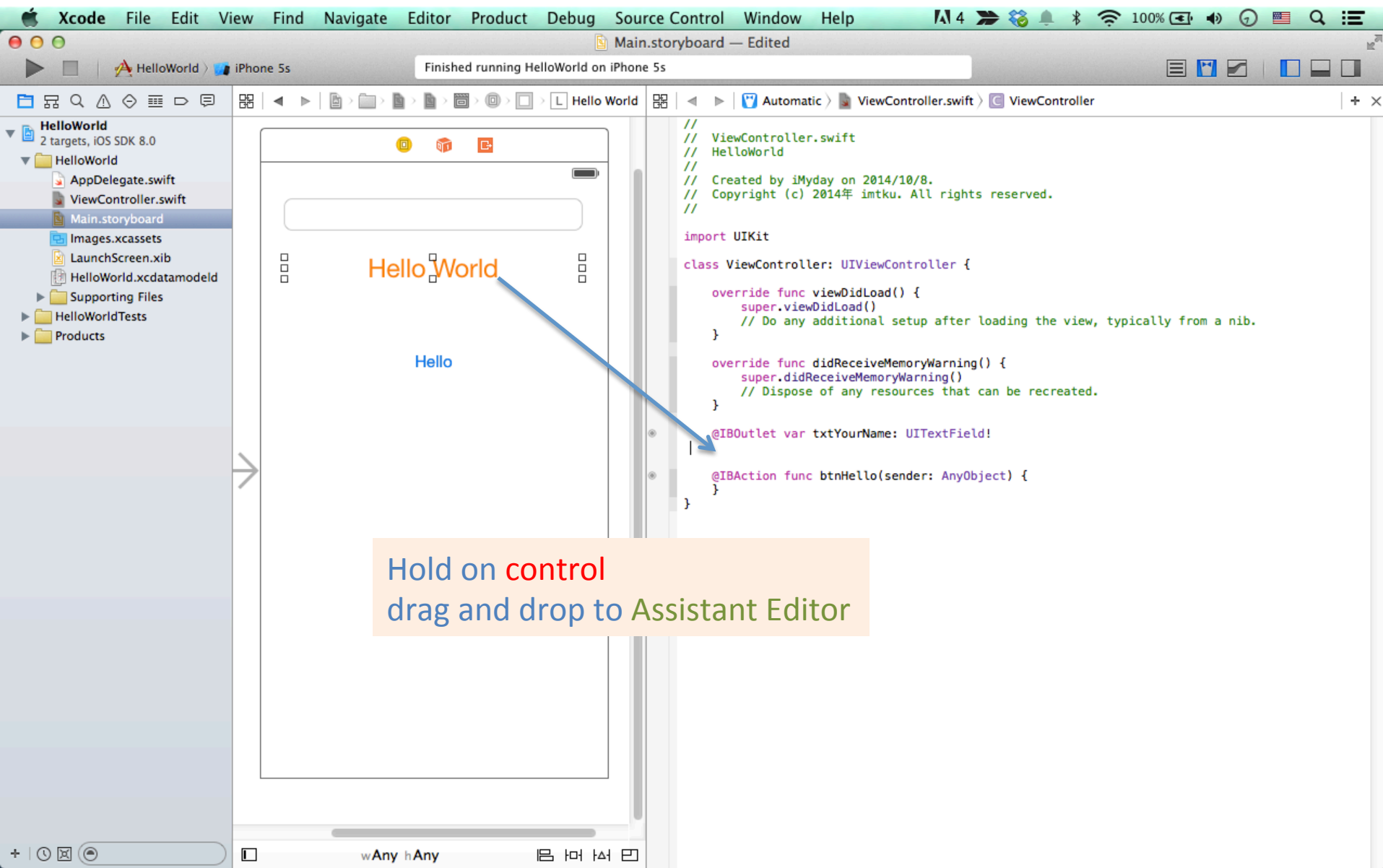
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

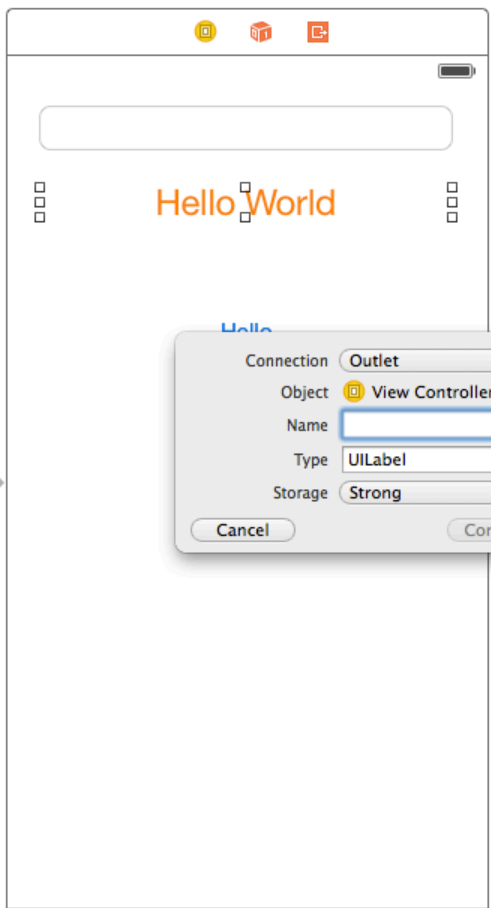
    @IBAction func btnHello(sender: AnyObject) {
    }
}
```

IBOutlet
(Interface Builder Outlet)



- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



Connection: Outlet

Object: View Controller

Name:

Type: UILabel

Storage: Strong

Buttons: Cancel, Connect

```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

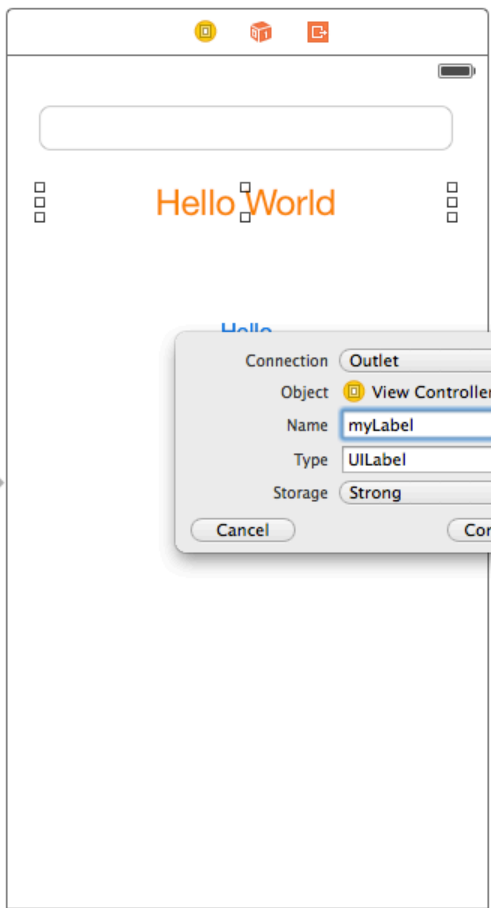
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBOutlet var txtYourName: UITextField!

    @IBAction func btnHello(sender: AnyObject) {
    }
}
```

Project Navigator showing file structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



Connection Inspector dialog box:

- Connection: Outlet
- Object: View Controller
- Name: myLabel
- Type: UILabel
- Storage: Strong
- Buttons: Cancel, Connect

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBOutlet var txtYourName: UITextField!

    @IBAction func btnHello(sender: AnyObject) {
    }
}
```

The screenshot shows the Xcode IDE with a storyboard on the left and a Swift file on the right. The storyboard displays a text field at the top, a large orange "Hello World" label in the center, and a blue "Hello" label below it. The Swift file, `ViewController.swift`, contains the following code:

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
    }
}
```

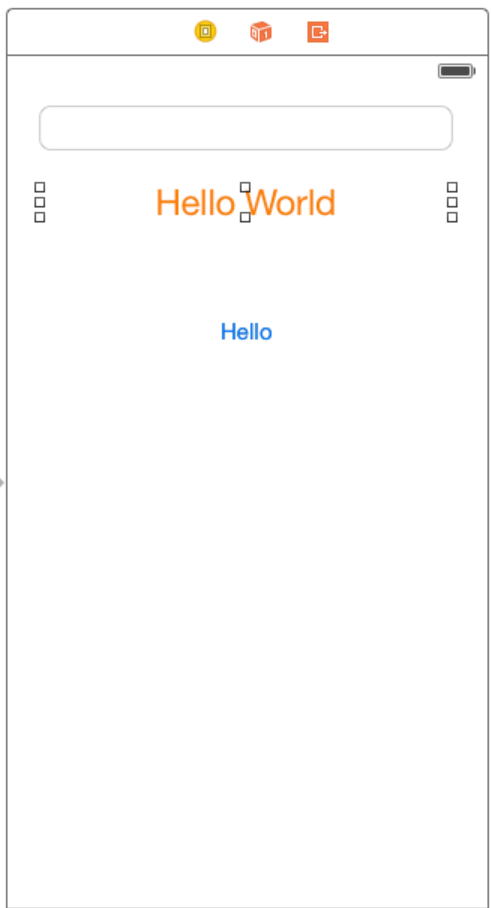
A red-bordered box highlights the following code snippet from the Swift file:

```
@IBOutlet var txtYourName: UITextField!
@IBOutlet var myLabel: UILabel!

@IBAction func btnHello(sender: AnyObject) {
}
```

Project Navigator showing file structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- Folder: HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
- Supporting Files
- HelloWorldTests
- Products



```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.text
    }
}
```

The screenshot shows the Xcode IDE with a storyboard and a Swift file. The storyboard, titled 'Main.storyboard', shows a mobile app interface with a text input field at the top, a large 'Hello World' label in the center, and a smaller 'Hello' label below it. The Swift file, 'ViewController.swift', contains the following code:

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.text
    }
}
```

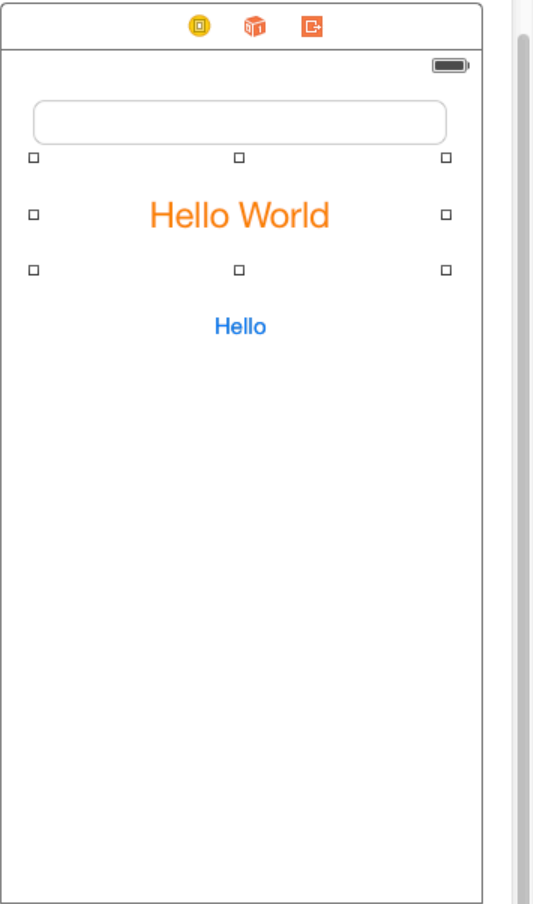
A red box highlights the following code from the Swift file:

```
@IBOutlet var txtYourName: UITextField!
@IBOutlet var myLabel: UILabel!

@IBAction func btnHello(sender: AnyObject) {
    myLabel.text = "Hello, " + txtYourName.text
}
```

Build and then run the current scheme

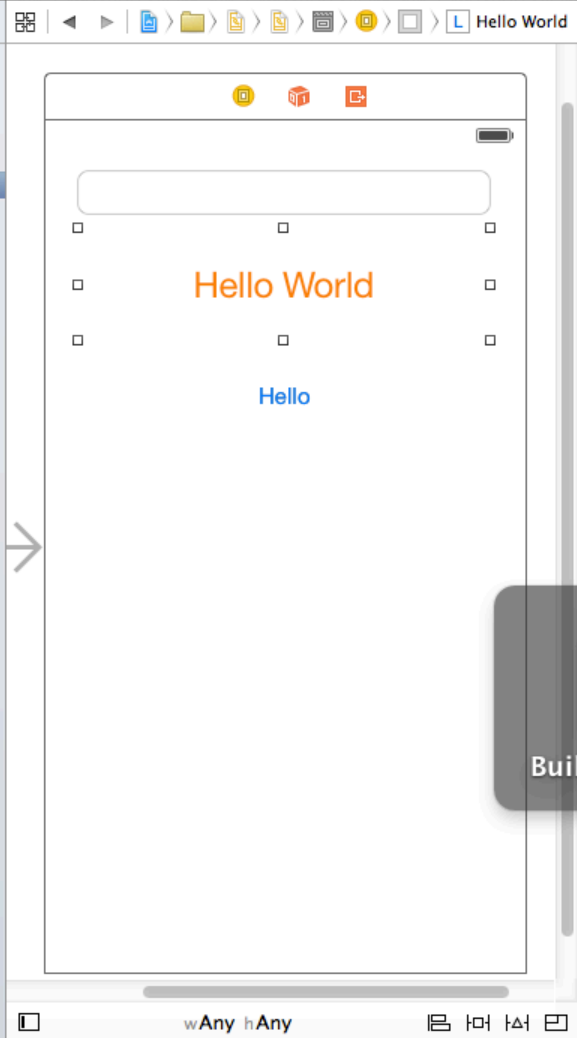
- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



```
//  
// ViewController.swift  
// HelloWorld  
//  
// Created by iMyday on 2014/10/8.  
// Copyright (c) 2014年 imtku. All rights reserved.  
//  
import UIKit  
  
class ViewController: UIViewController {  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
        // Do any additional setup after loading the view, typically from a nib.  
    }  
  
    override func didReceiveMemoryWarning() {  
        super.didReceiveMemoryWarning()  
        // Dispose of any resources that can be recreated.  
    }  
  
    @IBOutlet var txtYourName: UITextField!  
    @IBOutlet var myLabel: UILabel!  
  
    @IBAction func btnHello(sender: AnyObject) {  
        myLabel.text = "Hello, " + txtYourName.text  
    }  
}
```


File Explorer sidebar showing project structure:

- HelloWorld
- 2 targets, iOS SDK 8.0
- HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

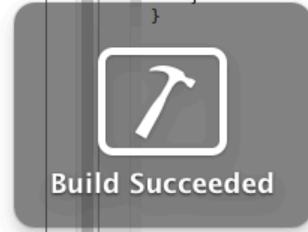
class ViewController: UIViewController {

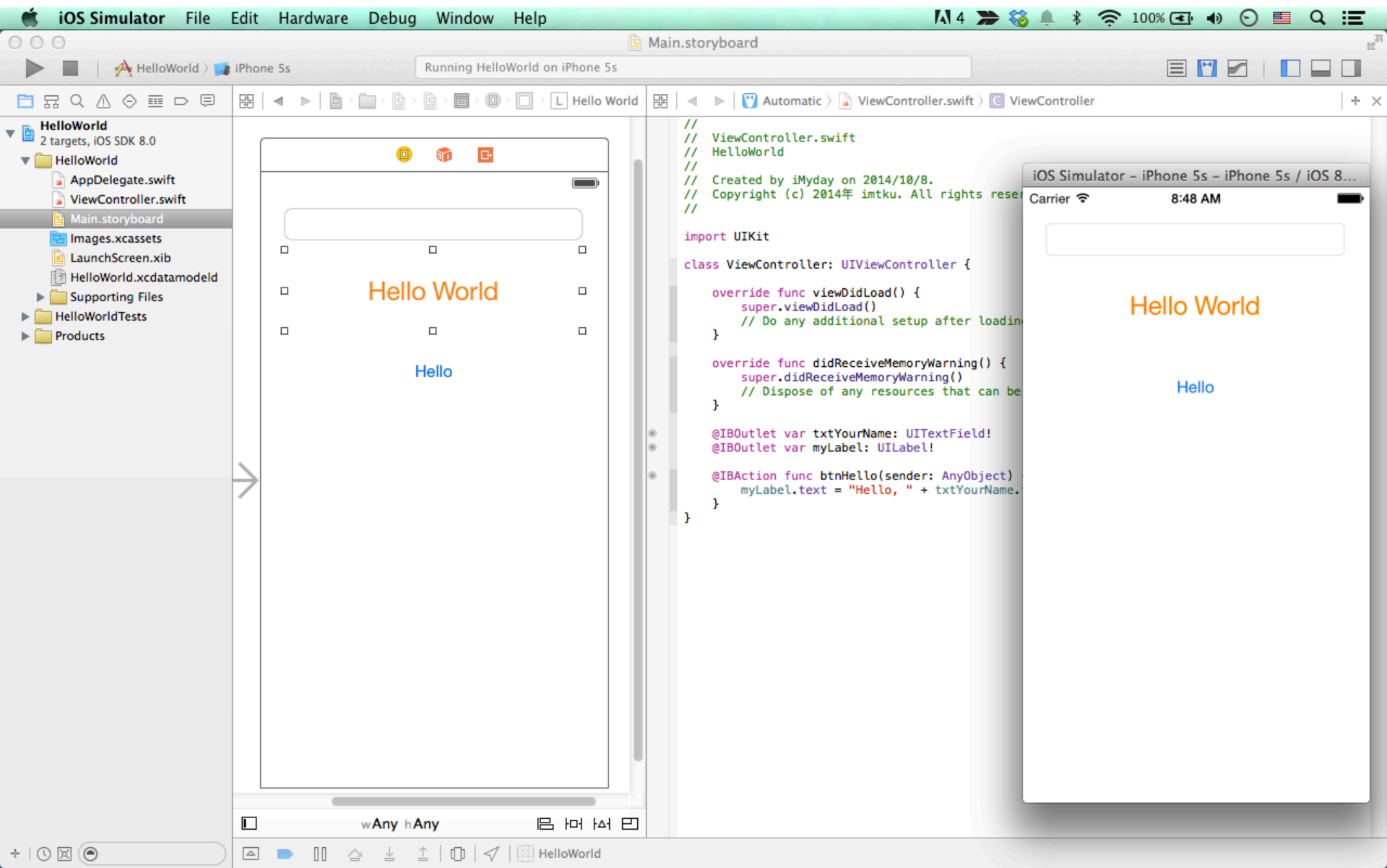
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

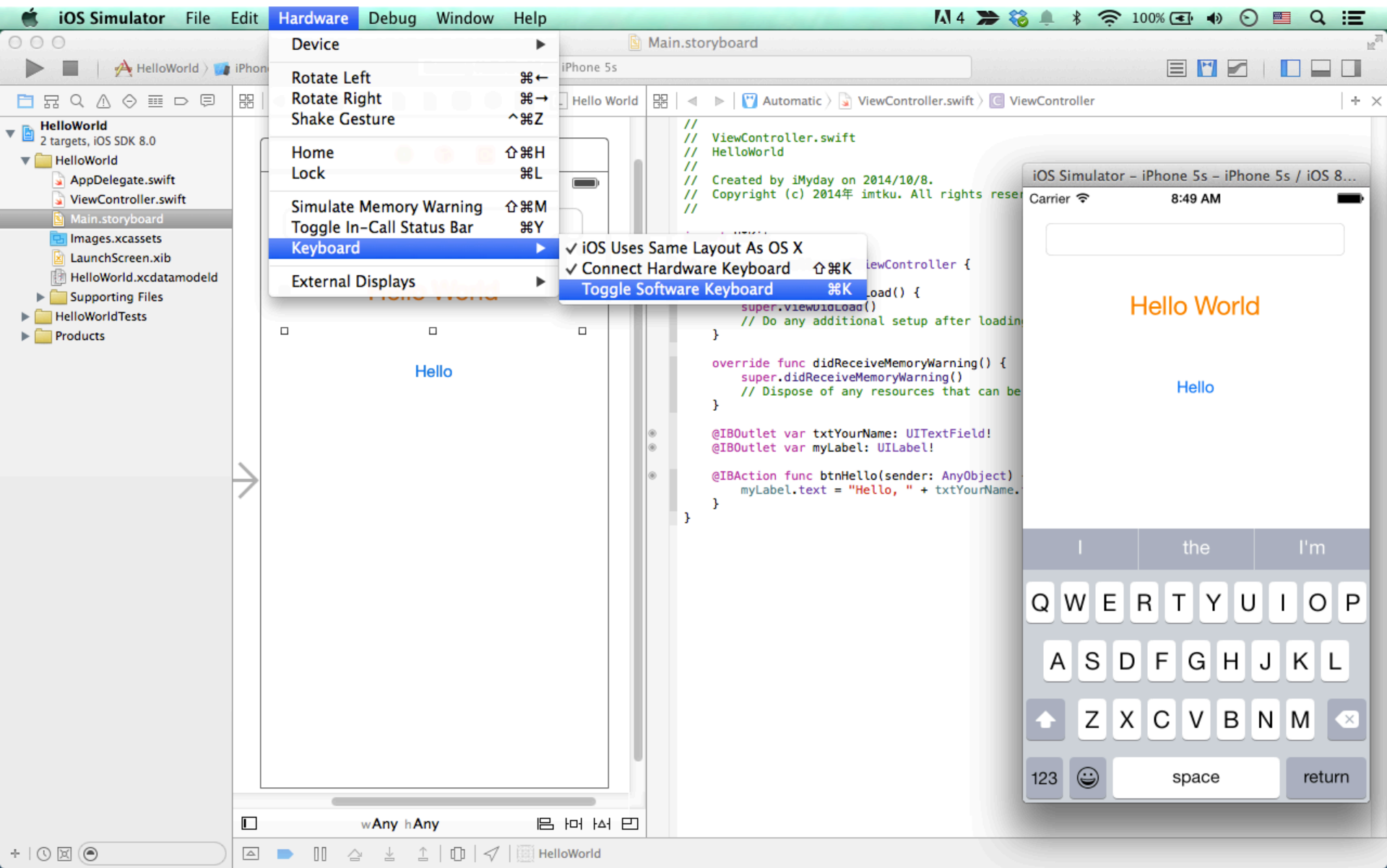
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

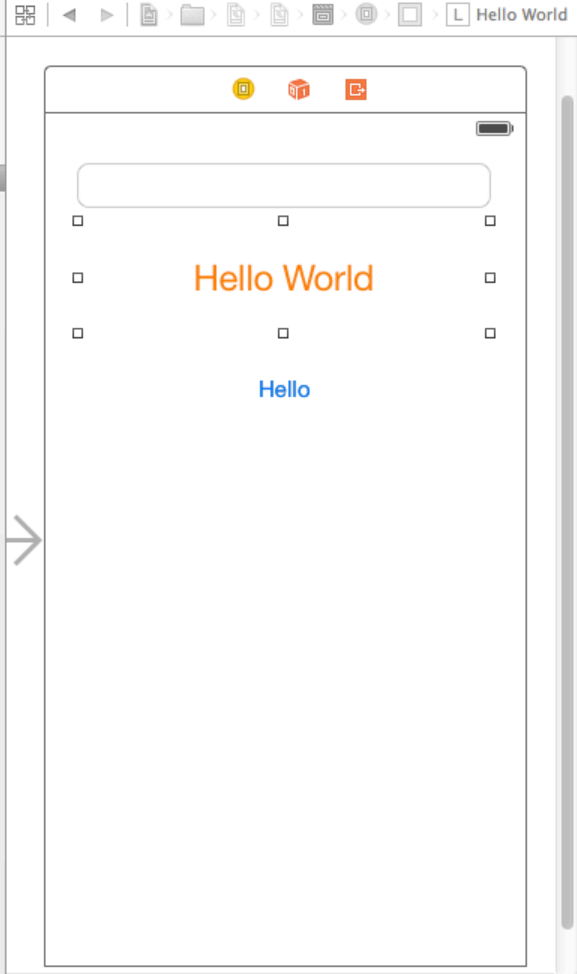
    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.text
    }
}
```







- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.
//

import UIKit

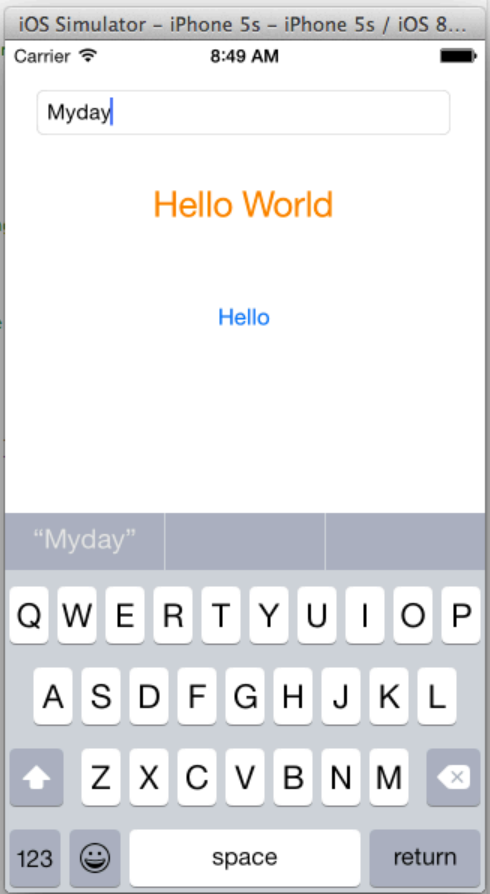
class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
    }

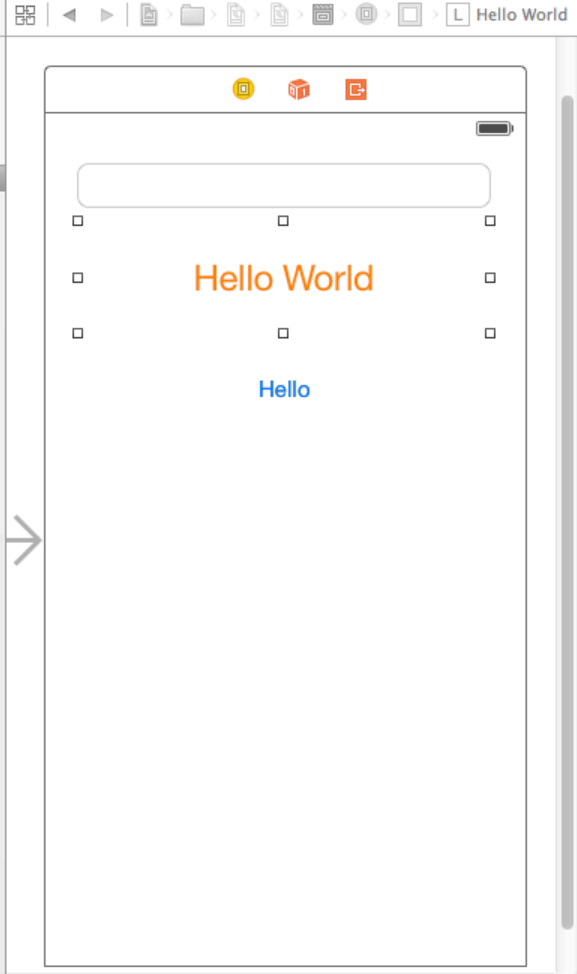
    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.
    }
}
```



File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 8.0
 - HelloWorld
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - HelloWorld.xcdatamodeld
 - Supporting Files
 - HelloWorldTests
 - Products



```
//
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.
//

import UIKit

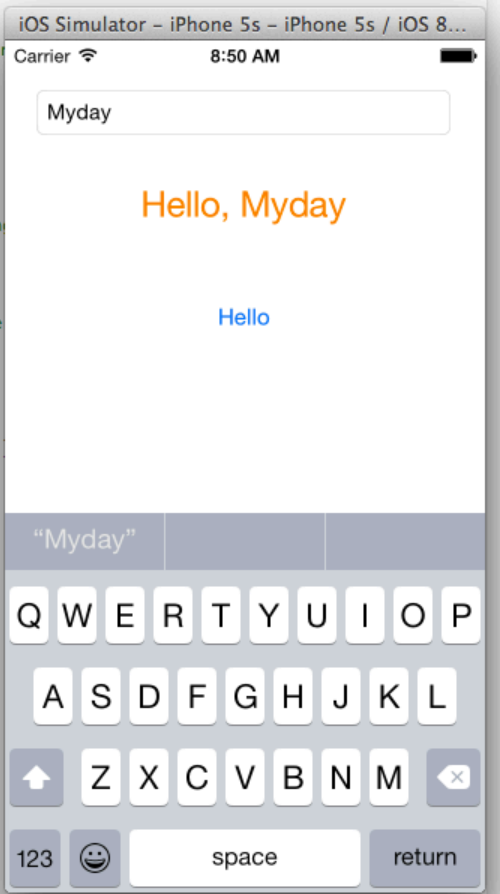
class ViewController: UIViewController {

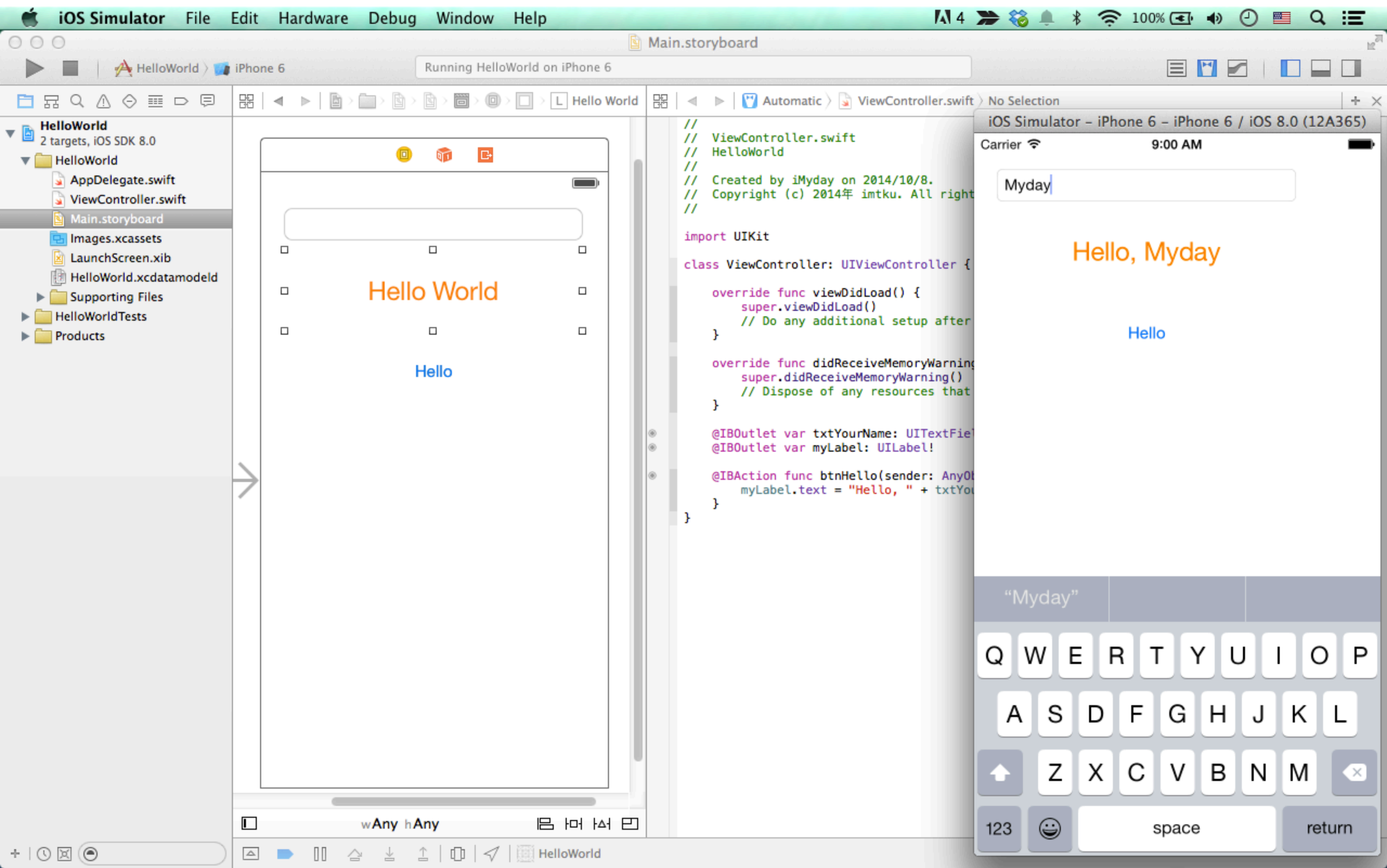
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.
    }
}
```





Building Your First iOS App with Xcode 6

The screenshot displays the Xcode 6 IDE with the following components:

- Project Navigator (Left):** Shows the project structure for 'HelloWorld', including files like AppDelegate.swift, ViewController.swift, and Main.storyboard.
- Storyboard (Center):** Shows a visual representation of the app's interface. It features a text field containing 'Myday', a large orange label 'Hello World', and a smaller blue label 'Hello'.
- Code Editor (Right):** Displays the ViewController.swift file with the following Swift code:

```
// ViewController.swift
// HelloWorld
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be
    }

    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.
    }
}
```
- iOS Simulator (Inset):** Shows the app running on an iPhone 5s simulator. The text field contains 'Myday', and the label displays 'Hello, Myday'.

ViewController.swift

```
// ViewController.swift
// HelloWorld
//
// Created by iMyday on 2014/10/8.
// Copyright (c) 2014年 imtku. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

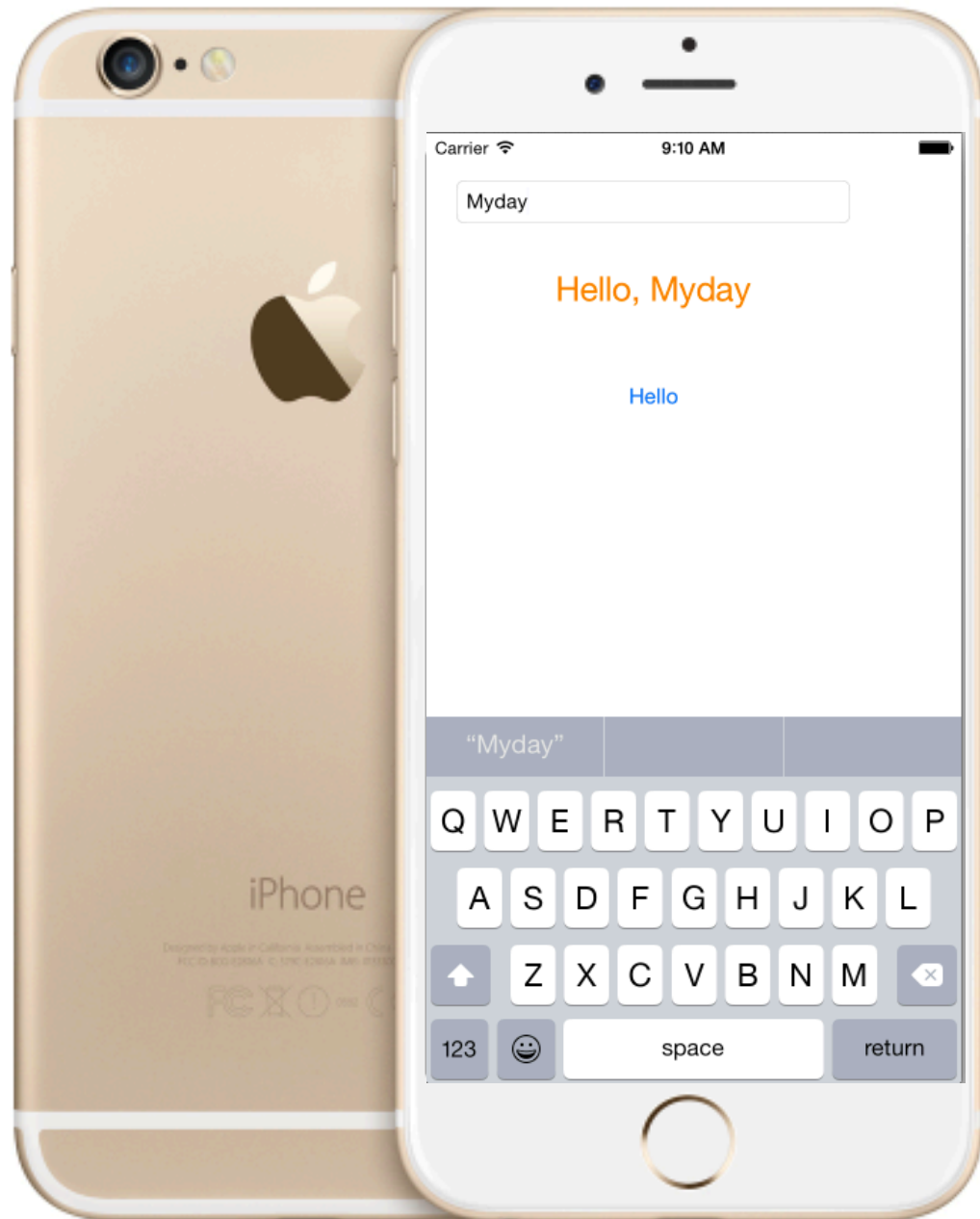
    @IBOutlet var txtYourName: UITextField!
    @IBOutlet var myLabel: UILabel!

    @IBAction func btnHello(sender: AnyObject) {
        myLabel.text = "Hello, " + txtYourName.text
    }
}
```

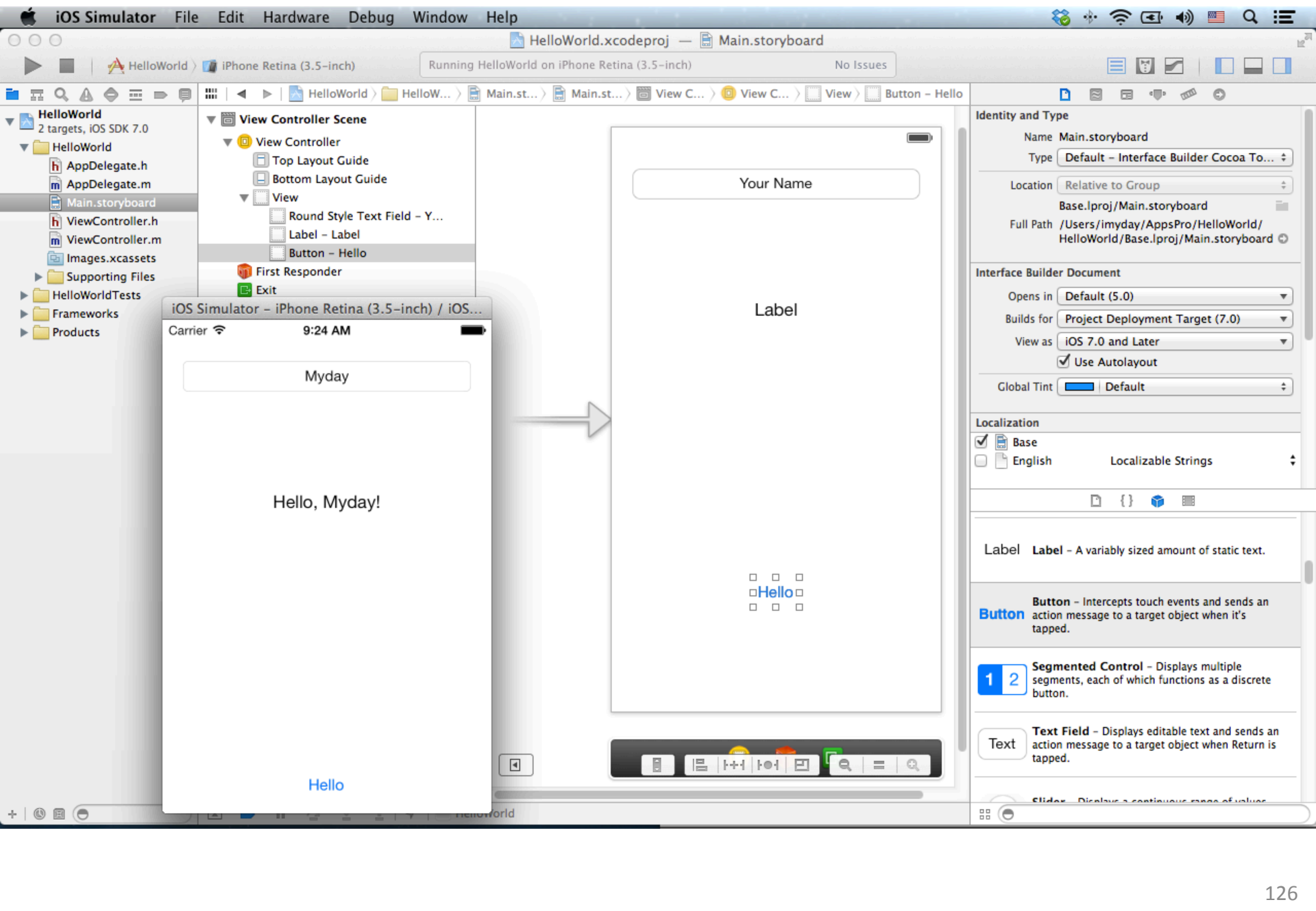

ViewController.swift

```
@IBOutlet var txtYourName: UITextField!  
@IBOutlet var myLabel: UILabel!  
@IBAction func btnHello(sender: AnyObject) {  
    myLabel.text = "Hello, " + txtYourName.text  
}
```

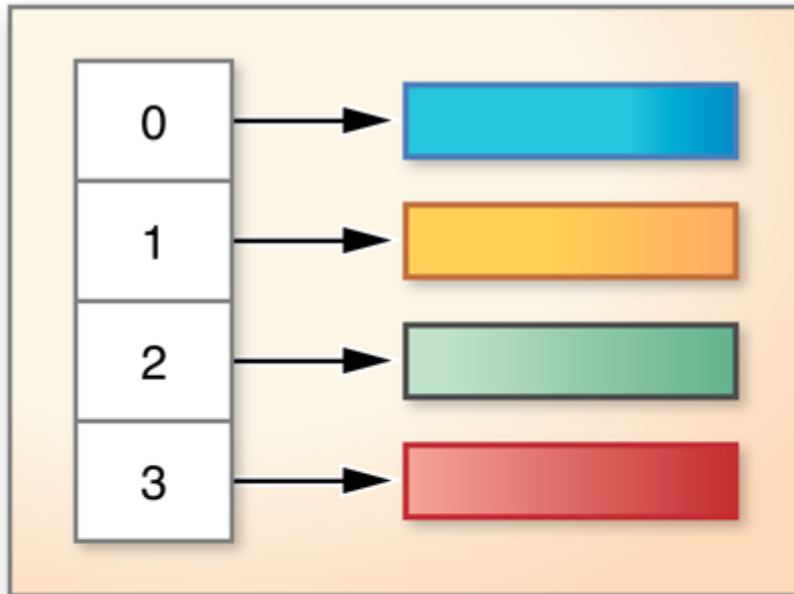




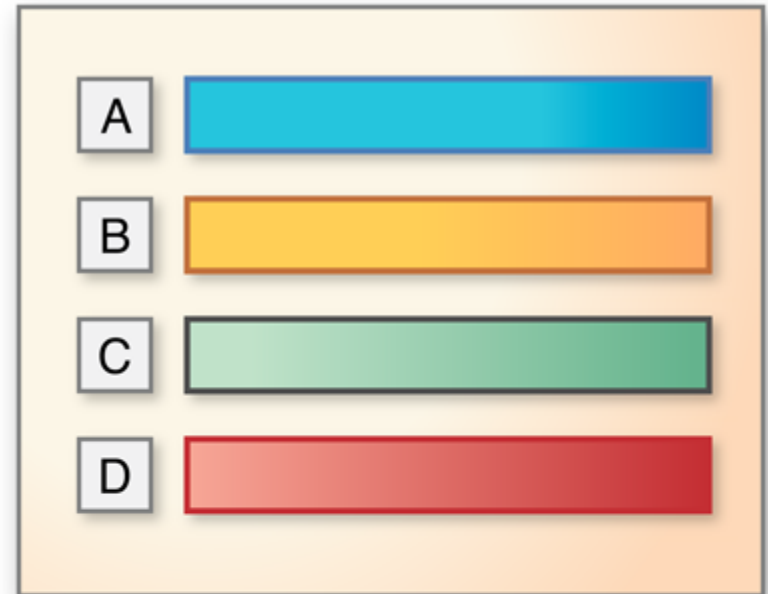
Option:
**Building Your First iOS App with
Xcode 5 (Objective-C)**



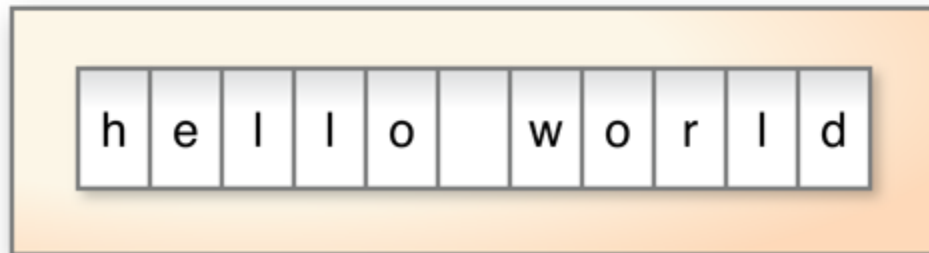
Working with Foundation



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];
```

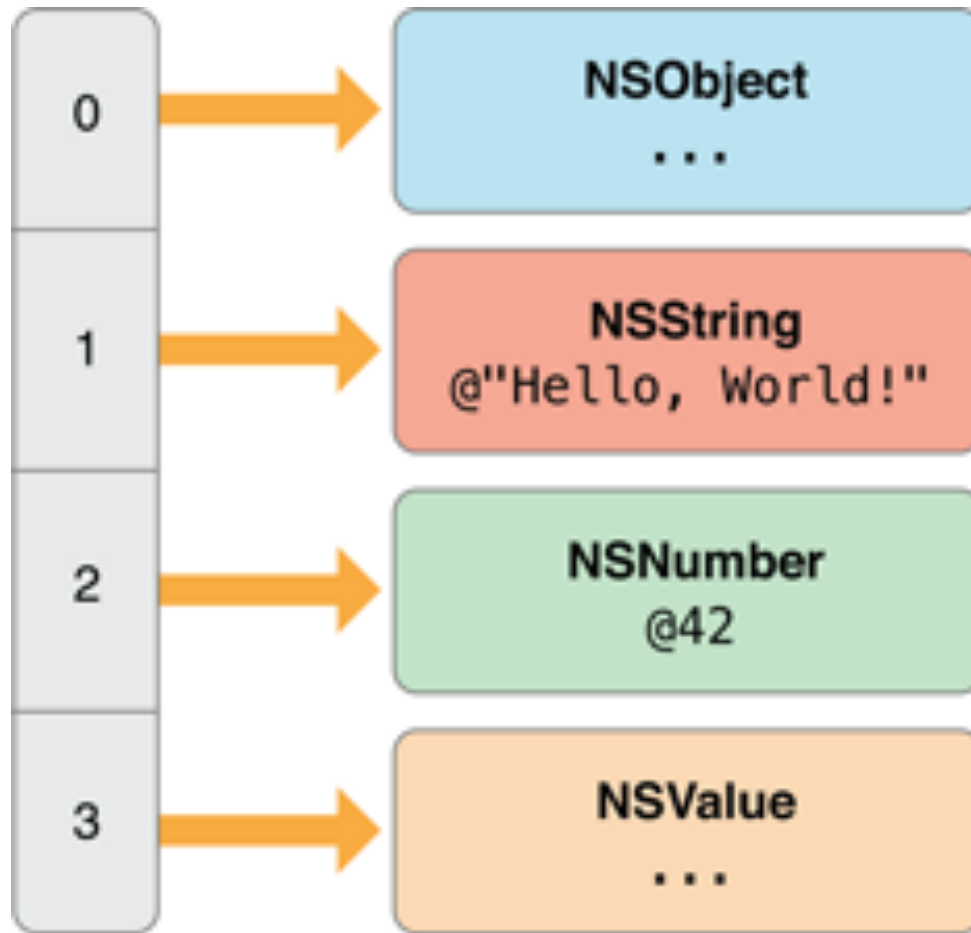
NSNumber

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

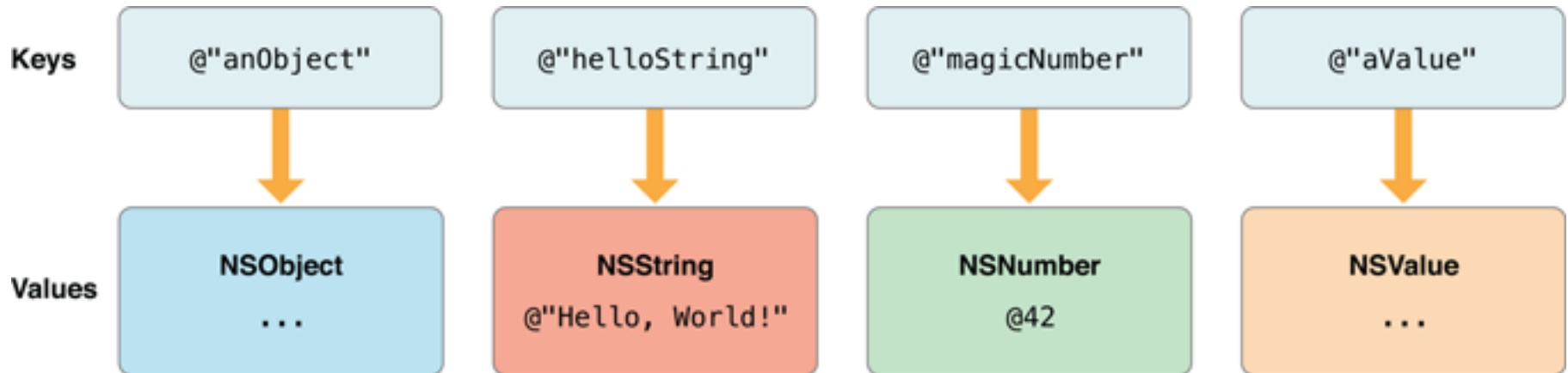
```
1 NSNumber *myBoolValue = @YES;  
2 NSNumber *myCharValue = @'V';
```

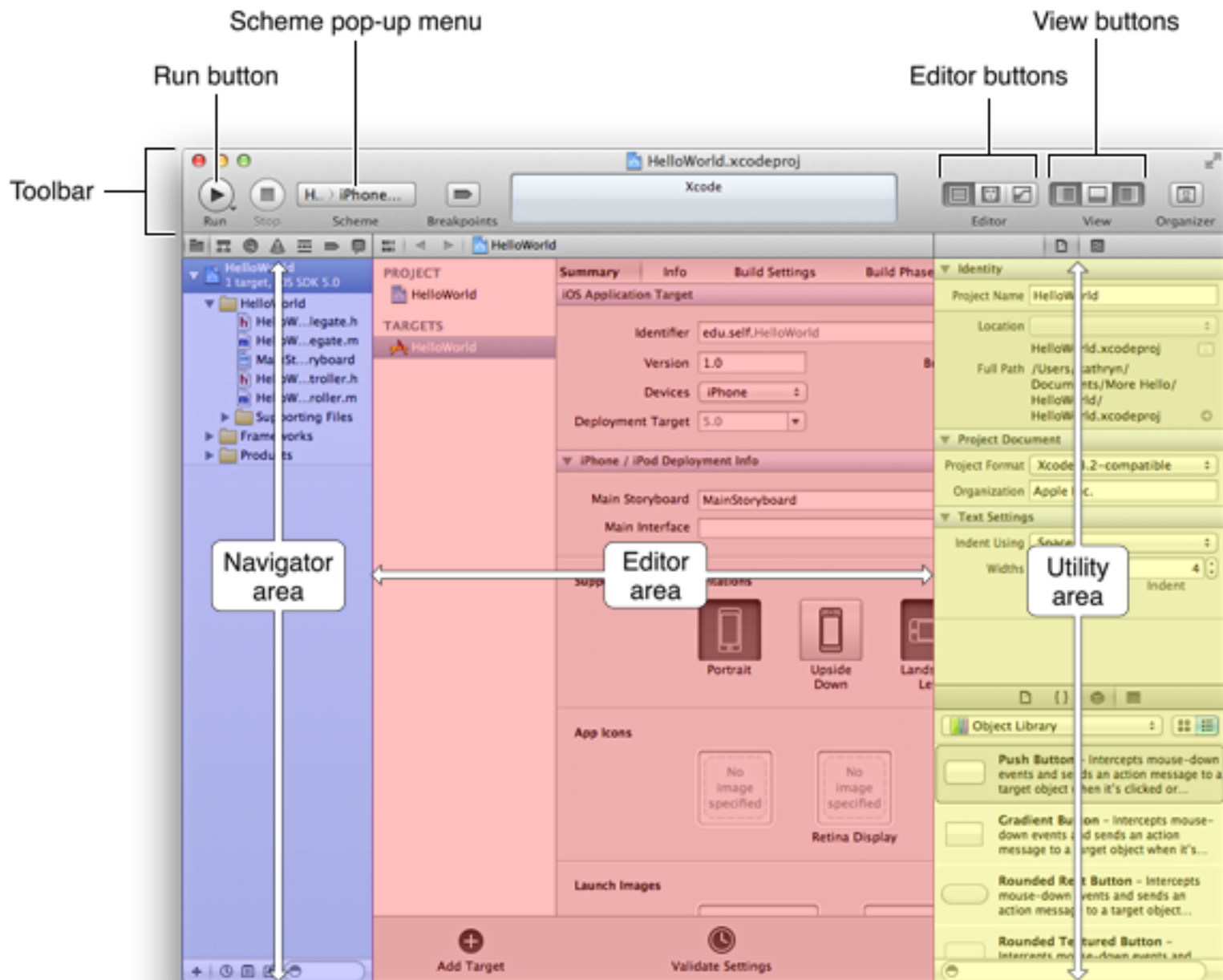
```
1 NSNumber *myFloatValue = @3.2F
```

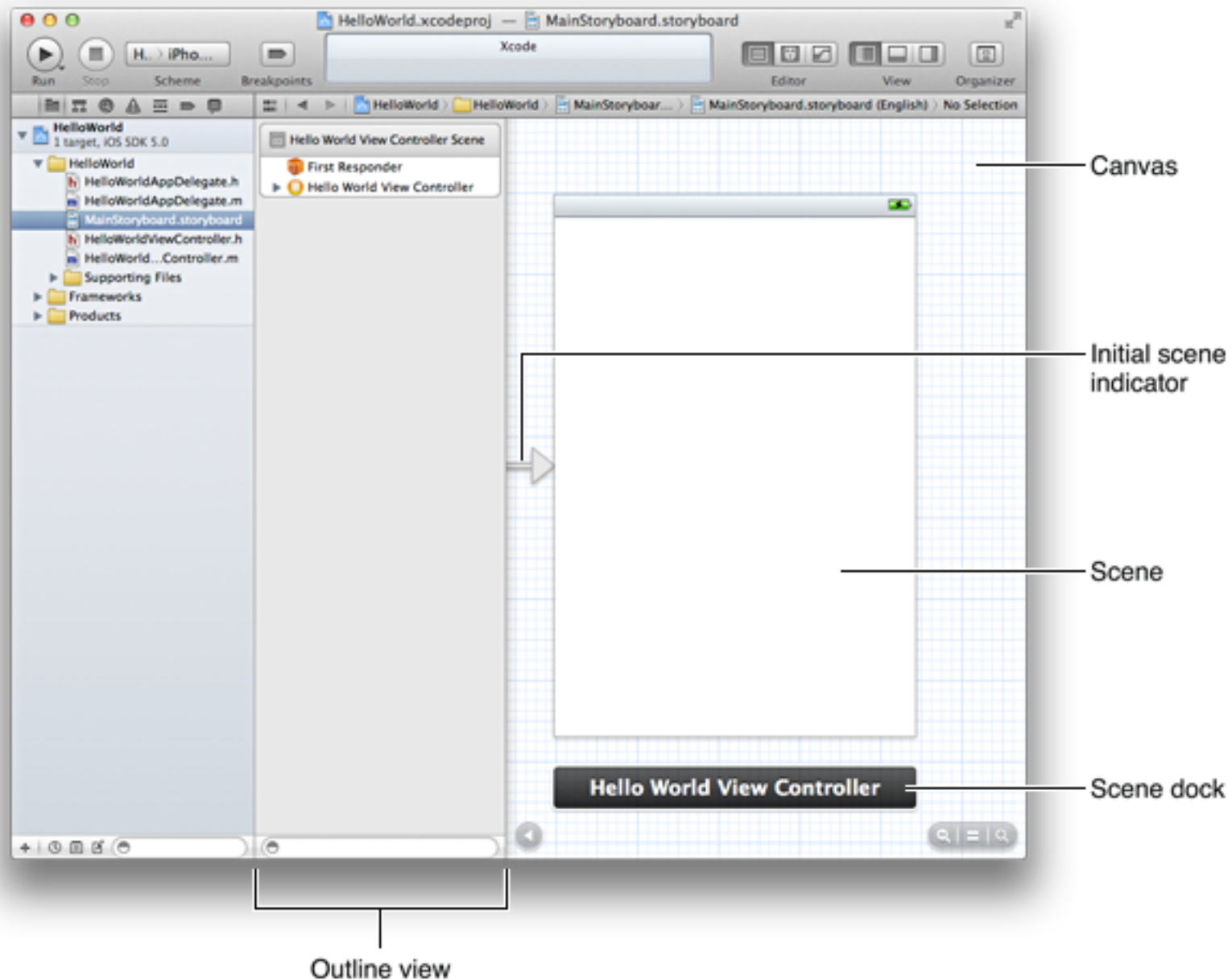

Arrays



Dictionary







Q



jEdit



TextWrangler



Dropbox



Acrobat Distiller



Adobe Acrobat Pro



Firefox



The Unarchiver



DictUnifier



Keka



Xcode



Sketch



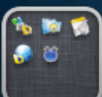
Sublime Text 2



Disk Drill



EaseUS Ma...overy Free



Microsoft...11 (Other)



Data Recovery Free



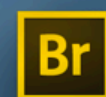
Data Rescue 3



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



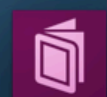
FileZilla



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

IOS Application Framework & Library Other				
	Master-Detail Application	OpenGL Game	Page-Based Application	Single View Application
OS X 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

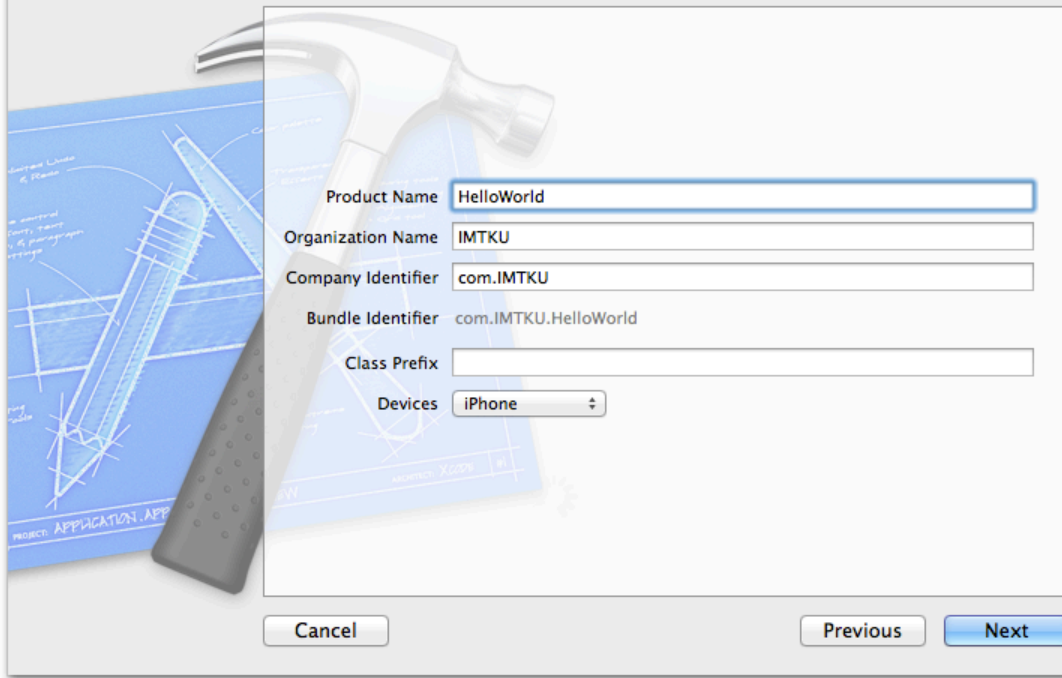
Push Button - Intercepts mouse-down events and sends an action message to a target...

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...

Loading No Issues

Choose options for your new project:



Product Name

Organization Name

Company Identifier

Bundle Identifier

Class Prefix

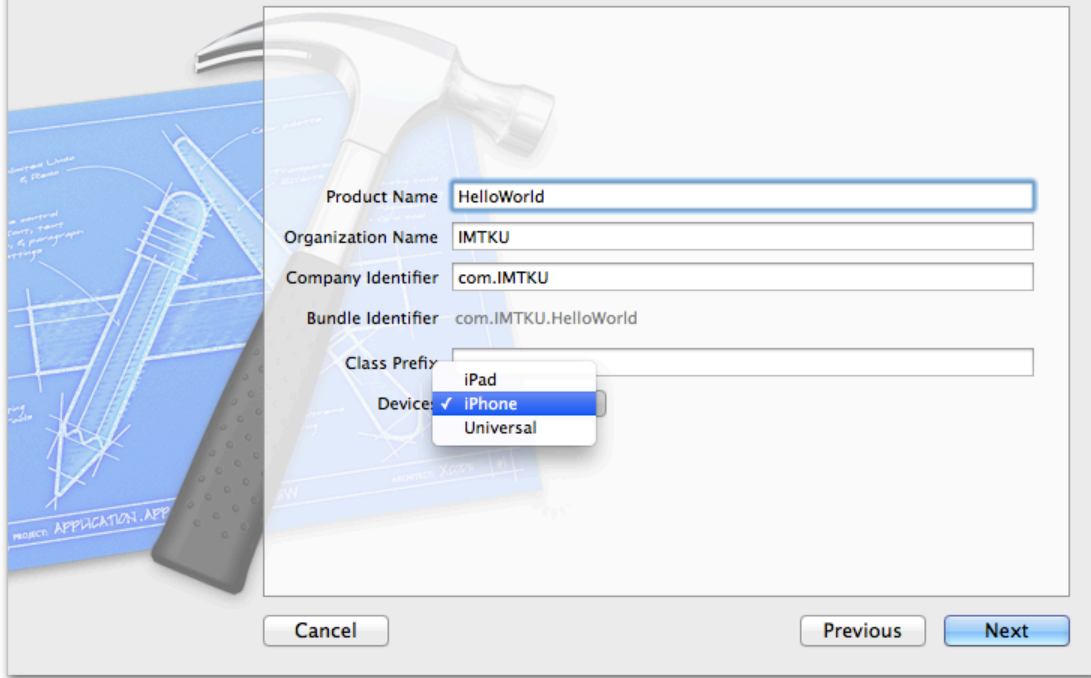
Devices

No Selection

Library icons: Document, Brackets, Cube, and Grid.

- 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, dropdown

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

Xcode will place your project under version control

New Folder Cancel Create

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

Toolbar with icons for file operations and a 'Loading' status indicator.

File browser window showing the 'AppsPro' directory. The sidebar lists 'FAVORITES' (Dropbox, All My Files, Applications, Desktop, Documents, Downloads, Movies, Music, Pictures, imyday) and 'DEVICES' (iMyday's MacBook Pro, Macintosh HD).

Name	Date Modified
▶ HelloWorld01	今天 上午05:08

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

Right-hand pane showing 'No Selection' and a toolbar with icons for document and window management.

Inspector panel showing widget descriptions:

- 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...

Project Navigator showing the file structure for HelloWorld:

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

General tab settings for the HelloWorld target:

PROJECT
HelloWorld

TARGETS
HelloWorld

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: Applcon

Identity and Type

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

Project Document

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

Text Settings

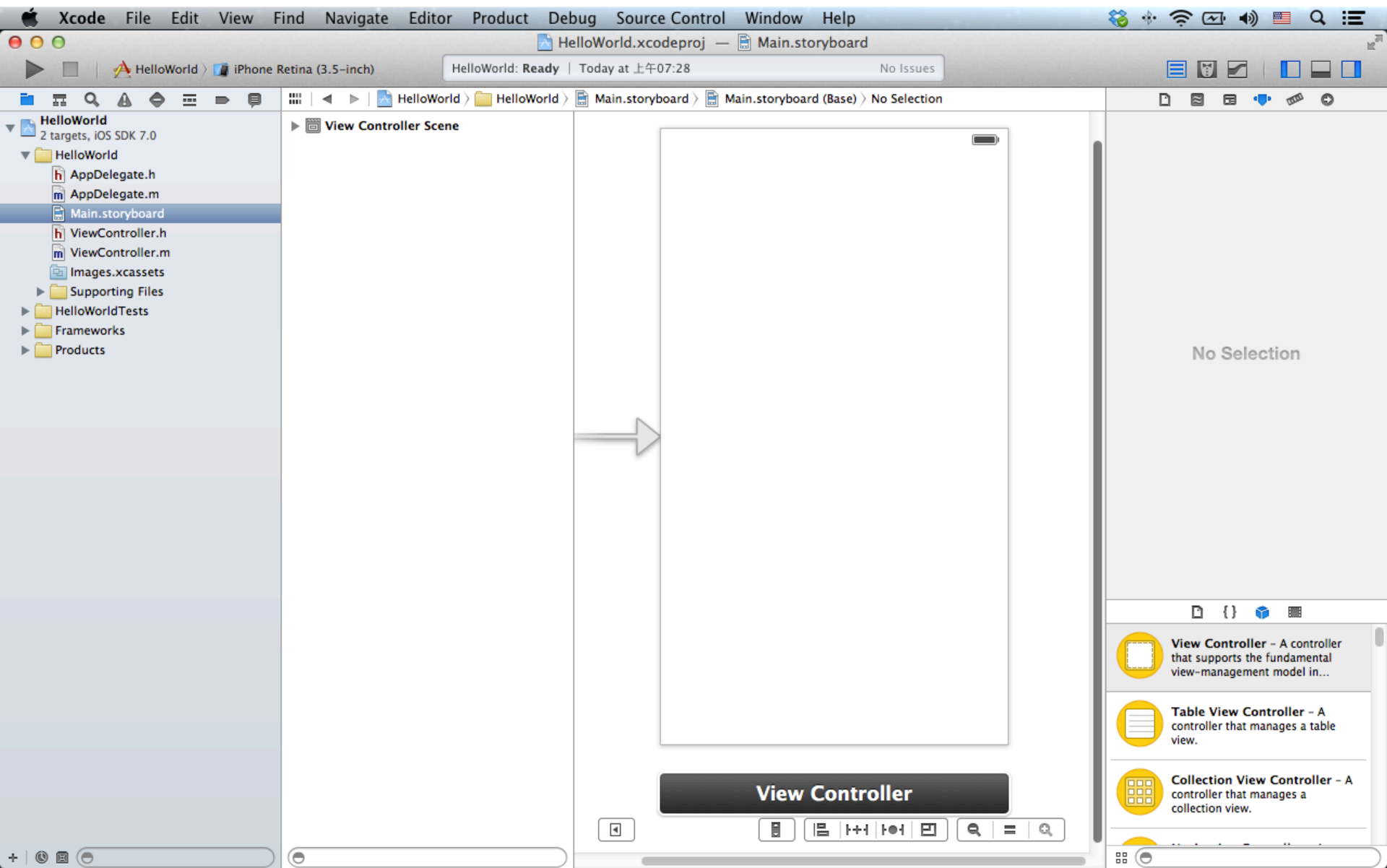
- Indent Using: Spaces
- Widths: Tab (4), Indent (4)
- Wrap lines

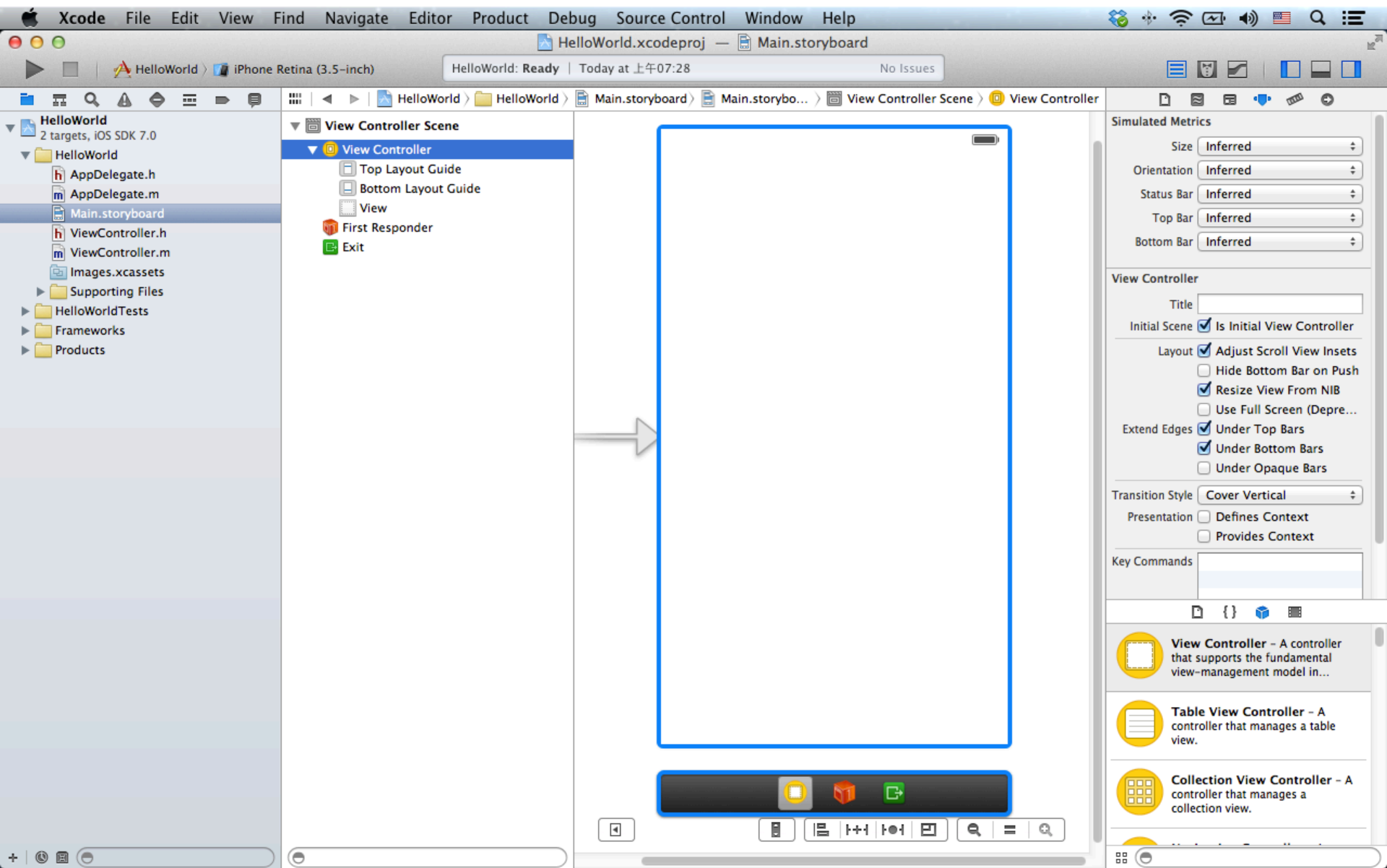
Source Control

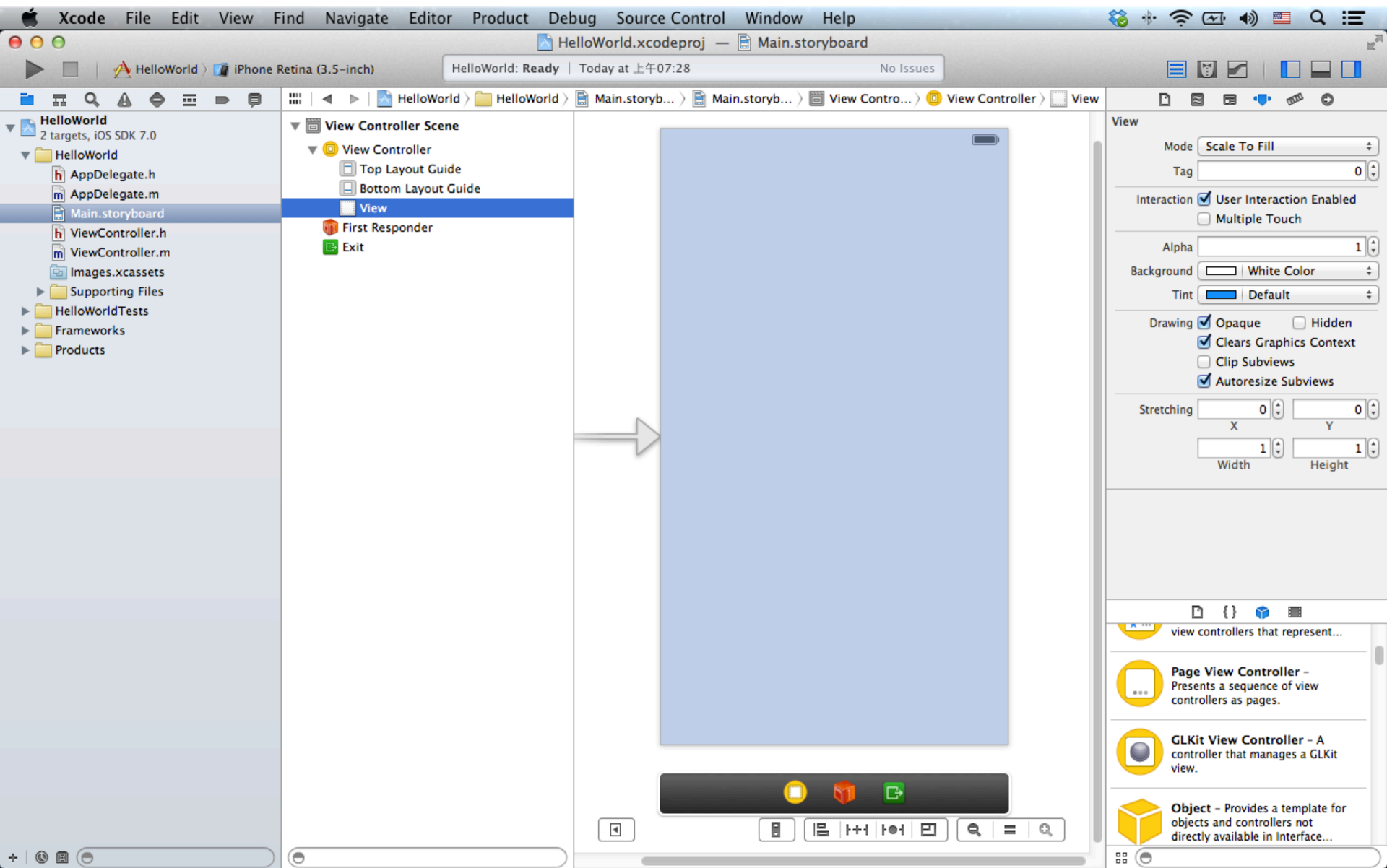
- Repository: --
- Type: --
- Current Branch: --

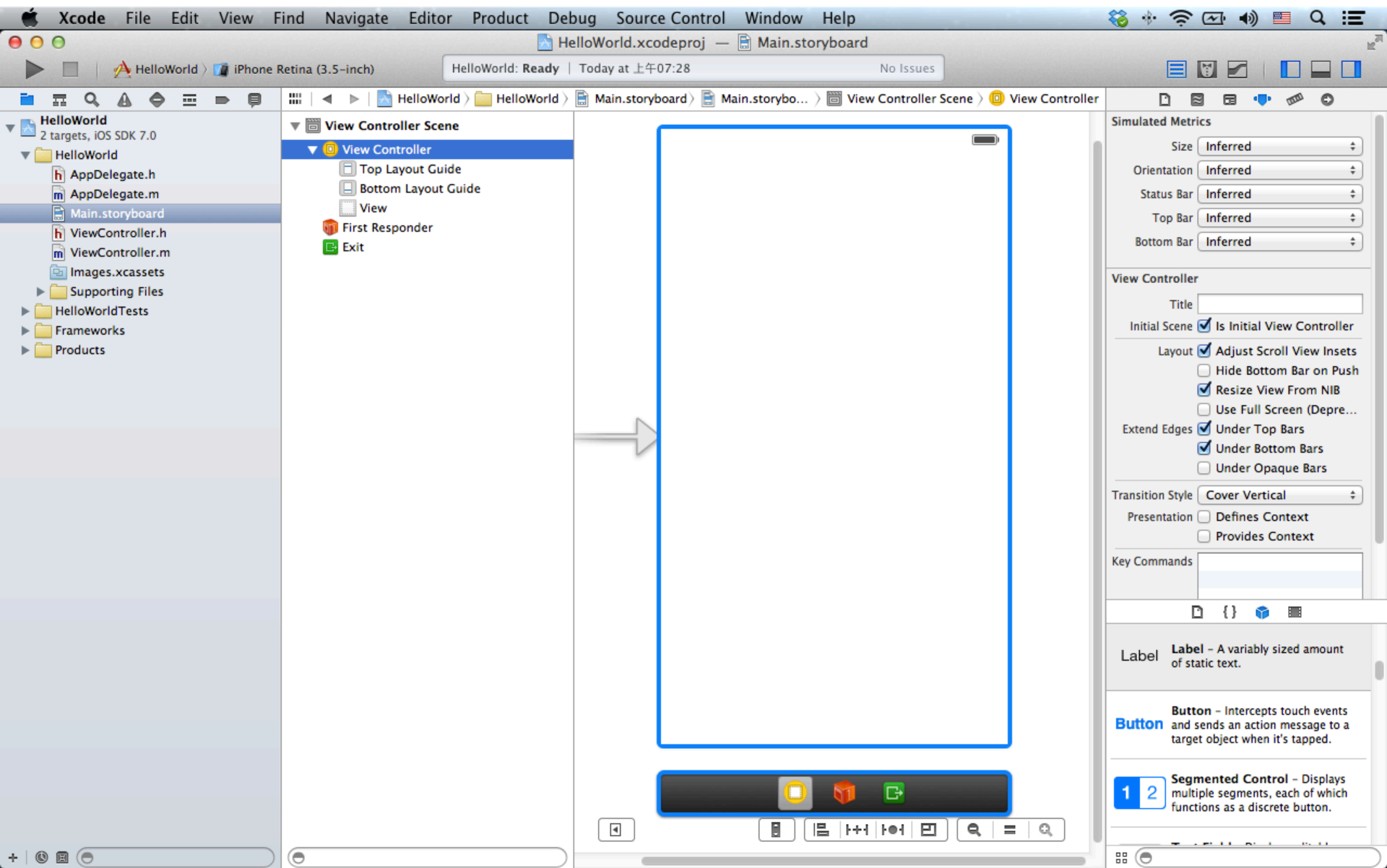
Buttons:

- 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 a target...



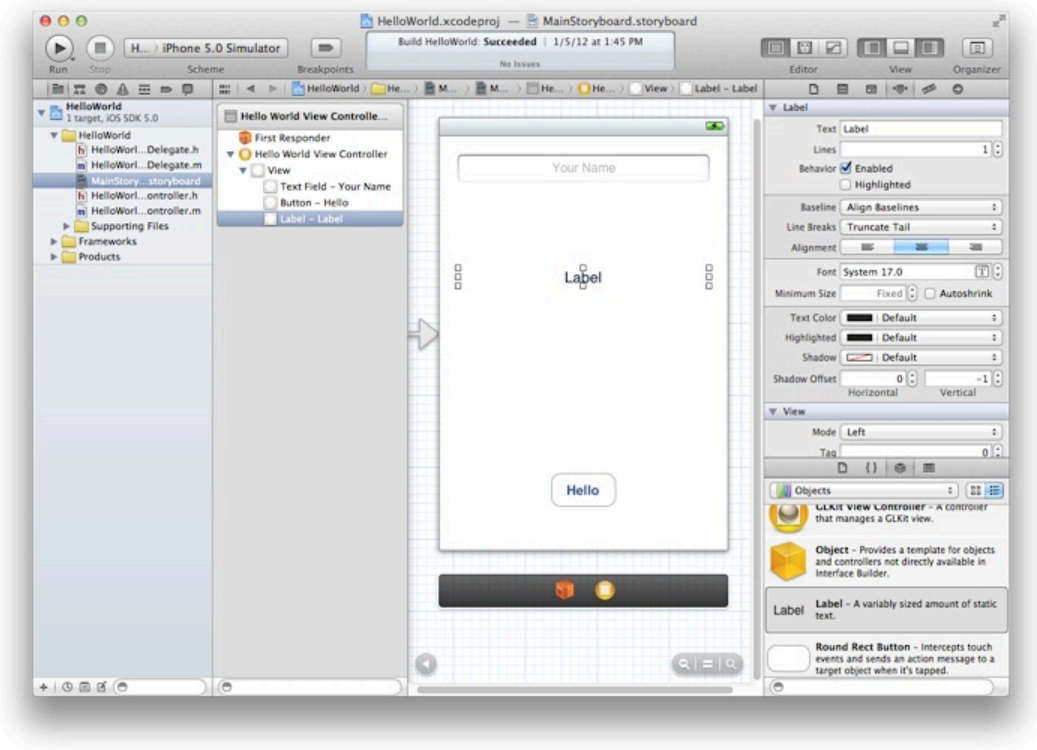






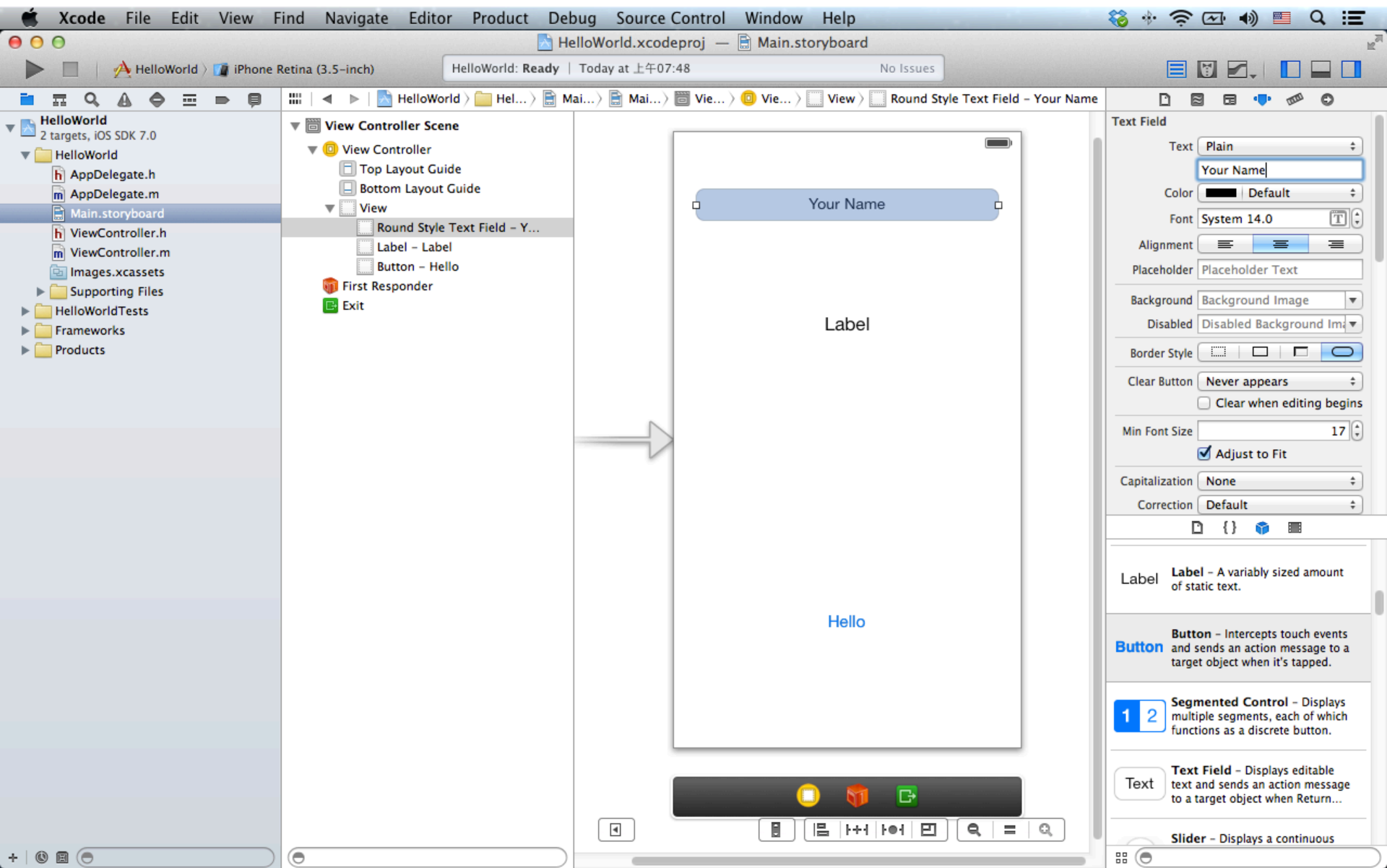
- Table of Contents
- Introduction
- Getting Started
 - Create and Test a New Project
 - Find Out How an App Starts Up
 - Recap
- Inspecting the View Controller and Its View
 - Use the Inspector to Examine the View Controller
 - Change the View's Background Color
 - Recap
- Configuring the View
- Implementing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

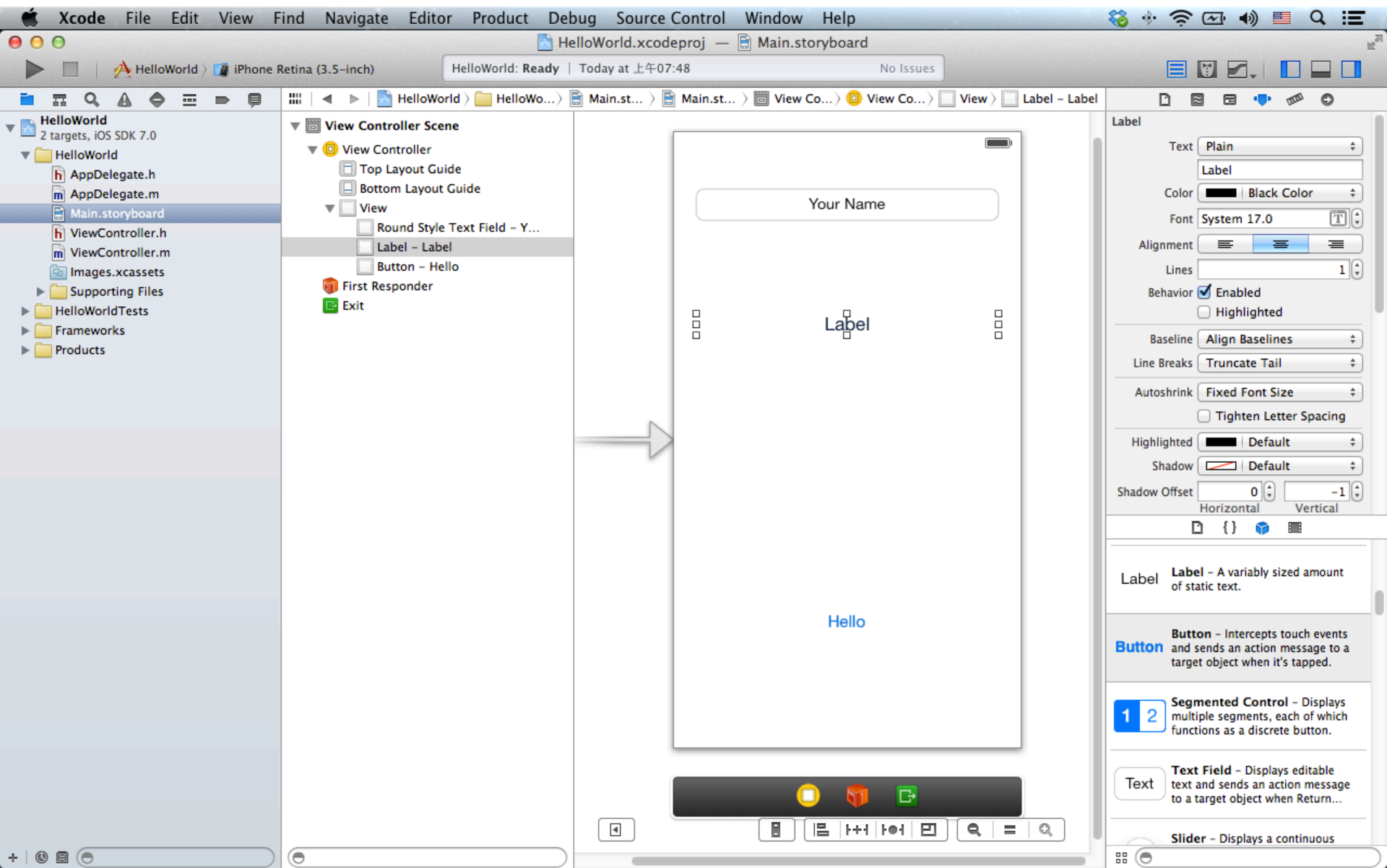
After you add the text field, label, and button UI elements and make the recommended layout changes, your project should look similar to this:



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





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

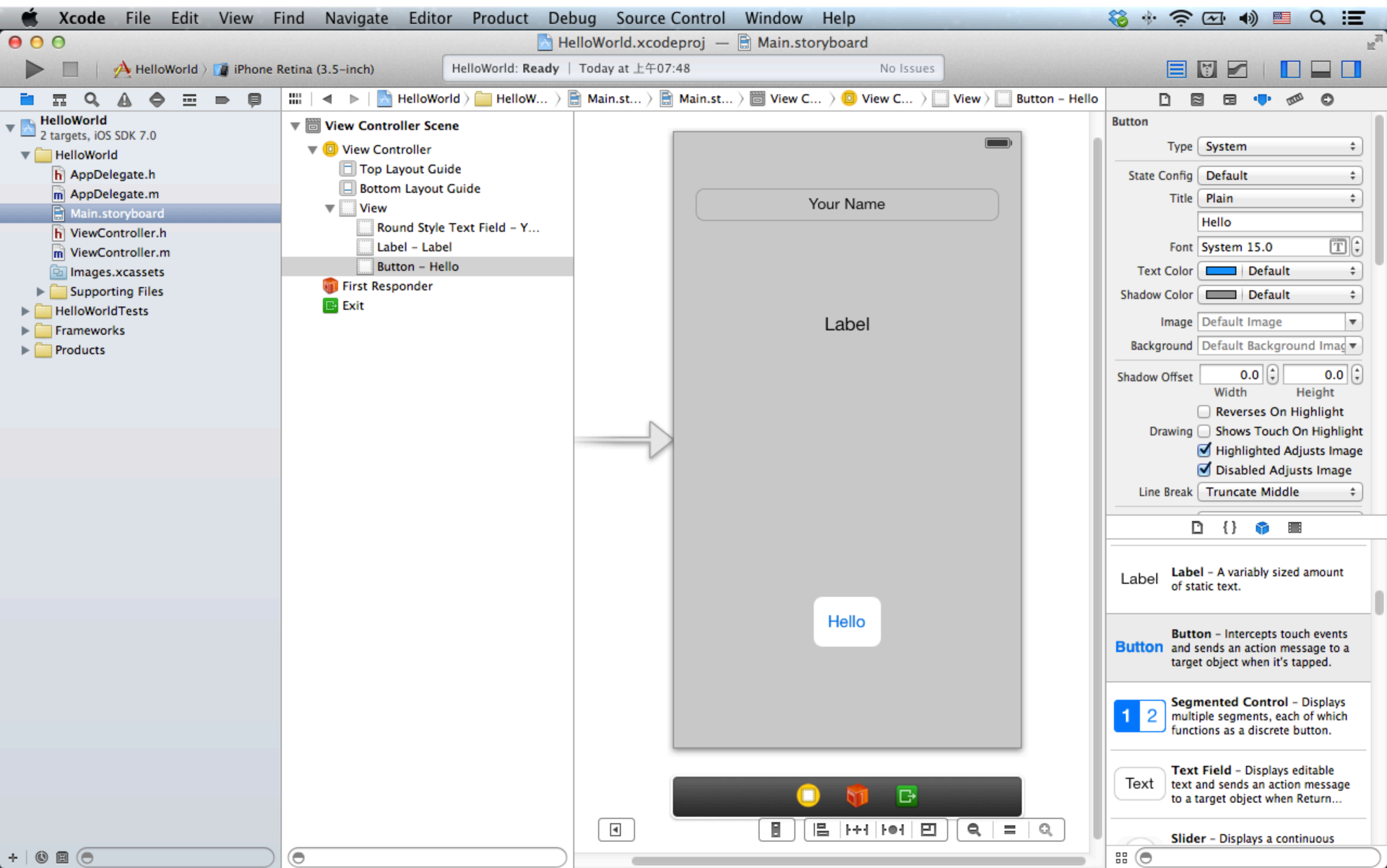
Label Label - A variably sized amount of static text.

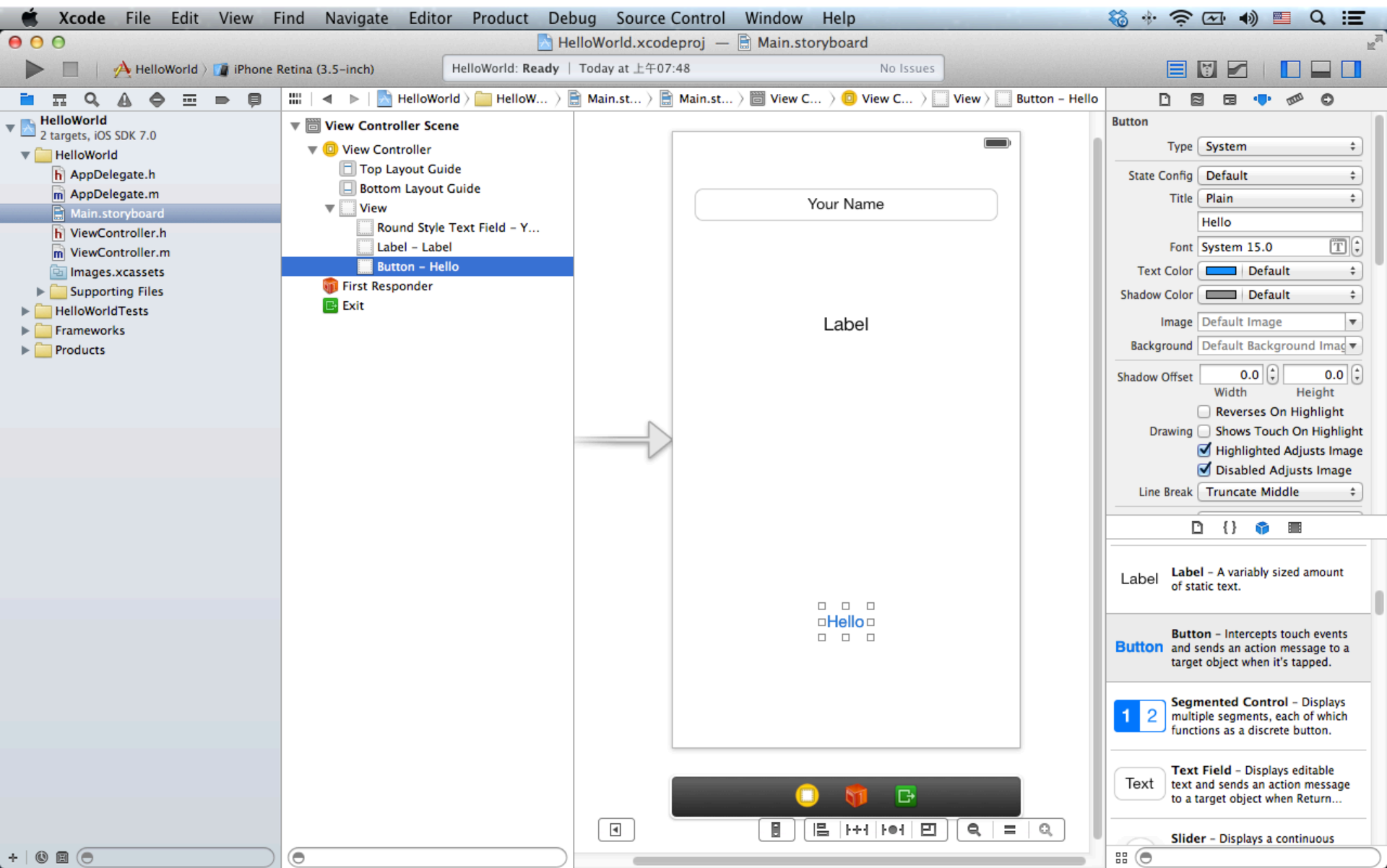
Button Button - Intercepts touch events and sends an action message to a target object when it's tapped.

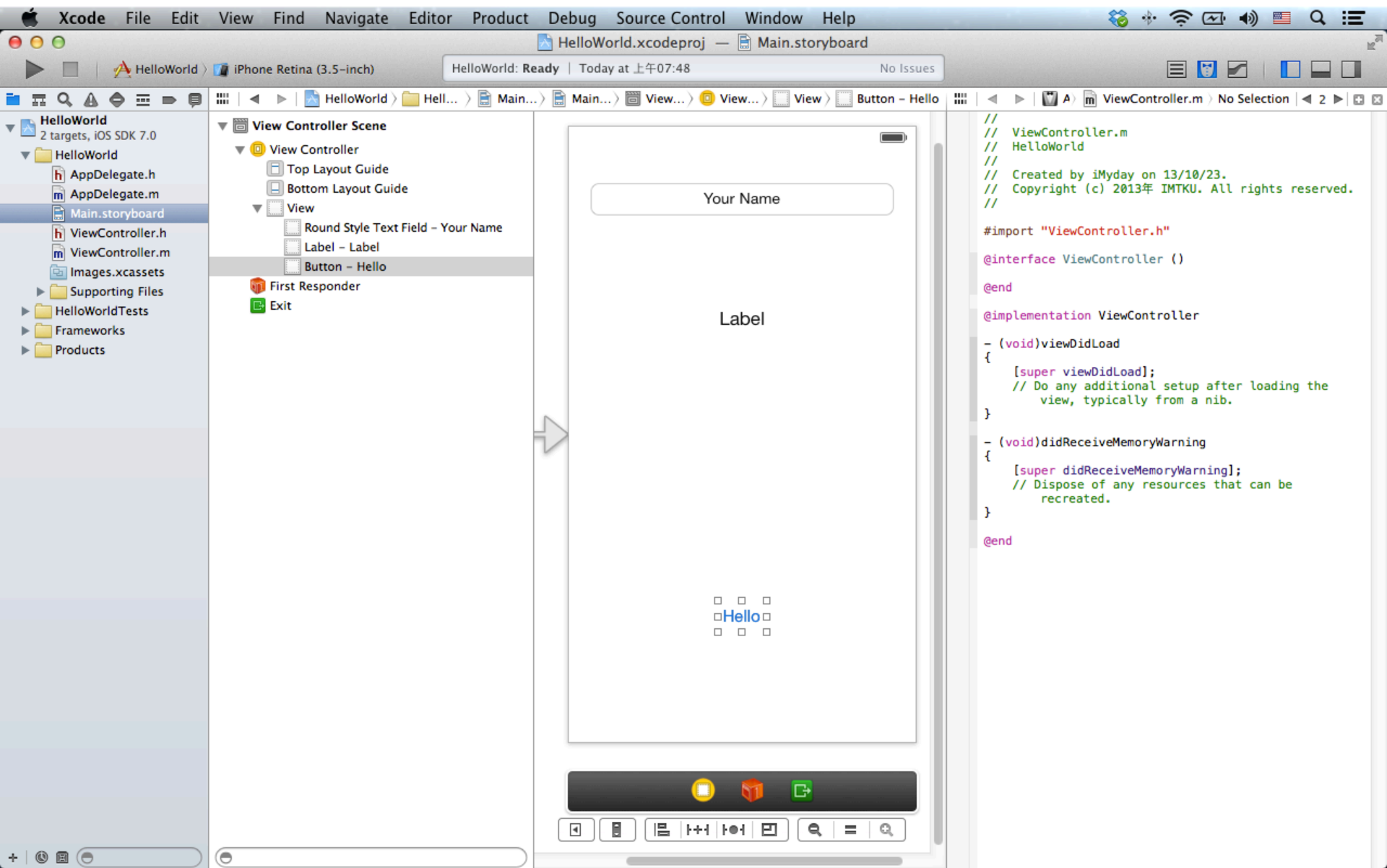
1 2 Segmented Control - Displays multiple segments, each of which functions as a discrete button.

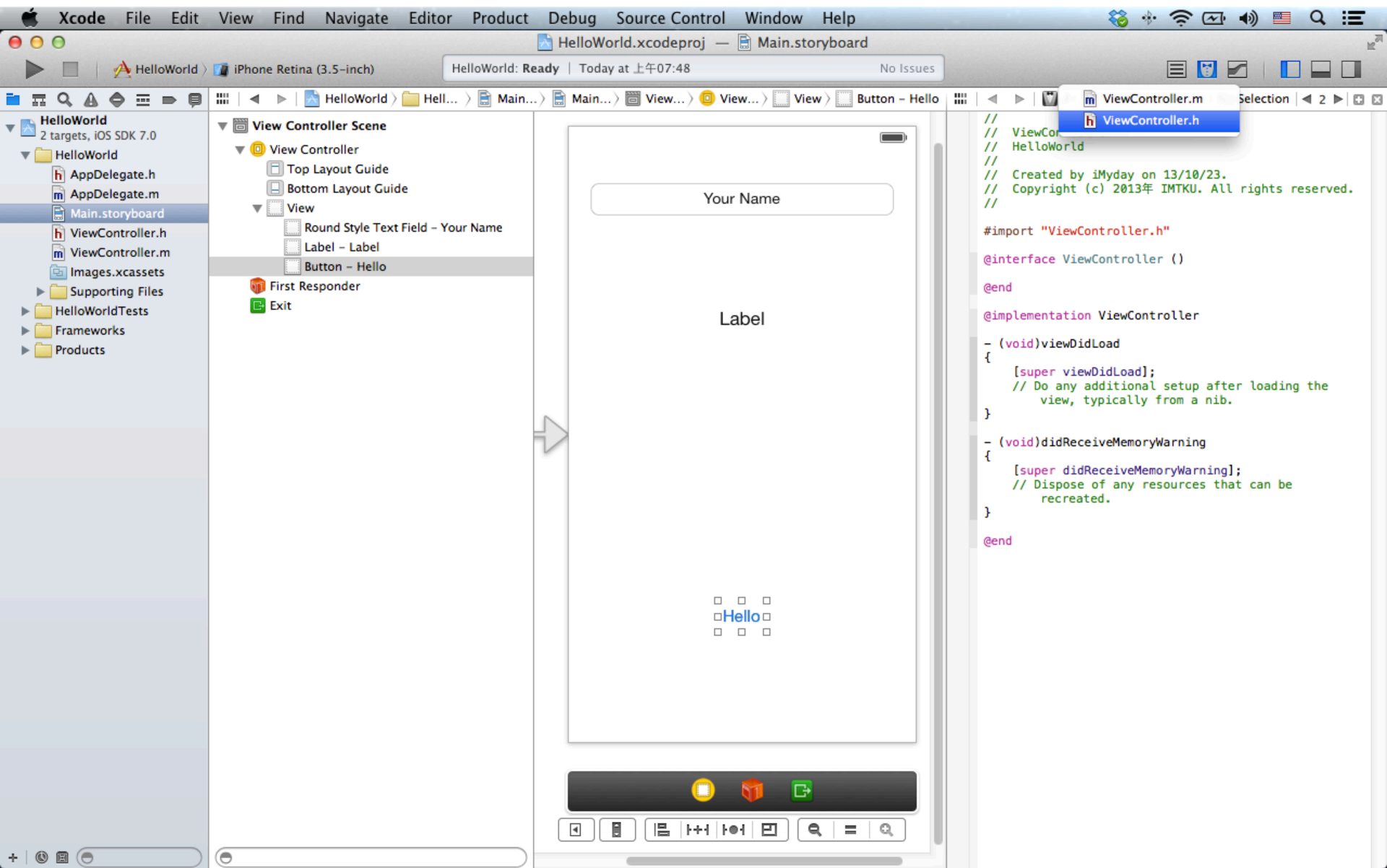
Text Text Field - Displays editable text and sends an action message to a target object when Return...

Slider - Displays a continuous









- ▼ 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 - Your Name
 - Label - Label
 - Button - Hello
 - First Responder
 - Exit

The storyboard preview shows a white rectangular area representing the user interface. At the top, there is a rounded rectangular text field containing the text "Your Name". Below this, centered, is a label with the text "Label". At the bottom center, there is a blue button with the text "Hello". The interface is set against a white background with a thin grey border. At the bottom of the preview area, there is a dark grey bar with three icons: a yellow square, an orange cube, and a green square. Below this bar is a toolbar with various editing tools like pan, zoom, and delete.

```

//
// 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

```


- 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 - Your Name
 - Label - Label
 - Button - Hello
 - First Responder
 - Exit

The storyboard canvas displays a mobile device interface with a button labeled "Hello". A connection menu is open over the button, showing the following configuration:

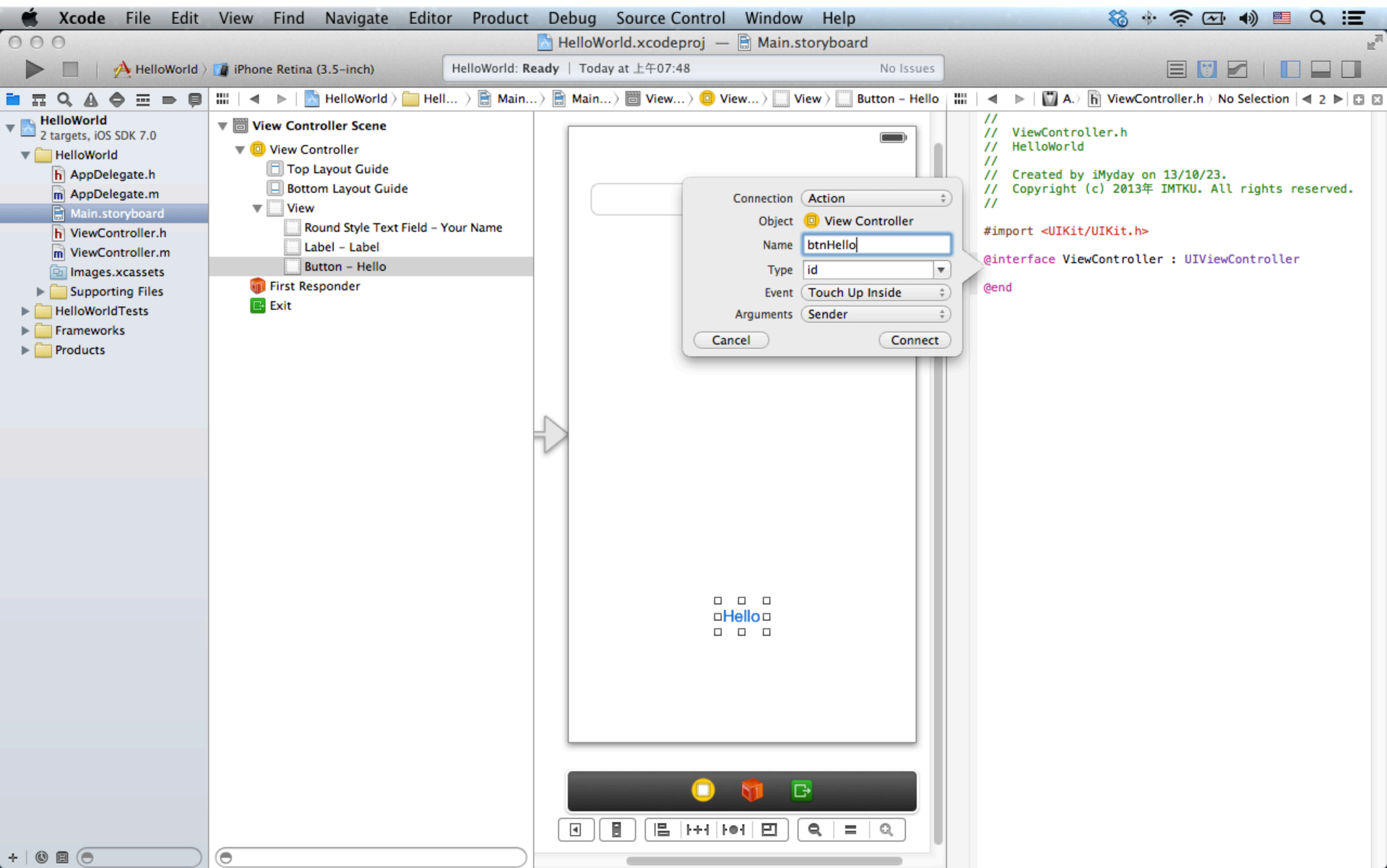
- Connection: Outlet
- Object: View Controller
- Name: (empty text field)
- Type: UIButton
- Storage: Strong

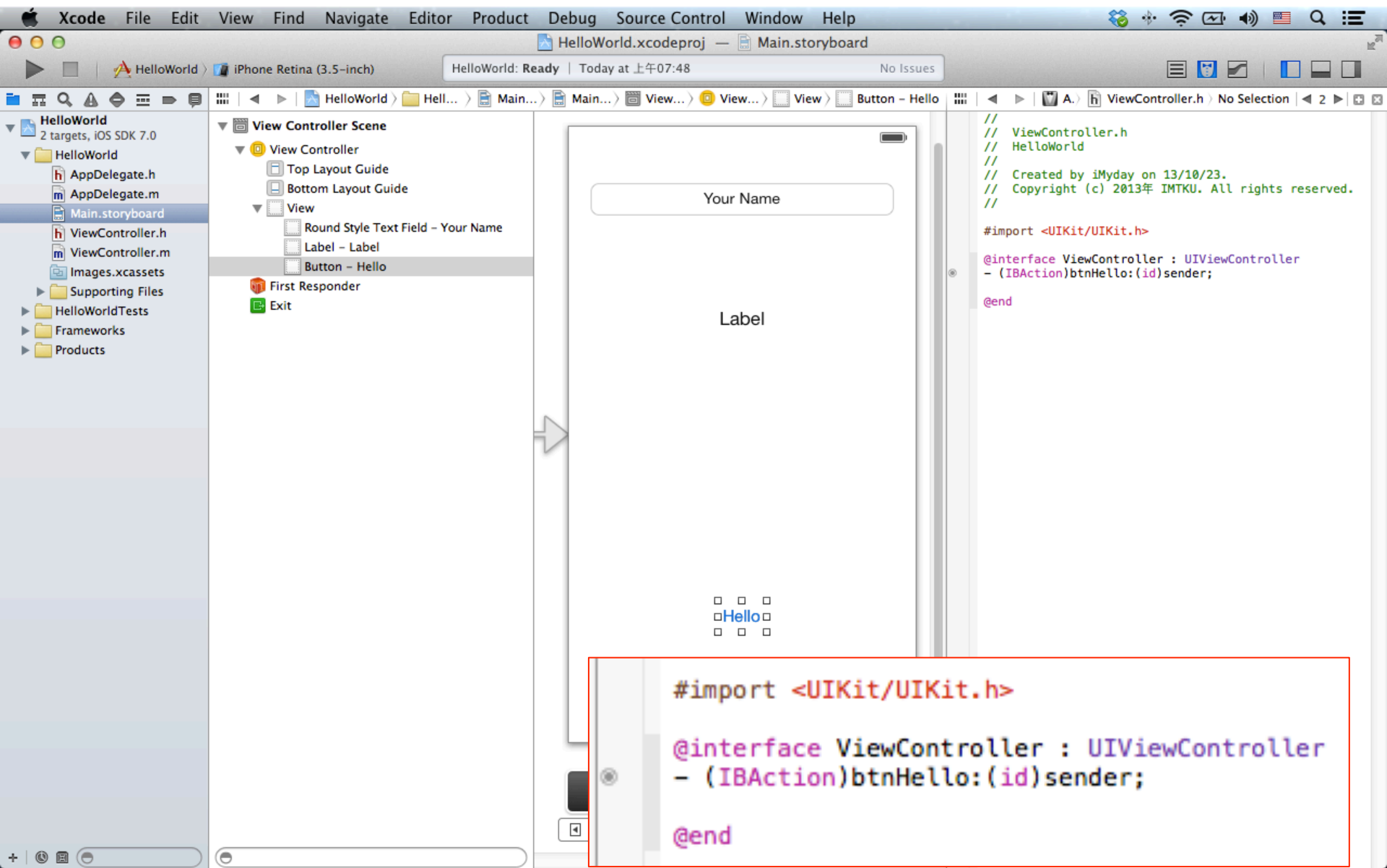
Buttons at the bottom of the canvas include: Add New Element, Add New View Controller, Add New View, Add New Image, Add New Image Set, Add New Image Well, Add New Image Well Set, Add New Image Well Set (with icon), Add New Image Well Set (with icon), Add New Image Well Set (with icon), Add New Image Well Set (with icon).

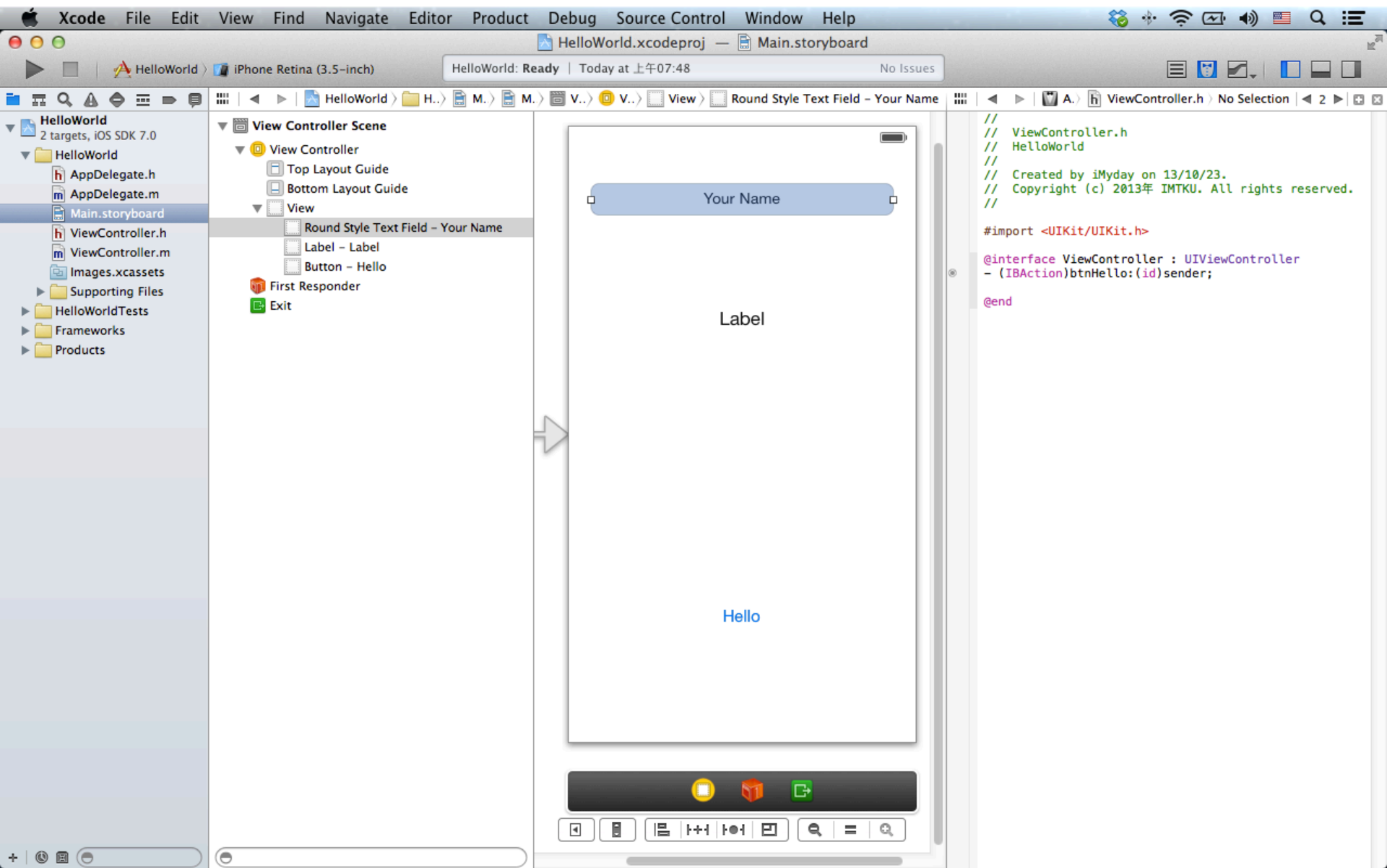
```
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.

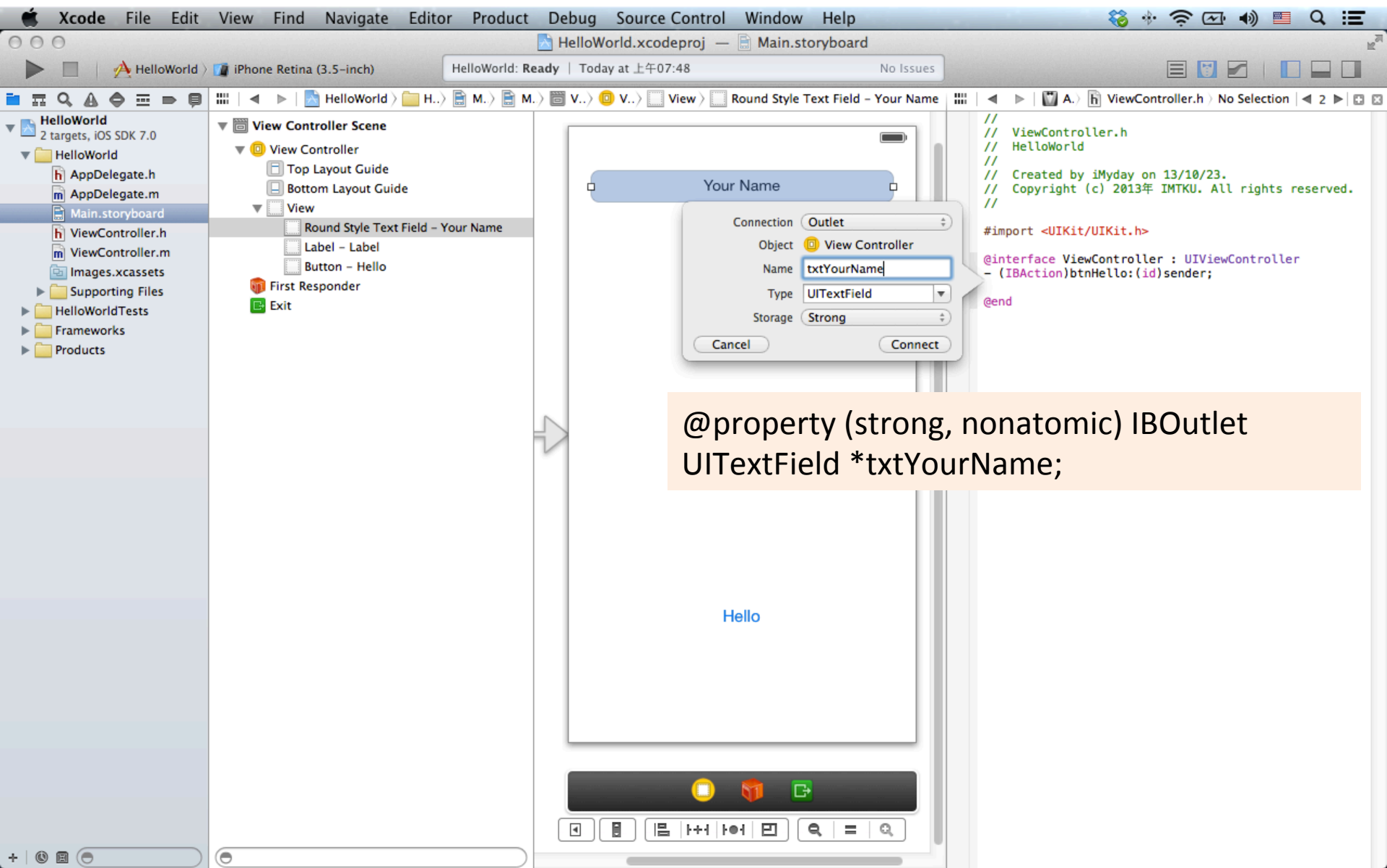
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
@end
```

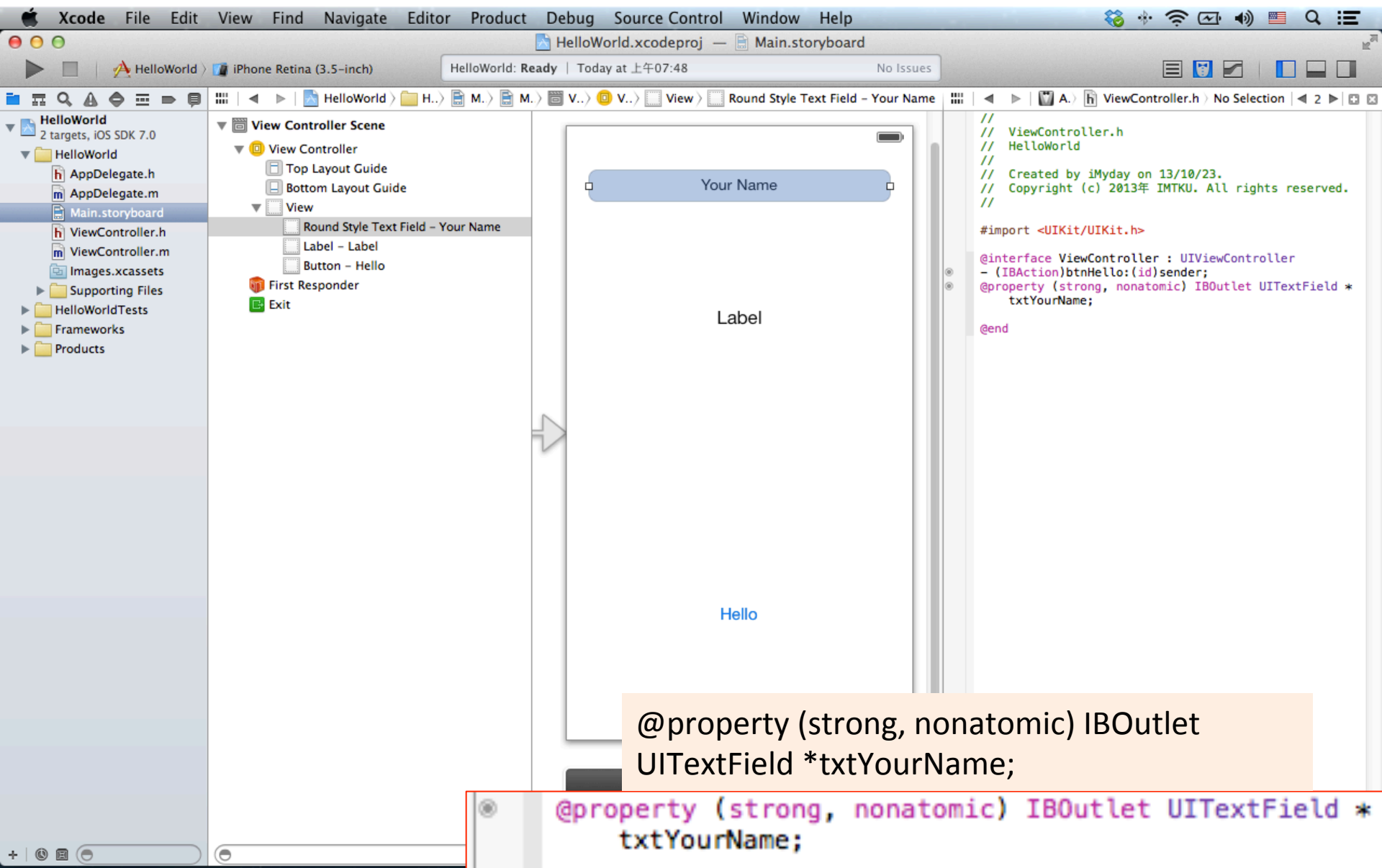






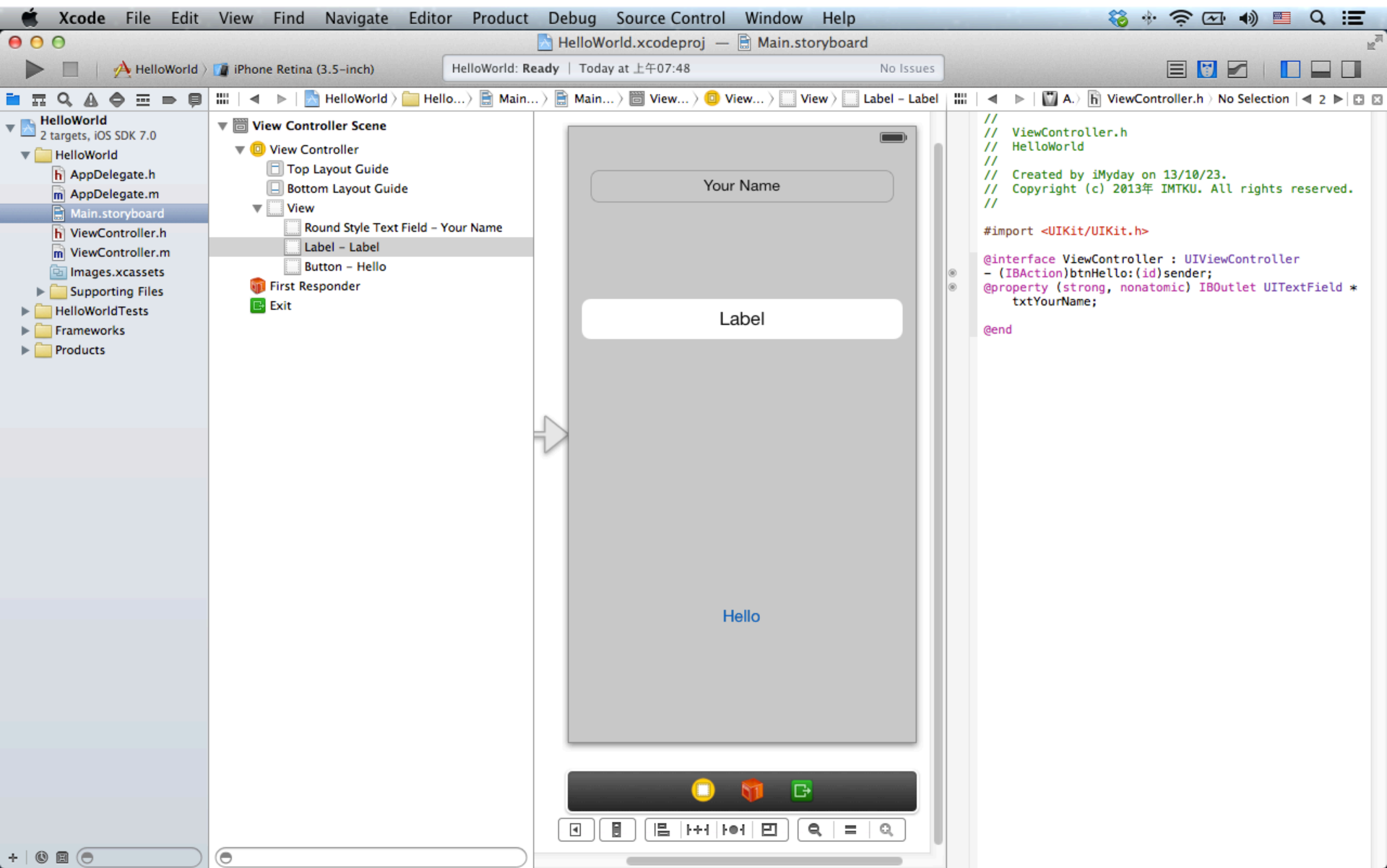


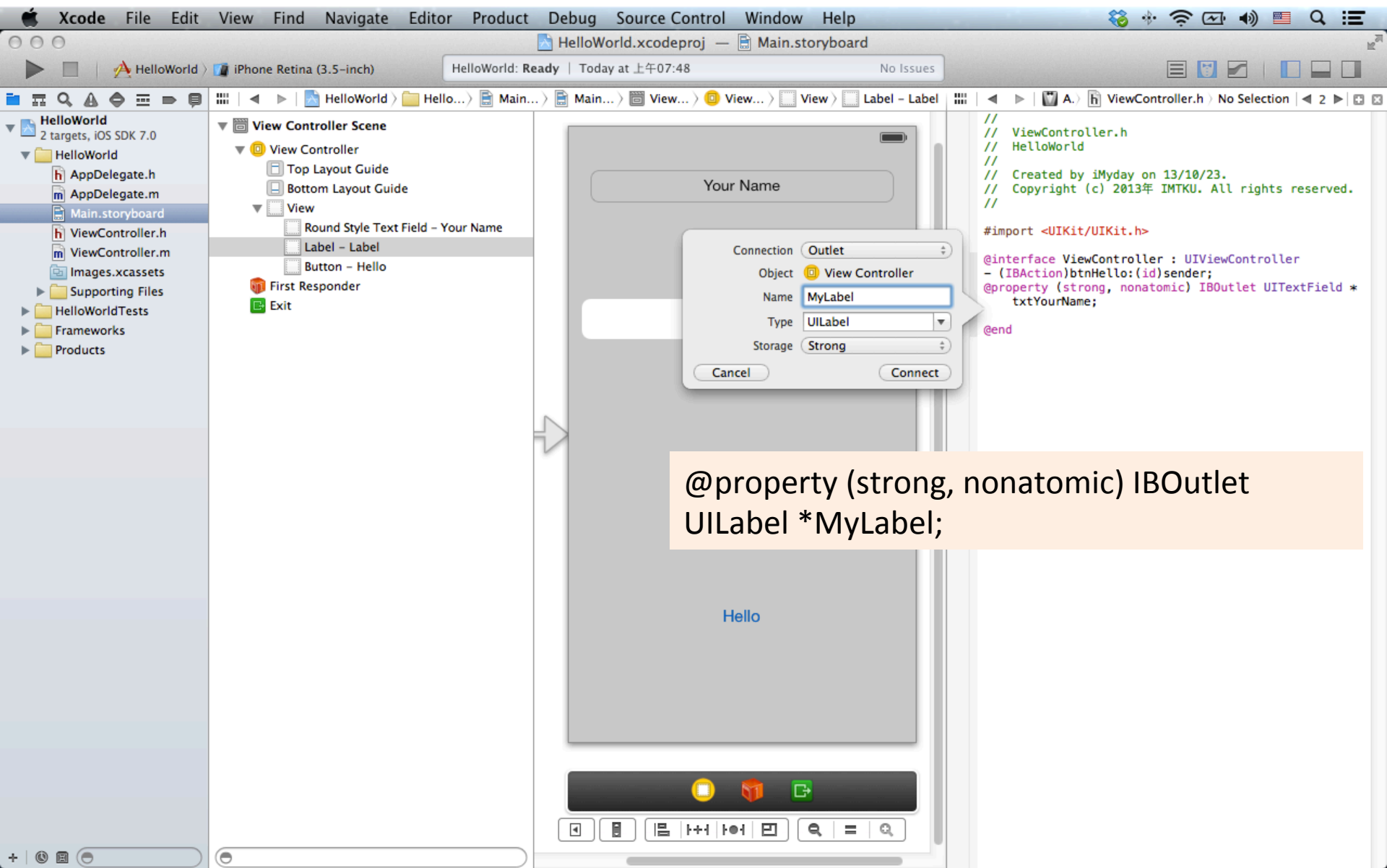
@property (strong, nonatomic) IBOutlet
UITextField *txtYourName;



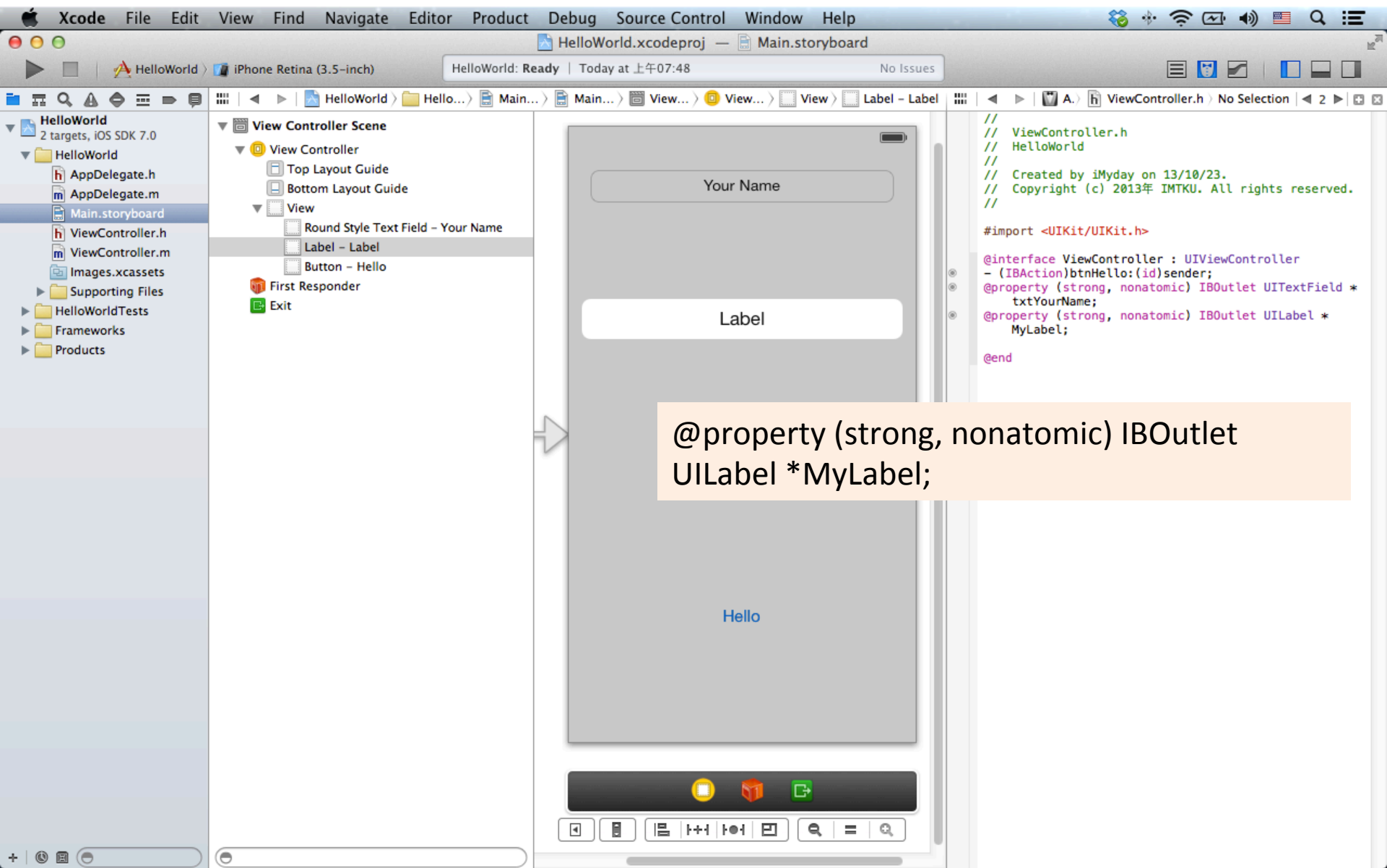
@property (strong, nonatomic) IBOutlet
UITextField *txtYourName;

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

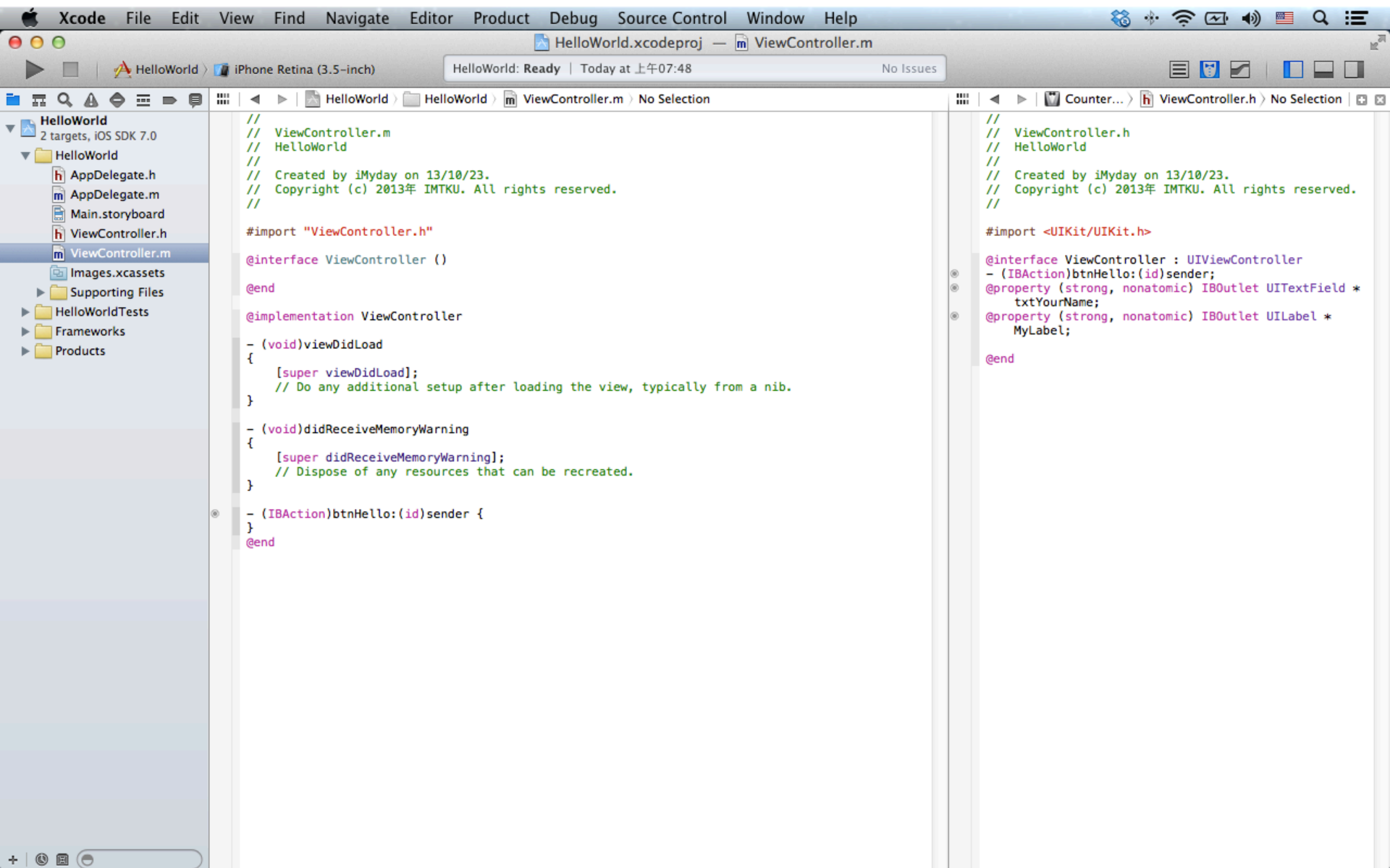




@property (strong, nonatomic) IBOutlet UILabel *MyLabel;



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



```
//
// 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 {
}

@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;

@end
```

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
  
```

- UIModalTransitionStyle _modalTransitionStyle
- UIView * _modalTransitionView
- _MODE_T
- UILabel * _MyLabel**
- UINavigationController * _navigationItem
- NSBundle * _nibName
- NSString * _nibName
- _NLINK_T

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

```

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//  HelloWorld
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- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
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}

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

```

//
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//  HelloWorld
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//

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

@end
  
```

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

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

File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 7.0
 - HelloWorld
 - AppDelegate.h
 - AppDelegate.m
 - Main.storyboard
 - ViewController.h
 - ViewController.m
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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 = @"string"
}

```

Autocomplete dropdown menu:

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

```

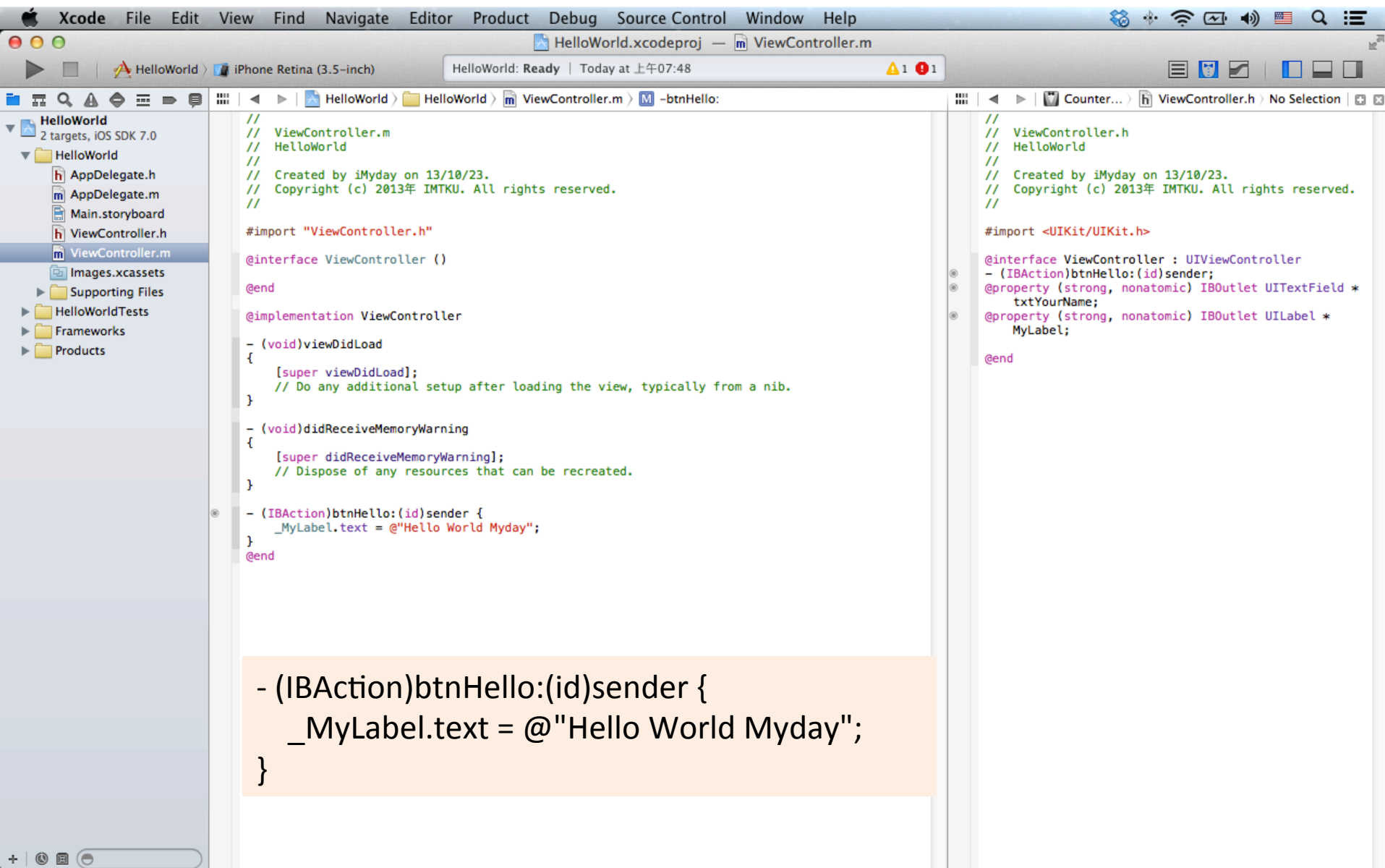
//
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.
//

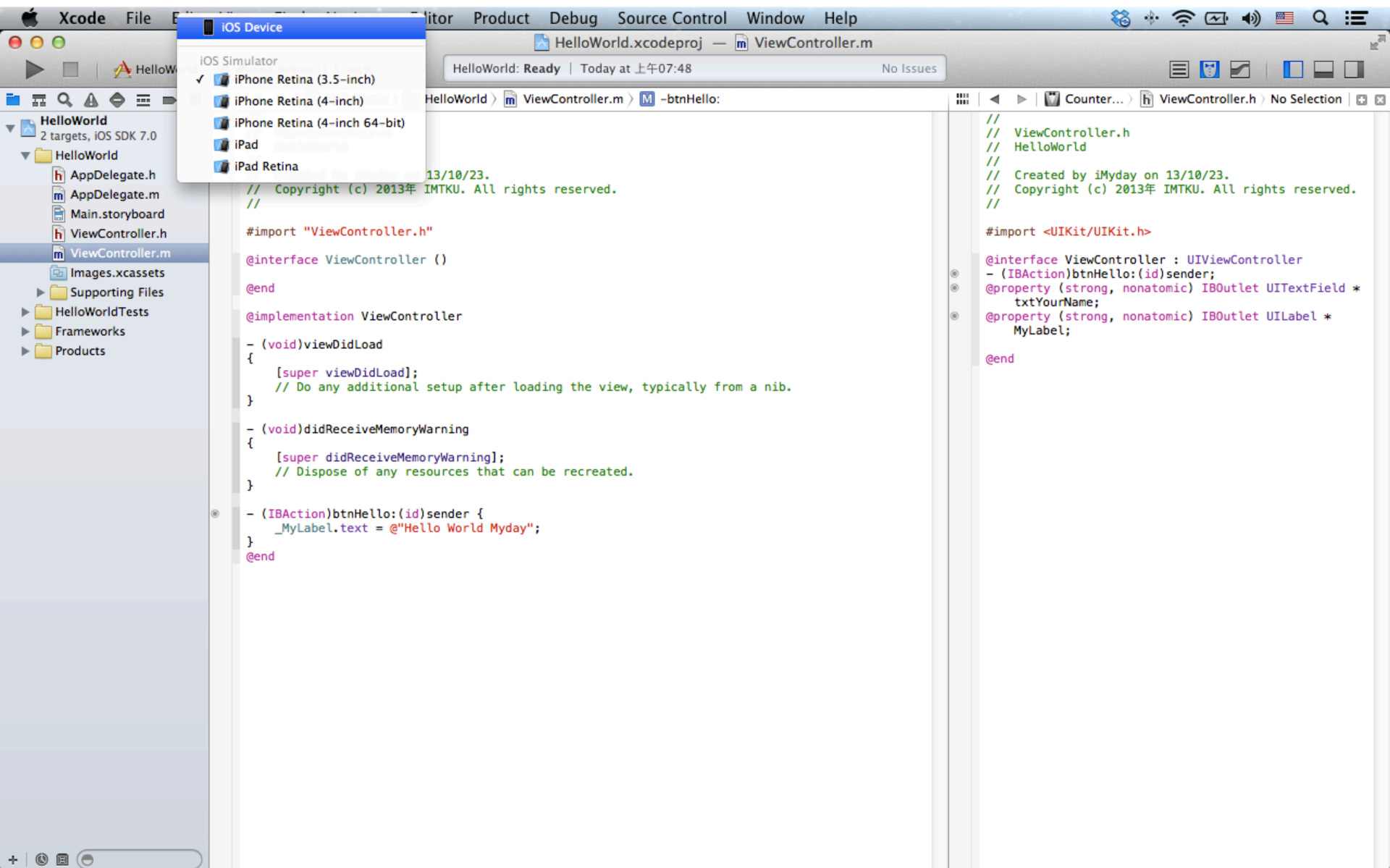
#import <UIKit/UIKit.h>

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

@end

```





File Navigator

- HelloWorld
 - 2 targets, iOS SDK 7.0
 - HelloWorld
 - AppDelegate.h
 - AppDelegate.m
 - Main.storyboard
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//  HelloWorld
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@implementation ViewController

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{
    [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.
//

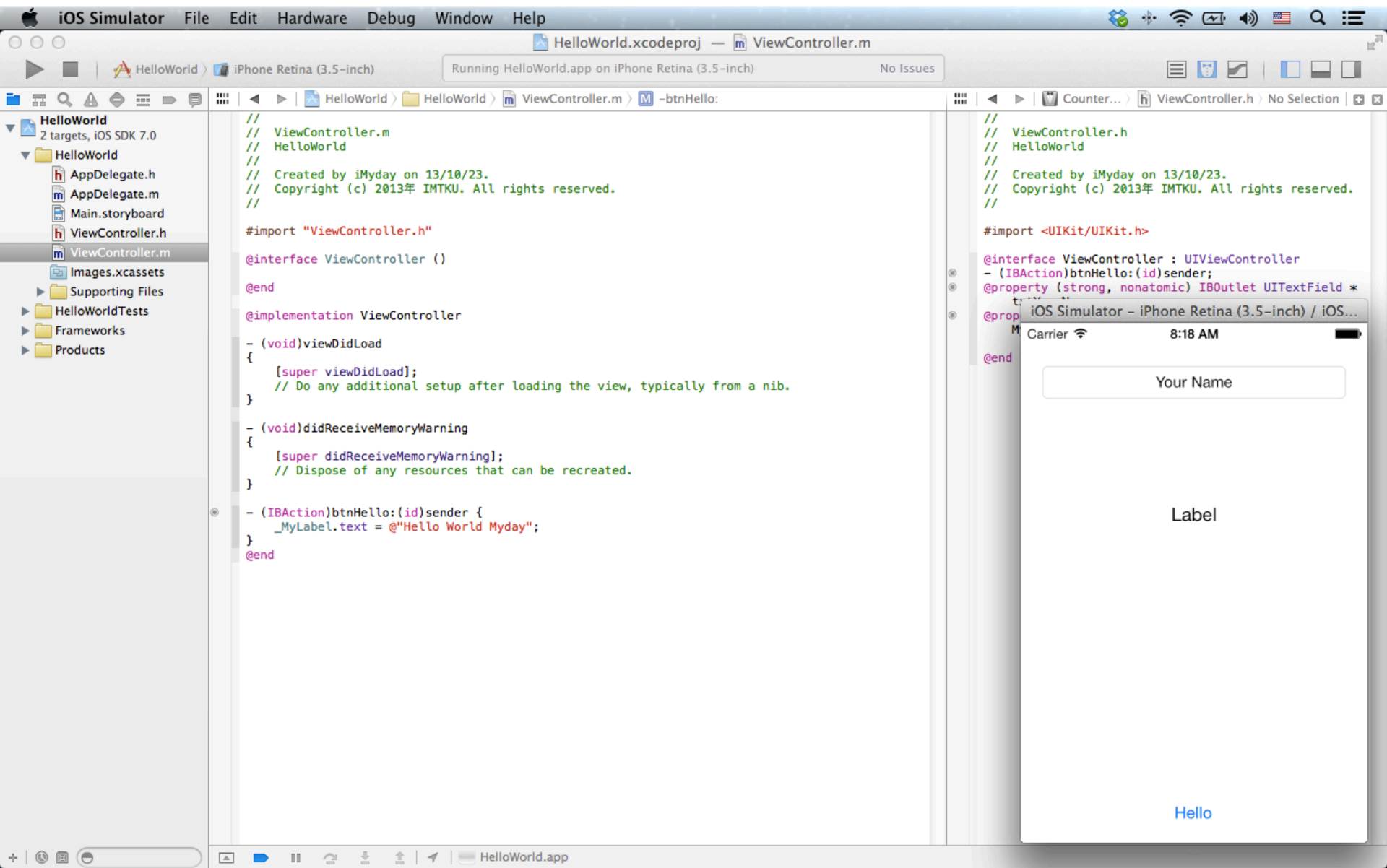
#import <UIKit/UIKit.h>

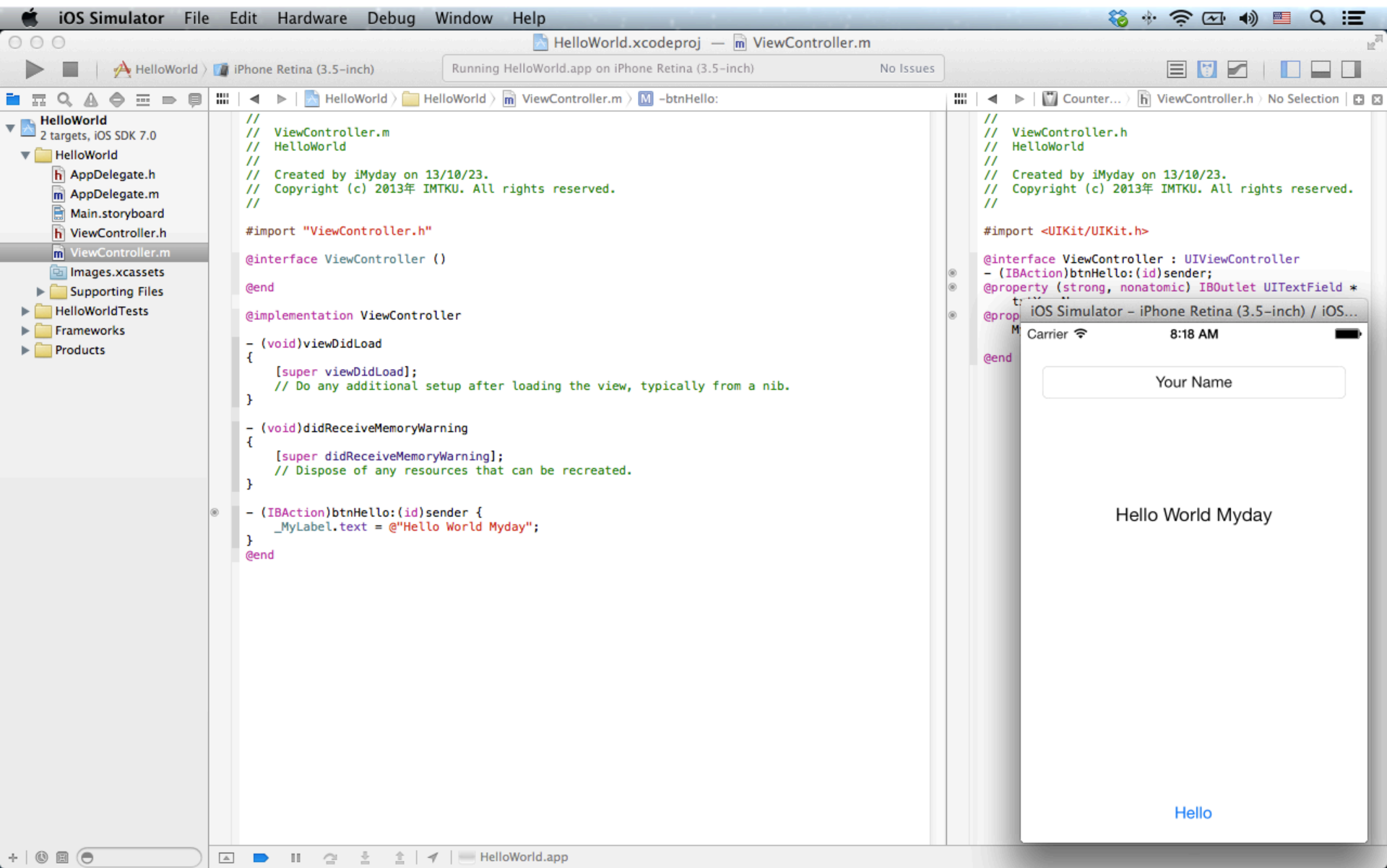
@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField * txtYourName;
@property (strong, nonatomic) IBOutlet UILabel * MyLabel;

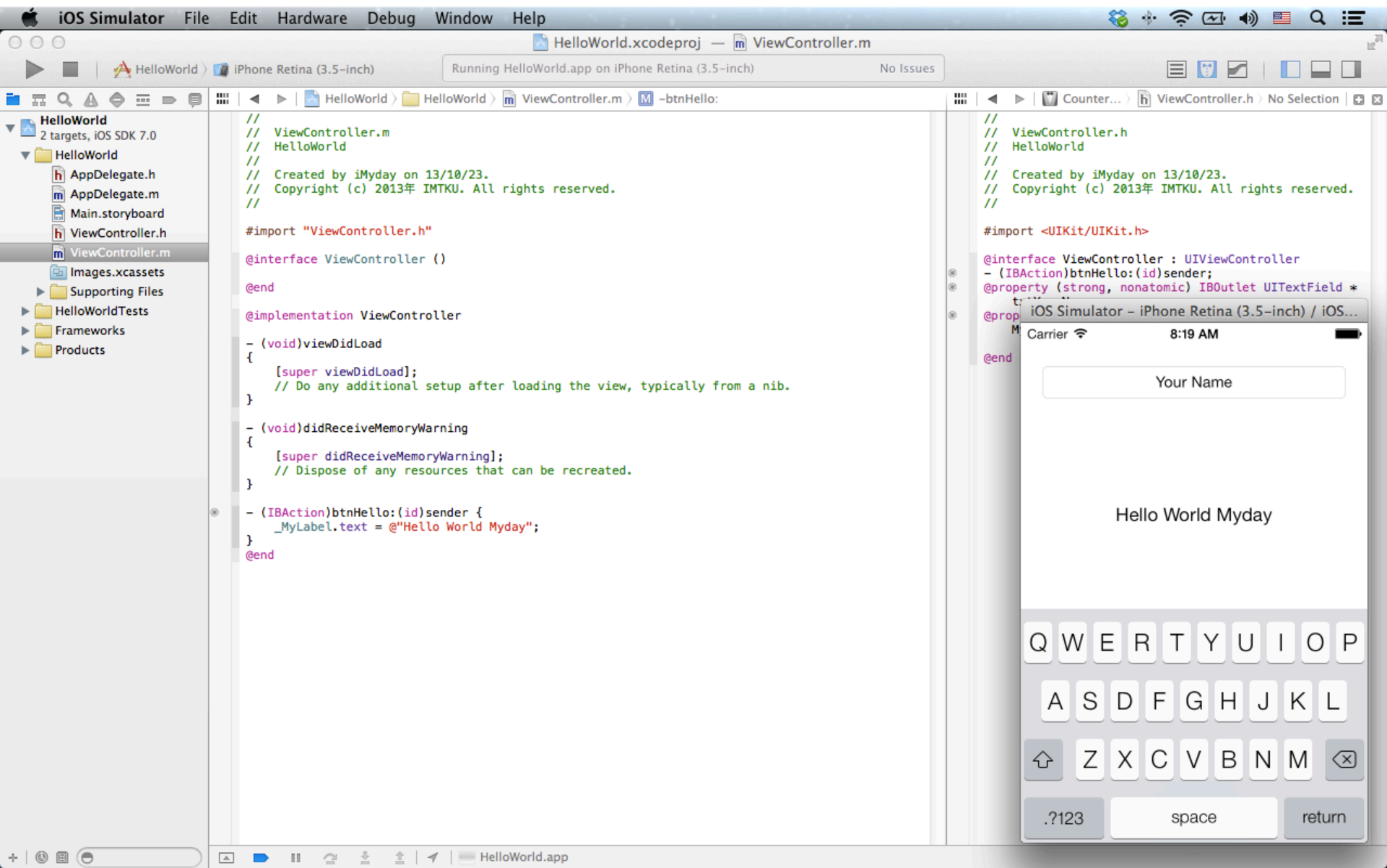
@end

```









File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 7.0
 - HelloWorld
 - AppDelegate.h
 - AppDelegate.m
 - Main.storyboard
 - ViewController.h
 - ViewController.m
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```
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@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
```

Simulator Status Bar: Carrier, 8:21 AM, [Battery]

Simulator Screen:

Hello

Hello World Myday

Keyboard overlay:

Q W E R T Y U I O P
A S D F G H J K L
[Shift] Z X C V B N M [Delete]
.?123 space return

Debug Console:

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

Auto [Zoom] [Focus] [Refresh] [Close]

All Output [Dropdown]

File Explorer:

- HelloWorld
 - 2 targets, iOS SDK 7.0
 - HelloWorld
 - AppDelegate.h
 - AppDelegate.m
 - Main.storyboard
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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 = @"Hello World Myday";
}

@end
```

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

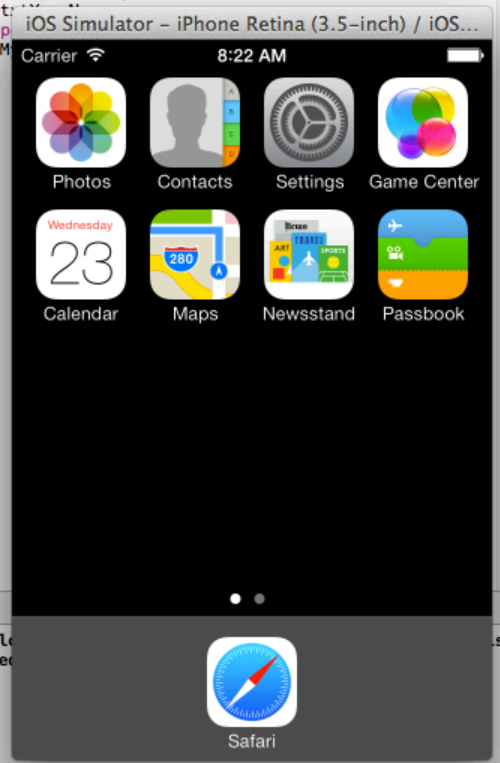
#import <UIKit/UIKit.h>

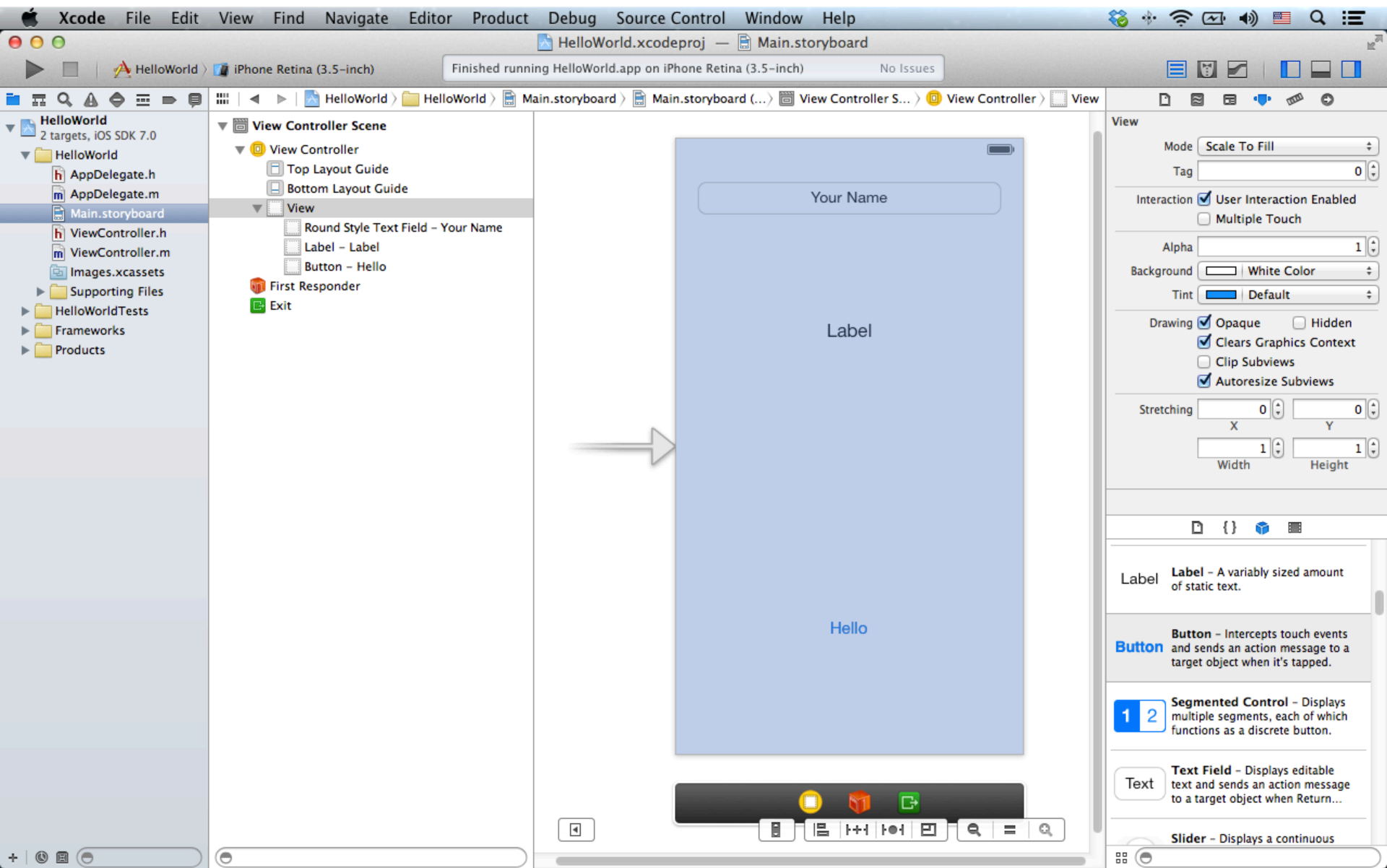
@interface ViewController : UIViewController
- (IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *
@end
```

Debugger Console:

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

Output: All Output





Navigation pane 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;

@end
```

Inspector pane showing file settings and documentation:

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

 ▾ HelloWorld

 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
    // applicationWillDidEnterBackground:.
}

@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
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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

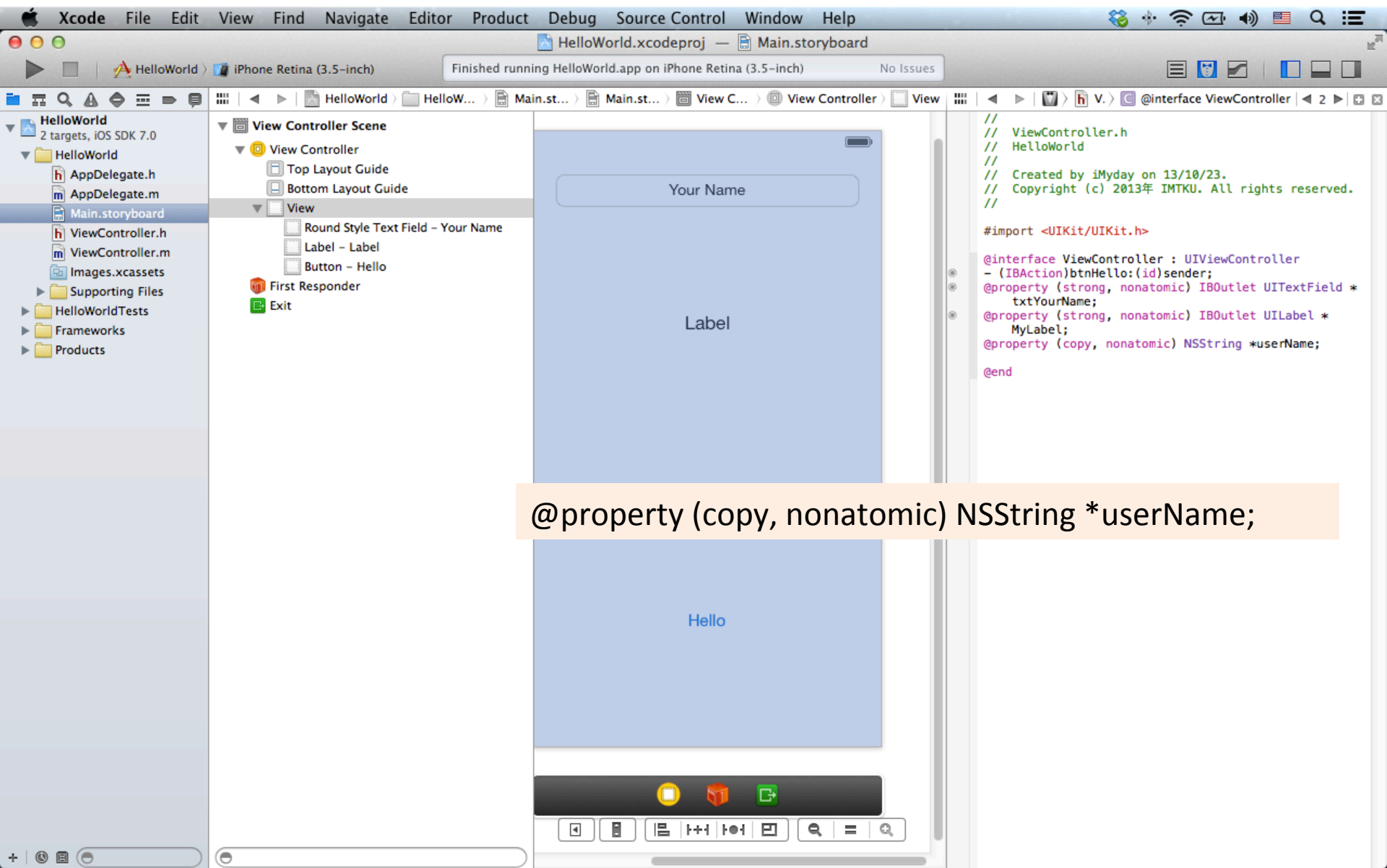
@implementation ViewController

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

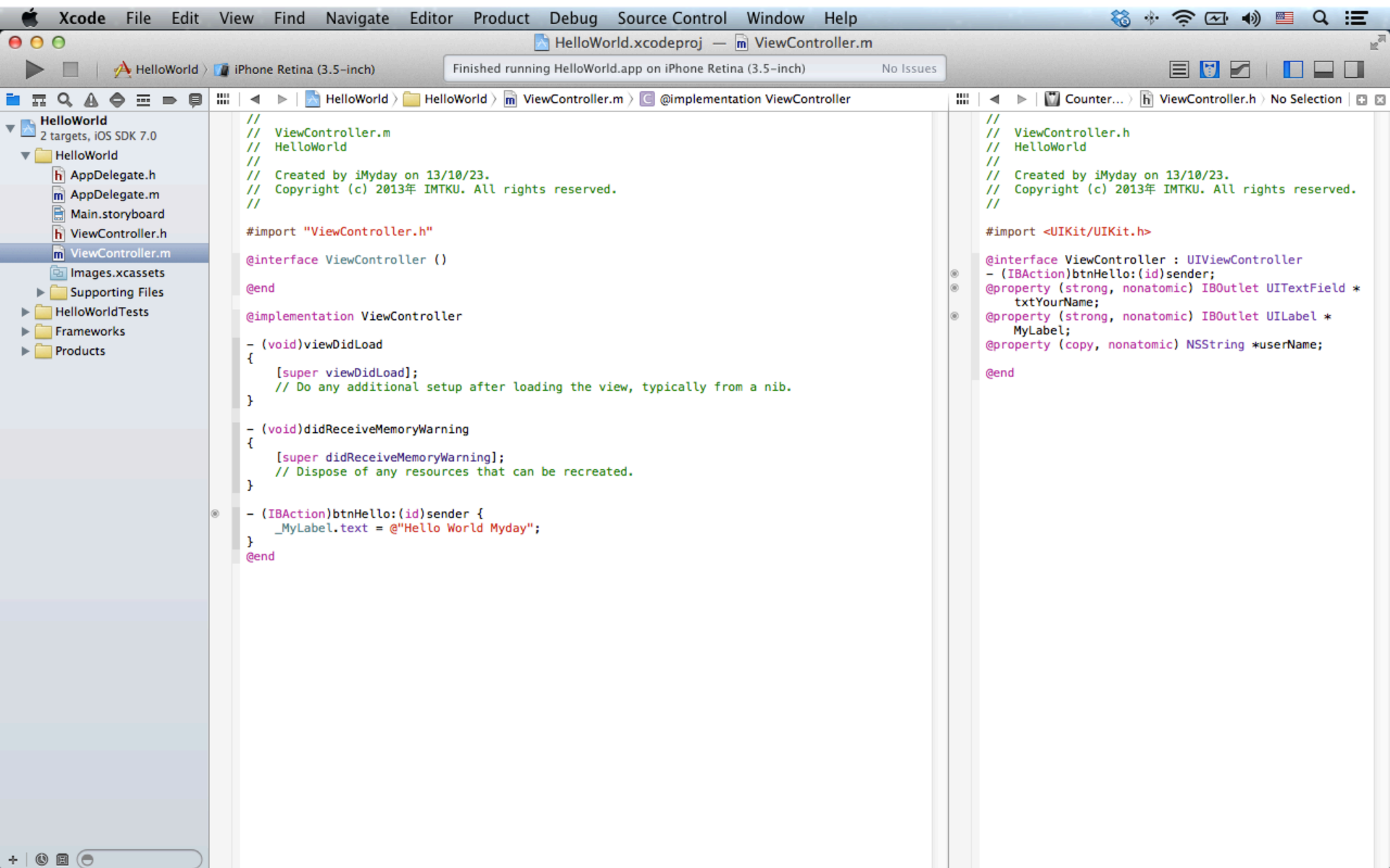
- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

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

@end
```



@property (copy, nonatomic) NSString *userName;



The screenshot shows the Xcode IDE interface. The top menu bar includes File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, and Help. The title bar shows the project name 'HelloWorld.xcodeproj' and the file 'ViewController.m'. The status bar indicates 'Finished running HelloWorld.app on iPhone Retina (3.5-inch)' with 'No Issues'.

The left sidebar shows the project structure for 'HelloWorld', including files like AppDelegate.h, AppDelegate.m, Main.storyboard, ViewController.h, and ViewController.m. The main editor displays the source code for 'ViewController.m' and 'ViewController.h'. A blue highlight is visible over the '@synthesize property' line in the implementation section of ViewController.m.

```
//
// 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
```

```
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// ViewController.h
// HelloWorld
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@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

HelloWorld iPhone Retina (3.5-inch) Finished running HelloWorld.app on iPhone Retina (3.5-inch) 2

Counter... ViewController.h No Selection

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.
}

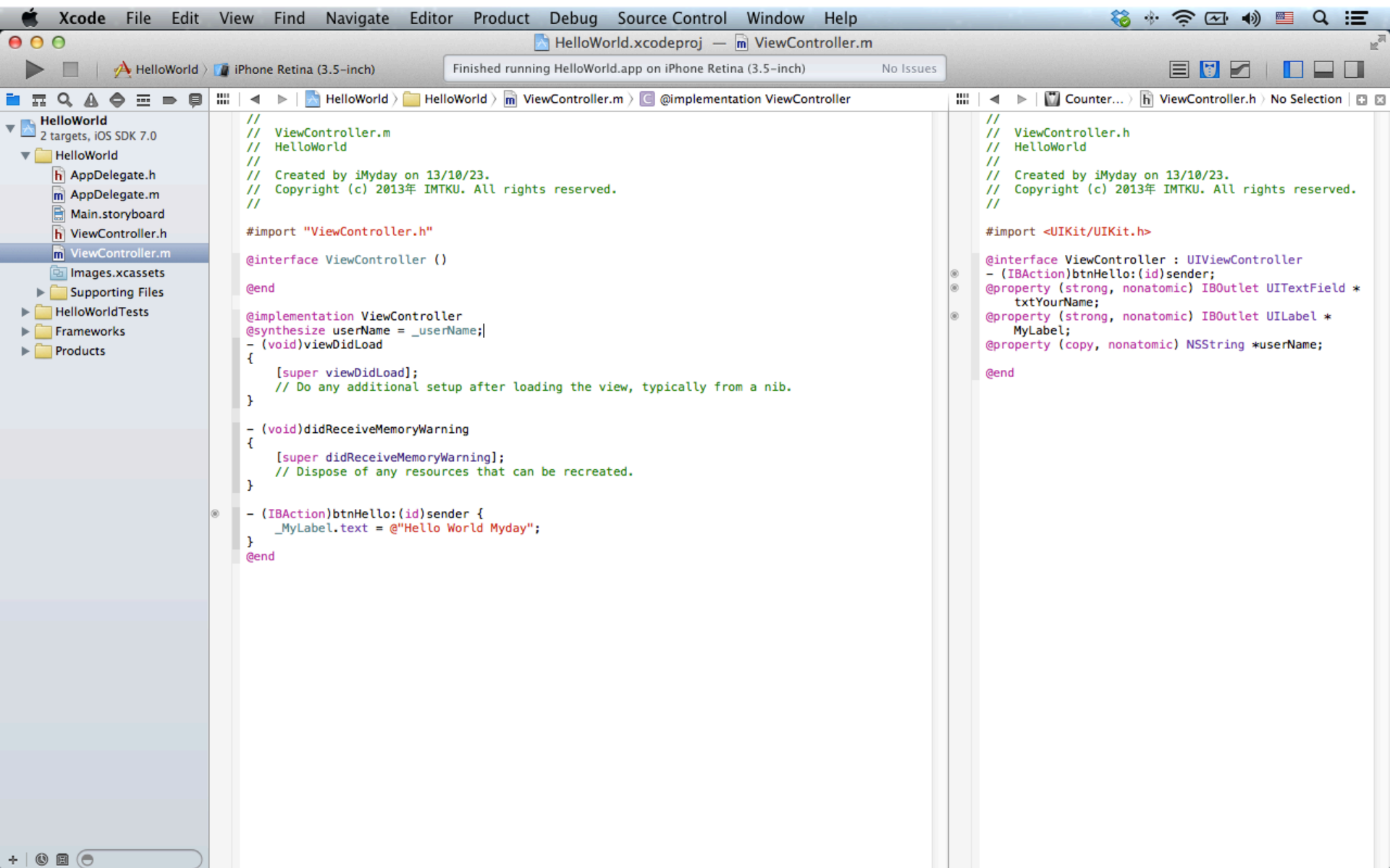
- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}
@end
```

```
//
// ViewController.h
// HelloWorld
//
// Created by iMyday on 13/10/23.
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//

#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
```

```
//
// 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
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// ViewController.h
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//
// Created by iMyday on 13/10/23.
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//

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@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 for HelloWorld:

- 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

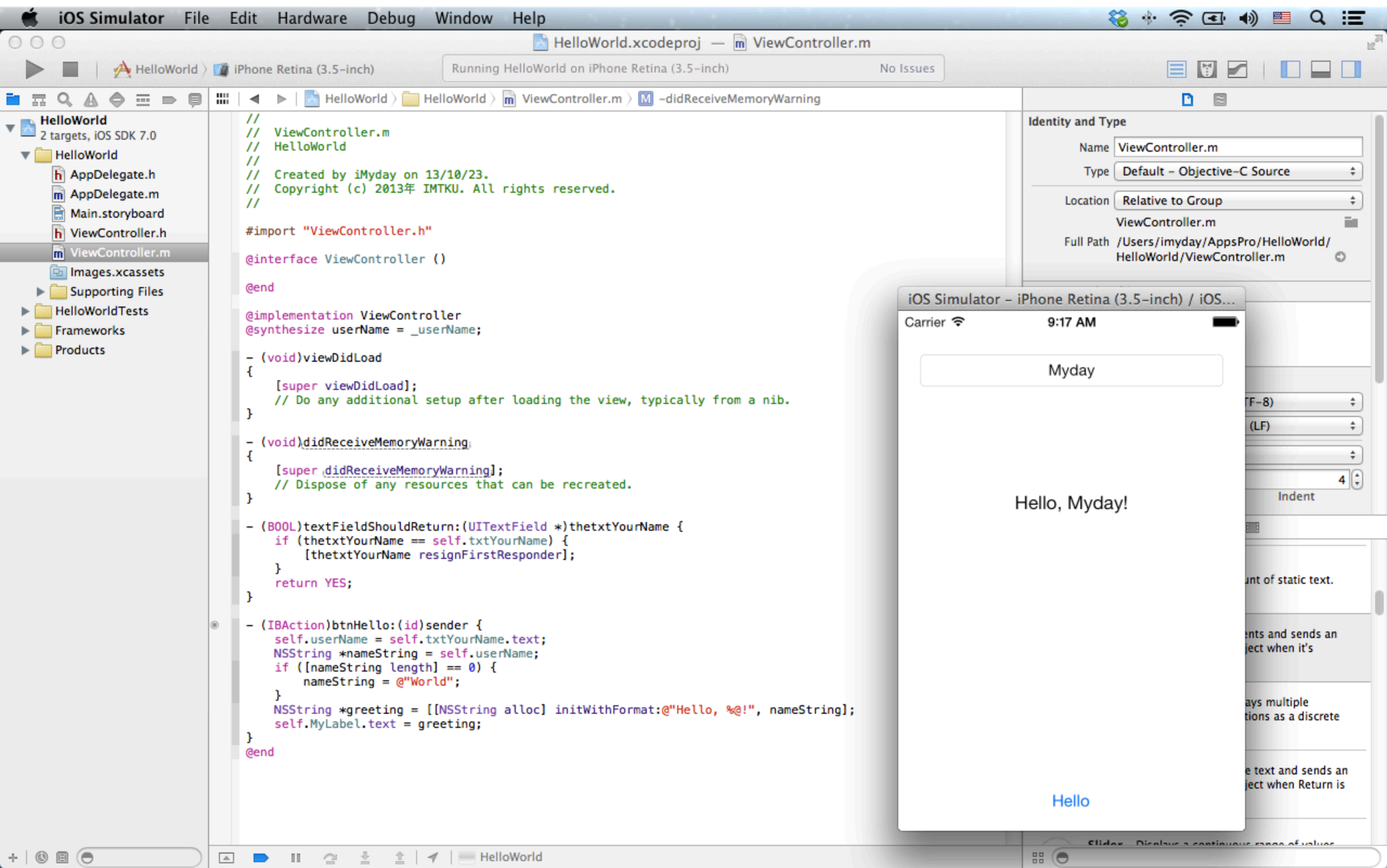
```

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.text == self.textField.text) {  
        [textField resignFirstResponder];  
    }  
    return YES;  
}  
  
- (IBAction)btnHello:(id)sender {  
    self.userName = self.textField.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

iOS Simulator - iPhone Retina (3.5-inch) / iOS...

Carrier 9:17 AM

Myday

Hello, Myday!

Hello

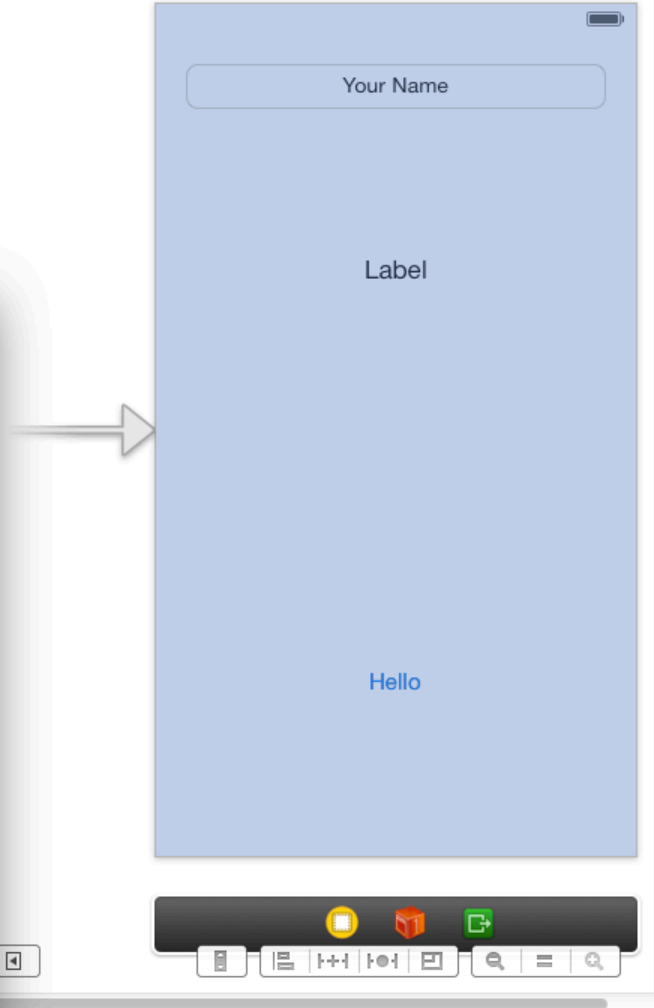
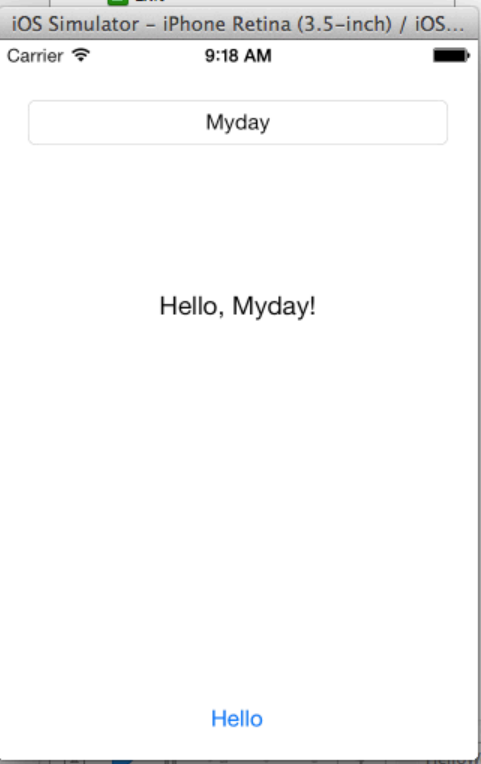
Slider - Display a continuous range of values

Project Navigator

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



Outlet Collections

- gestureRecognizers

Referencing Outlets

- New Referencing Outlet

Referencing Outlet Collections

- New Referencing Outlet Collection

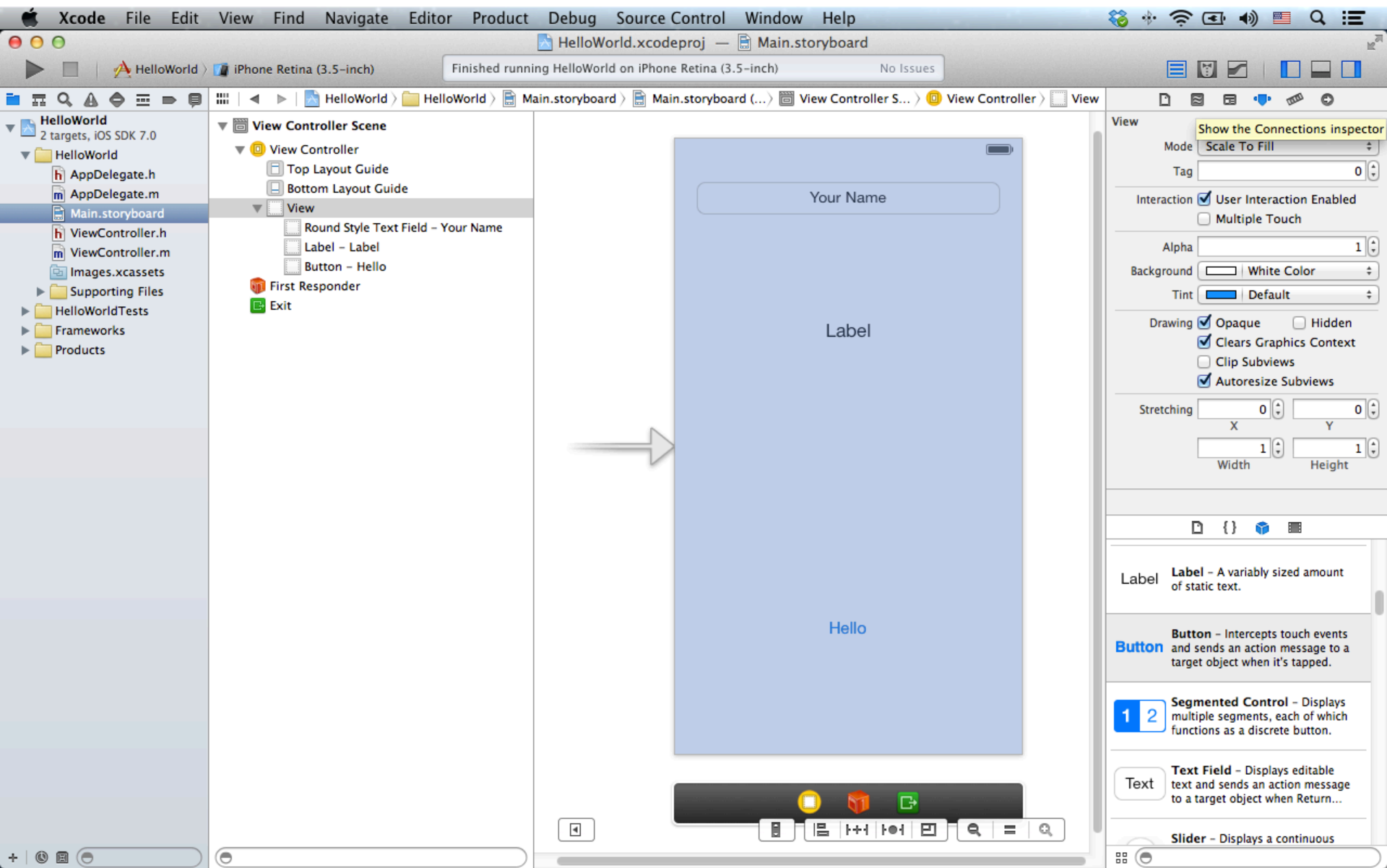
Label Label - A variably sized amount of static text.

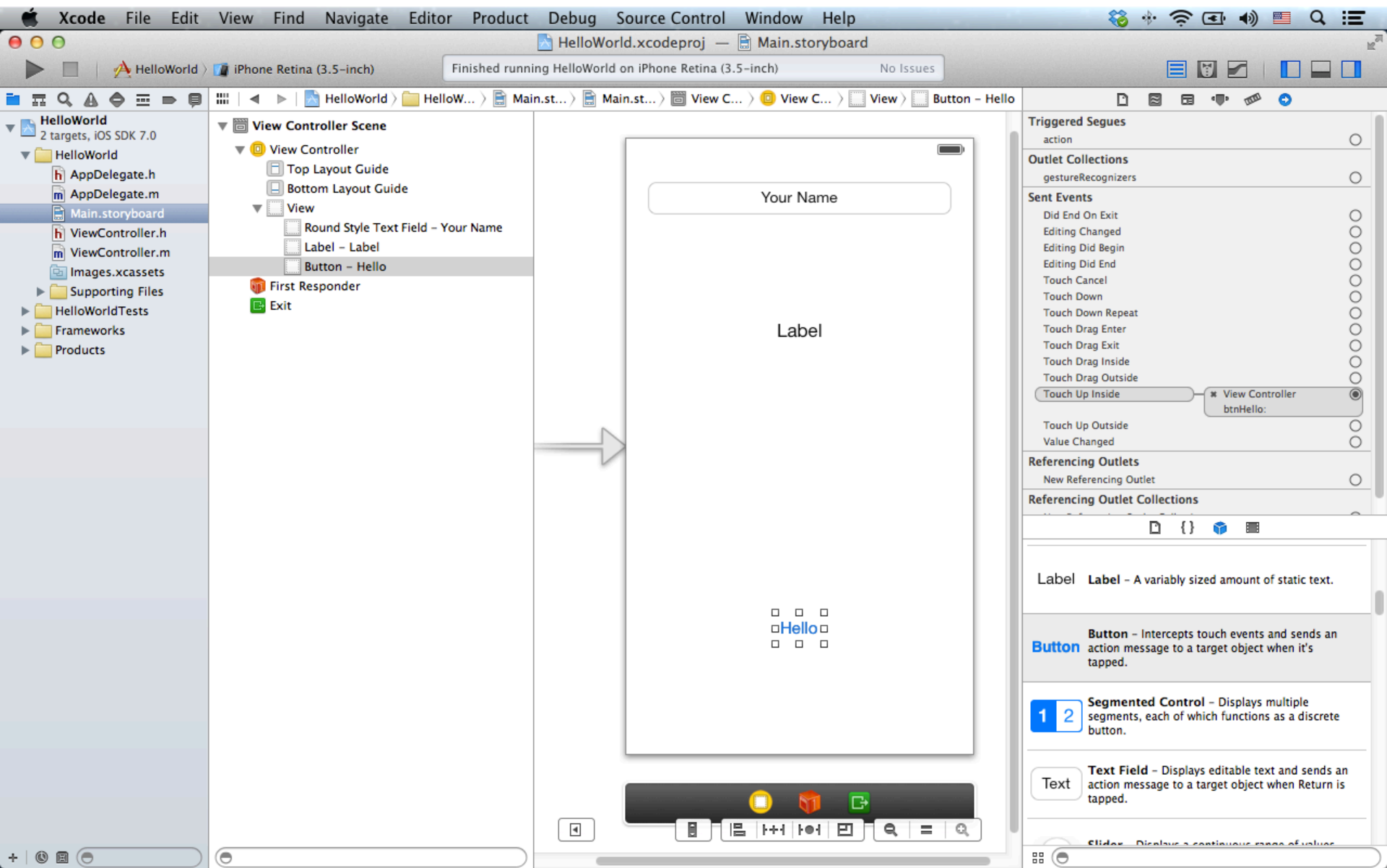
Button Button - Intercepts touch events and sends an action message to a target object when it's tapped.

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 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

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". Below this, centered on the screen, is a large "Label" with the text "Hello". At the bottom of the screen, there is a button labeled "Hello". A grey arrow points from the "View" folder in the left sidebar to the storyboard canvas.

Inspector Panel:

- 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)

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.

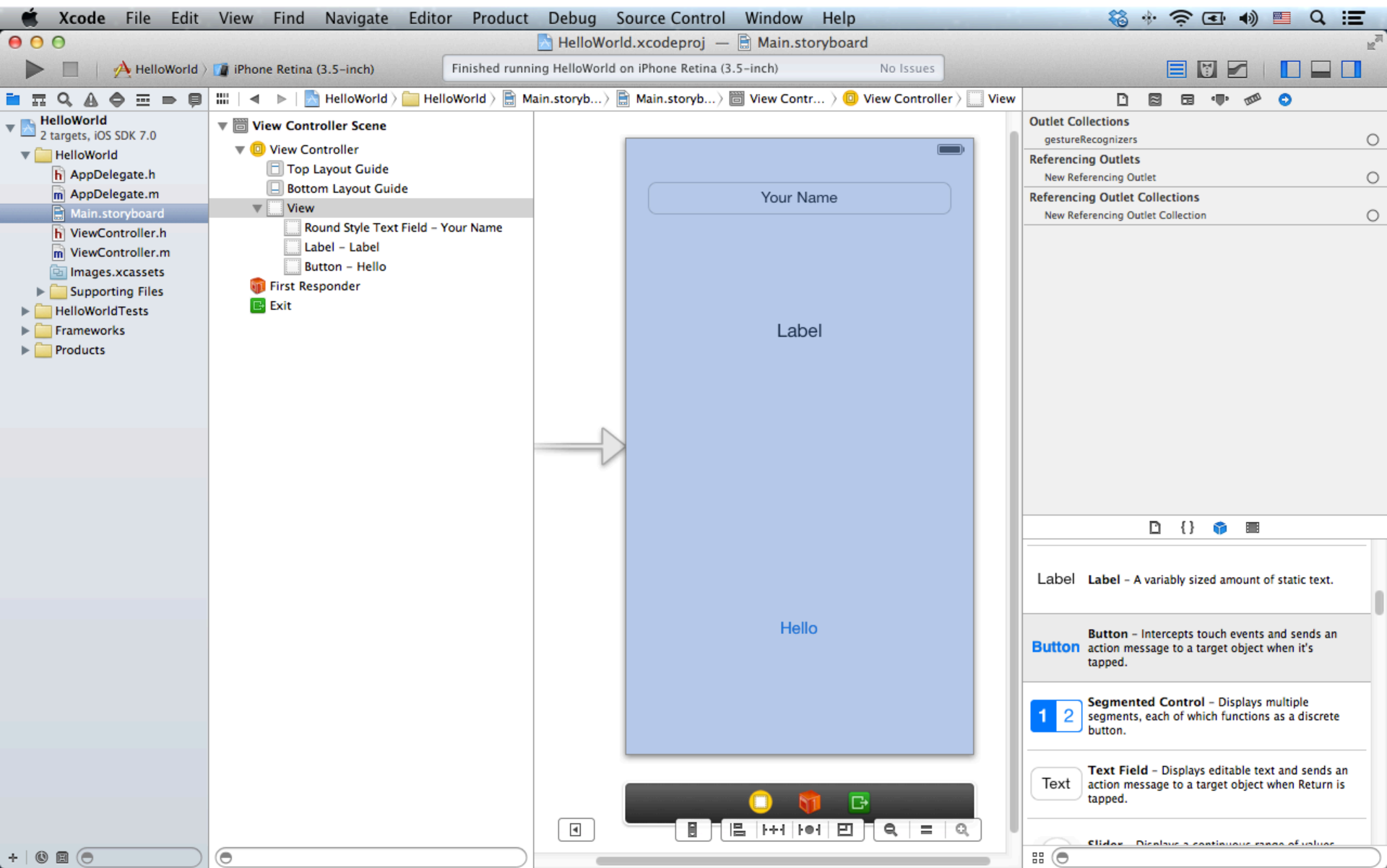
1 2 Segmented Control - Displays multiple segments, each of which functions as a discrete button.

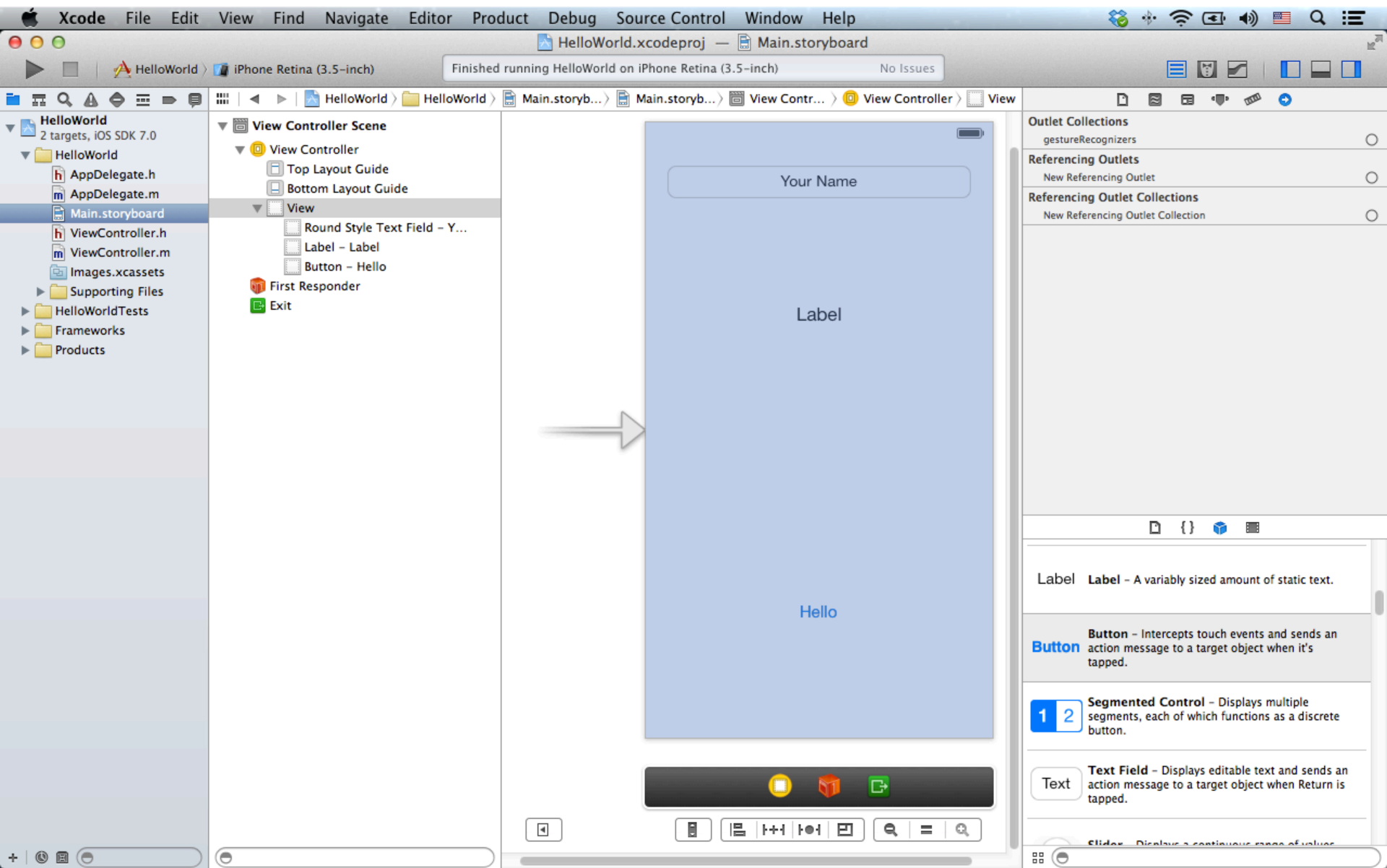
Text Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

Slider - Displays a continuous range of values.

Context Menu:

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





- HelloWorld
 - 2 targets, iOS SDK 7.0
 - HelloWorld
 - AppDelegate.h
 - AppDelegate.m
 - Main.storyboard
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 - ViewController.m
 - Images.xcassets
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 - 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

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.

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.

Project Navigator showing the file structure for HelloWorld:

- 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 panel 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.

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

```

//
// 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 Reference:

- 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.

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

View Controller Scene hierarchy:

- 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 app interface. At the top, there is a rounded rectangular text field containing the text "Your Name". Below this, there is a simple rectangular "Label". At the bottom of the interface, there is a button labeled "Hello". A large, semi-transparent "Build Succeeded" dialog box with a hammer icon is overlaid on the bottom half of the canvas, indicating that the build process has completed successfully.

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

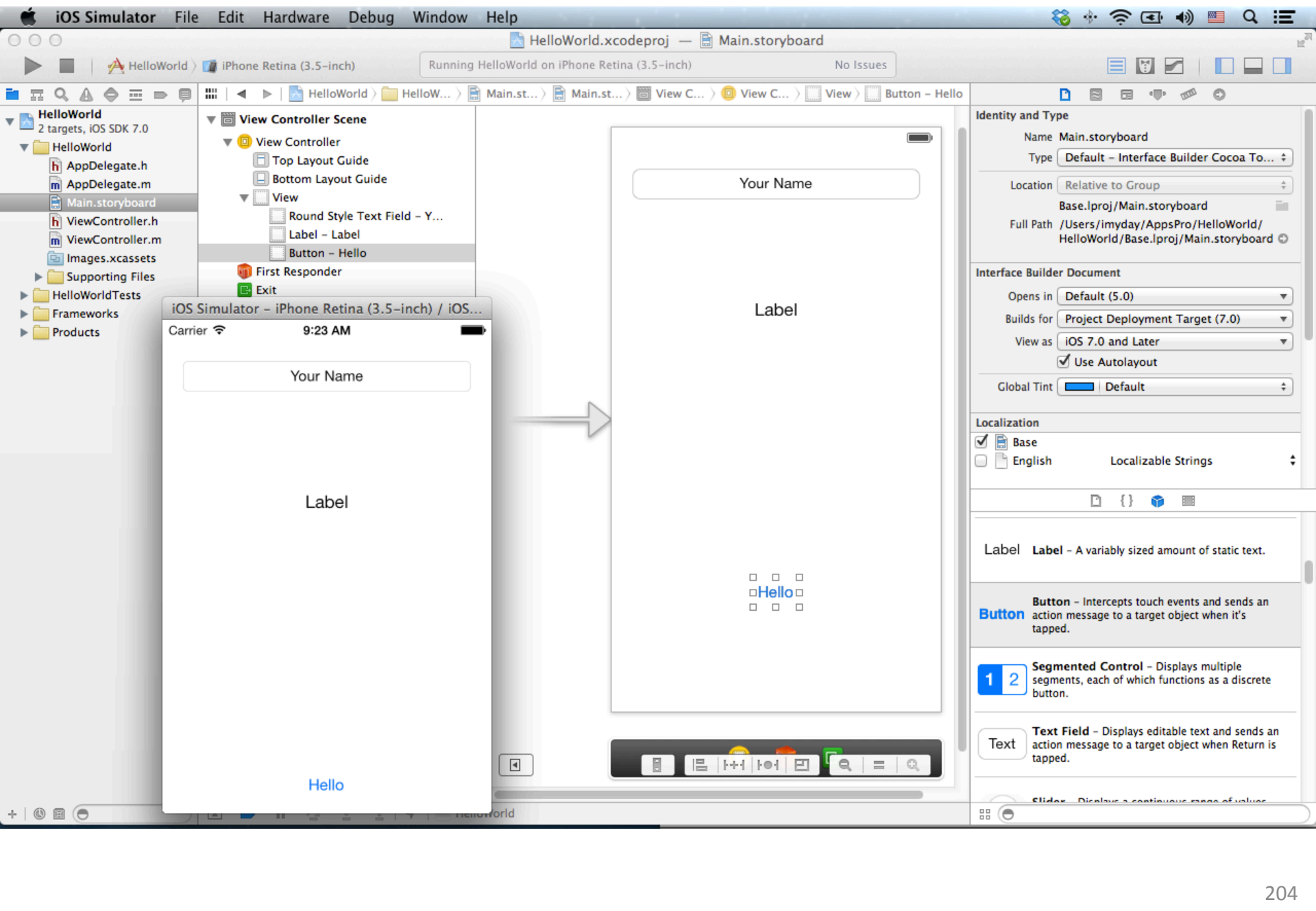
Label **Label** - A variably sized amount of static text.

Button - 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

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

Carrier 9:24 AM

Myday

Label

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
. ? 123 space return



Your Name

Label

Hello

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

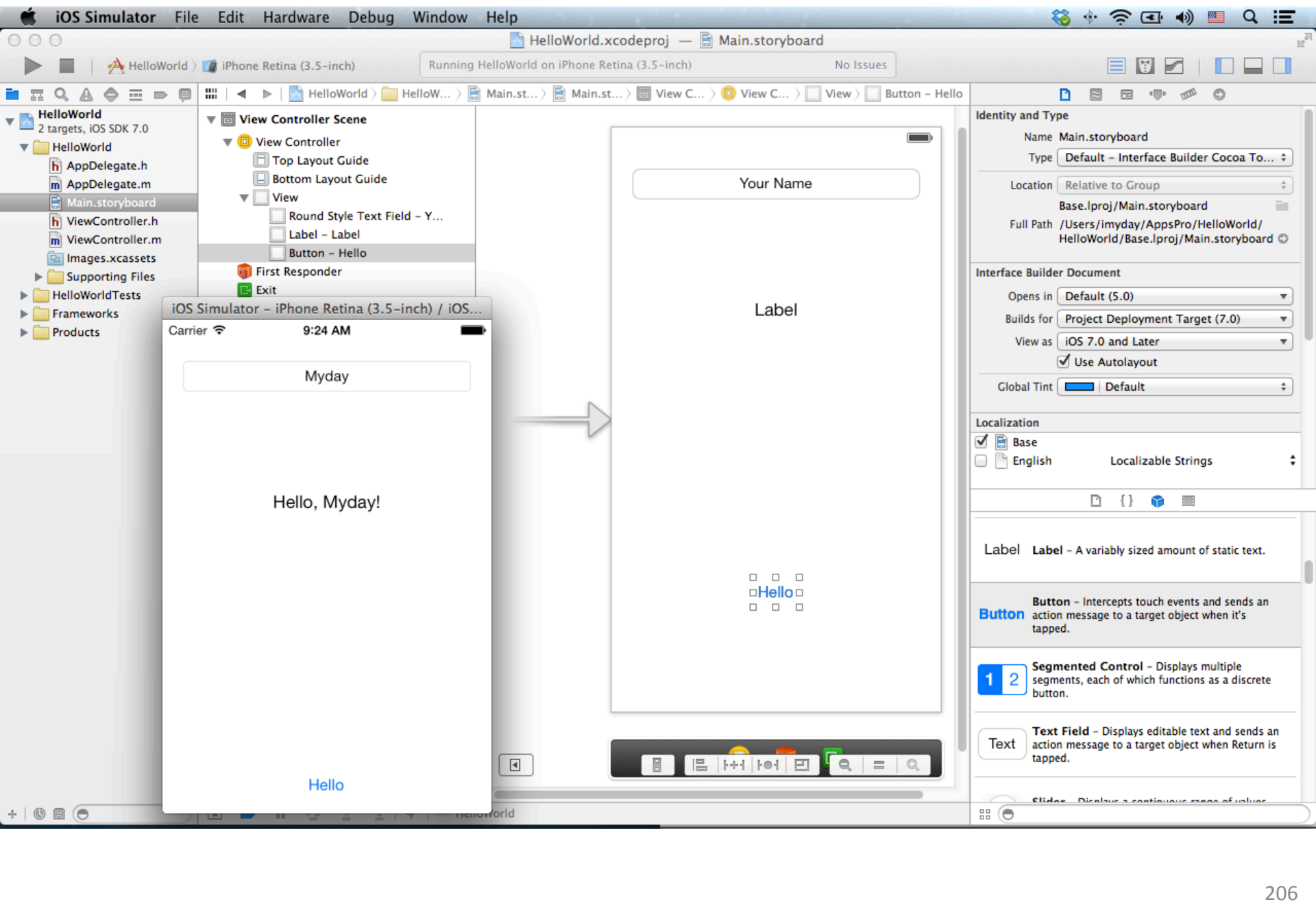
Label **Label** - A variably sized amount of static text.

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.

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- ▼ HelloWorld
2 targets, iOS SDK 7.0
 - ▼ HelloWorld
 - AppDelegate.h
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 - ViewController.m
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 - 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

iOS Simulator - iPhone Retina (3.5-inch) / iOS...

Carrier 9:24 AM

Myday

Hello, Myday!

Hello

Your Name

Label

Hello

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

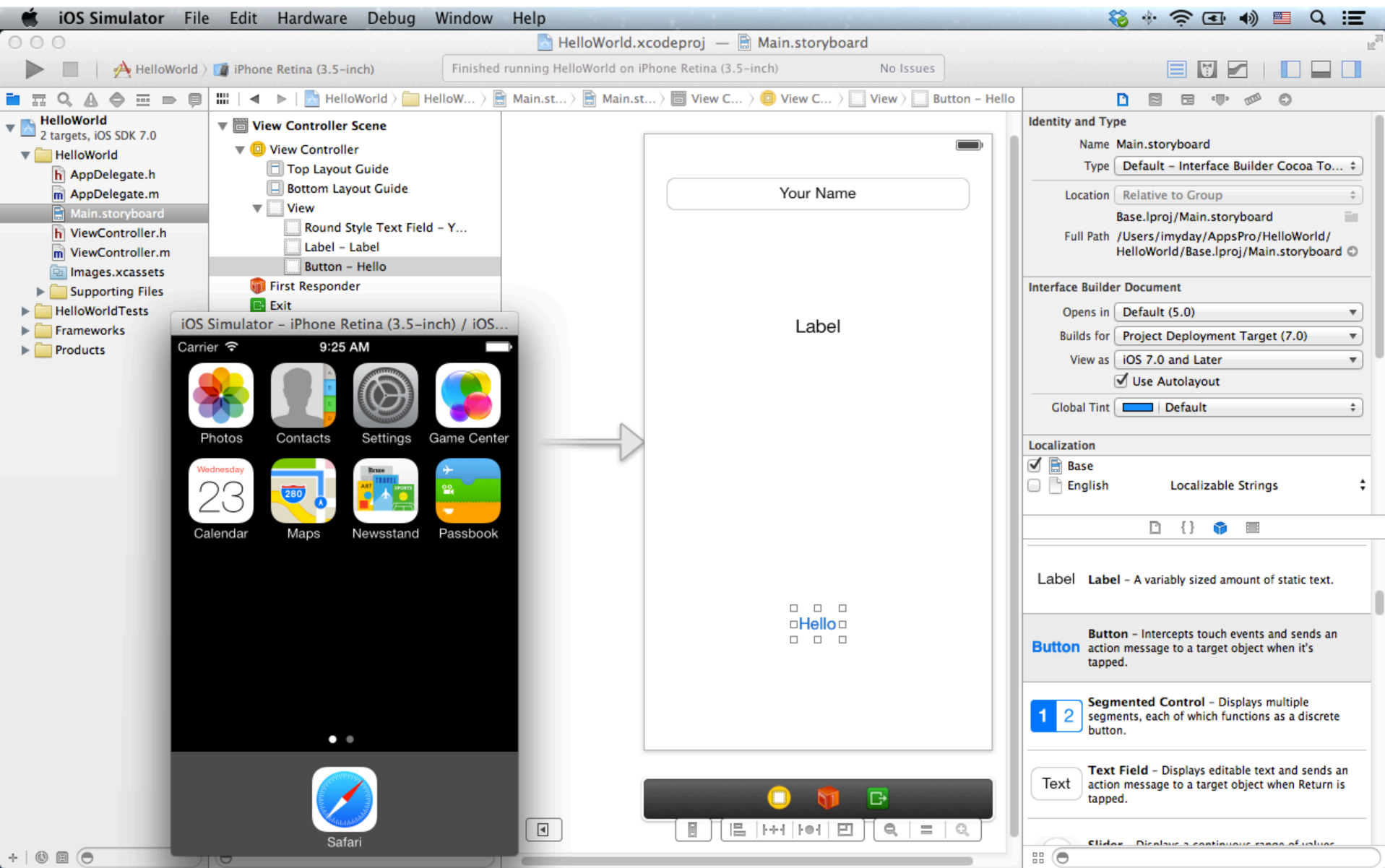
Label Label - A variably sized amount of static text.

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 Swift / Objective-C (Xcode)**
 - Mac OS X 10.8, 10.9, 10.10
 - Xcode 6
 - iOS 8
- **Building Your First iOS App with Xcode 6**

References

- Apple Developers, <https://developer.apple.com/>
- 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
- The Swift Programming Language,
 - <https://itunes.apple.com/us/book/the-swift-programming-language/id881256329?mt=11&ls=1>
 - https://developer.apple.com/library/ios/documentation/Swift/Conceptual/Swift_Programming_Language/
- Apple - WWDC 2014
 - <https://www.youtube.com/watch?v=w87fOAG8fjk>