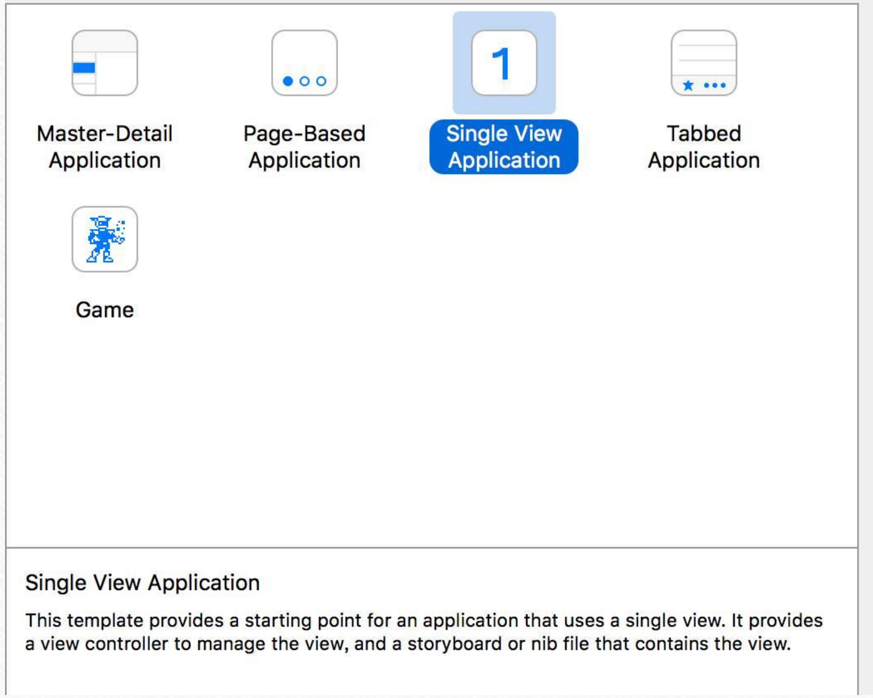
2016TipCalculactor

Version:Xcode7.x & Swift2

Step1:

Run the Xcode and select new project .
Create a single view application .

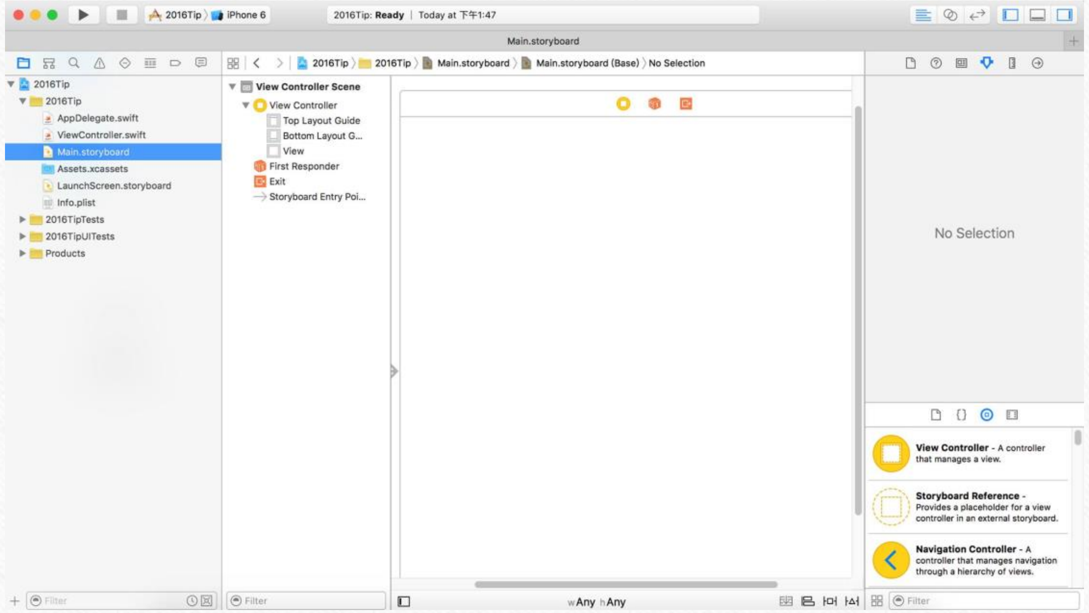


Single View Application

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.

Step2:

You can select the “Main.storyboard” on the left side .
You can design your application at this Interface.



View Controller - A controller that manages a view.

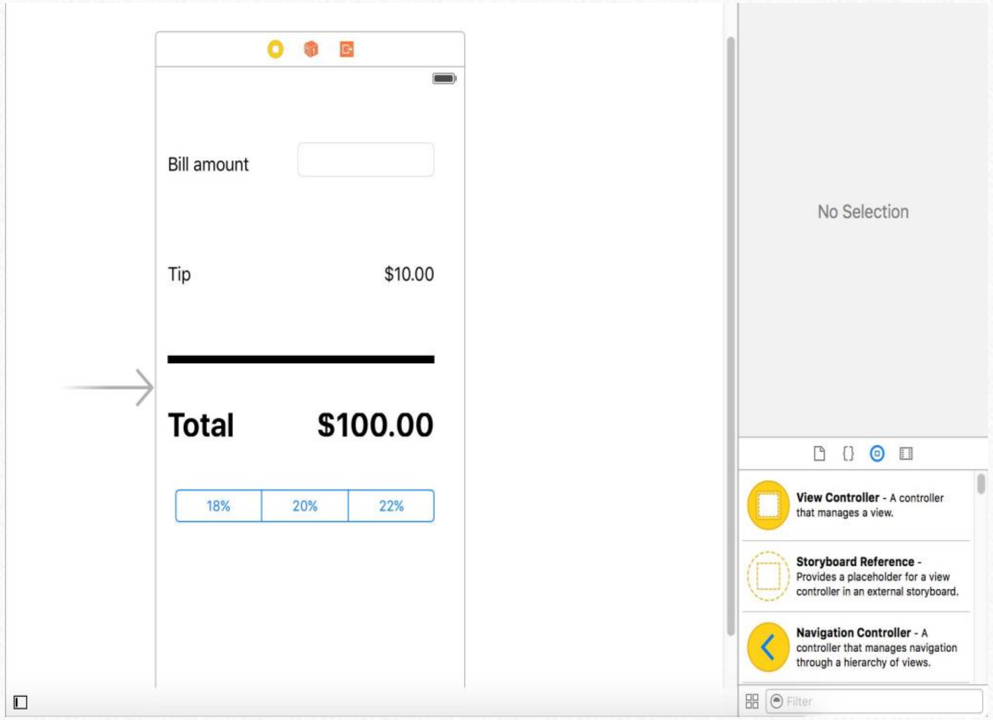
Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.

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

Step3:
(Example)

You can select the object in the lower right .
Which object that you want to add on your app .
For example : Label , Textfiled , button , etc .

How to add the object ?
Just drag it on your main.storyboard!



View Controller - A controller that manages a view.

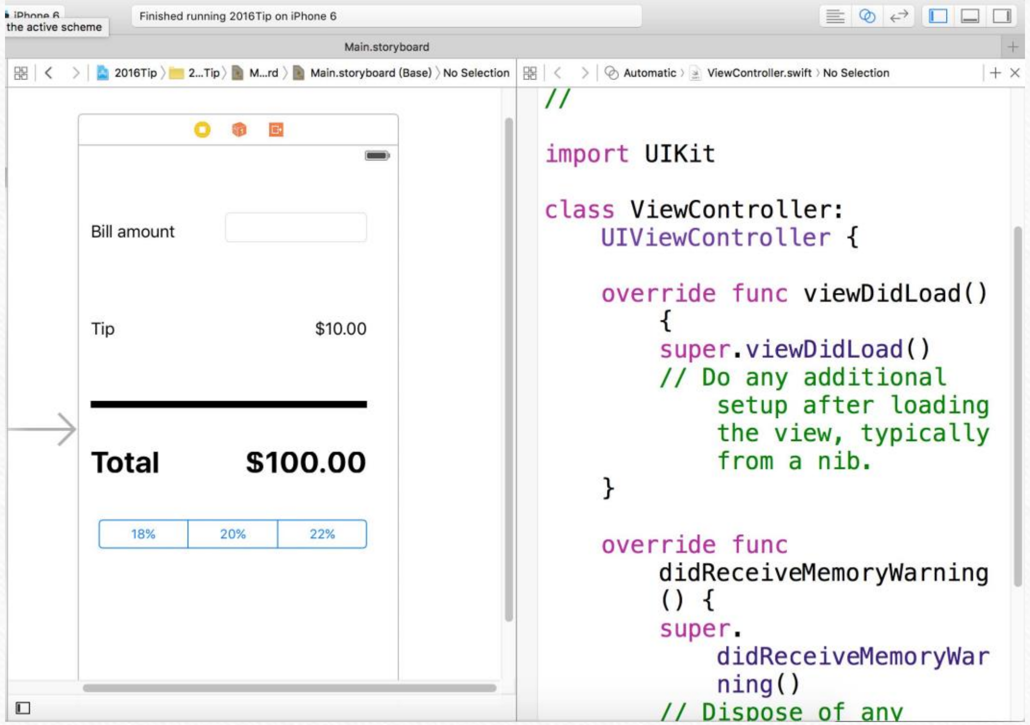
Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.

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

Step4:

After you designed your app already .
Your also created an frame of code
on the right side .

How to call the frame ?
Do you see the cross of circle at the
higher right ?
Just clicked it !



iPhone 6
the active scheme

Finished running 2016Tip on iPhone 6

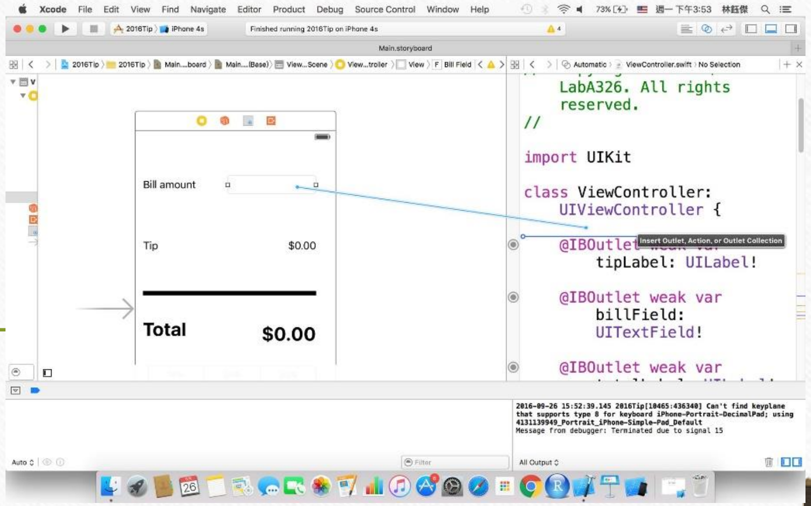
Main.storyboard
2016Tip 〉 2...Tip 〉 M...rd 〉 Main.storyboard (Base) 〉 No Selection
Automatic 〉 ViewController.swift 〉 No Selection
Bill amount
Tip
$10.00
Total
$100.00
18%
20%
22%

```
//

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.
           didReceiveMemoryWar
           ning()
        // Dispose of any
```

Step5:

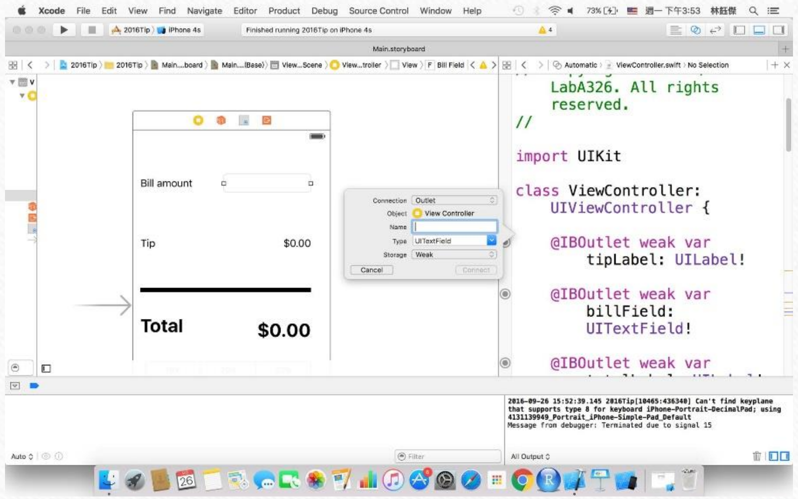
We need to connect the object to our code .

You need to click your mouse left and right buttons at the same time .
Then you can drag your arrow and connect on your code.
You can name your object on your code .


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
Finished running 2016Tip on iPhone 4s
Main.storyboard
Automatic › ViewController.swift › No Selection
Bill amount
Tip
$0.00
Total
$0.00
Insert Outlet, Action, or Outlet Collection
All Output

```
    LabA326. All rights
    reserved.
//

import UIKit

class ViewController:
    UIViewController {

    @IBOutlet weak var
        tipLabel: UILabel!

    @IBOutlet weak var
        billField:
        UITextField!

    @IBOutlet weak var
```

```
2016-09-26 15:52:39.145 2016Tip[10465:436340] Can't find keyplane
that supports type 8 for keyboard iPhone-Portrait-DecimalPad; using
4131139949_Portrait_iPhone-Simple-Pad_Default
Message from debugger: Terminated due to signal 15
```


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
Finished running 2016Tip on iPhone 4s
Main.storyboard
Automatic › ViewController.swift › No Selection
Bill amount
Tip
$0.00
Total
$0.00
Cancel
Connect
All Output

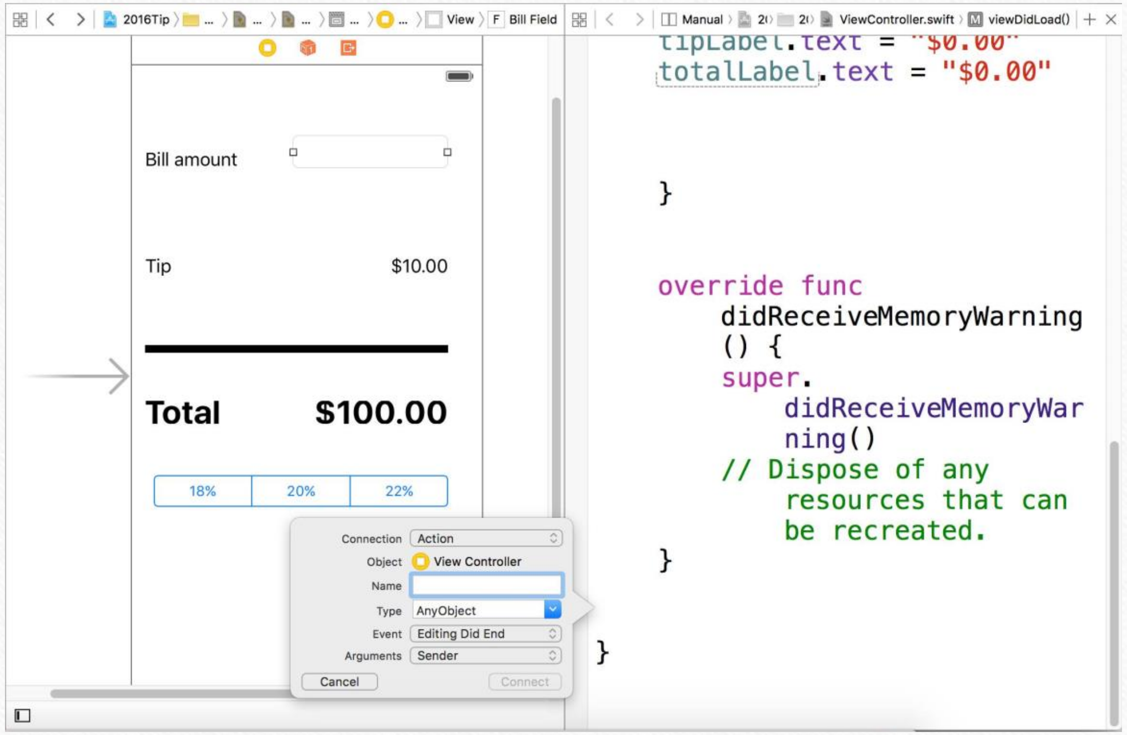
Connection: Outlet
Object: View Controller
Name:
Type: UITextField
Storage: Weak

```
    LabA326. All rights
    reserved.
//

import UIKit

class ViewController:
    UIViewController {

    @IBOutlet weak var
        tipLabel: UILabel!

    @IBOutlet weak var
        billField:
        UITextField!

    @IBOutlet weak var
```

```
2016-09-26 15:52:39.145 2016Tip[10465:436340] Can't find keyplane
that supports type 8 for keyboard iPhone-Portrait-DecimalPad; using
4131139949_Portrait_iPhone-Simple-Pad_Default
Message from debugger: Terminated due to signal 15
```

Step6:

Add a action function at the bottom .



```
    tipLabel.text = "$0.00"
    totalLabel.text = "$0.00"


    }


    override func
        didReceiveMemoryWarning
        () {
        super.
            didReceiveMemoryWar
            ning()
        // Dispose of any
            resources that can
            be recreated.
    }

}
```

Connection: Action

Object: View Controller

Name:

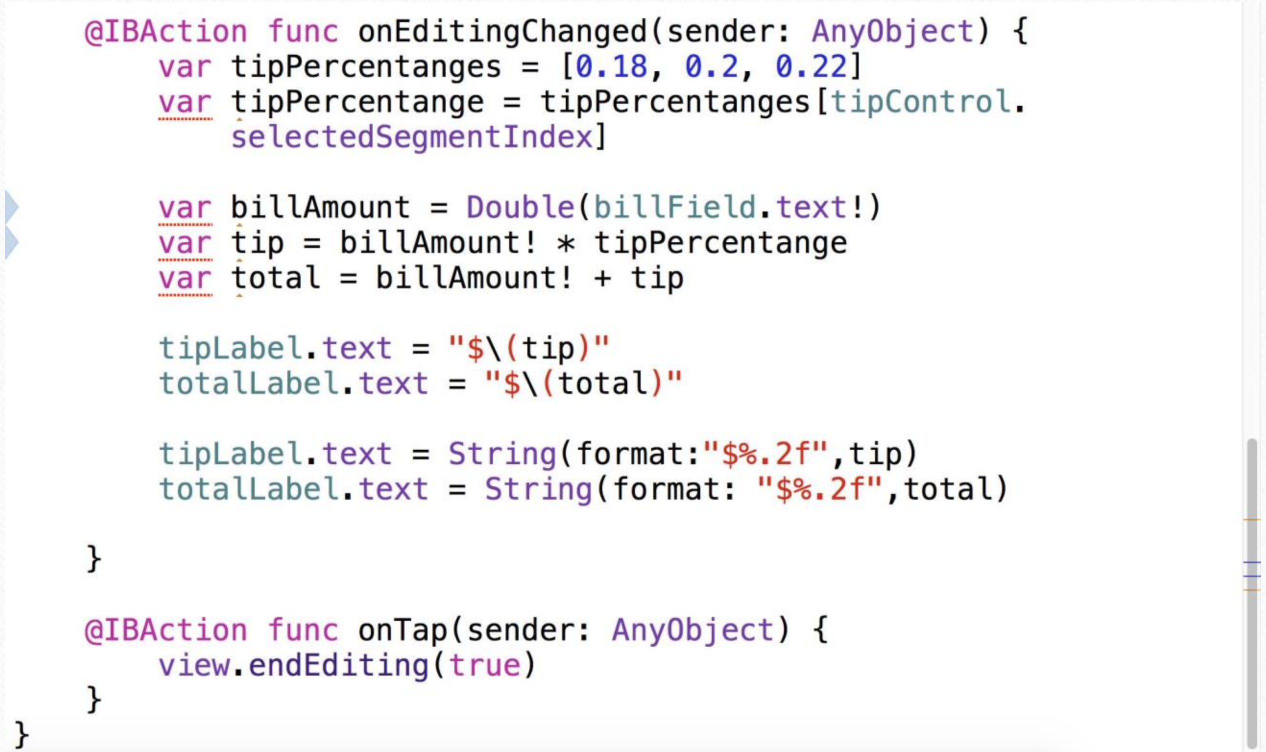
Type: AnyObject

Event: Editing Did End

Arguments: Sender

Step7:

Write down your code in your action function !



```
    @IBAction func onEditingChanged(sender: AnyObject) {
        var tipPercentanges = [0.18, 0.2, 0.22]
        var tipPercentange = tipPercentanges[tipControl.
            selectedSegmentIndex]

        var billAmount = Double(billField.text!)
        var tip = billAmount! * tipPercentange
        var total = billAmount! + tip

        tipLabel.text = "$\(tip)"
        totalLabel.text = "$\(total)"

        tipLabel.text = String(format:"$%.2f",tip)
        totalLabel.text = String(format: "$%.2f",total)

    }

    @IBAction func onTap(sender: AnyObject) {
        view.endEditing(true)
    }
}
```