BRINGING iOS DEVELOPMENT TO YOUR SCHOOL

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Resources

Apple’s Everyone can Code home page

We made a coding language for everyone.

We designed Swift to be easy to use. It lets you see what you’re creating with code as you write it. Type your code on the left and immediately see the result on the right. It uses lots of words and phrases you already know, like “print,” “add,” and “remove.” And Swift is not just great for getting started with code — it’s also super powerful. In fact, some of the world’s most popular apps are created in Swift.
Resources

Everyone Can Code Books, Courses, and Apps
RESOURCES

Coding Lesson -
Chicago Public Schools

Elementary School (Grades 3-5)
Coding Lessons (PDF)
App Design Journal (Keynote)
Facilitator Guide (PDF)

Middle School (Grades 6-8)
Coding Lessons for Learn to Code 1 (PDF)
Coding Lessons for Learn to Code 2 (PDF)
Coding Lessons for Learn to Code 3 (PDF)
App Design Journal (Keynote)
Facilitator Guide (PDF)

High School (Grades 9-12)
Coding Lessons for Beginner (PDF)
App Design Journal for Beginner (Keynote)
App Design Journal for Advanced (Keynote)
Facilitator Guide (PDF)
Resources

Website for creating app icons
Resources

Stackoverflow - great resource for troubleshooting and finding code
So far in this lesson, you’ve learned the basics of Xcode and Interface Builder. You’ll now apply your knowledge of these tools by building a project.

By the end of this Guided Project, you’ll have created an app, called Light, that changes the screen from black to white, and back again, whenever the user taps a button. To successfully build the light, you’ll need to use Xcode documentation, set breakpoints, and create outlets and actions.

This project will involve modifying some code—even though you’re relatively new to the Swift language. Don’t be discouraged if you struggle with the code-specific pieces of the project. Just keep at it!

**PART ONE—CREATE A BUTTON AND AN ACTION**

Create a new Xcode project using the Single View Application template that you’ve used in previous lessons. Name the project “Light”. When you build and run the project, you’ll notice there’s nothing for the user to interact with. You’ll be changing that soon.

Select `Main.storyboard` in the project navigator to open your storyboard in Interface Builder.
Apps my Students are building

Timer App
Apps my Students are building

Game
Apps my Students are building

Calling App