

iOS Development using Xcode4

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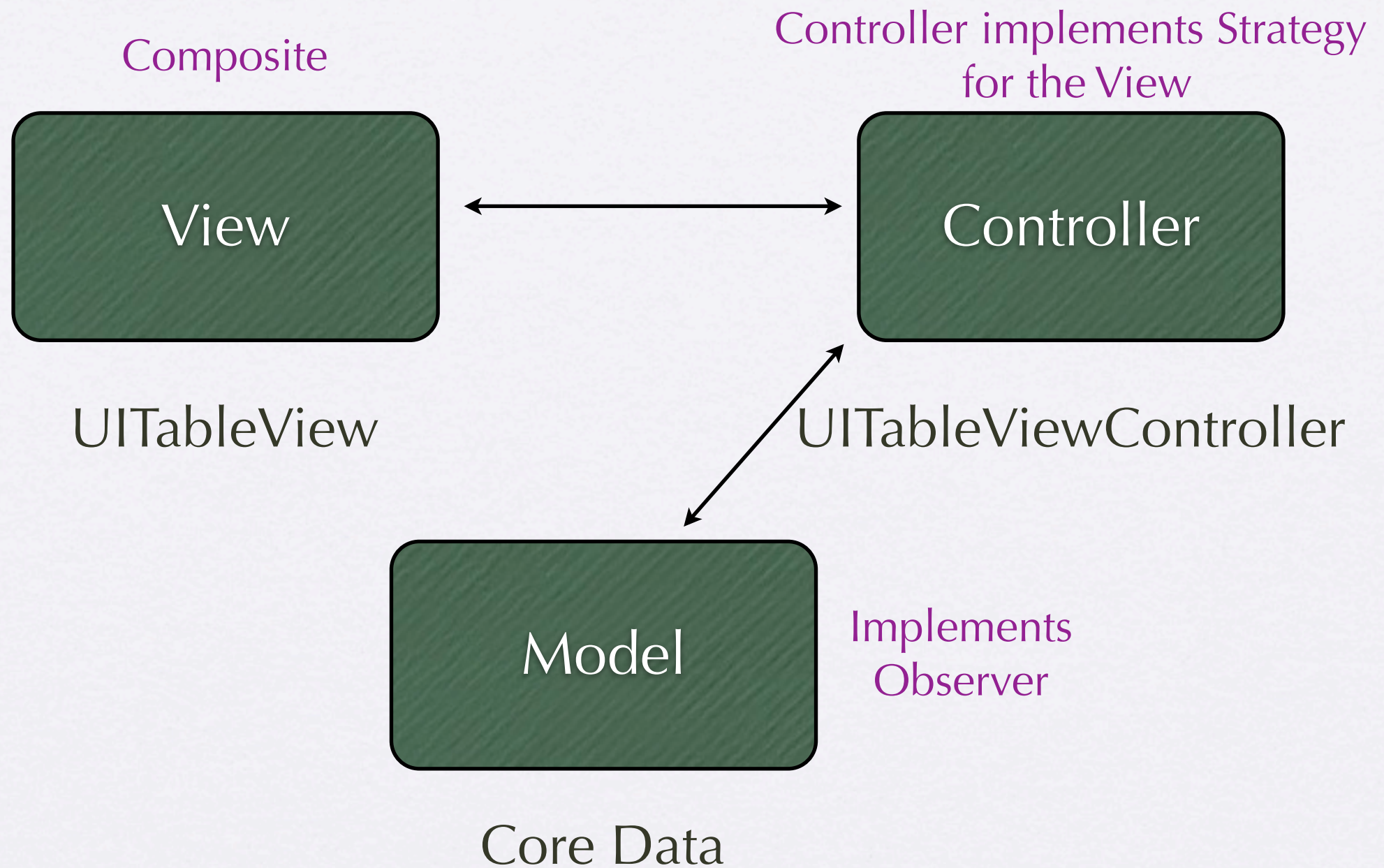
Our Project

- Timecard app used for Battle Of The Mobiles
- Today's aim is to start simple
- Further sessions will expand and refine our project

Design principles

- XCode's Frameworks rely on design patterns
 - Model View Controller:
 - Strategy
 - Composite
 - Observer
 - Delegate

MVC



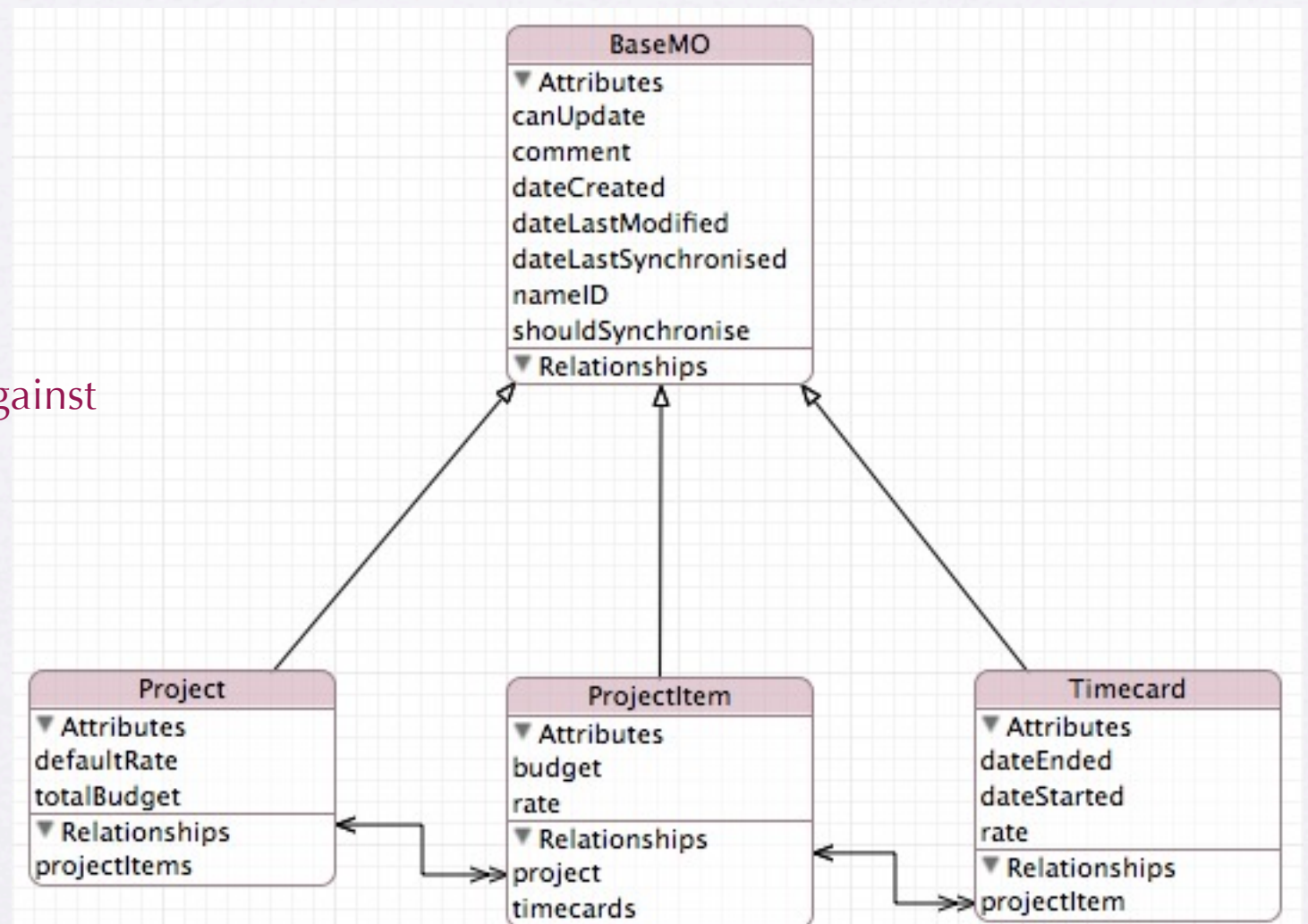
Objective-C

- Classes
- Inheritance
- Protocols (interface definitions)

```
@interface UITableViewController : UIViewController
<UITableViewDelegate, UITableViewDataSource> {
    @private
    UITableViewStyle _tableViewStyle;
    id                _keyboardSupport;
    id                _staticDataSource;
    struct {
        int clearsSelectionOnViewWillAppear:1;
    } _tableViewControllerFlags;
}
```

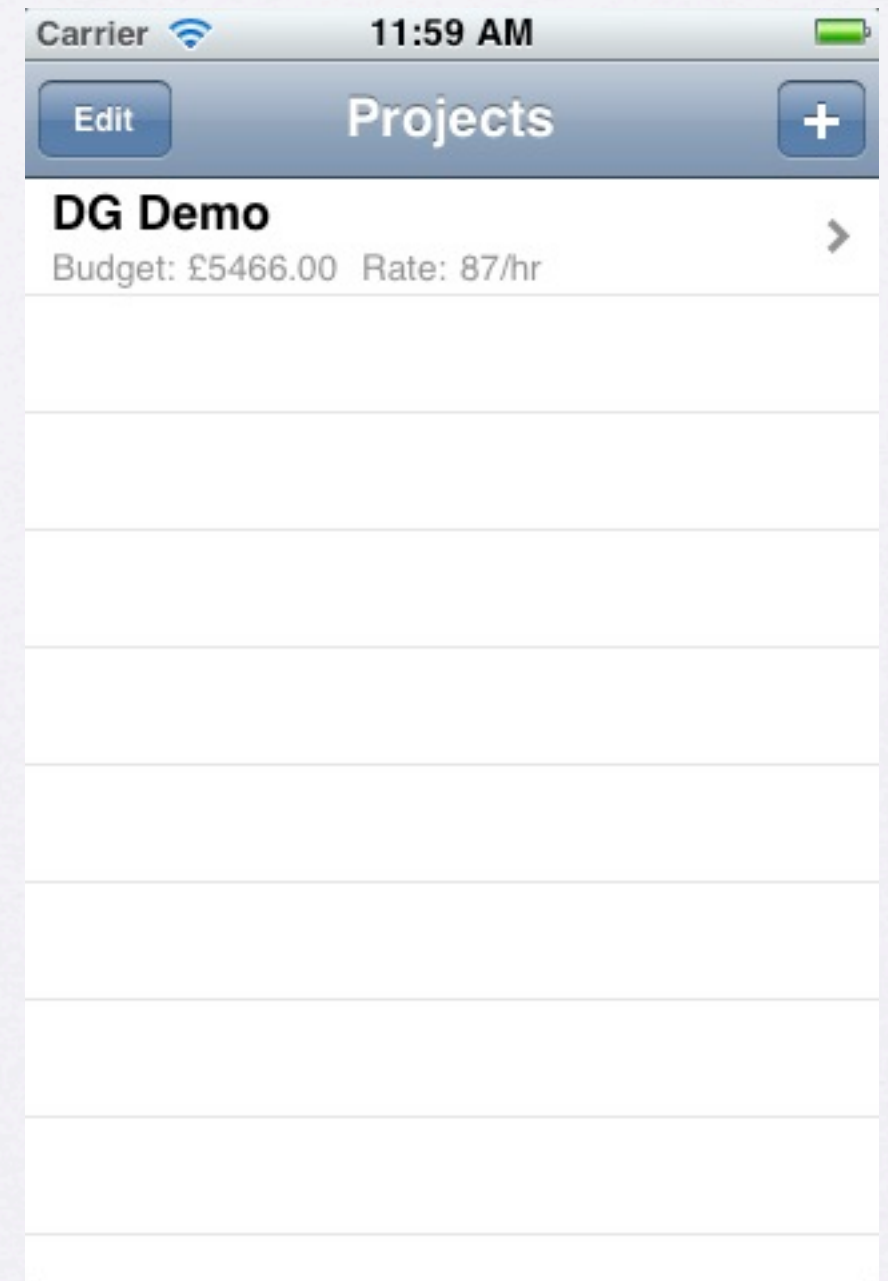

Model

- BaseMO
 - Common base class
- Project
 - top level grouping to record time against
- ProjectItem
 - An individual task of interest
- Timecard
 - Instance of time recorded



Initial view

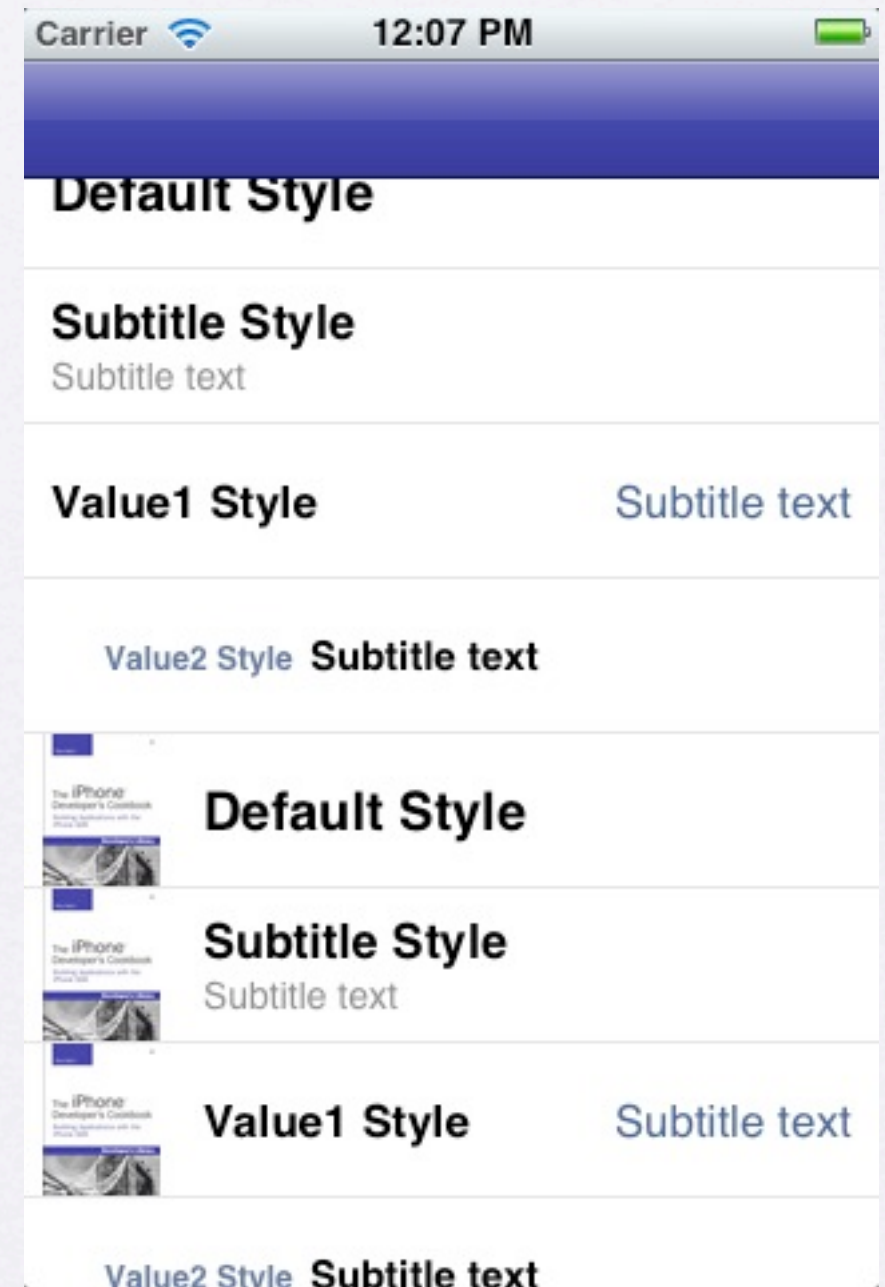
- Simple table view to contain our projects
- Navigation controls allow us to add / delete projects



Demo

TableView Cells

- Four styles available:
 - Default
 - Subtitle
 - Value1
 - Value2
- .textLabel & detailTextLabel
- Image can also be included



Screenshot from a sample application in Erica Sadun's book "The iPhone Developer's Cookbook"

Thank you

- Questions?