

«HelloBye»

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As an introduction



Goals of this work

- First contact with the development environment
- Your first App
- Play with interactions
 - ▶ **Button is both an outlet and an action**
- Simple handling of the device orientation



Just «play» for the first time

«HelloBye», small demo



Some useful stuff

The label (UILabel)

- «text» attribute
 - ▶ Objective-C : NSString
 - ▶ Swift: string

The button (UIButton)

- Attribute «tittle» (of type UILabel)
 - ▶ Handled by dedicated primitives

Difficulties

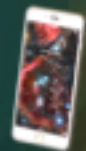
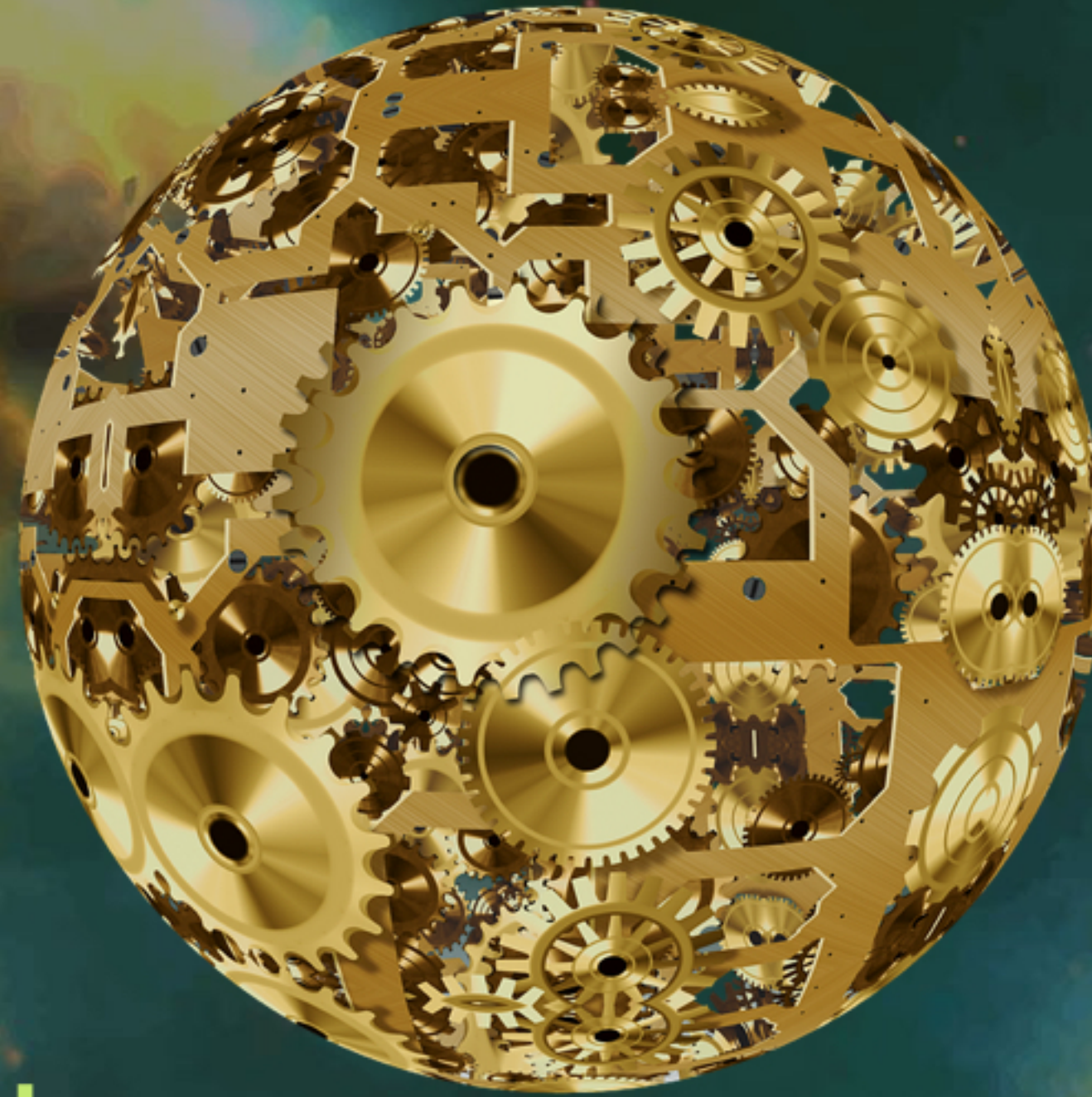
- Update the text on the button
 - ▶ Look at the documentation



As a conclusion...



Let's go!!!



Be courageous!

- Do it in Swift **AND** Objective-C

