

# Introduction to the week

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# What you already know

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## Implement a simple application

- Simple but like «professional ones» in the AppStore



## Use Xcode

- Write programs
  - ▶ Objective-C
  - ▶ Swift
- Compile
- Use the simulator
- Deploy on devices



## Use Storyboard

- At least for the basics
  - ▶ Single view Applications
  - ▶ essentially the design of views

# What's next this week

## Towards the end of the «Kindergarten» mode

- Becoming a «Geek» in computer science
- It is of interest to understand the underlying mechanisms

## Bases on views

- Programmatic implementation
- Elaboration of a user interface
- Handling device orientations
- Handling the different types of devices
- etc.



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**languages?**  
Yet Swift & Objective-C

