

“Creación del Hola Mundo”

ios

Rogelio Ferreira Escutia



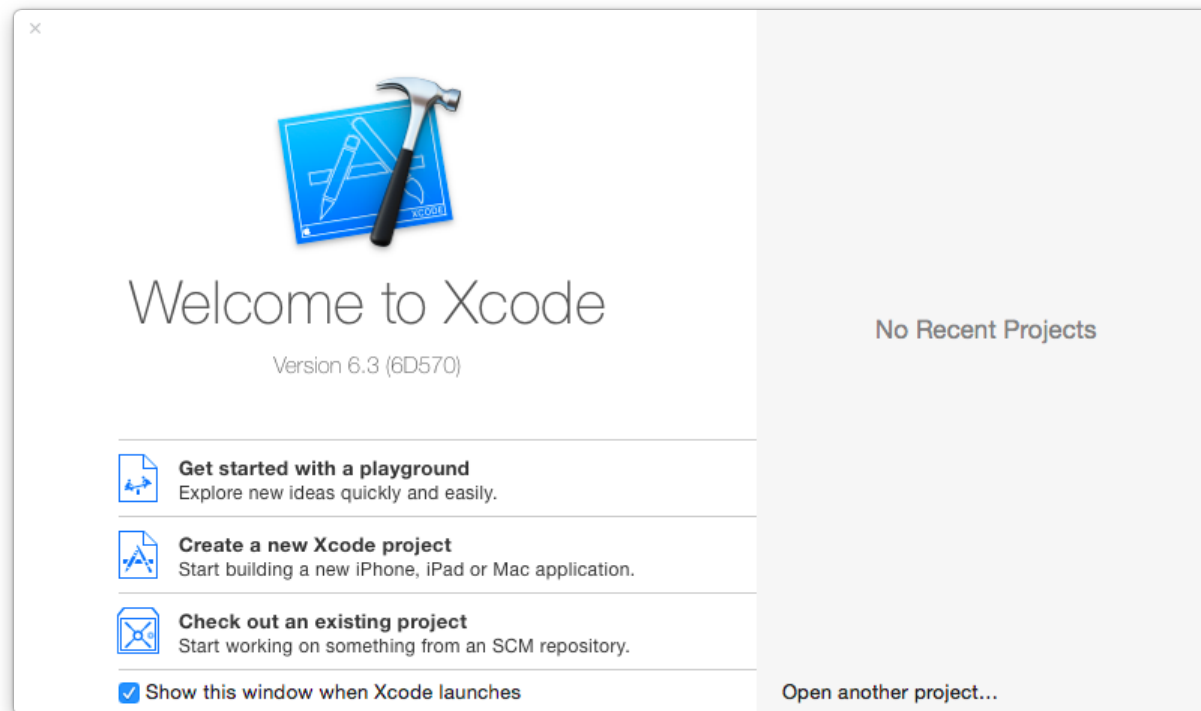
Arranque

- Ejecutar xCode:



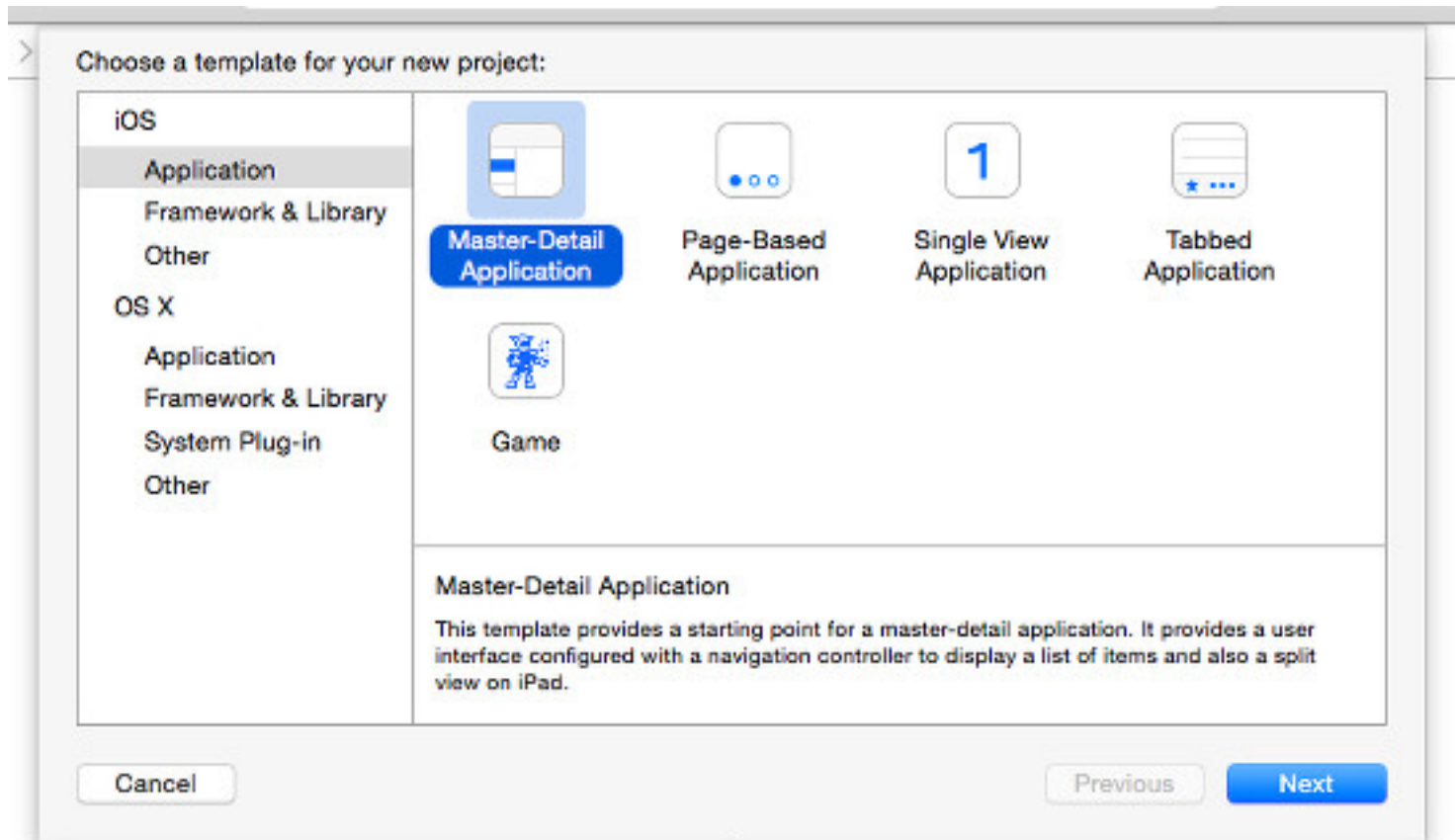
Pantalla inicial

- **Iniciamos un nuevo proyecto:**
 - **Create a new Xcode project**



Tipo de proyecto

- Seleccionar “IOS Application” y luego:
 - Single View Application



Nombre del Proyecto

- **Nombre de Aplicación: hola_mundo**
- **Organization Identifier: Instituto Tecnológico de Morelia**
- **Language: Swift – Devices: iPhone**

Choose options for your new project:

Product Name:

Organization Name: Rogelio Ferreira Escutia

Organization Identifier:

Bundle Identifier: com.yourcompany.ProductName

Language: Objective-C

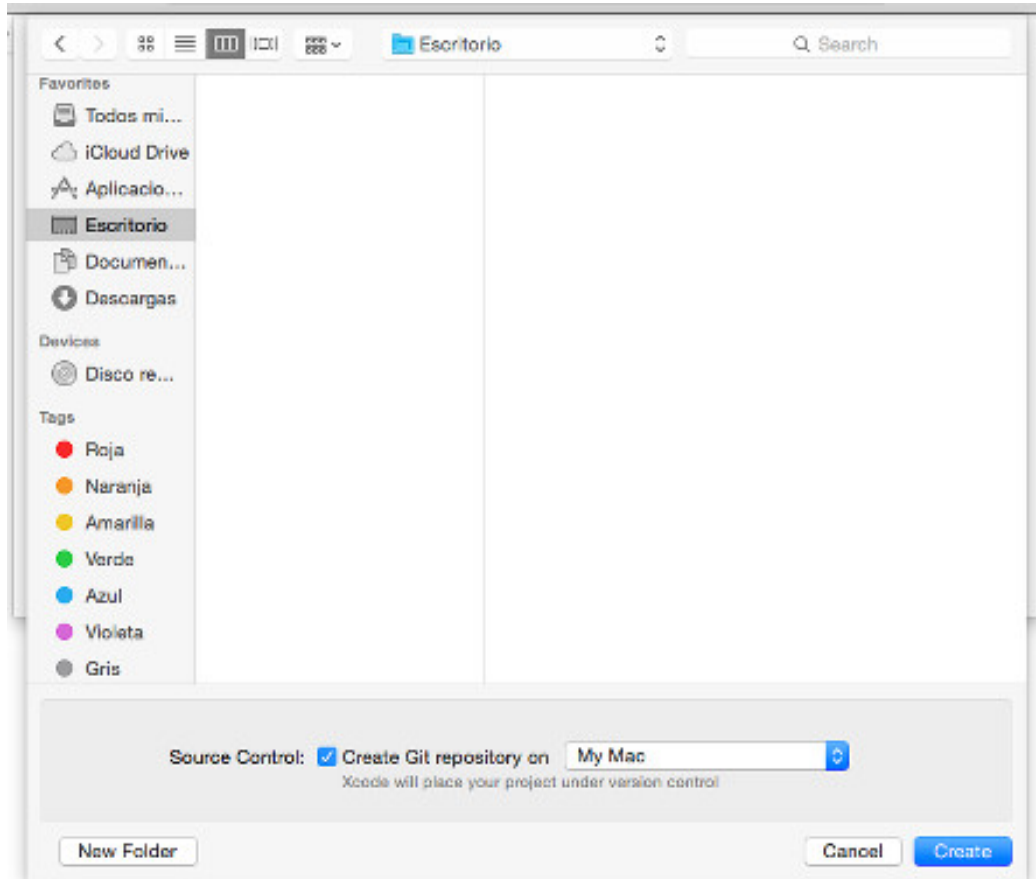
Devices: Universal

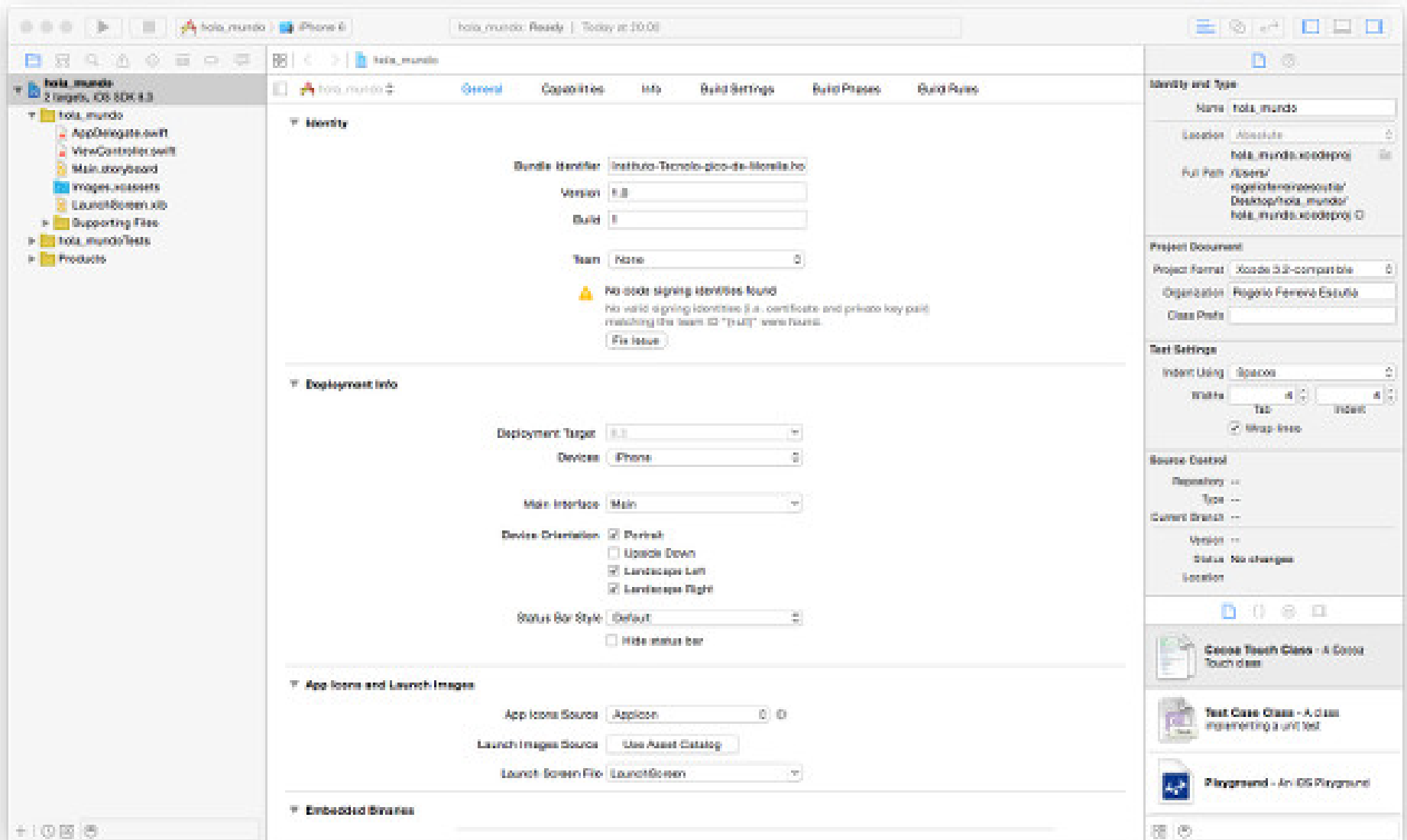
Use Core Data

Cancel Previous Next

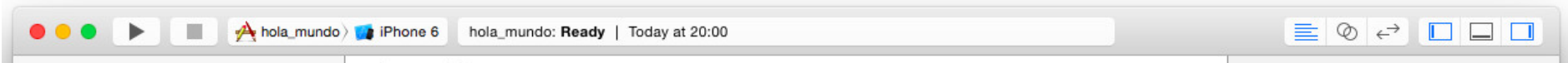
Ubicación del Proyecto

- **Seleccionar la ubicación del Proyecto:**

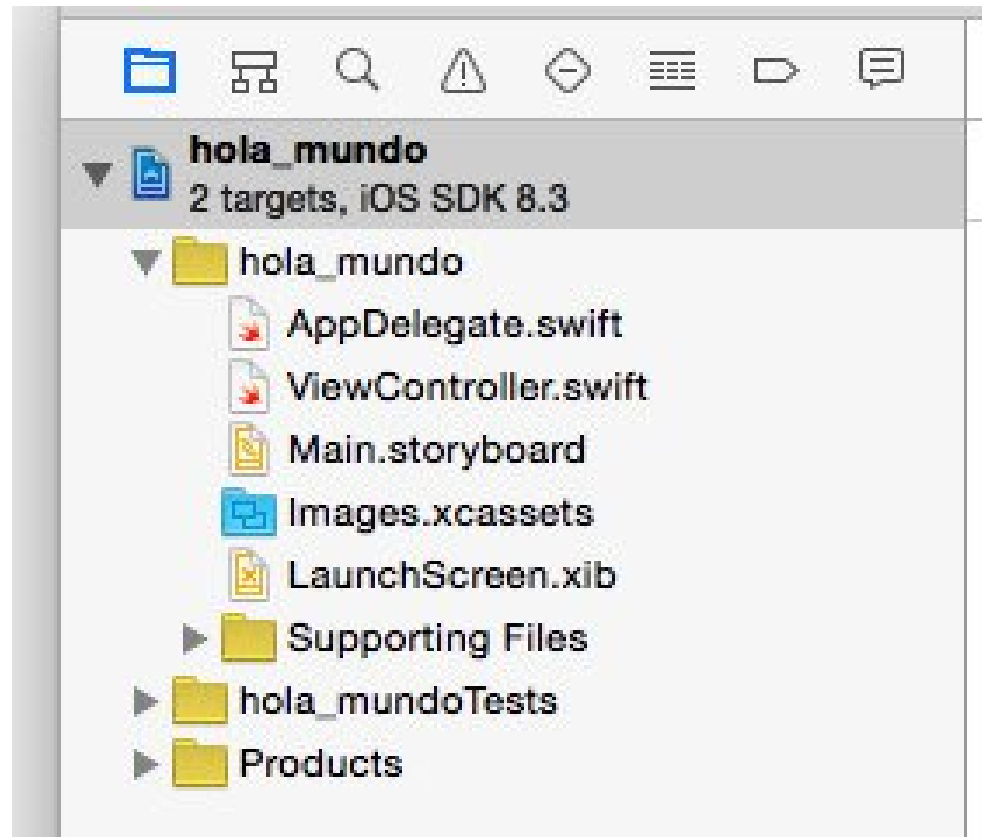




Toolbar



Navegador de archivos del Proyecto

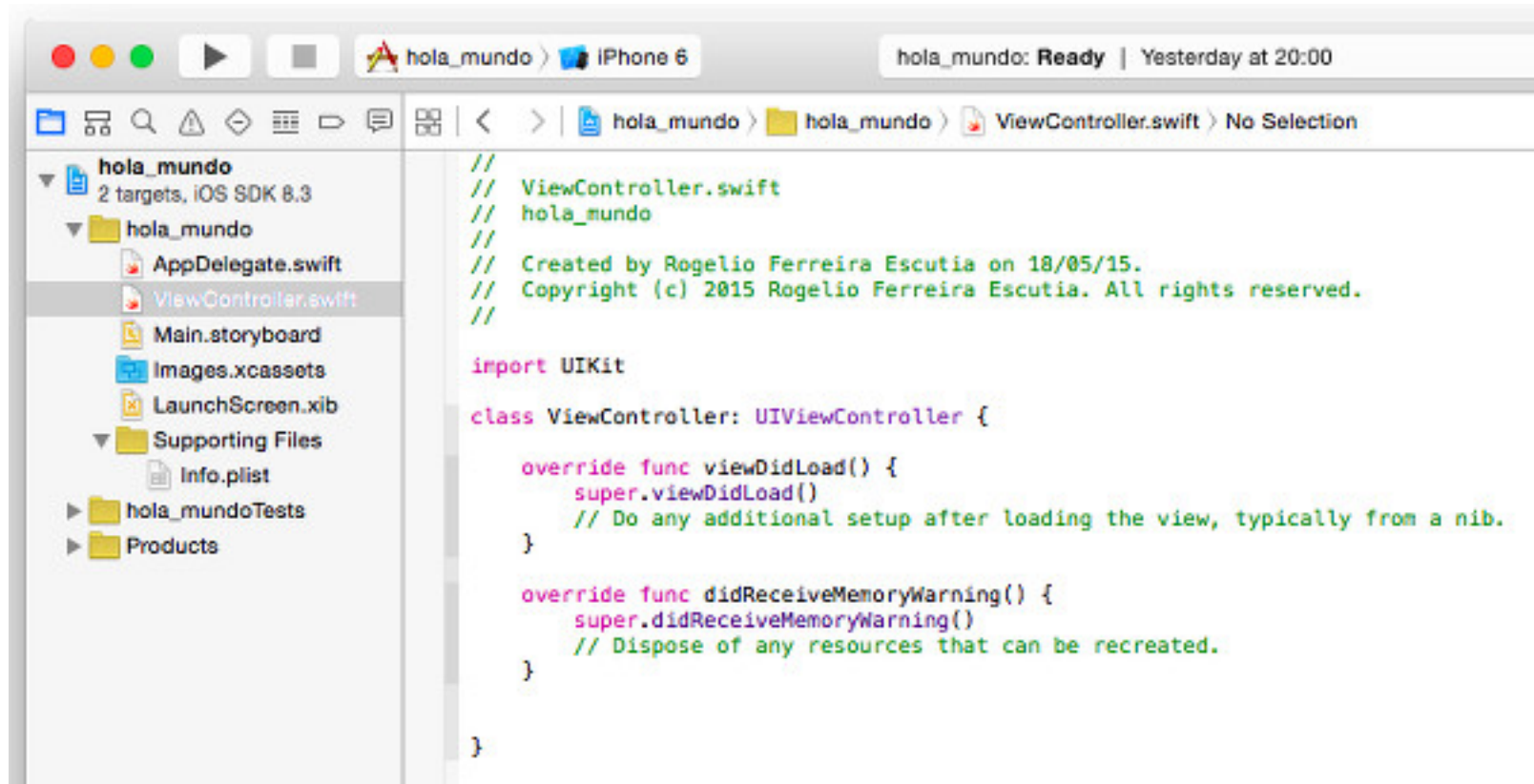


Carpetas del Proyecto

- **hola_mundo: Carpeta del código.**
 - **ViewController.swift: Control de la interfaz**
 - **Main.storyboard: elementos de la interfaz de usuario.**
- **Supporting Files: Información sobre el proyecto.**
- **hola_mundoTests: Pruebas unitarias.**
- **Products: Aquí se encuentra el producto final del proyecto.**



ViewController.swift

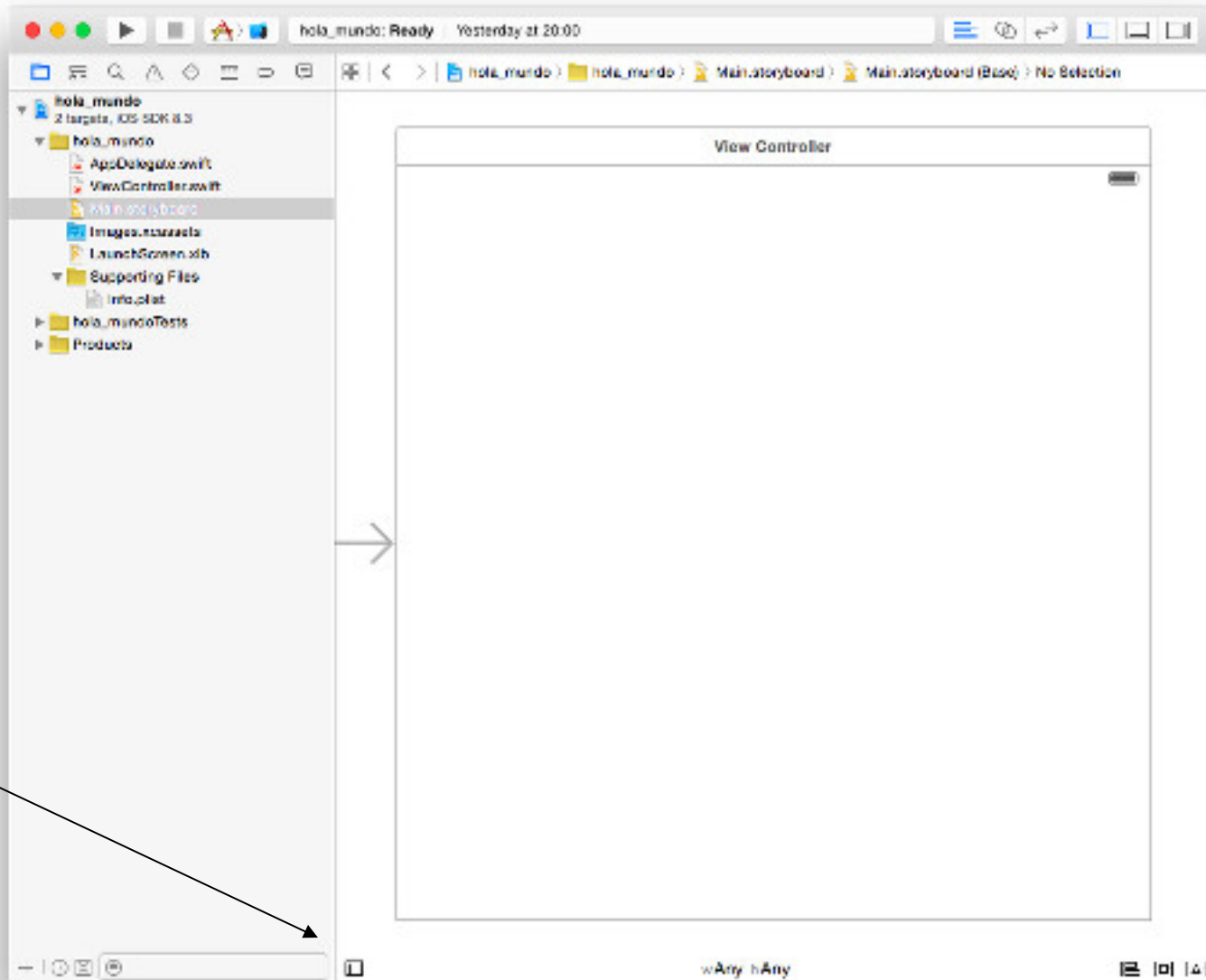


The screenshot shows the Xcode interface for a project named 'hola_mundo' on an iPhone 6 simulator. The left sidebar displays the project structure, with 'ViewController.swift' selected. The main editor area shows the following Swift code:

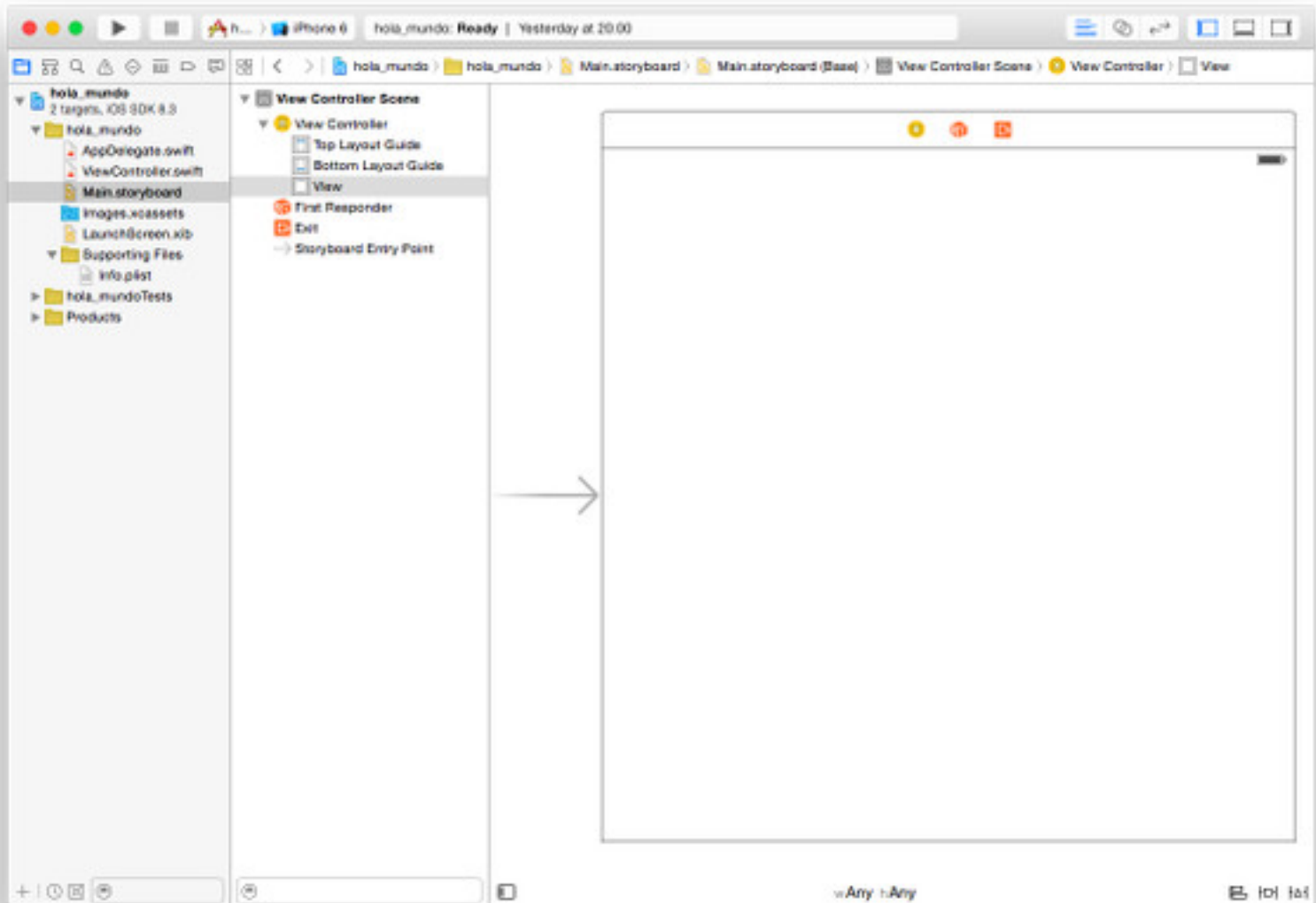
```
//  
// ViewController.swift  
// hola_mundo  
//  
// Created by Rogelio Ferreira Escutia on 18/05/15.  
// Copyright (c) 2015 Rogelio Ferreira Escutia. All rights reserved.  
//  
  
import UIKit  
  
class ViewController: UIViewController {  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
        // Do any additional setup after loading the view, typically from a nib.  
    }  
  
    override func didReceiveMemoryWarning() {  
        super.didReceiveMemoryWarning()  
        // Dispose of any resources that can be recreated.  
    }  
  
}
```



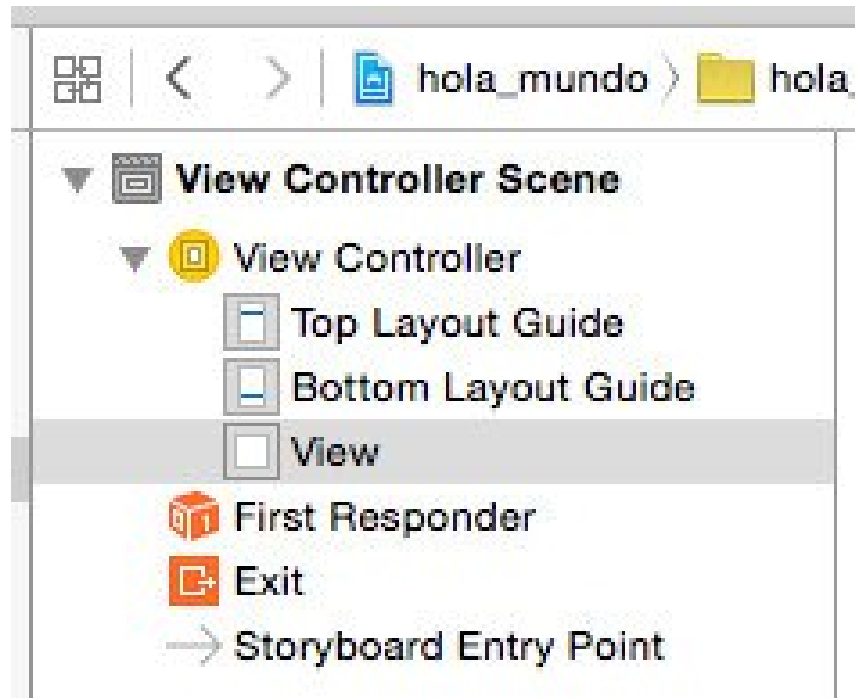
Main.storyboard



Main.storyboard



Document Outline



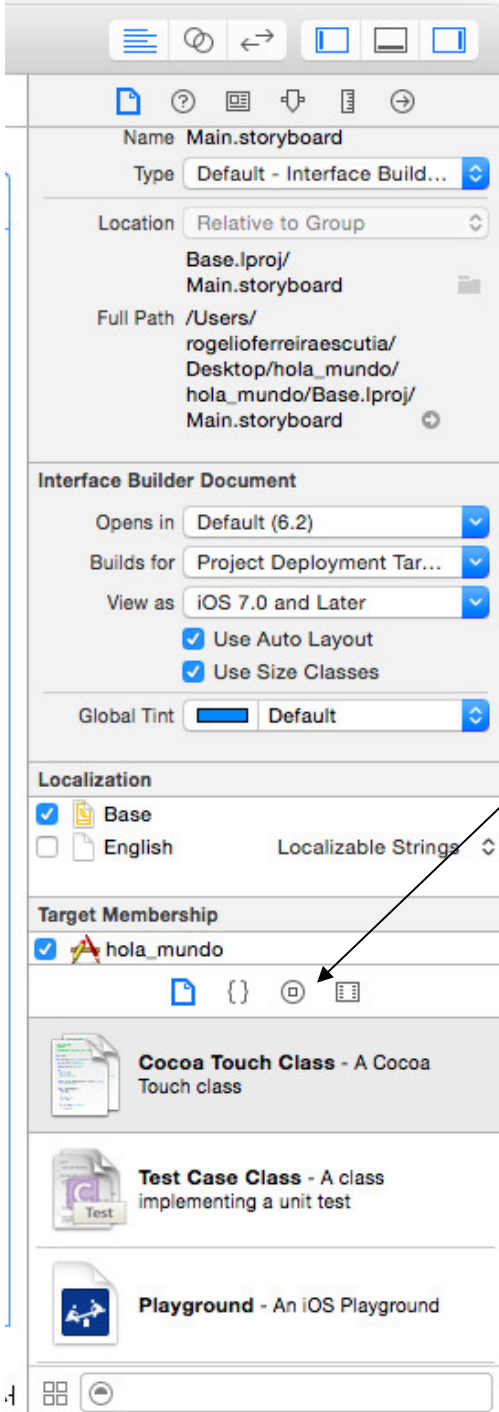
Library

The screenshot shows the Xcode Library pane for a storyboard file named "Main.storyboard". The pane is organized into several sections:

- Name:** Main.storyboard
- Type:** Default - Interface Build...
- Location:** Relative to Group
- Base.lproj/ Main.storyboard**
- Full Path:** /Users/rogelioferreiraescutia/Desktop/hola_mundo/hola_mundo/Base.lproj/Main.storyboard
- Interface Builder Document:**
 - Opens in:** Default (6.2)
 - Builds for:** Project Deployment Tar...
 - View as:** iOS 7.0 and Later
 - Use Auto Layout
 - Use Size Classes
 - Global Tint:** Default
- Localization:**
 - Base
 - English (Localizable Strings)
- Target Membership:**
 - hola_mundo
- Library Items:**
 - Cocoa Touch Class** - A Cocoa Touch class
 - Test Case Class** - A class implementing a unit test
 - Playground** - An iOS Playground








Agregar una etiqueta a la vista





Libreria de Objetos



Target Membership



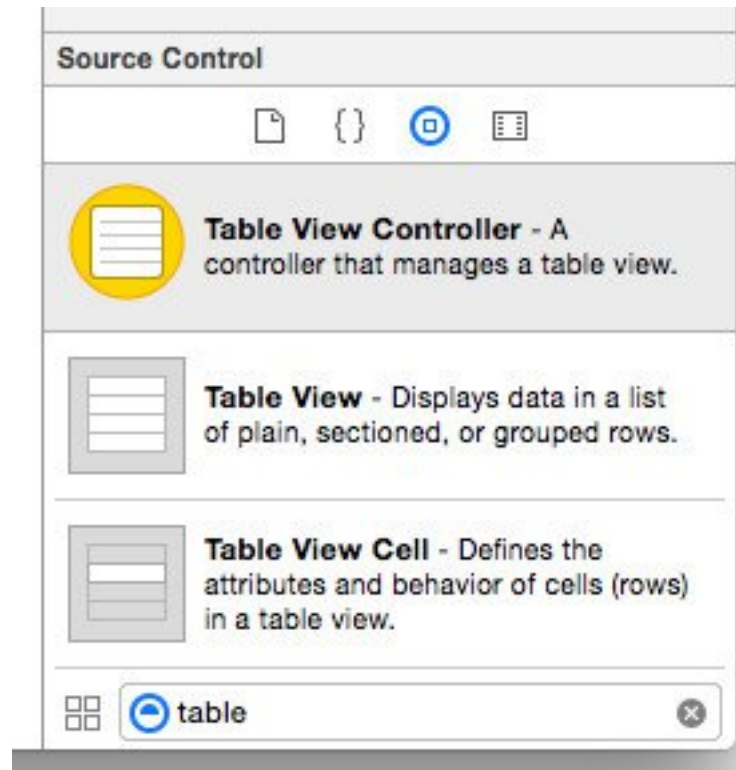
 **View Controller** - A controller that supports the fundamental view-management model in iOS.

 **Navigation Controller** - A controller that manages navigation through a hierarchy of views.

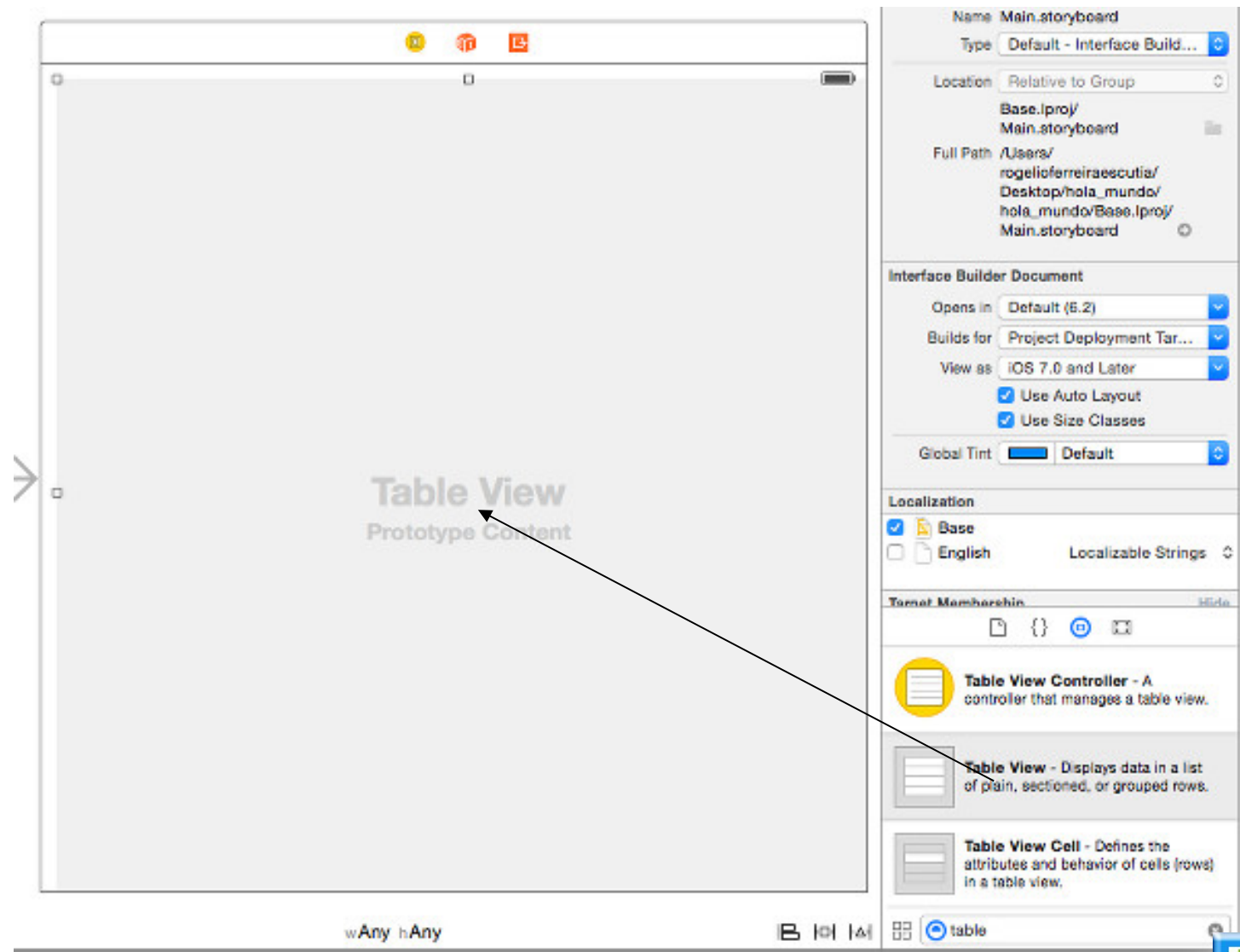
 **Table View Controller** - A controller that manages a table view.



Objeto “Table View”



Objeto “Table View”

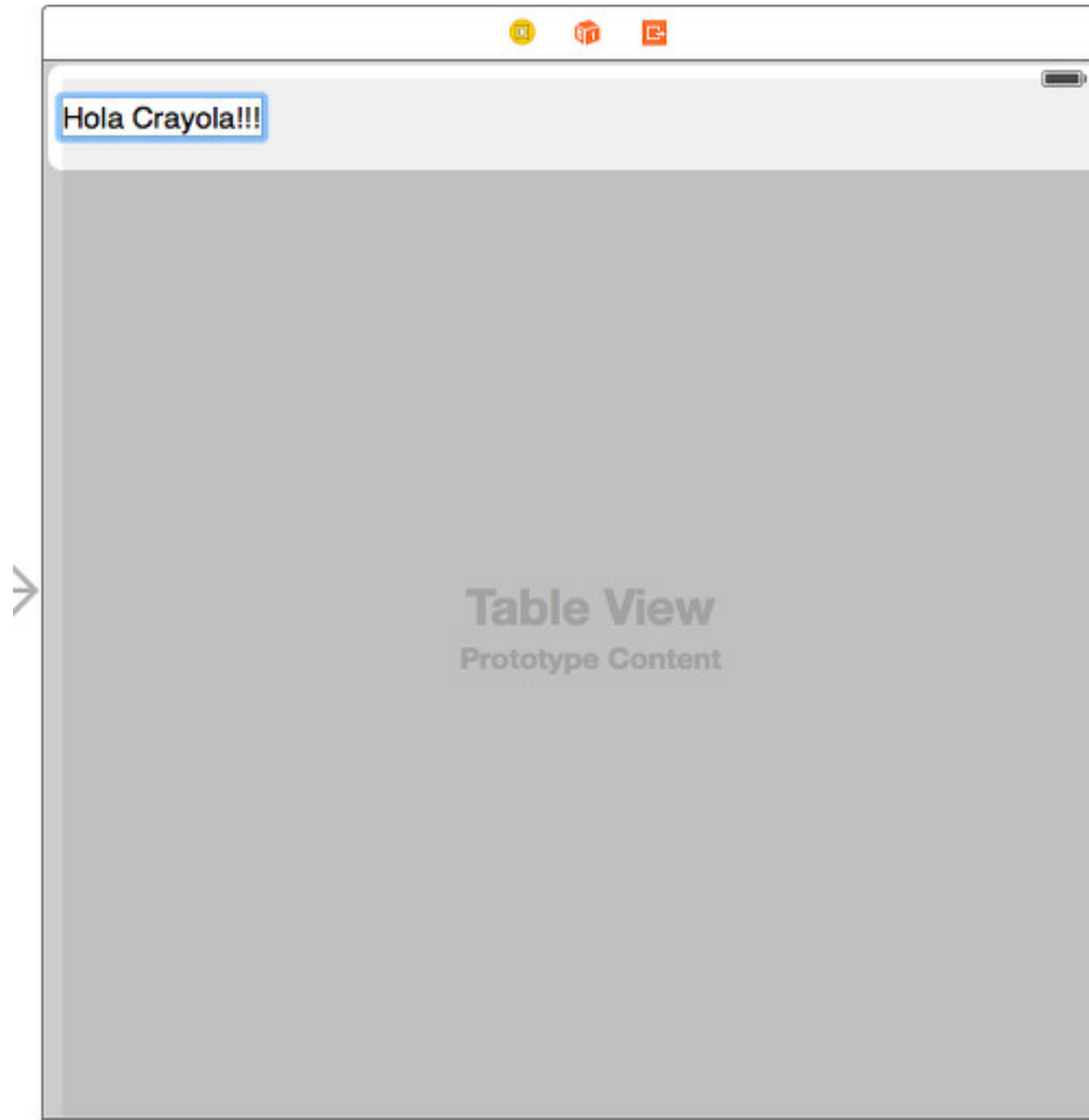


Objeto “Label”

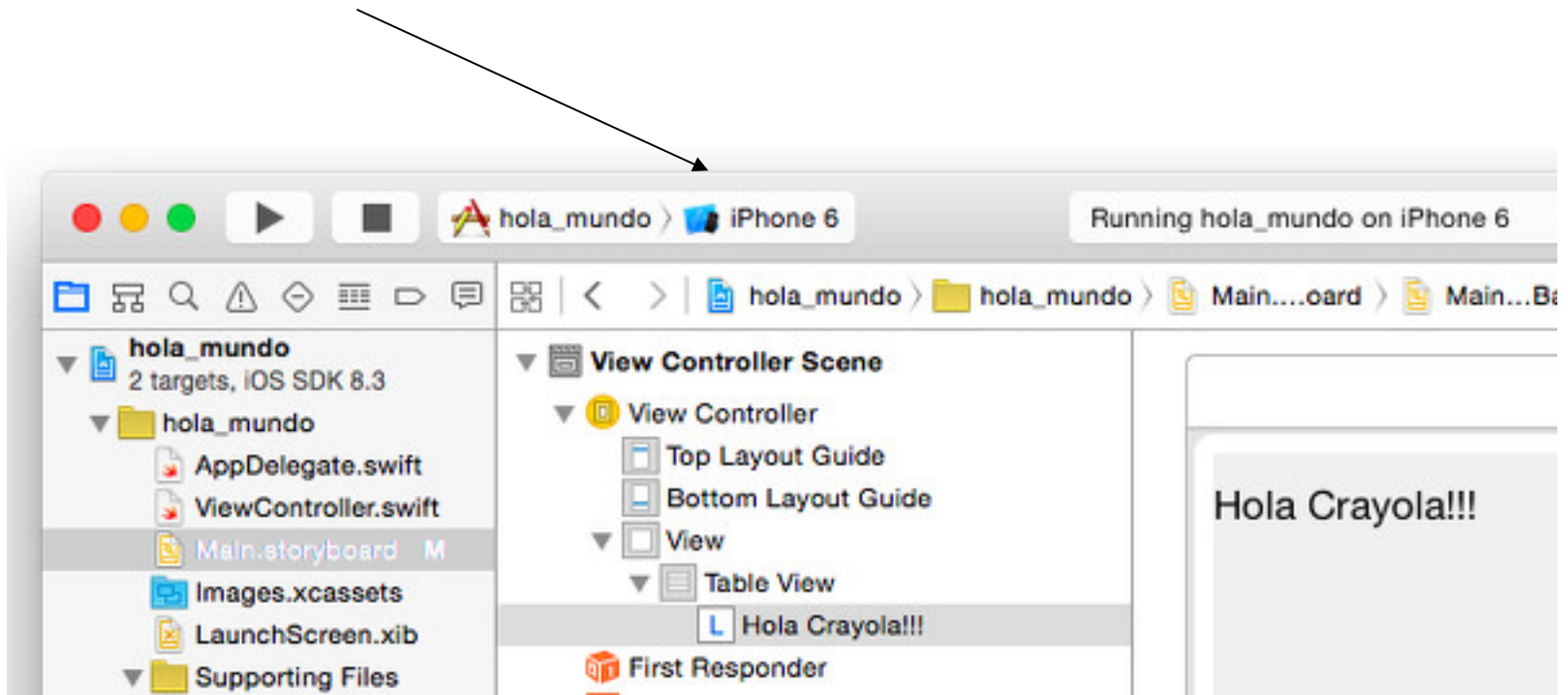
The image shows a screenshot of the Xcode Interface Builder environment. On the left, a storyboard is displayed with a light gray background. In the top-left corner, there is a small rectangular object labeled "Label". In the center, there is a larger rectangular area labeled "Table View" with the text "Prototype Content" below it. A black arrow points from the "Label" object in the storyboard to the "Label" entry in the right-hand inspector panel. The inspector panel is titled "Main.storyboard" and contains several sections: "Name" (Main.storyboard), "Type" (Default - Interface Build...), "Location" (Relative to Group), "Base.lproj/Main.storyboard", "Full Path" (a long file path), "Interface Builder Document" (Opens in: Default (6.2), Builds for: Project Deployment Tar..., View as: iOS 7.0 and Later, Use Auto Layout: checked, Use Size Classes: checked), "Global Tint" (Default), "Localization" (Base: checked, English: unchecked), and "Target Membership" (with icons for various targets). At the bottom of the inspector, the "Label" object is selected, showing its description: "Label - A variably sized amount of static text." The bottom status bar of Xcode shows "wAny hAny" and a toolbar with various icons, including a blue circle with a white "L" icon.



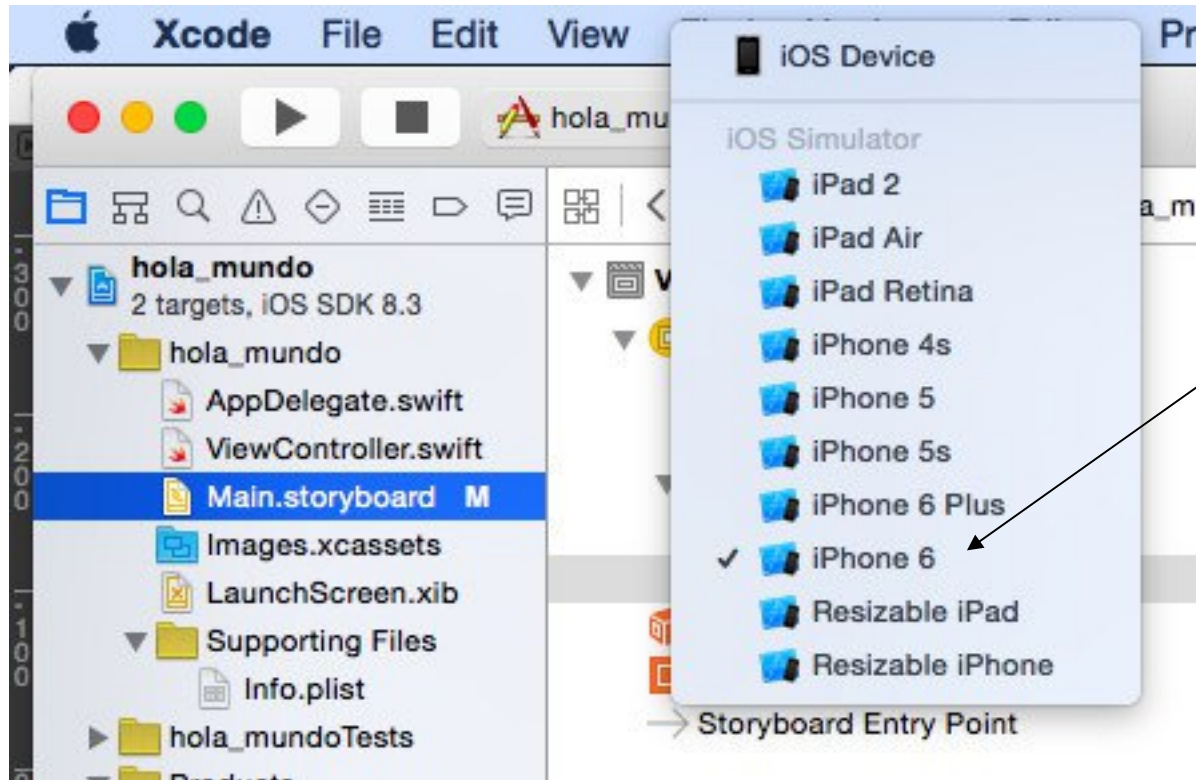
Editar objeto “Label”



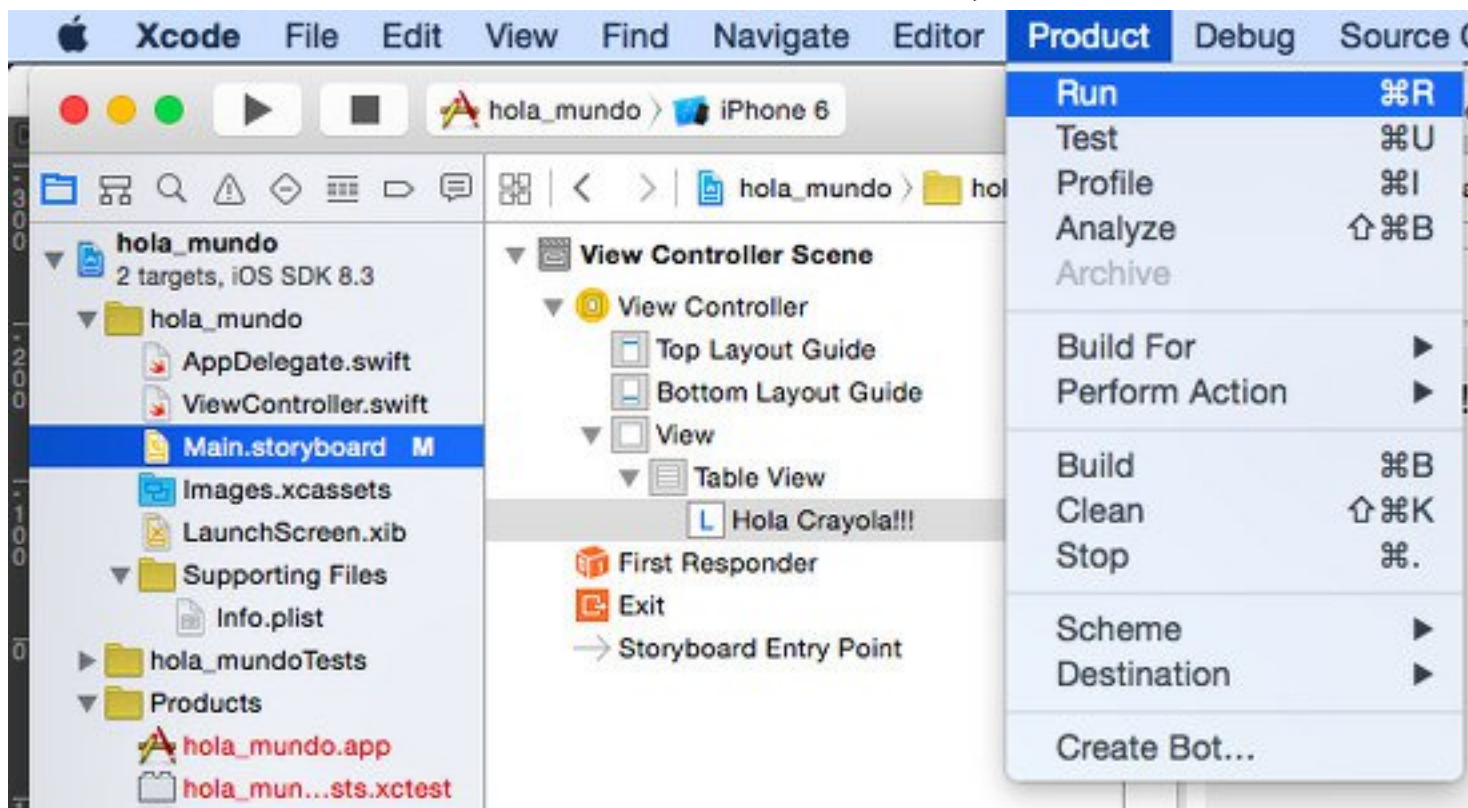
Seleccionar Target (dispositivo)



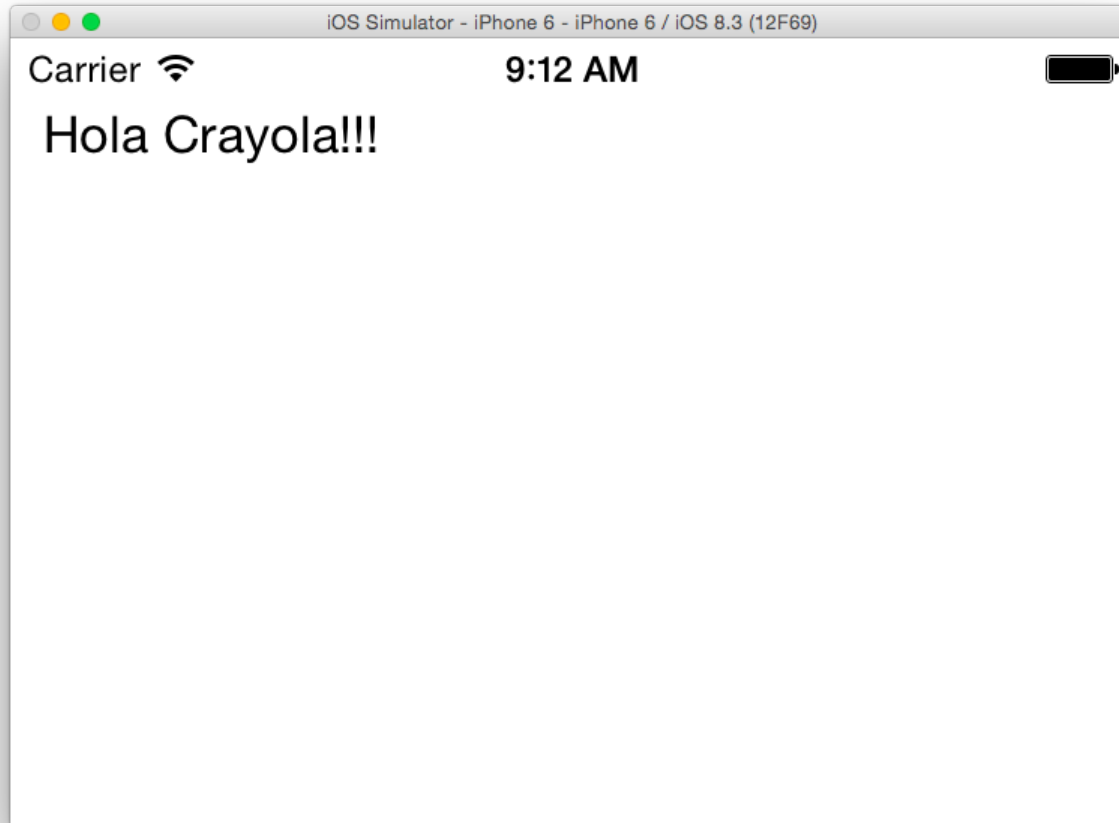
Seleccionar Target (dispositivo)



Ejecución de la Aplicación



Ejecución de la Aplicación





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