Getting Started with iOS

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Overview

- Language
- MVC Paradigm
- Delegates
- Misc
- What you will need
- Demo
Language

C/C++

- Header: *.h/*.hpp
- Implementation: *.c/*.cpp
- int toRGB(int r, int g, int b)
- int i = toRGB(255, 255, 0);

Objective-C

- Header: *.h
- Implementation: *.m
- -(int) toR:(int) r G:(int) g B:(int) b
- int i = [self toR:255 G:255 B:0];

*Objective-C++: *.mm
MVC

Objects/Structs

- Image
- Custom data structure
- etc
MVC

UI
- Buttons
- Pictures
- Sliders
- Text boxes
- Tables
- etc
Connector

- How to respond to user interactions
- In what way to update the view/model
- etc
Delegates
Other Comments

- ARC
- Make use of the things Xcode will do for you
  - Project setup
  - Interface Builder (*.storyboard or *.xib for older files)
  - New classes
- NSLog
- Variables

```objective-c
@interface MyController : UIViewController {
    NSString *varA;
}
@property (weak, nonatomic) NSString *varB;
```
What You Should Have

- iOS device and connector
- A developer account to run code on that device
- A computer with Xcode
- The OpenCV framework for iOS
Today’s Demo

- Display video feed from camera
- Invert the colors of the image
- Find faces in the image
- Threshold the image