

I Installing Xcode

1. If you have a Mac

Mac users - Downloading Xcode (the iOS development suite) is easy. Open the App Store from your Dock, search for Xcode, and download it for free

2. If you do not have a Mac

A. The computer lab on the second floor has macs with Xcode. Login with your



username. Xcode looks like this:

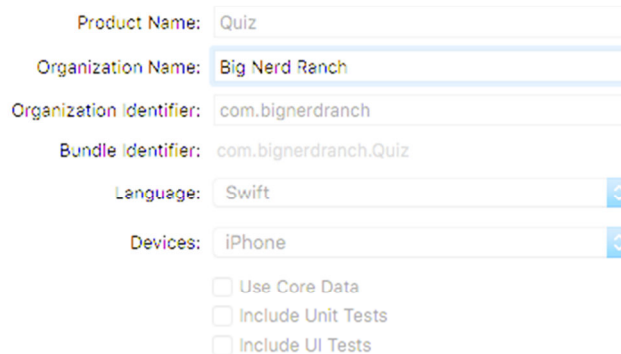
B. Our classroom is setup with Macs – you can just login with your username and bring up Xcode.

C. If you would like to work from home but don't have a Mac you can setup a Virtual Box. Below I list one resource (you can google for others) on how to do this. Note: I have not tried this myself.

<https://blog.udemy.com/xcode-on-windows/>

II Create a New Project

- Open Xcode and from the File menu, select New->Project
- Then select Single View Application (this is the simplest template)
- Product Name – Write down the name you'd like to call the application (instead of 'Quiz' shown here)
- Choose a location where you'd like your project to be saved.



Product Name: Quiz

Organization Name: Big Nerd Ranch

Organization Identifier: com.bignerdranch

Bundle Identifier: com.bignerdranch.Quiz

Language: Swift

Devices: iPhone

Use Core Data

Include Unit Tests

Include UI Tests

III Assignment

Watch the videos, read the lecture notes (titled gettingStartedwithiOS), and play around with Xcode. Create anything (can say any message "Hello Professor Adler!" and have it working on the simulator or an iPhone/iPad.

Submit the following to the dropbox titled Getting Started with iOS:

1. Zipped code
2. Screenshot of it on the simulator or actual iphone/ipad device