

In this tutorial you are going to create your first iOS App using Xcode!

This project will use a project with the **Single View Application** template. You will see how the view and controller objects work together in an iOS application.

Step 1: Open Xcode and select **Create a new Xcode Project** from the Welcome to Xcode menu.

Step 2: Select **Single View Application** using the template. Name the project **HelloWorld** or whatever you want. Select **Automatic Reference Counting** but do **NOT** select to use the storyboard feature.

Step 3: Xcode automatically creates the directory structure and adds essential frameworks to it. You can explore the directory structure to check out the content of the directory. Click on **ViewController.xib** to open it in the center view pane.

Step 4: Drag a **label** from the library and place it to the view window, double click it and change the label name to "Hello iPhone!" Now bring the **Round Rect** from the library and place it below of the label. Double click the Round Rect and give the name "Click Me."

Step 5: Let's "Wire the Control" to ViewController.h:

First, let's connect the button:

1. Click on the editor "**tuxedo** icon" to show ViewController.h next to the view.
2. **Right mouse click** on the Round Rect and bring up connection window.
3. Click on "Touch Up Inside" or "**Touch Down**" and press the **control** key.
4. **Drag the connection** to the ViewController.h file. Notice the blue line.
5. Drop between @interface and @end.
6. Label the button "ClickMeButton" and select UIButton for the type.
7. Press connect and you will now see the following added.

- (IBAction)ClickMeButton:(UIButton *)sender;

Now let's connect the label:

1. Click the **label** and **control drag** it above or below the button.
2. Name it, "theLabel" and press connect. You should see the following added to the file.

@property (weak, nonatomic) IBOutlet UILabel *theLabel;

Step 6: Open the ViewController.m file and make the following changes:

Add after @Implementation ViewController:

```
@synthesize theLabel;
```

Add to the “ClickMeButton” method body:

```
[theLabel setText:@"My First App!"];
```

Step 7: Click **Run** to show the application in the iOS simulator. Click the button and see what happens.

Step 8: Let's make some changes now. Drag a **Text Field** to the view.

Step 9: Switch back to the ViewController.h file in the second pane.

Control Drag the Text Field to ViewController.h and label it **theTextView** so you see:

```
@property (weak, nonatomic) IBOutlet UITextField *theTextView;
```

Step 10: Right mouse click on the **Text Field** and drag **Did End on Exit** to ViewController.h. Label the connection, **exitText** and select **UITextField** for the type. You should now see:

```
- (IBAction)exitText:(UITextField *)sender;
```

Step 11: Change the **Return Key** property of the Text Field to **Done**.

Step 12: Optionally add a label and put **Type Your Name** on it.

Step 13: Switch to **ViewController.m**. Add theTextView to @synthesize so it now shows:

```
@synthesize theLabel, theTextView;
```

Add this code to the **exitText** action button.

```
// get rid of the keyboard
[theTextView resignFirstResponder];

// set the label text to the Text Field text
[theLabel setText:[theTextView text]];
```

Step 14: Run your program. You have just finished your first iOS app!