Social Media Apps Programming

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

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2013-10-24
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## Course Schedule (2/3)

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## Course Schedule (3/3)

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Outline

• Developing iPhone / iPad Native Apps with Objective-C (Xcode)
  – Mac OS X 10.8, 10.9
  – Xcode 5
  – iOS 7

• Building Your First iOS App with Xcode 5
Introduction to Android /iOS Apps Programming

Native Apps

Hybrid Apps

Mobile Web Apps
Native App Development

iOS - Native App Development

Native App – Interaction with Mobile Device


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.

400 Pages
User Level: Beginner
Publishing October 23, 2013, but available now as part of the Alpha Program

[http://www.apress.com/9781430263616](http://www.apress.com/9781430263616)
iOS7 Development
Absolute Beginners in iOS7 Start Here!

Welcome!

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

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

Hope you enjoy!

Laurence

Chapter 1: Getting Started

Chapter 2: Your first iOS7 App

Chapter 3: Running your app on a device

http://ios7developer.com/blog/
ios7 Book Chapter 2

Laurence Moroney · 37 videos

Published on Oct 10, 2013
In Chapter 2 you'll start to use Xcode to create iOS applications. You'll jump in, guided step by step through building a simple 'Hello World' app, that despite its simplicity, teaches you many of the same concepts used in more detailed and sophisticated apps.

https://www.youtube.com/watch?v=6bL4X9TK2RU
About Xcode

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

At a Glance

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

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

Single-Window Interface

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

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

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. As the result of the last tutorial, you’ll have created a simple to-do list app.
Start Developing iOS Apps Today

Get the Tools

Mac App Store → Xcode (FREE) → Download

To develop iOS apps, you need:

• A Mac computer running OS X 10.7 (Lion) or later
  – Mac OS X 10.8 (Mountain Lion)
  – Mac OS X 10.9 (Mavericks)

• Xcode
  – Xcode 5

• iOS SDK

OS X Mavericks

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

iBooks
- Download and read books from the iBooks Store.
- Pick up where you left off. iCloud keeps your current page up to date across all your devices.
- Swipe through Multi-Touch books with interactive features, diagrams, photos, videos and more.
- Keep multiple books open while using other apps — great for writing an essay or doing research.

...More
Xcode

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

What's New in Version 5.0.1
Includes SDKs for OS X 10.9 Mavericks, OS X 10.8 Mountain Lion, and iOS 7.
Navigator selector bar
**View Controller** – A controller that supports the fundamental view-management model in iPhone OS.

**Table View Controller** – A controller that manages a table view.

**Collection View Controller** – A controller that manages a collection view.

Hello, World!
iOS App Development Process

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

iOS App Development Process

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

Objects Communicate Through Messages

Current Execution Point

```objective-c
... [somePerson sayHello];
...
```

XYZPerson Implementation

```objective-c
@implementation XYZPerson

- (void)sayHello {
    NSLog(@"Hello, world!");
}
@end
```

Protocols Define Messaging Contracts

Class E

Class F

Class G

Protocol

Class S

Class T

Class R

Designing a User Interface

Use Storyboards to Lay Out Views

Defining the Interaction

View Controllers

Application controller layer

View Controller

View layer

Window → View

ImageView → View

Image View  → View

Text View  → View

Button  → View

Use Storyboards to Define Navigation

Segue

Incorporating the Data

Using Design Patterns

Model-View-Controller (MVC)

Target-Action

Delegation

Working with Foundation

Array

Dictionary

String

Source: https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FoundationClasses.html
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:@"%@ %", 1, @"String"];  
5 // Create an Objective-C string from a C string.
6 NSString *fromCString = [NSString stringWithFormat:C string"
encoding:NSUTF8StringEncoding];
**NSNumber**

```objective-c
1. NSNumber *myIntValue = @32;
2. NSNumber *myDoubleValue = @3.22346432;

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

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

Source: [https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FoundationClasses.html](https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FoundationClasses.html)
Arrays

Source: https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FoundationClasses.html
Dictionaries

Source: https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FoundationClasses.html
Your First iOS App

IBOutlet and IBAAction

- IBOOutlet
  - Interface Builder Outlet
- IBAAction
  - Interface Builder Action
Demo: Building Your First iOS App with Xcode 5 (Objective-C)
Your Name

Hello, Myday!
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.
Choose a template for your new project

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.
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.
Hello World

// ViewController.h

// HelloWorld

// Copyright (c) 2013 TEAM1. 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.
}
@end
#import <UIKit/UIKit.h>
@interface ViewController : UIViewController
@end
```cpp
@interface ViewController : UIViewController
@end

#import <UIKit/UIKit.h>

// Created by Myday on 13/10/23.
// Copyright (c) 2013年 IMTKU. All rights reserved.

```
```cpp
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

@end
```
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

- (IBAction)btnHello:(id)sender;

@end
```c
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
-(IBAction)btnHello:(id)sender;
@end
```
@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 jMyday 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.
}
-
(IDCAction)btnHello:(id)sender {
}
@end
// ViewController.m
// HelloWorld
// Created by jMyday on 13/19/23.
// 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

    UILabel = MyLabel

    NILINK_T

    _navigationItem = _navigationBar

    NIBundle = _NibBundle

    NSString = _NibName

@end
```objc
// ViewController.m
// HelloWorld
//
// Created by jMyday 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 = (NSString *)tag;
    
    // The text displayed by the label. More...
}
@end
```
// ViewController.m
// HelloWorld
// Created by jMysday on 13/10/23.
// Copyright (c) 2013年 IMTHU. 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)alertView:(UIAlertView *)alertView
    clickedButtonAtIndex:(NSInteger)buttonIndex
@end

- (IBAction)btnHello:(id)sender {
    _MyLabel.text = @"string"
}

NSString *@"string"

id @expression

NSArray *[@objects, ...]

char[] @encode(type-name)

Protocol @protocol(protocol-name)

SEL @selector(selector)

NSDictionary *[@key: object, ...]
-(IBAction)btnHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}
#import "ViewController.h"
@interface ViewController ()
@end

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

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

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

// Created by JMyday on 13/10/23.
// Copyright (c) 2013年 JMTXU. 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
```c
// ViewController.h
// HelloWorld
//
// Created by jMyday on 13/10/23.
// Copyright (c) 2013年 iMTKU. All rights reserved.

#import "ViewController.h"

@interface ViewController : UIViewController
@property (strong, nonatomic) IBOutlet UITextField *text;
@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.m
// HelloWorld
// Created by jMyday on 13/10/23.
// Copyright (c) 2013年 IITKU. All rights reserved.

#import "ViewController.h"

@interface ViewController ()
@end

@implementation ViewController

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

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

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

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

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
@property (strong, nonatomic) IBOutlet UITextField *
@end

Hello World Myday

Your Name

Hello
// ViewController.m
// HelloWorld
// Created by jMyday 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) viewWillAppear:
{
    [super viewWillAppear:];
    // Do any additional setup after loading the view, typically from a nib.
}

- (IBAction)btnHello:(id)sender
{
    _myLabel.text = @"Hello World jMyday";
}
@end
// ViewController.m
// HelloWorld

// Created by MyDay on 13/10/23.
// Copyright (c) 2013 MyDay. 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

Hello World MyDay
// ViewController.m
// HelloWorld

// Created by jMyday 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
```c
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
-(IBAction)btnHello:(id)sender;
@property (strong, nonatomic) IBOutlet UITextField *txtYourName;
@property (strong, nonatomic) IBOutlet UILabel *_lblName;
@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
```
#import <UIKit/UIKit.h>

@interface AppDelegate : UIResponder <UIApplicationDelegate>

@property (strong, nonatomic) UIWindow *window;

@end
```
```c
// AppDelegate.m
// HelloWorld
//
// Created by JMyday on 13/10/23.
// Copyright (c) 2013 JMyday. All rights reserved.
//
#import "AppDelegate.h"

@implementation AppDelegate

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

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

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

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

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

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

#import <UIKit/UIKit.h>

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

#import "ViewController.h"

@interface ViewController ()
@end

@implementation ViewController

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

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

- (IBAction)btnHello:(id)sender
{
    _MyLabel.text = @"Hello World Myday";
}
@end
@property (copy, nonatomic) NSString *userName;
// ViewController.m
// HelloWorld

// Created by jMyday on 13/10/23.
// Copyright © 2013年 JMTKU. 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)btHello:(id)sender
{
    _MyLabel.text = @"Hello World Myday";
}
@end
#import "ViewController.h"

@interface ViewController : UIViewController

@end

@implementation ViewController

@synthesize property

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

-(void)alertView:(UIAlertView *)alertView clickedButtonAtIndex:NSInteger {
    // Dispose of any resources that can be recreated.
}

-(IBAction)btHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}
@end
```swift
// ViewController.m
// HelloWorld
//
// Created by JMyday on 13/10/23.
// Copyright © 2013年 IMITXU. 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)btHello:(id)sender {
    _MyLabel.text = @"Hello World Myday";
}
@end
```
```c
// ViewController.m
// HelloWorld

// Created by Myday on 13/10/23.
// Copyright (c) 2013年 Myday. 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.m
// HelloWorld

// Created by jMyday 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)alertView: (UIAlertView *)alertView didSelectButtonIndex: (NSInteger)alertViewIndex
{
}

- (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
- (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;
}
```c
// ViewController.m
// HelloWorld

// Created by Myday on 13/10/23.
// Copyright (c) 2013 Myday. 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)alertView: (UIAlertView *)alertView clickedButtonAtIndex: (NSInteger)buttonIndex
{
    // Do something with the button index clicked.
}

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

@end
```

Hello, Myday!
// ViewController.h
// HelloWorld

// Created by jMyday on 13/19/23.
// Copyright (c) 2013年 jMyday. All rights reserved.

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
-
(void)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 jMyday on 13/19/23.
// Copyright (c) 2013-2015 NTMUK. 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
{
    [superdidReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

-(BOOL)textFieldShouldReturn:(UITextField *)theTextField
{
    if ([theTextFieldName isEqualToSelf.textYourName]) {
        [theTextFieldName resignFirstResponder];
    }
    return YES;
}

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

Label
Label - A variable 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
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.

1 2

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

#import <UIKit/UIKit.h>

@interface AppDelegate : UIResponder <UIApplicationDelegate>
@property (strong, nonatomic) UIWindow *window;
@end
// AppDelegate.m
// HelloWorld
// Created by jMyday on 13/18/23.
// Copyright (c) 2013年 jMyday. 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
    // applicationWillEnterForeground:.
}

@end
Your Name

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.

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.
Hello, Myday!
Summary

• **Developing iPhone / iPad Native Apps with Objective-C (Xcode)**
  – Mac OS X 10.8, 10.9
  – Xcode 5
  – iOS 7

• **Building Your First iOS App with Xcode 5**
• Start Developing iOS Apps Today,
  • [https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/RoadMapiOS.pdf](https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/RoadMapiOS.pdf)


— iOS 7 Developer,
  • [http://ios7developer.com/blog/](http://ios7developer.com/blog/)