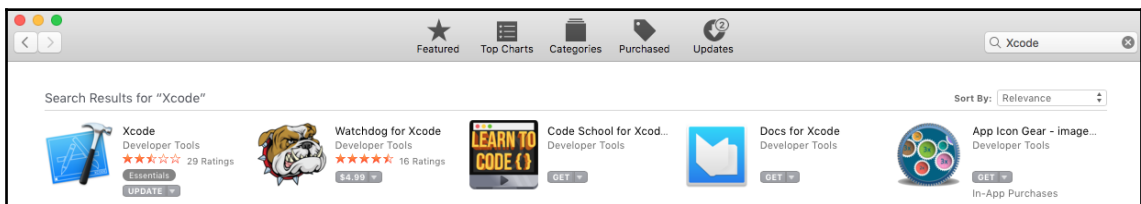
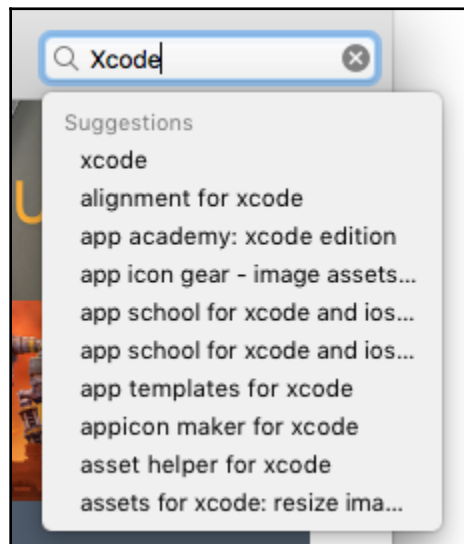
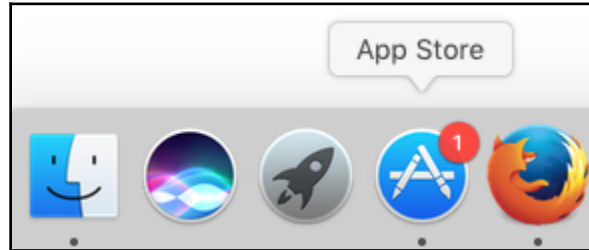



# Chapter 2: Getting Familiar with Xcode and Playgrounds




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📁 Categories
🛒 Purchased
🔄 Updates
🔍 Search



**Open** ▾

# Xcode

Create great apps  
for Mac, iPhone, and iPad.



**Xcode** +

**Essentials**


Xcode includes everything developers need to create great applications for Mac, iPhone, iPad, Apple TV, and Apple Watch. Xcode provides developers a unified workflow for user interface design, coding, testing, and debugging. The Xcode IDE combined with the Swift programming language make developing apps easier and more fun than ever before.

...

**What's New in Version 9.3**

Xcode 9.3 includes Swift 4.1 and SDKs for iOS 11.3, watchOS 4.3, tvOS 11.3, and macOS High Sierra 10.13.4

...



[Apple Web Site](#) >

[Xcode Support](#) >

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...More

...More

**Information**

Category: Developer Tools

Updated: Mar 29, 2018

Version: 9.3

Price: Free

Size: 5.25 GB

Family Sharing: Yes

Language: English

Seller: Apple Inc.

© 1999–2017 Apple Inc.

Rated 4+

Compatibility:  
macOS 10.13.2 or later

More by Apple



# Welcome to Xcode

Version 9.3 (9E145)



## Get started with a playground

Explore new ideas quickly and easily.



## Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.

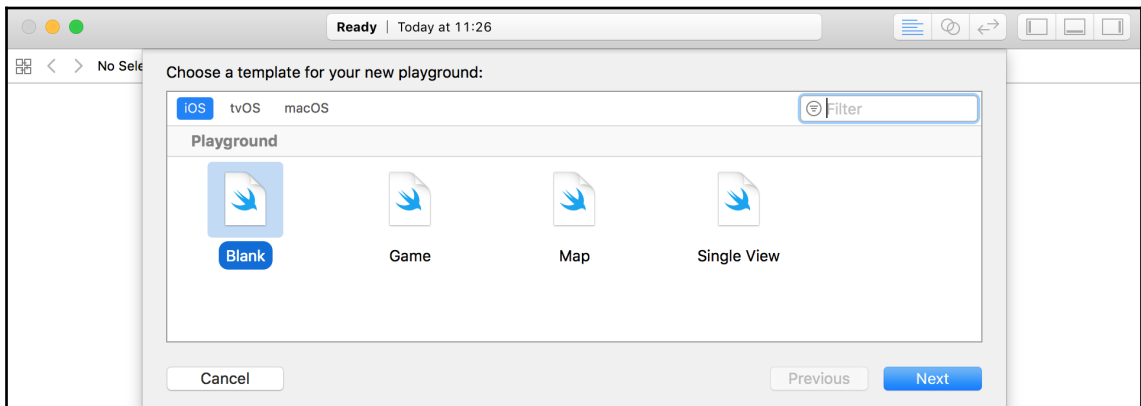


## Clone an existing project

Start working on something from an SCM repository.

No Recent Projects

Open another project...



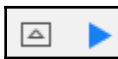
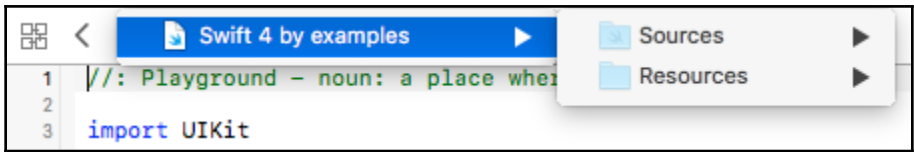
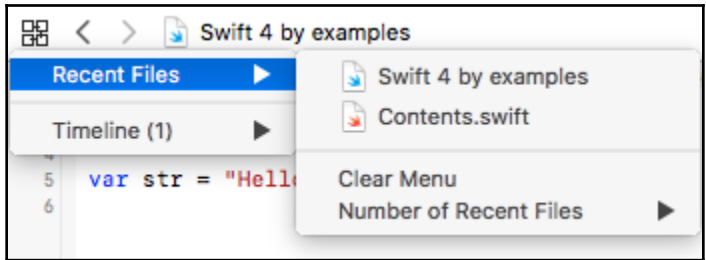
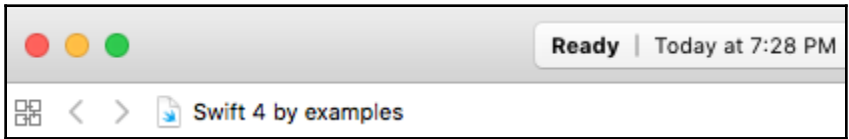
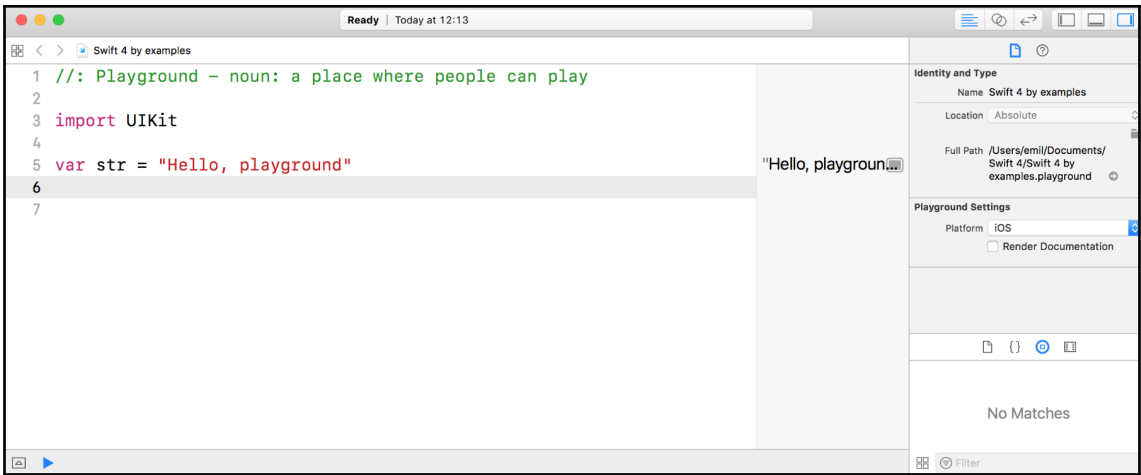
```
1 //: Playground - noun: a place where people can play
2
3 import UIKit
4
5 var str = "Hello, playground"
6
```

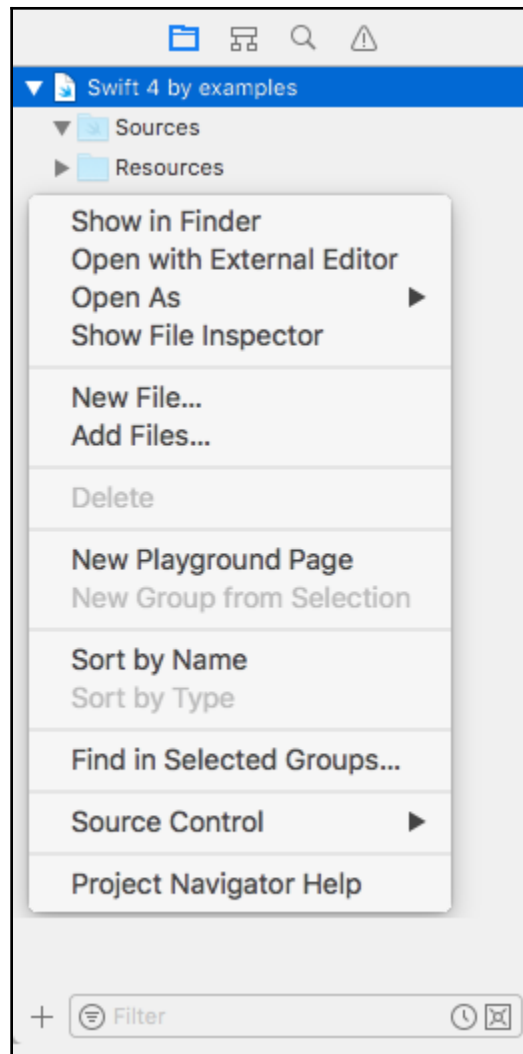
"Hello, playground"

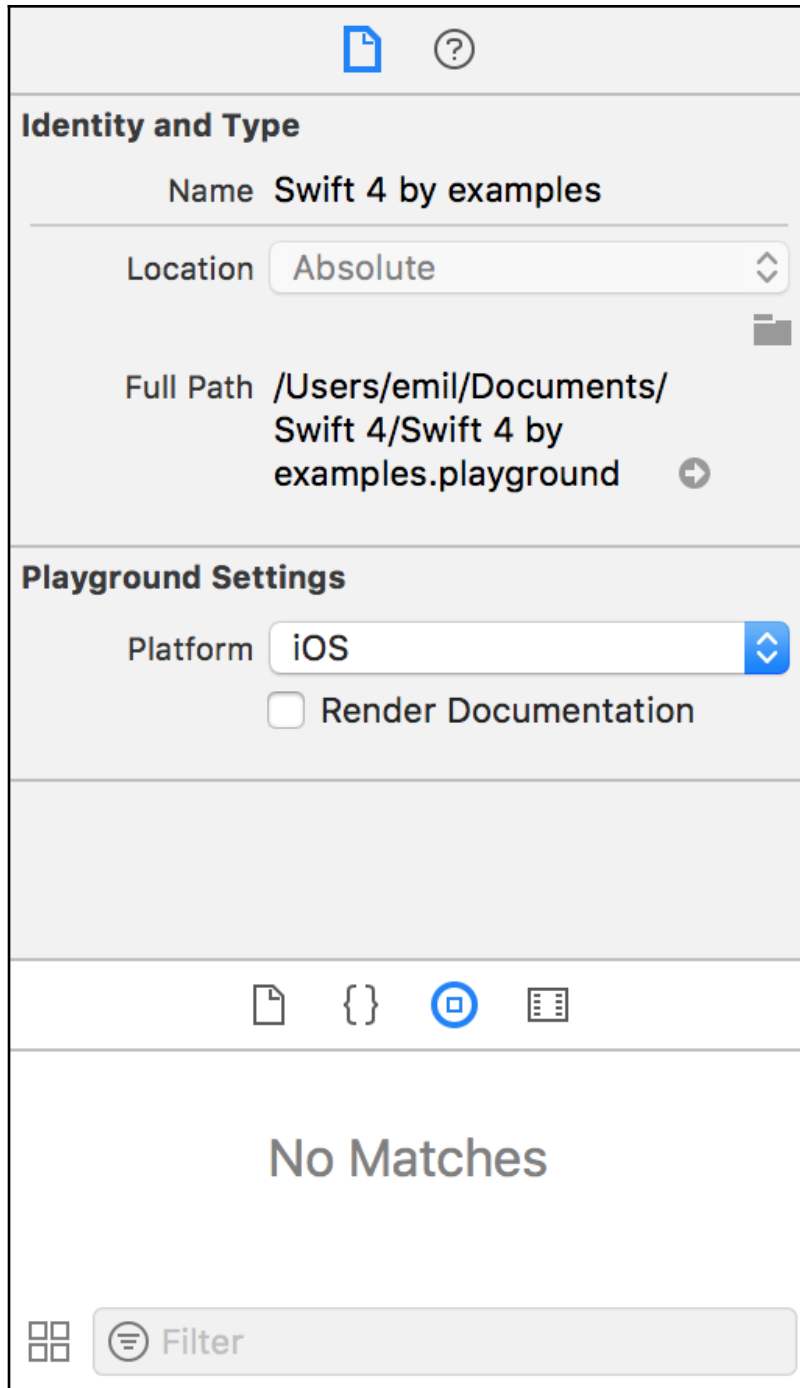


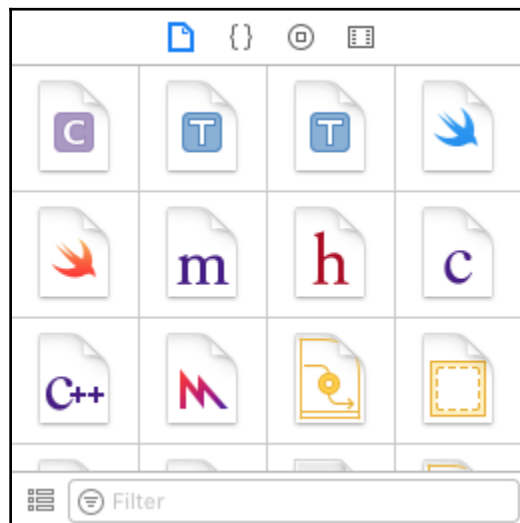
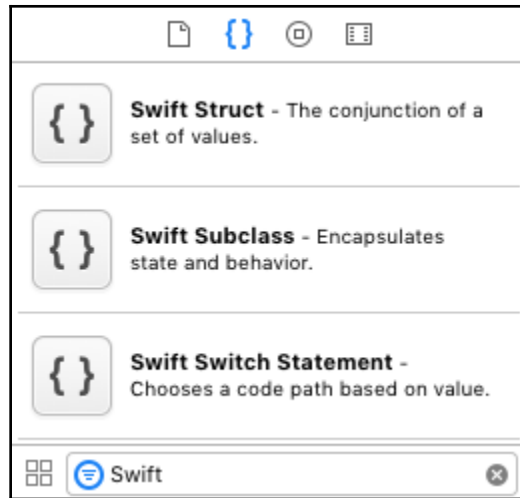
```
1 //: Playground - noun: a place where people can play
2
3 import UIKit
4
5 var str = "Hello, playground"
6
```

```
1 //: Playground - noun: a place where people can play
2
3 import UIKit
4
5 var str = "Hello, playground"
6
```

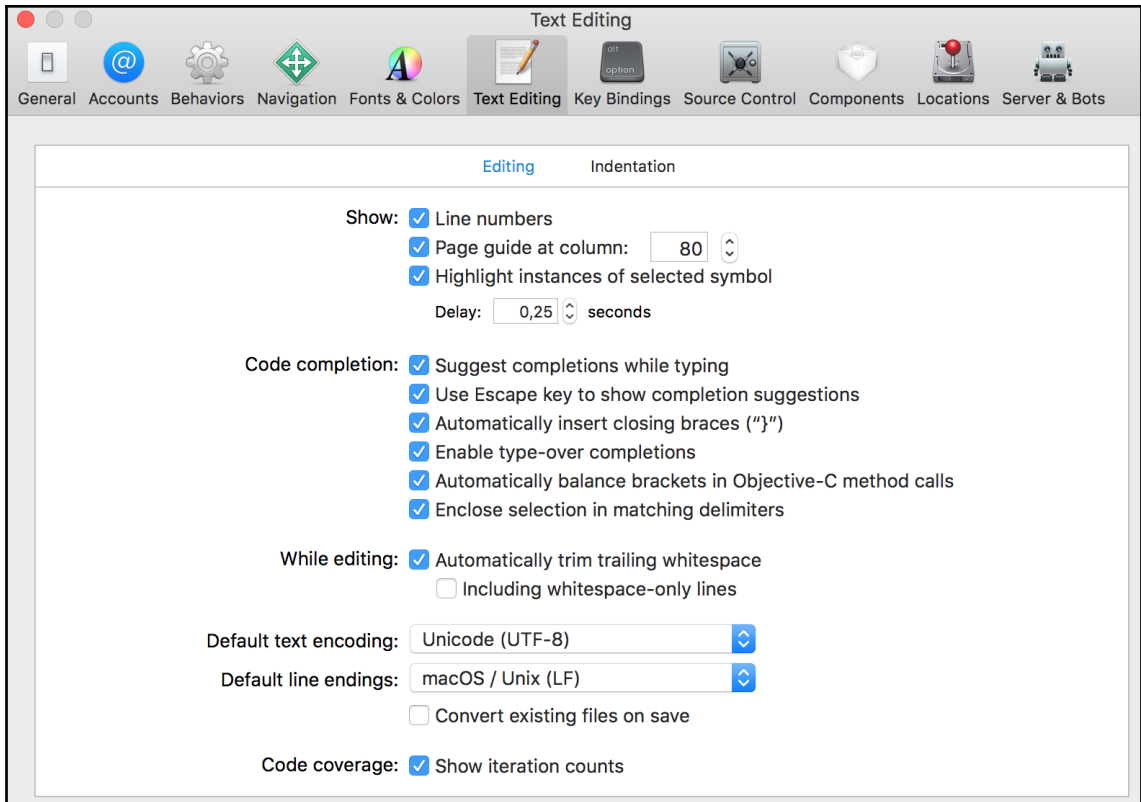


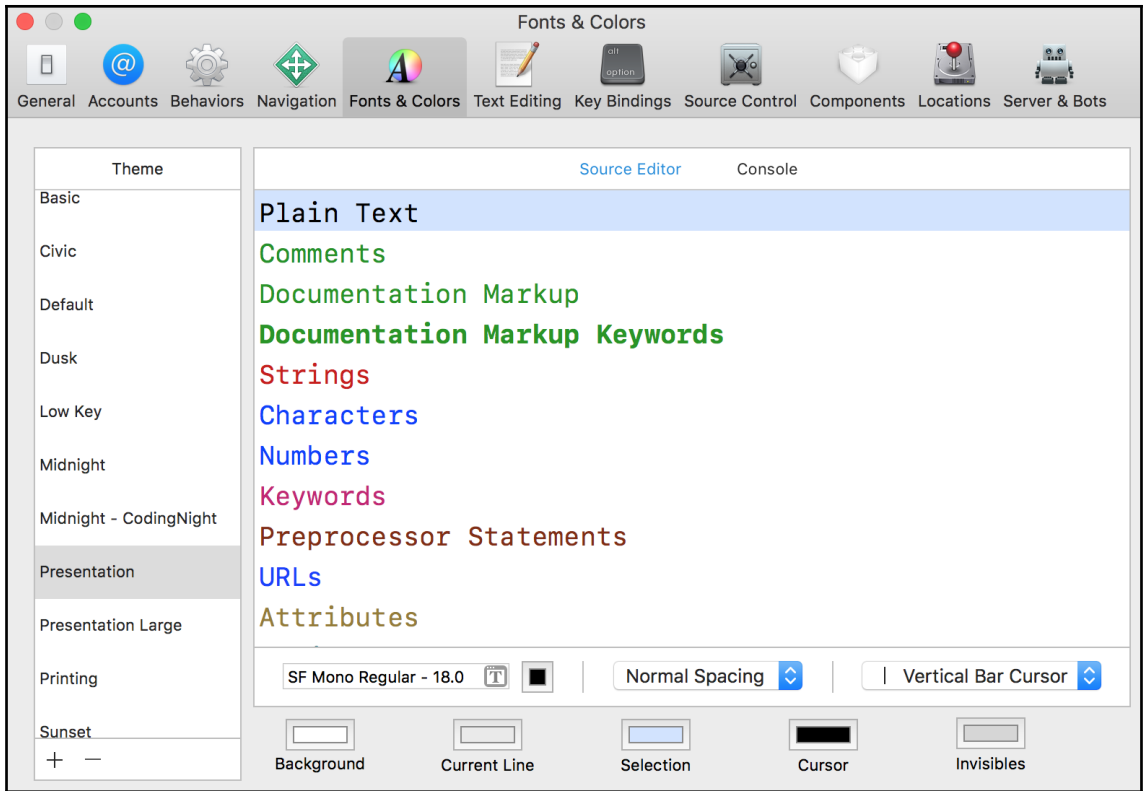


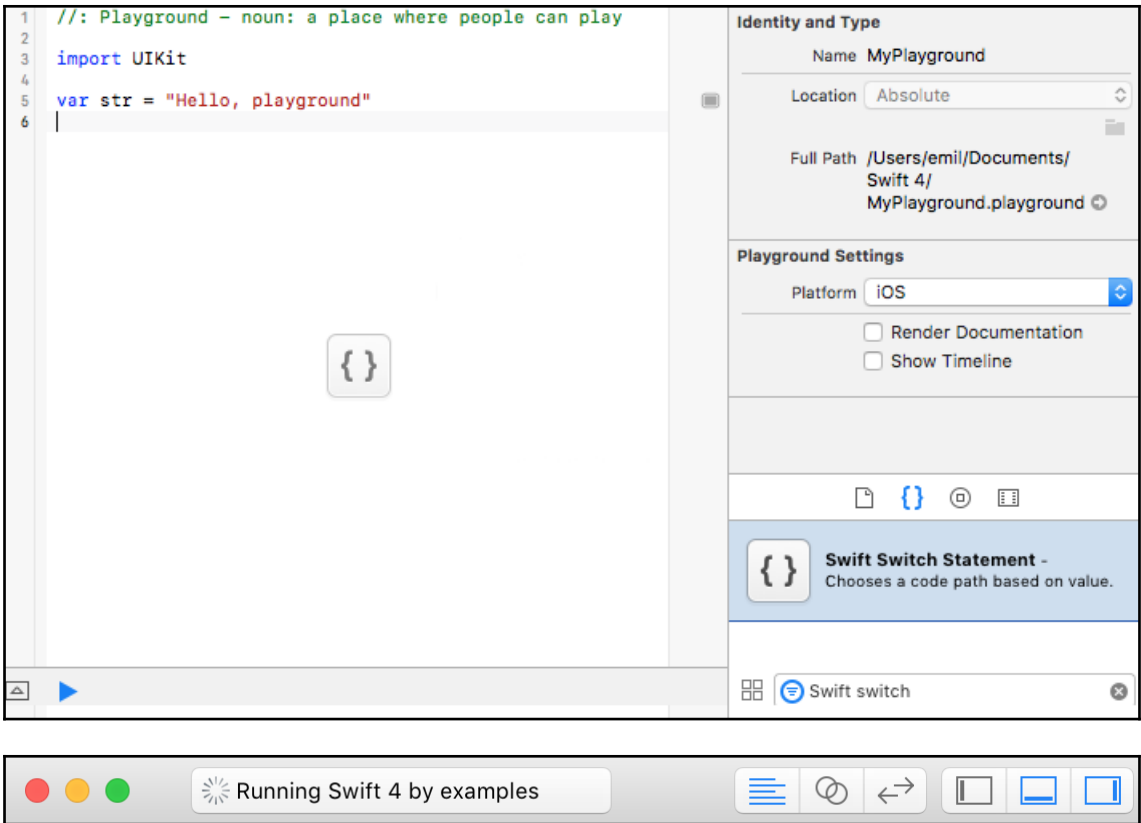












```
Swift 4 by examples
1  //: Playground - noun: a place where people can play
2
3  import UIKit
4
5  /*: your code goes here */
6
7  var str = "Hello, playground"
8
9  switch str {
10 case "swift":
11     print("Hello, Swift 4!")
12 default:
13     print("Who are you?")
14 }
15
16 for i in 1...5 {
17     print("\(i)")
18 }
```

Who are you?  
1  
2  
3  
4  
5

---

Swift 4 by examples

<pre>1  //: Playground - noun: a place where people can play 2 3  import UIKit 4 5  /*: your code goes here */ 6 7  var str = "Hello, playground" 8 9  switch str { 10 case "swift": 11     print("Hello, Swift 4!") 12 default: 13     print("Who are you?") 14 } 15 16 for i in 1...5 { 17     print("\(i)") 18 }</pre>	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;">"Hello, playground" <input type="checkbox"/></div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;">"Who are you?\n" <input type="checkbox"/></div> <div style="border: 1px solid #ccc; padding: 5px;">(5 times) <input type="checkbox"/></div>
---	--

▶

**Who are you?**

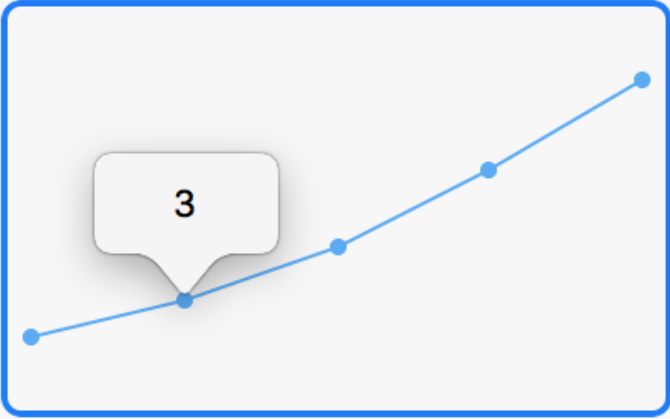
```
1
2
3
4
5
```

```
Swift 4 by examples
1  //: Playground – noun: a place where people can play
2
3  import UIKit
4
5  /*: your code goes here */
6
7  var str = "Hello, playground"
8
9  switch str {
10 case "swift":
11     print("Hello, Swift 4!")
12 default:
13     print("Who are you?")
14 }
15
16 for i in 1...5 {
17     print("\(i)")
18 }
```

Who are you?

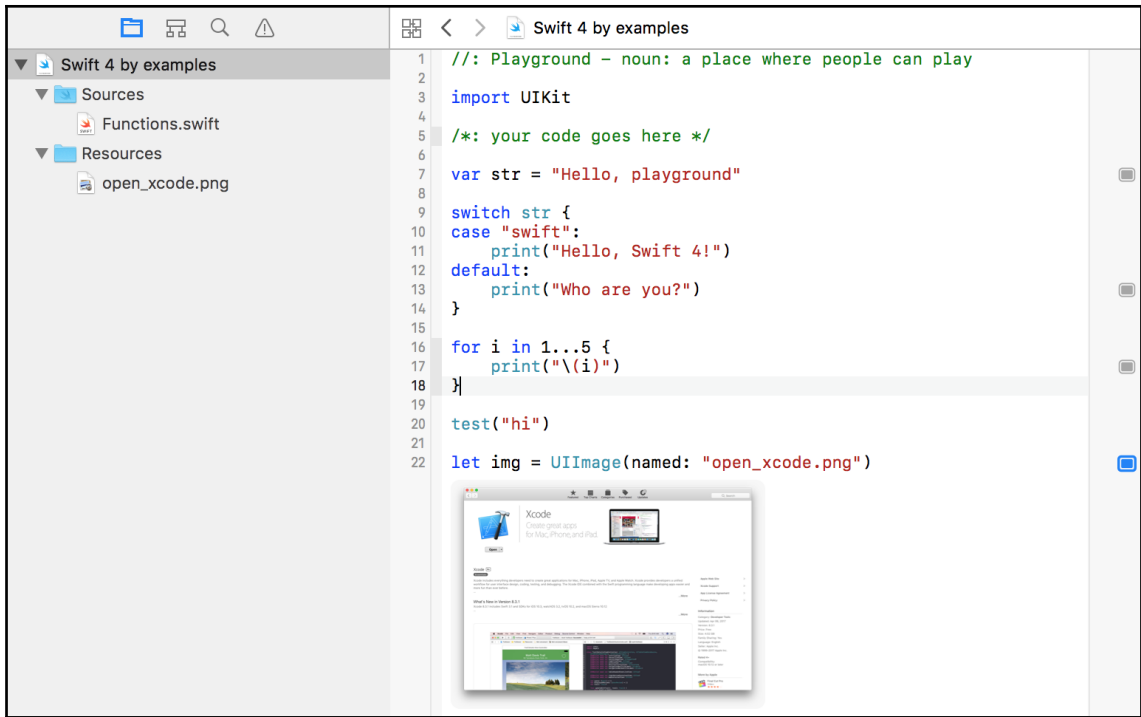
5

```
16 var sum = 0
17 for (i, in 1...5 {
18     print("\(i)")
19
20     sum += i;
21 }
```

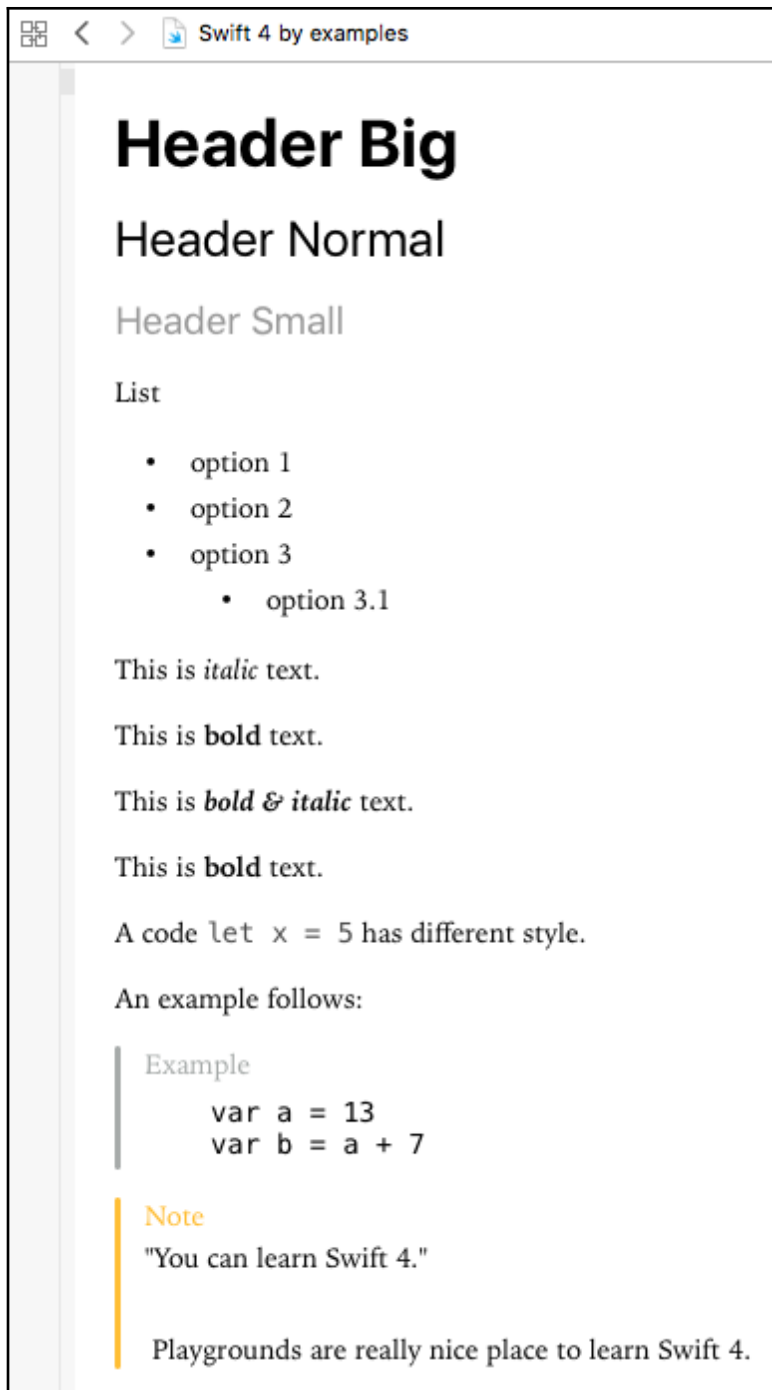


Swift 4 by examples > S > Functions.swift > No Selection

```
1 import Foundation
2 /**
3  * Don't forget to add public, to make your functions,
4  * variables, classes, structures or any other types
5  * visible to the playground.
6  */
7 public func test(_ test:String) {
8     print("Calling \(#function)")
9 }
```







---

**Header Big**

Header Normal

Header Small

---

## List

- option 1
- option 2
- option 3
  - option 3.1

## Enumerated list

1. option 1
2. option 2
3. option 3

---

This is *italic* text.

This is **bold** text.

This is ***bold & italic*** text.

This is **bold** text.

The code `let x = 5` has different style.

An example follows:

Example

```
var a = 13
```

```
var b = a + 7
```

---

Note

"You can learn Swift 4."

Playgrounds are a really nice place to learn Swift 4.

---

## Chapter 3: Creating a Minimal Mobile App



# Welcome to Xcode

Version 9.3 (9E145)



### **Get started with a playground**

Explore new ideas quickly and easily.



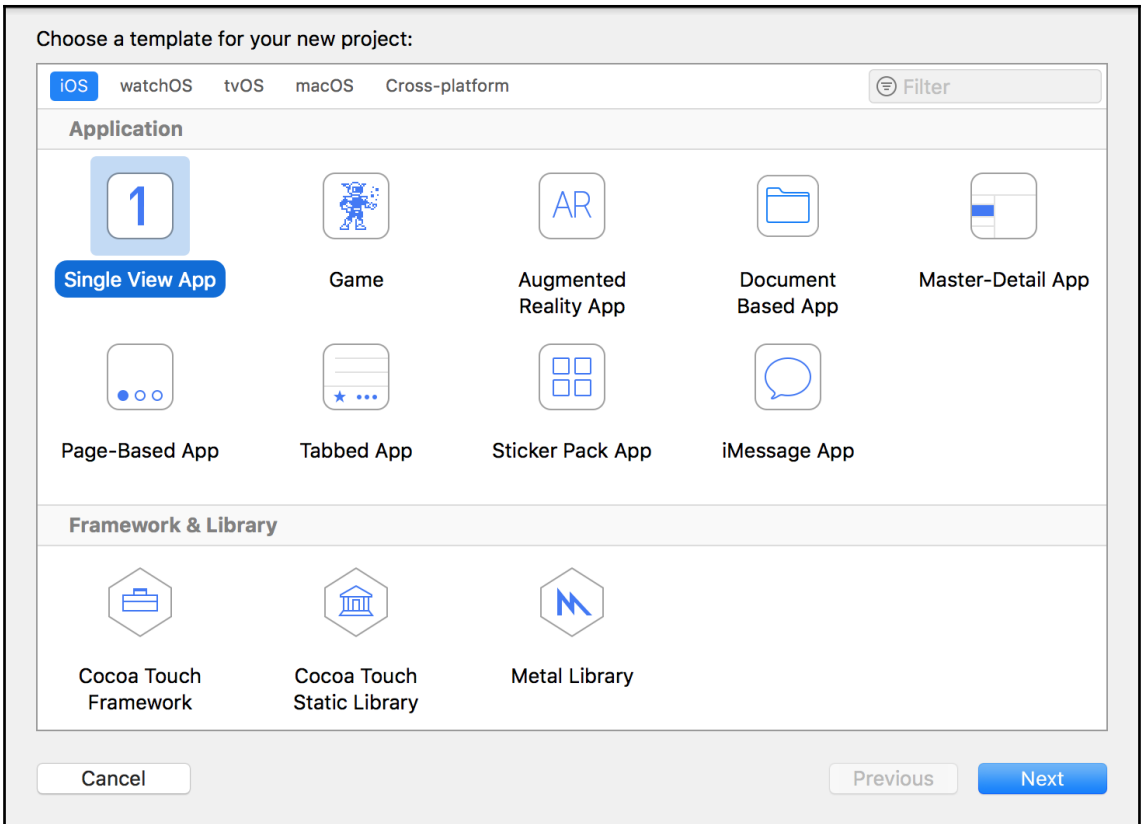
### **Create a new Xcode project**

Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.



### **Clone an existing project**

Start working on something from an SCM repository.



Empty Tab

Choose options for your new project:

Product Name:

Team:

Organization Name:

Organization Identifier:

Bundle Identifier:

Language:

Devices:

Use Core Data

Include Unit Tests

Include UI Tests

Cancel Previous Next

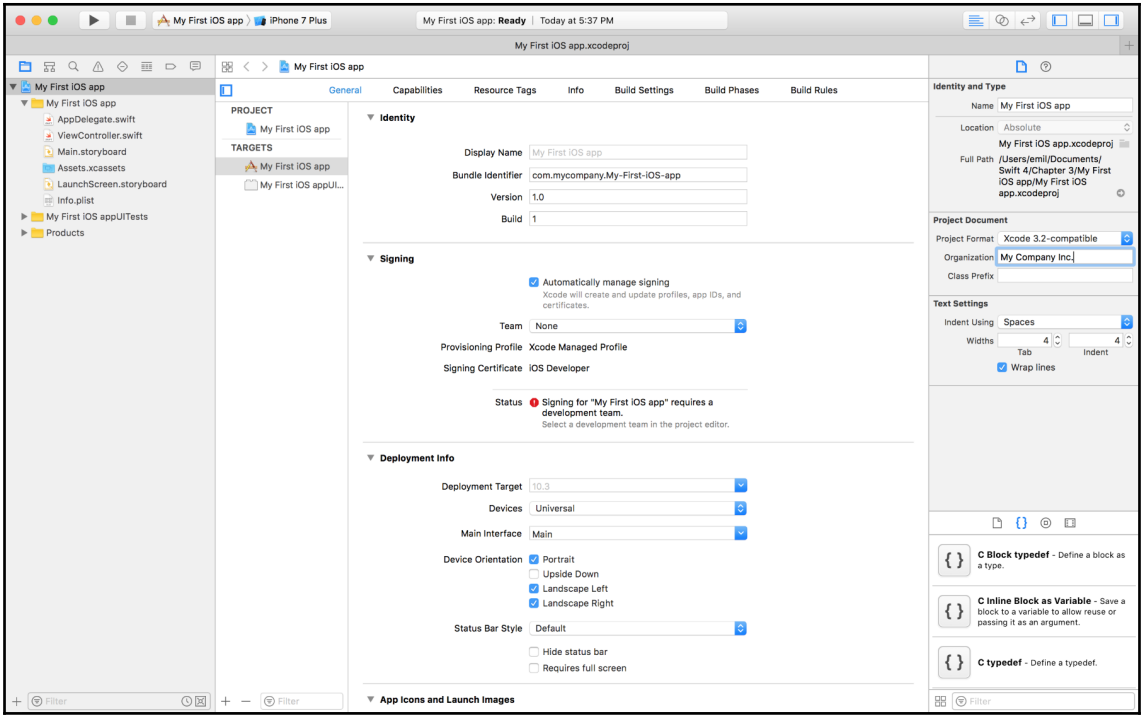
Source Control:  Create Git repository on

Xcode will place your project under version control

Add to:

Group:







My First iOS app

General Capabilities Resource Tags Info Build Settings Build Phases Build Rules

PROJECT

My First iOS app

Basic Customized All Combined Levels +



Q~

+ Filter

▶ Target Dependencies (0 items)

---

▼ Compile Sources (2 items) ×

Name	Compiler Flags
 ViewController.swift ...in My First iOS app	
 AppDelegate.swift ...in My First iOS app	
+ -	

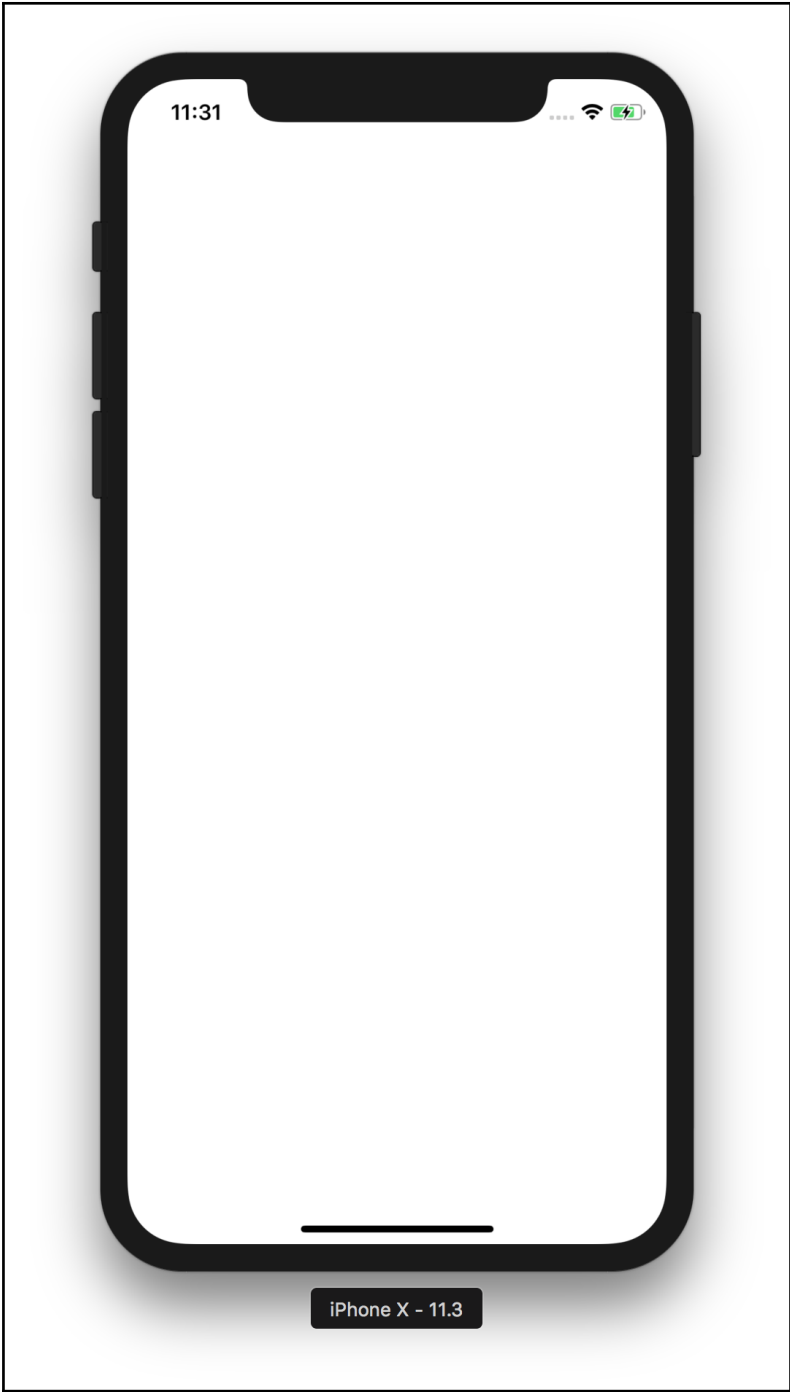
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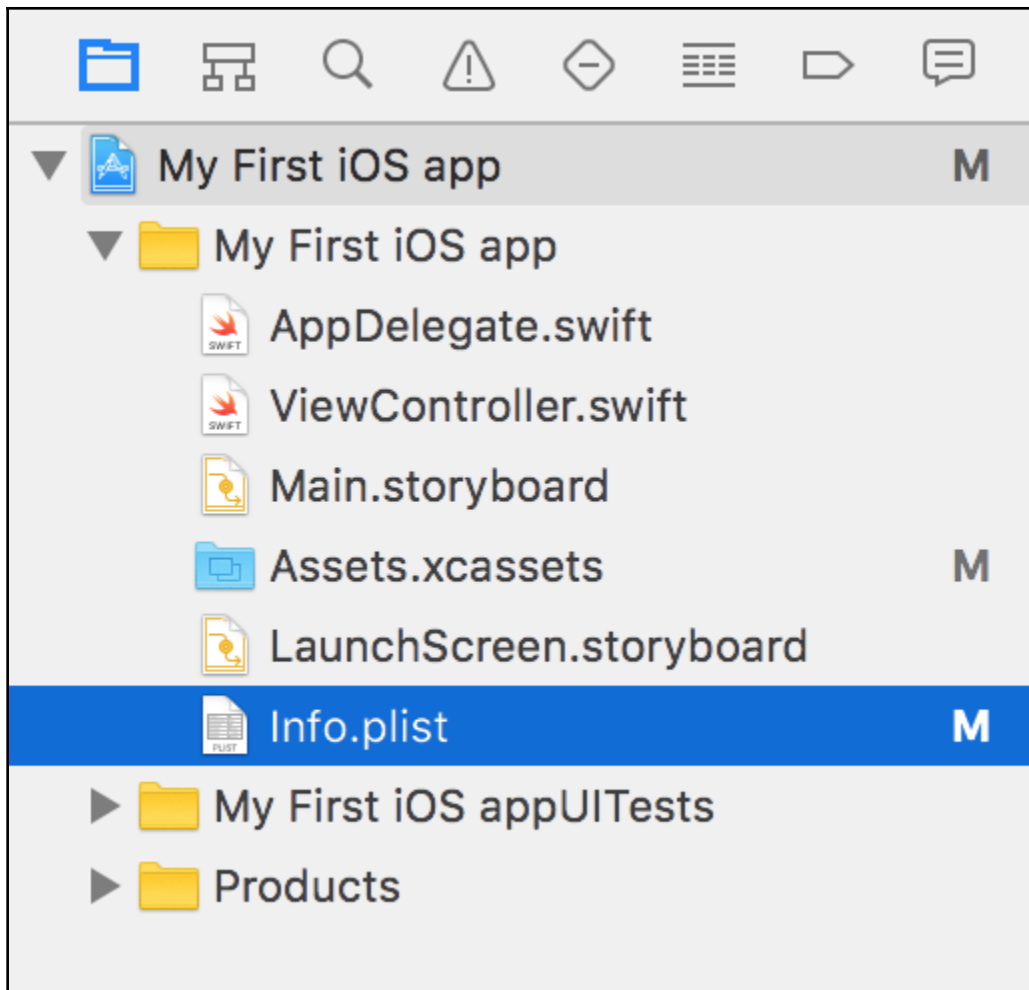
▶ Link Binary With Libraries (0 items) ×

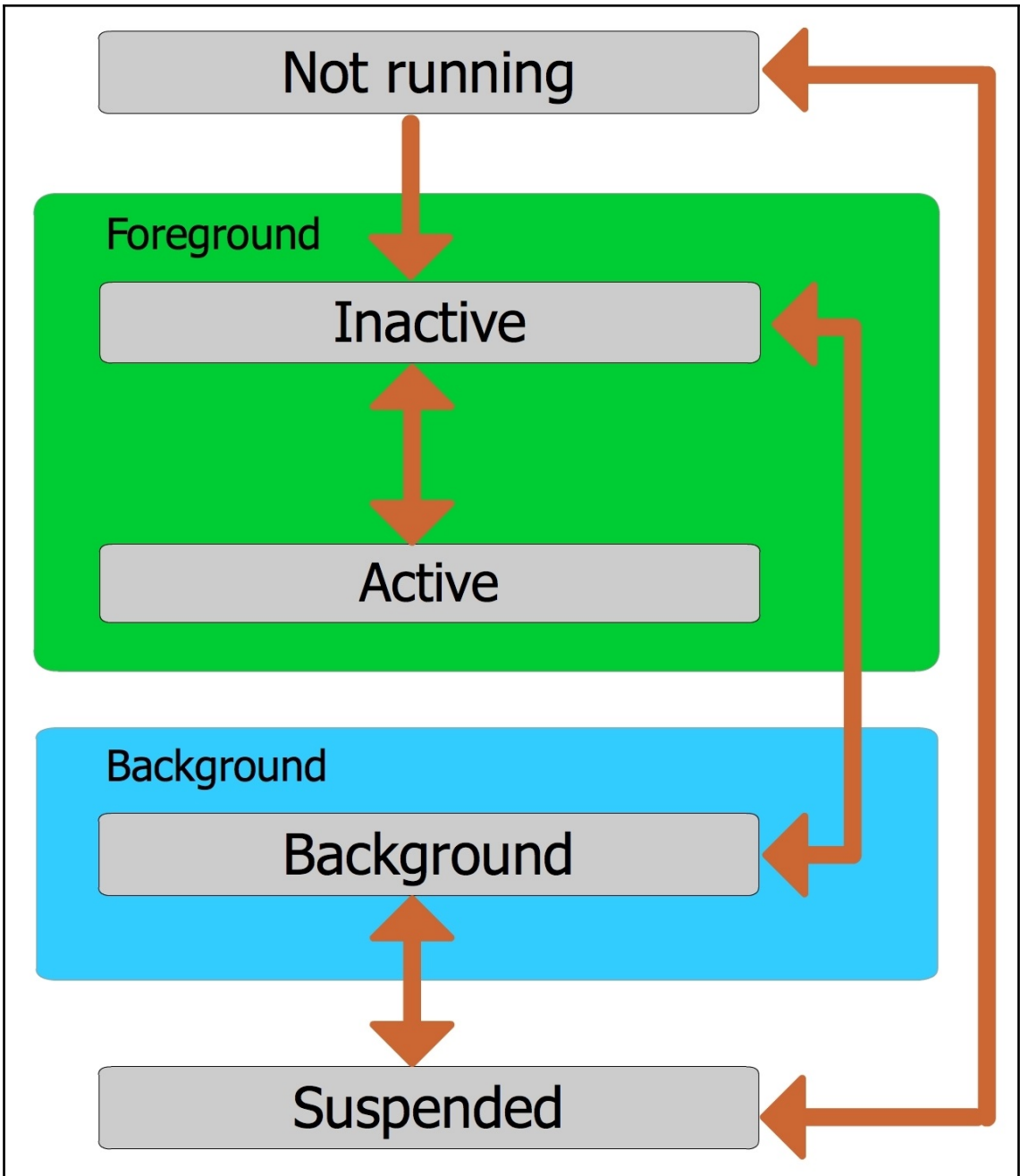
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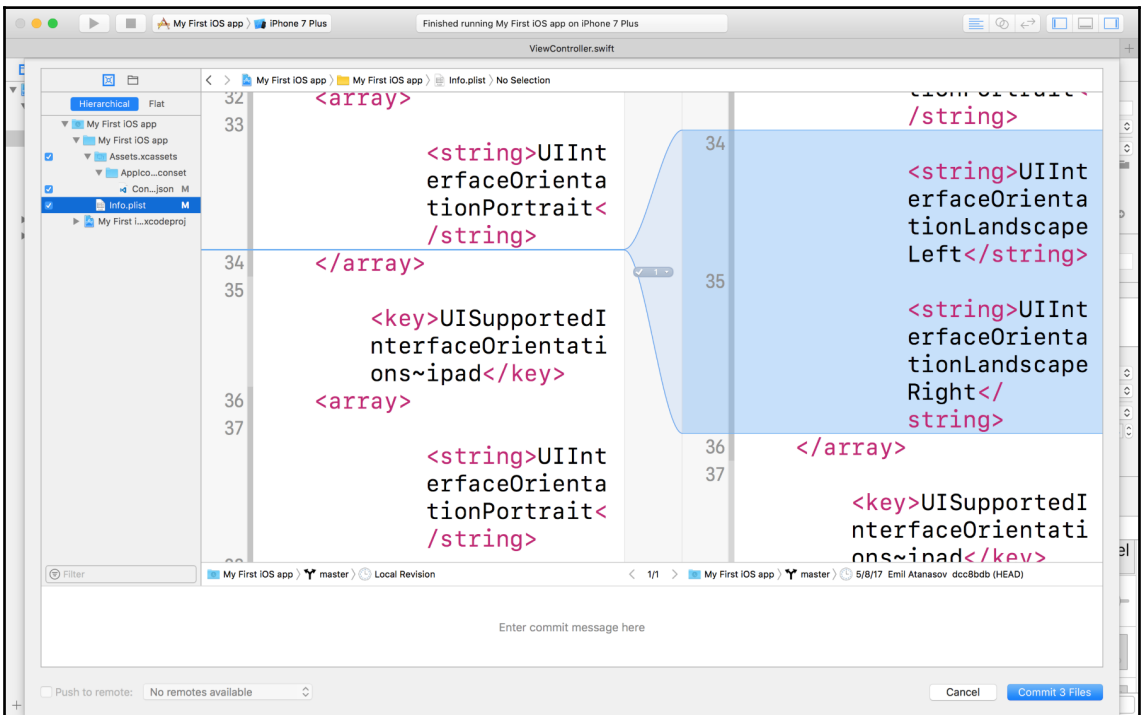
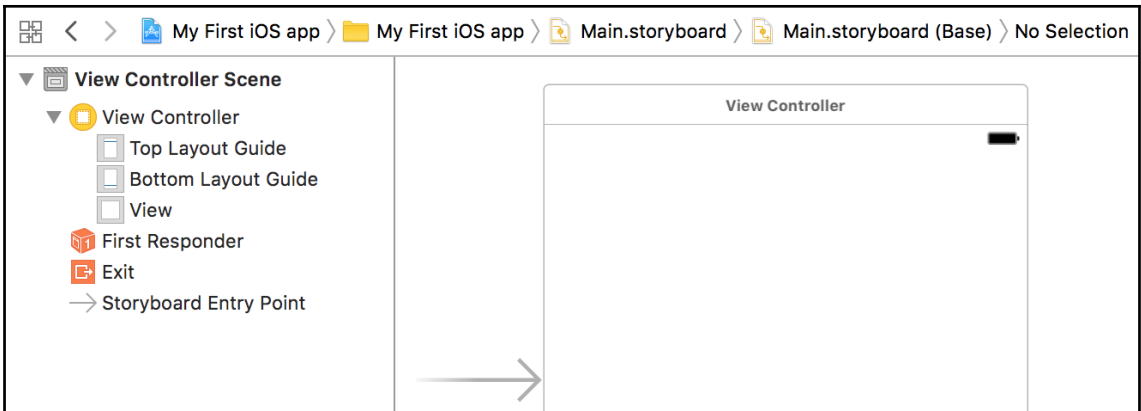
▼ Copy Bundle Resources (3 items) ×

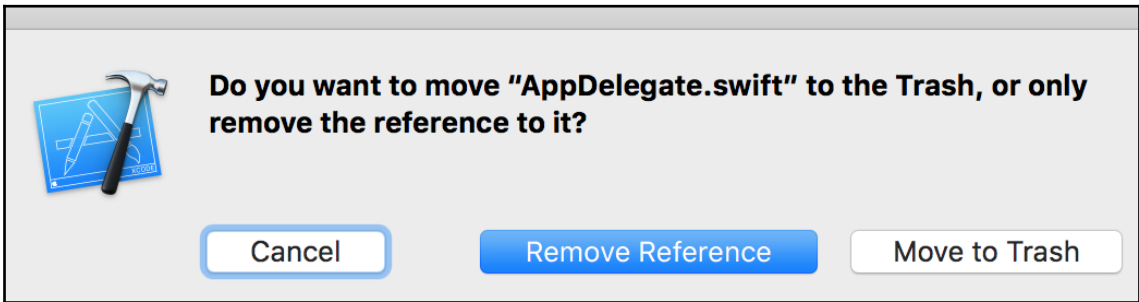
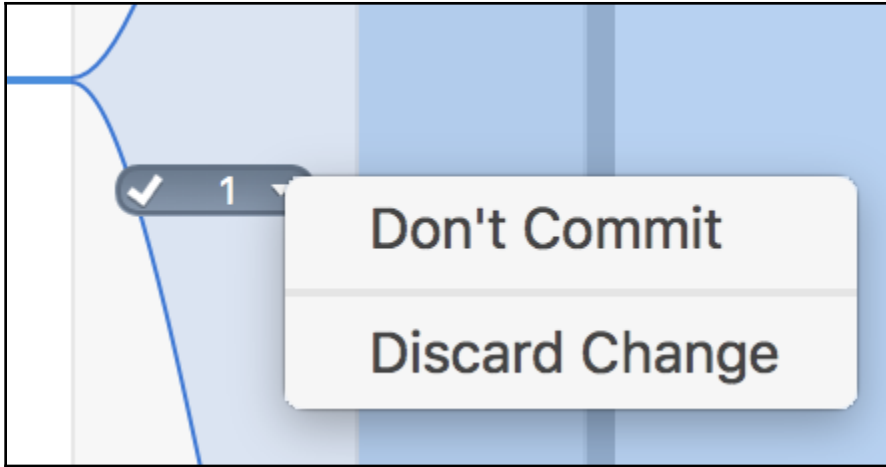
<input type="checkbox"/> LaunchScreen.storyboard
<input checked="" type="checkbox"/> Assets.xcassets ...in My First iOS app
<input type="checkbox"/> Main.storyboard
+ -







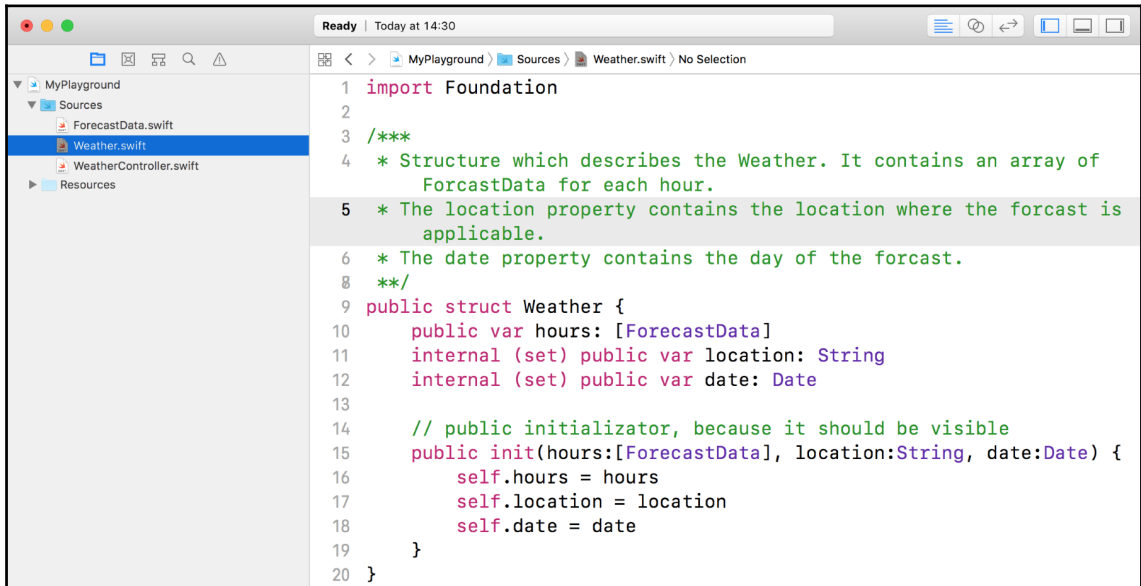






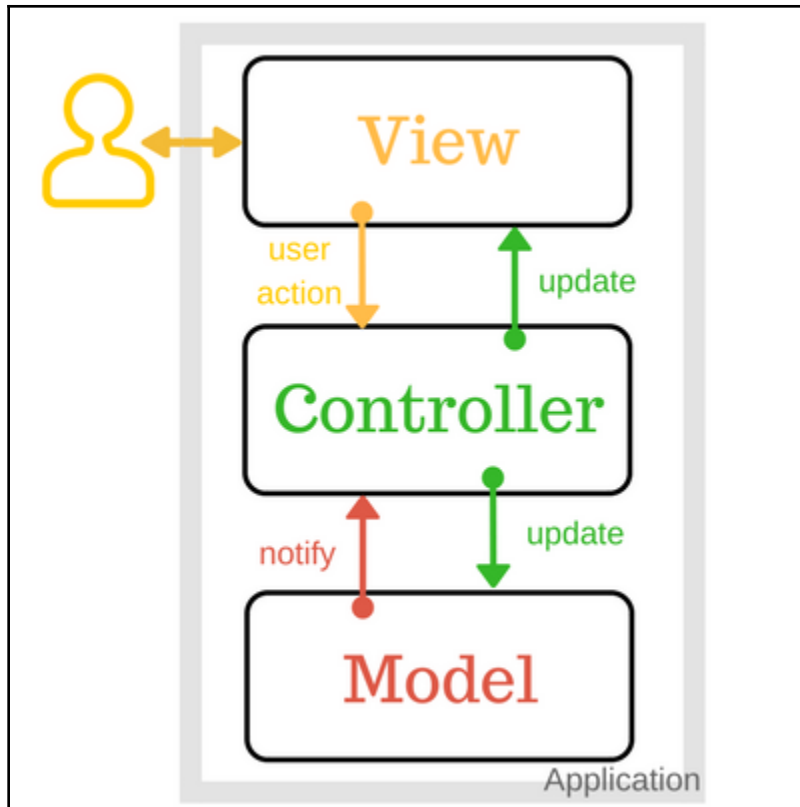
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# Chapter 4: Structures, Classes, and Inheritance

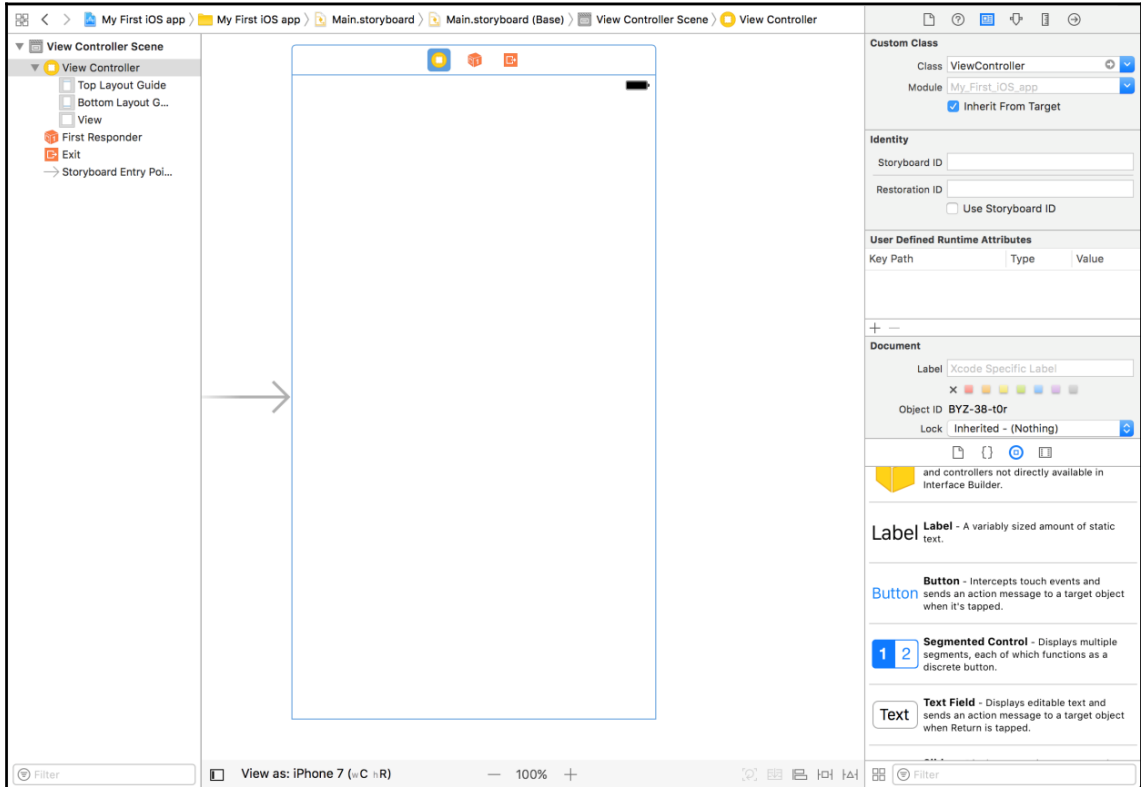


The image shows a screenshot of an IDE window titled "Ready | Today at 14:30". The window displays a project named "MyPlayground" with a file explorer on the left showing a "Sources" folder containing "ForecastData.swift", "Weather.swift", and "WeatherController.swift". The main editor area shows the code for "Weather.swift".

```
1 import Foundation
2
3 /**
4  * Structure which describes the Weather. It contains an array of
5  * ForecastData for each hour.
6  * The location property contains the location where the forecast is
7  * applicable.
8  * The date property contains the day of the forecast.
9  */
10 public struct Weather {
11     public var hours: [ForecastData]
12     internal (set) public var location: String
13     internal (set) public var date: Date
14
15     // public initializer, because it should be visible
16     public init(hours:[ForecastData], location:String, date:Date) {
17         self.hours = hours
18         self.location = location
19         self.date = date
20     }
21 }
```



# Chapter 5: Adding Interactivity to Your First App




---

**Label** **Label** - A variably sized amount of static text.


---

**Button** **Button** - Intercepts touch events and sends an action message to a target object when it's tapped.


---

 **Segmented Control** - Displays multiple segments, each of which functions as a discrete button.


---

 **Text Field** - Displays editable text and sends an action message to a target object when Return is tapped.


---

 **Slider** - Displays a continuous range of values and allows the selection of a single value.


---

 **Switch** - Displays an element showing the boolean state of a value. Allows tapping the control to toggle the value.


---

 **Activity Indicator View** - Provides feedback on the progress of a task or process of unknown duration.


---


 **Progress View** - Depicts the progress of a task over time.

---

 **Page Control** - Displays a dot for each open page in an application and supports sequential navigation through the pages.

---

 **Stepper** - Provides a user interface for incrementing or



---



**Stepper** - Provides a user interface for incrementing or decrementing a value.



**Horizontal Stack View** - Arranges views linearly.



**Vertical Stack View** - Arranges views linearly.



**Table View** - Displays data in a list of plain, sectioned, or grouped rows.



**Table View Cell** - Defines the attributes and behavior of cells (rows) in a table view.



**Image View** - Displays a single image, or an animation described by an array of images.



**Collection View** - Displays data in a collection of cells.



**Collection View Cell** - Defines the attributes and behavior of cells in a collection view.



**Collection Reusable View** - Defines the attributes and behavior of reusable views in a collection view, such as a section header or footer.



**Text View** - Displays multiple lines of editable text and sends an action message to a target object when Return is tapped.



**Scroll View** - Provides a mechanism to display content that is larger than the size of the application's window.



**Date Picker** - Displays multiple rotating wheels to allow users to select dates and times.



**Picker View** - Displays a spinning-wheel or slot-machine motif of values.



**Visual Effect View with Blur** - Provides a blur effect



**Visual Effect Views with Blur and Vibrancy** - Provides a blur effect, plus vibrancy for nested views



**Map Kit View** - Displays maps and provides an embeddable interface to navigate map content.



**MetalKit View** - Provides a default implementation of a MetalKit view.



**GLKit View** - Provides a default implementation of an OpenGL ES-aware view.



**SceneKit View** - A view for displaying a 3D scene.



**Web View** - Displays embedded web content and enables content navigation.



**View** - Represents a rectangular region in which it draws and receives events.



**Container View** - Defines a region of a view controller that can include a child view controller.



Filter

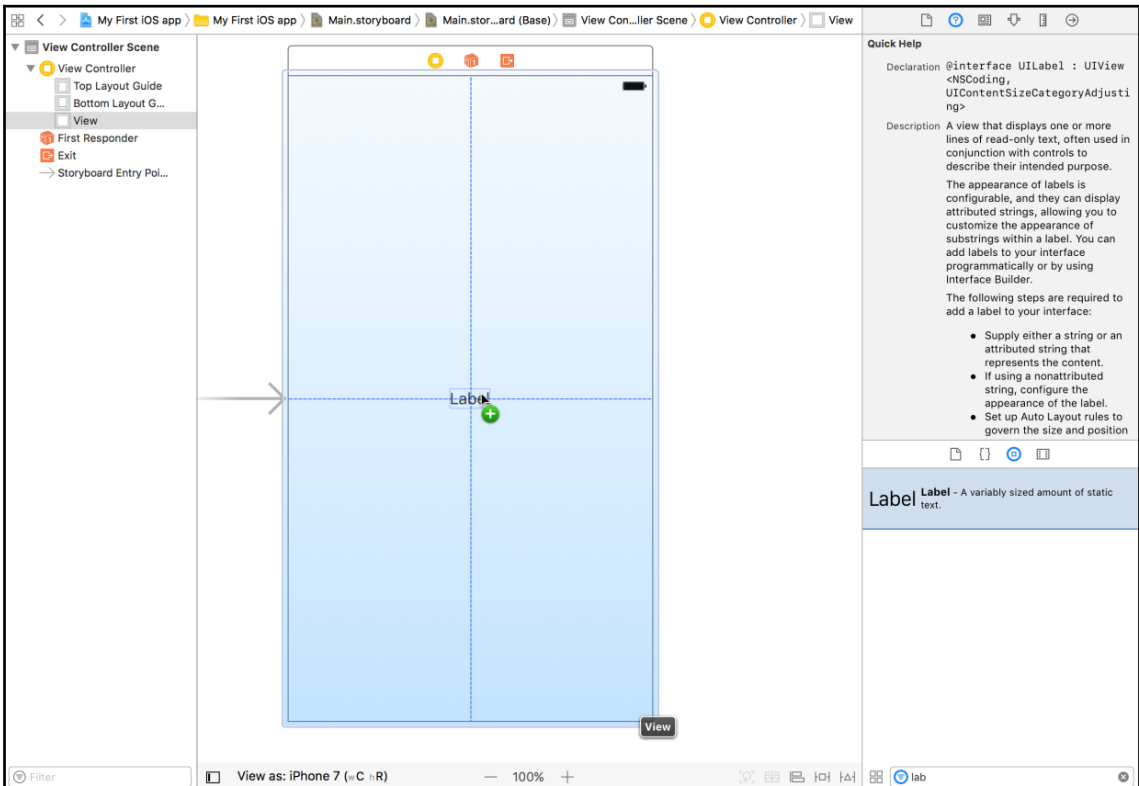
---

📄
{ }
🔵
☰

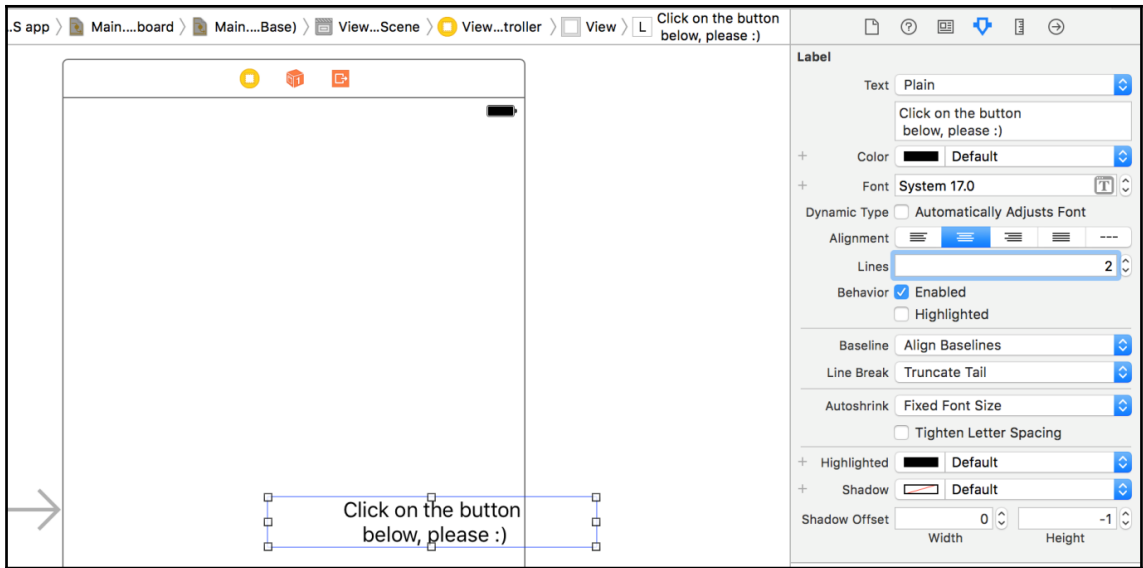
# Label

**Label** - A variably sized amount of static text.

---



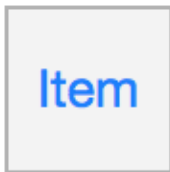




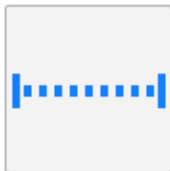


## Button

**Button** - Intercepts touch events and sends an action message to a target object when it's tapped.



**Bar Button Item** - Represents an item on a UIToolbar or UINavigationController object.



**Fixed Space Bar Button Item** - Represents a fixed space item on a UIToolbar object.

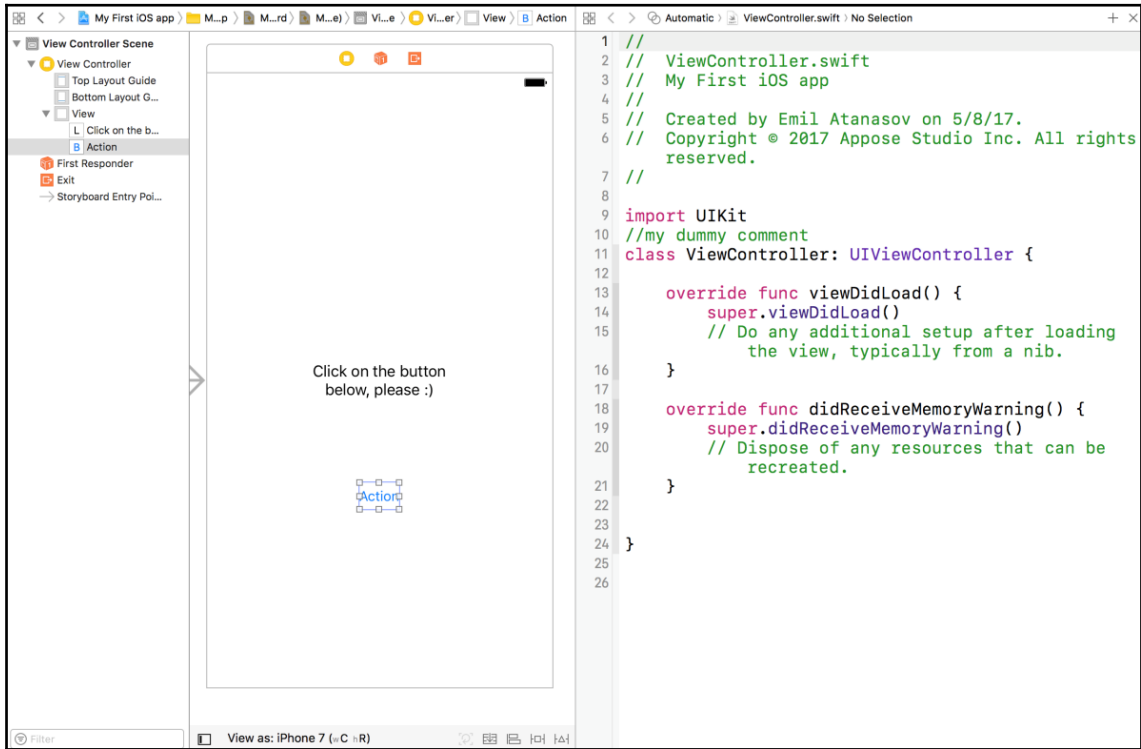


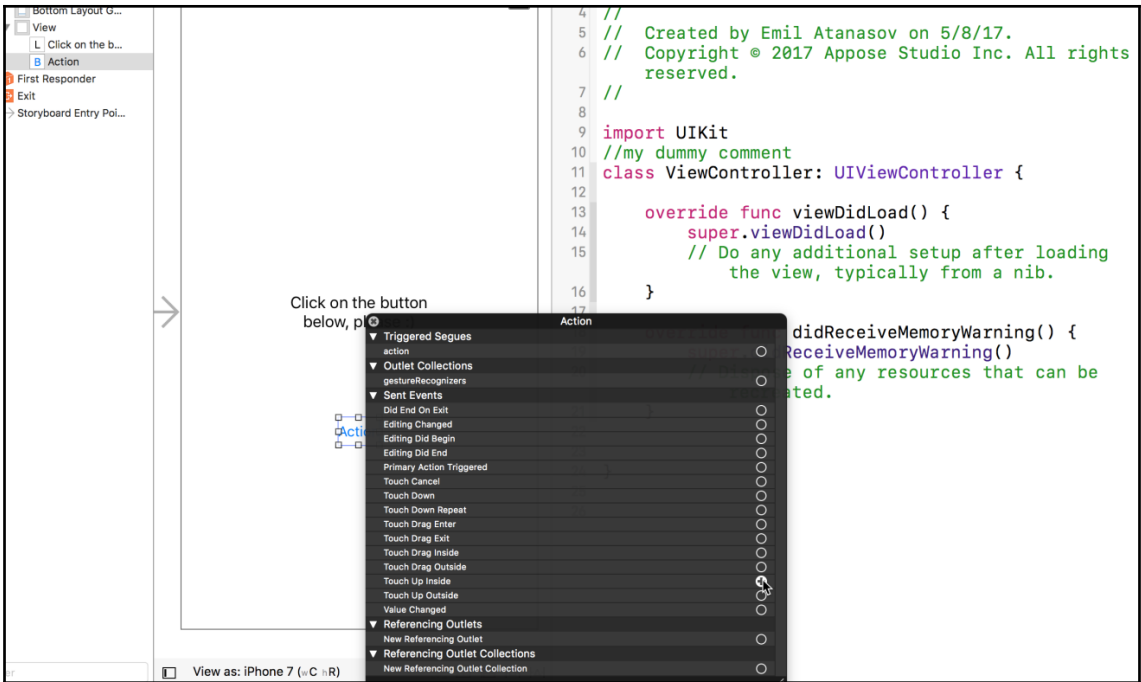
**Flexible Space Bar Button Item** - Represents a flexible space item on a UIToolbar object.

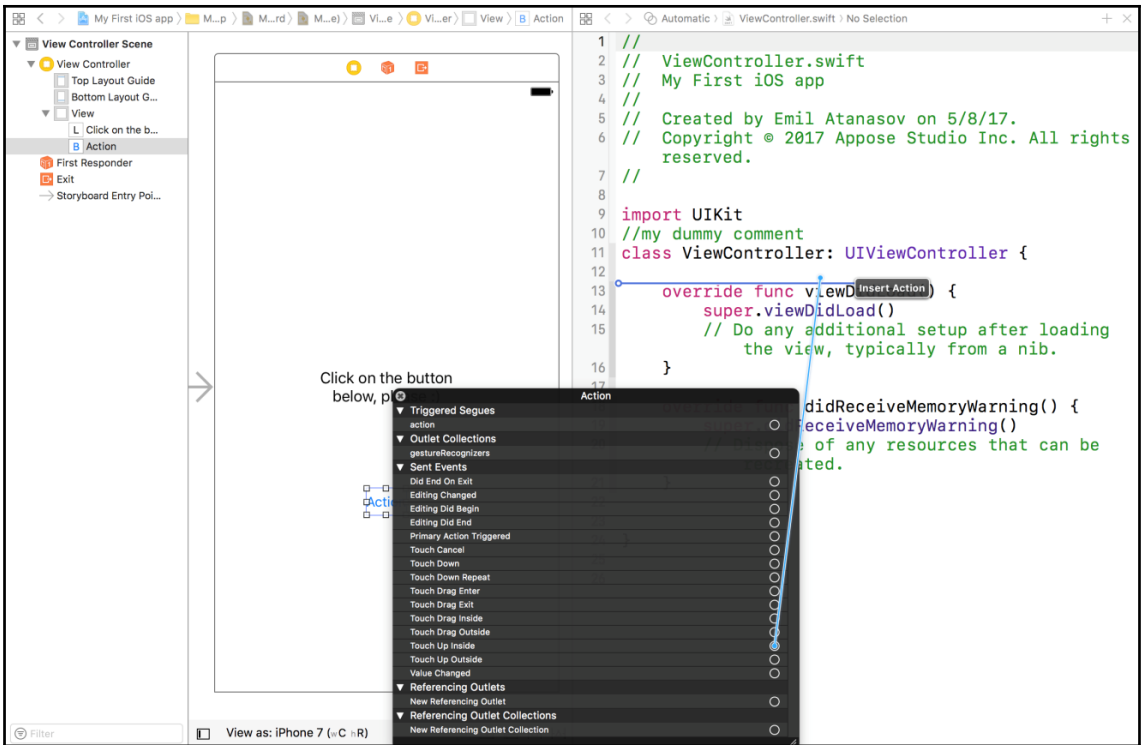


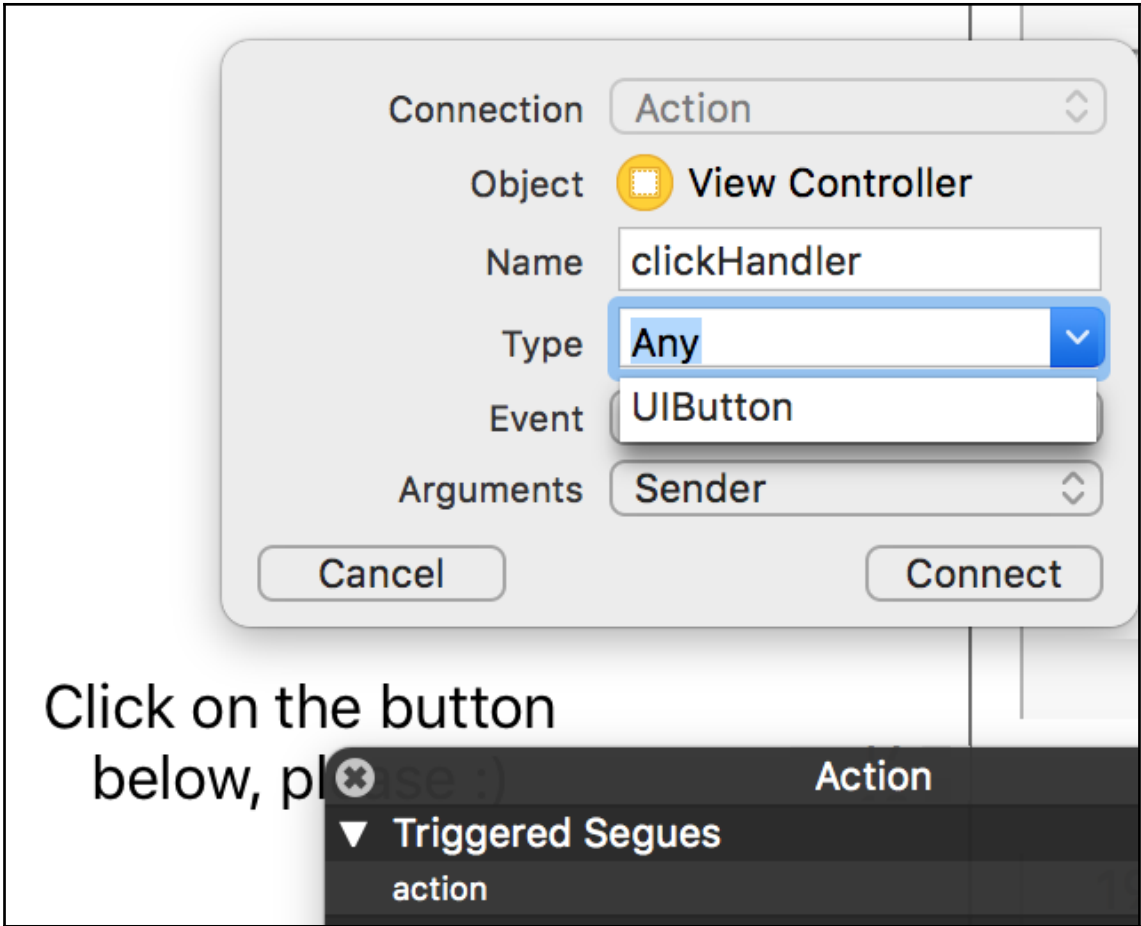
 button











```
10 //my dummy comment
11 class ViewController: UIViewController {
12
13     @IBAction func clickHandler(_ sender:
        UIButton) {
14     }
15     override func viewDidLoad() {
16         super.viewDidLoad()
17         // Do any additional setup after loading
            the view, typically from a nib.
18     }
19
```

Click on the button  
below, please :)







Main.storyboard

Main.stor...ard (Base) > View Con...ller Scene > View Controller > View > B Fire!

Click on the button below, please :)

Action

Fire!

Triggered Segues  
action ○

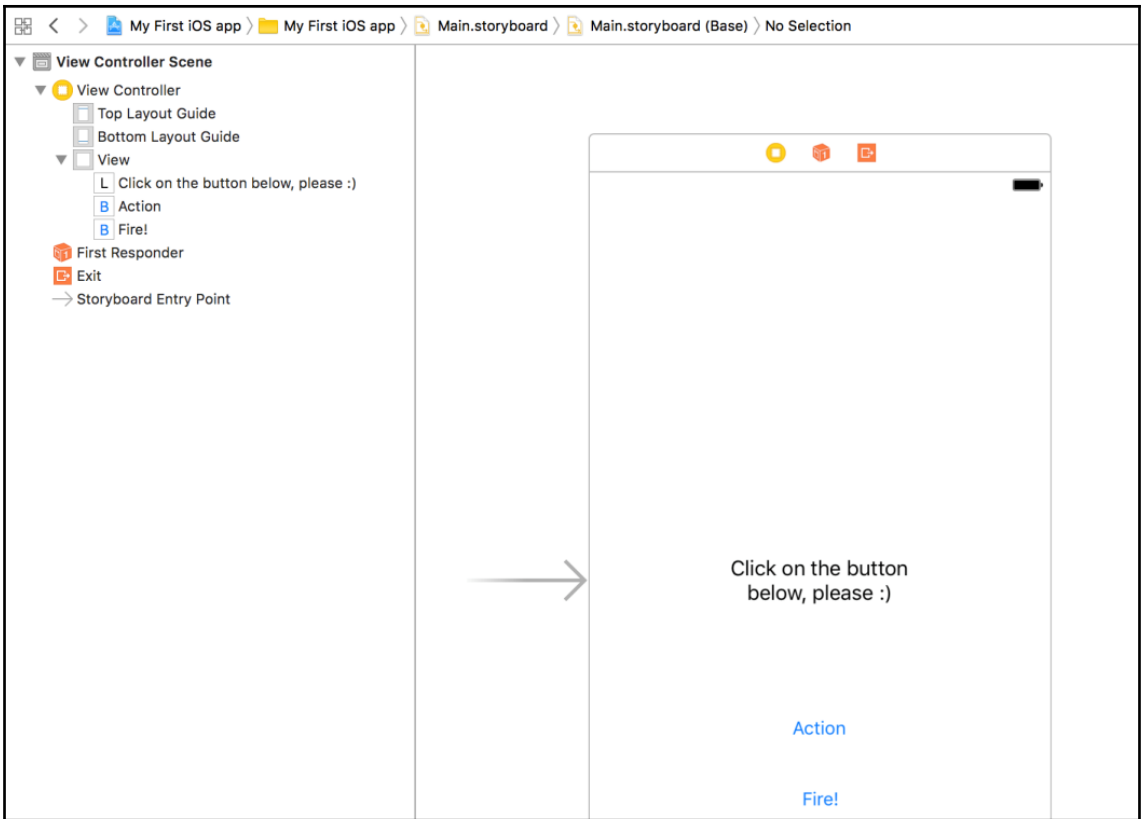
Outlet Collections  
gestureRecognizers ○

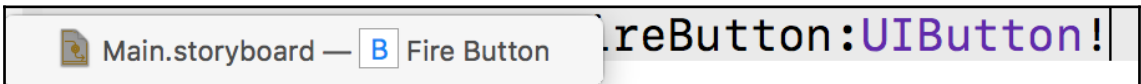
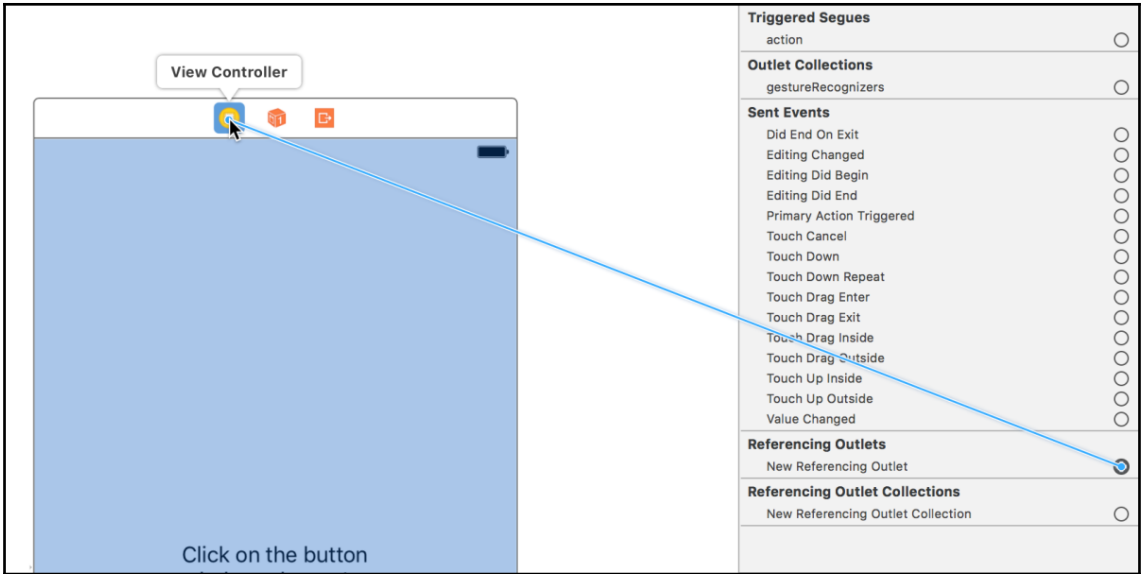
Sent Events  
Did End On Exit ○  
Editing Changed ○  
Editing Did Begin ○  
Editing Did End ○  
Primary Action Triggered ○  
Touch Cancel ○  
Touch Down ○  
Touch Down Repeat ○  
Touch Drag Enter ○  
Touch Drag Exit ○  
Touch Drag Inside ○  
Touch Drag Outside ○  
Touch Up Inside ○  
Touch Up Outside ○  
Value Changed ○

Referencing Outlets  
New Referencing Outlet ○

Referencing Outlet Collections  
New Referencing Outlet Collection ○

Button - Intercepts touch events and sends an action message to a target object when it's tapped.

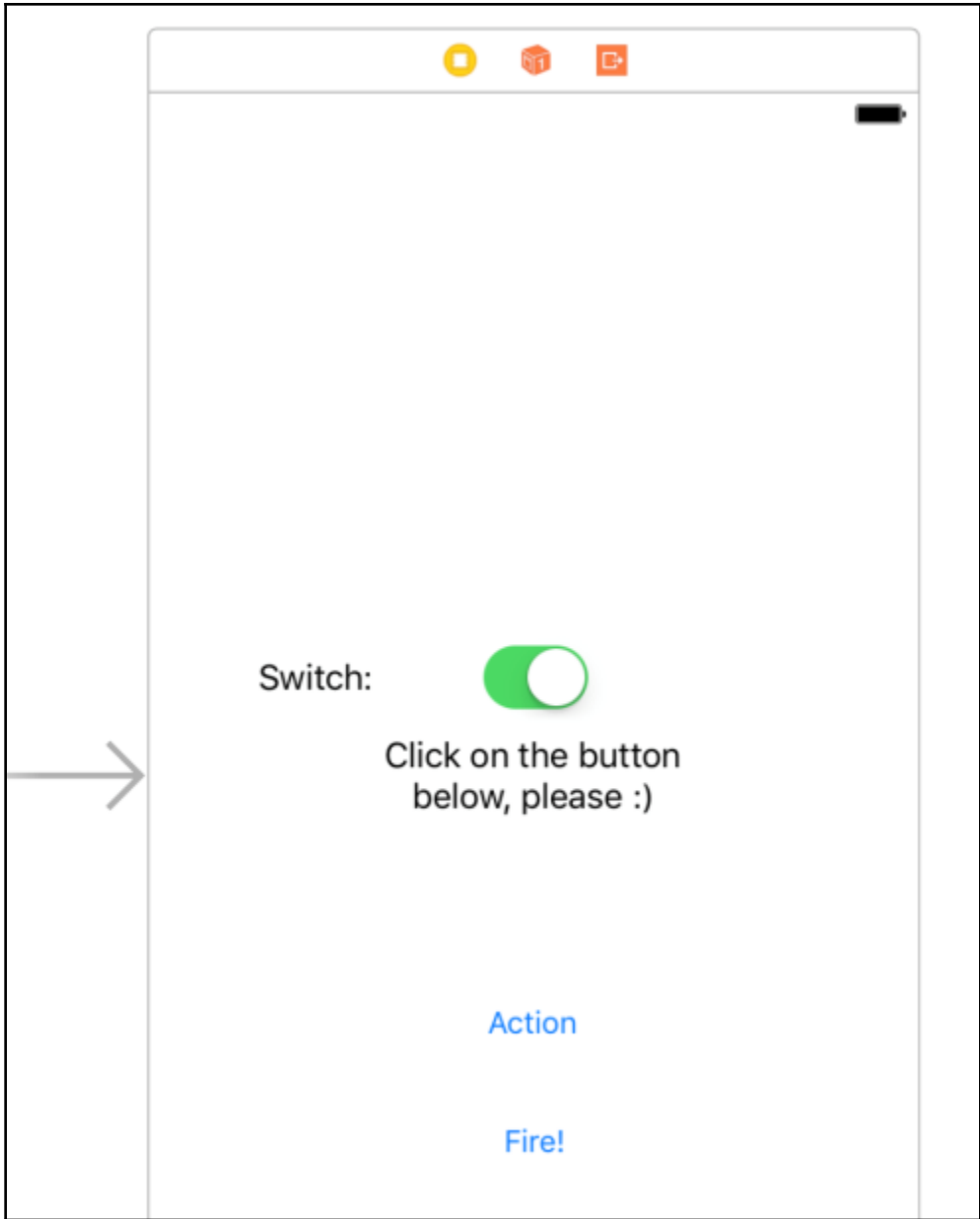


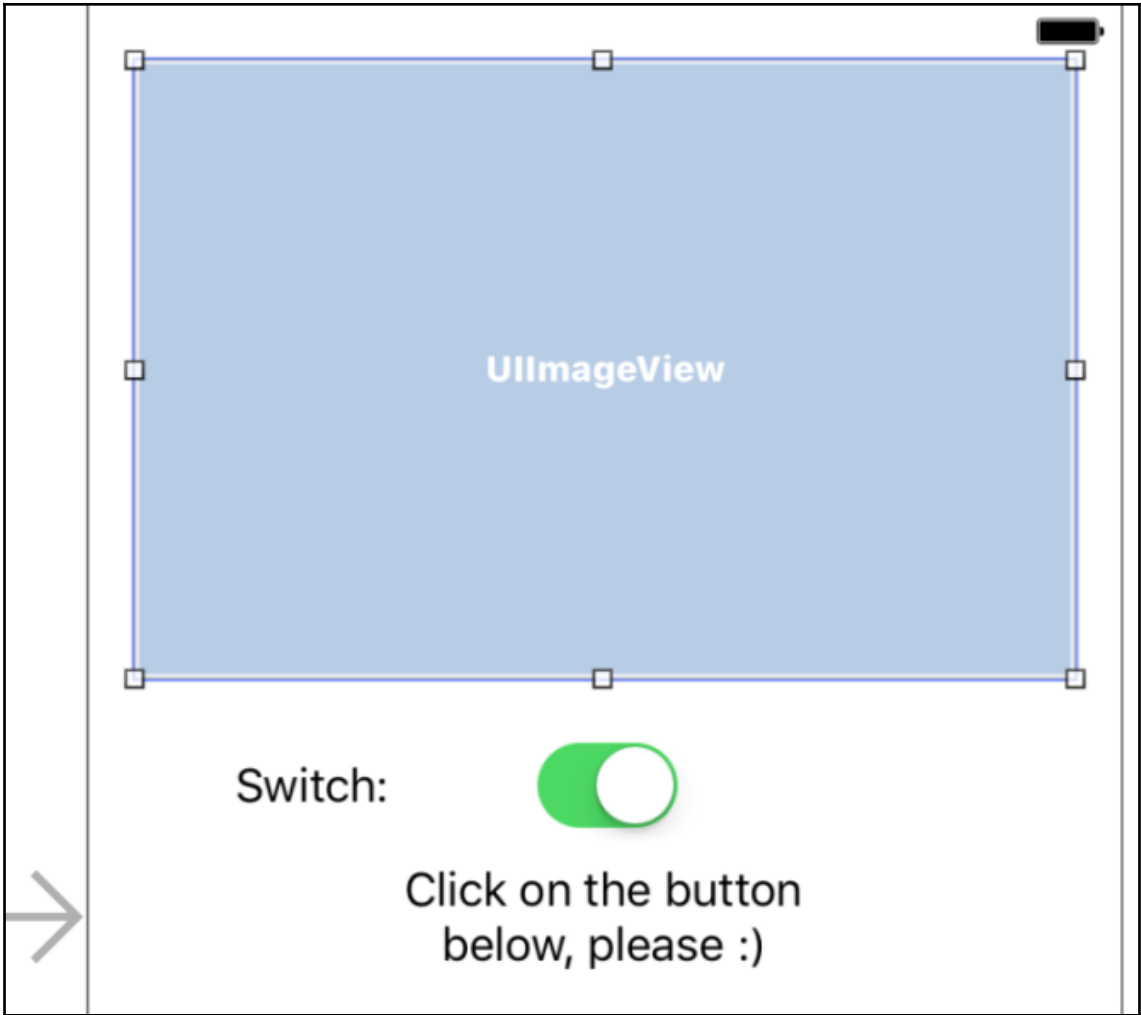


```
37     print("Fire button was pressed!")
38     self.view.backgroundColor = UIColor.red
39 }
40
41 }
42
43
```

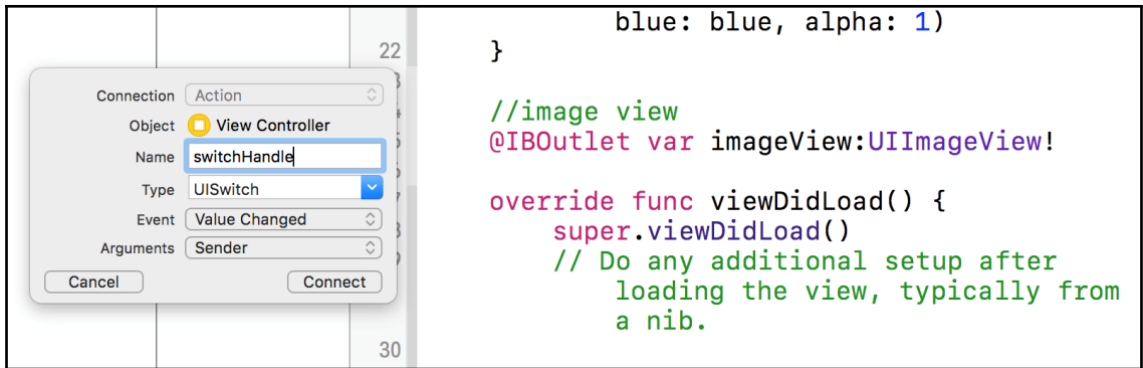
My First iOS app

**Fire button was pressed!**  
**Fire button was pressed!**  
**Fire button was pressed!**





---



The image shows a screenshot of Xcode's interface. On the left, a 'Connect Outlets' dialog box is open. It has a 'Connection' dropdown set to 'Action'. The 'Object' is 'View Controller', the 'Name' is 'switchHandle', the 'Type' is 'UISwitch', the 'Event' is 'Value Changed', and the 'Arguments' is 'Sender'. There are 'Cancel' and 'Connect' buttons at the bottom. To the right of the dialog, Swift code is visible, showing a method call with parameters 'blue: blue, alpha: 1)' and a closing brace '}'. Below that, there is a comment '//image view', an IBOutlet declaration '@IBOutlet var imageView:UIImageView!', and an override function 'viewDidLoad()' that calls 'super.viewDidLoad()' and has a comment '// Do any additional setup after loading the view, typically from a nib.'.

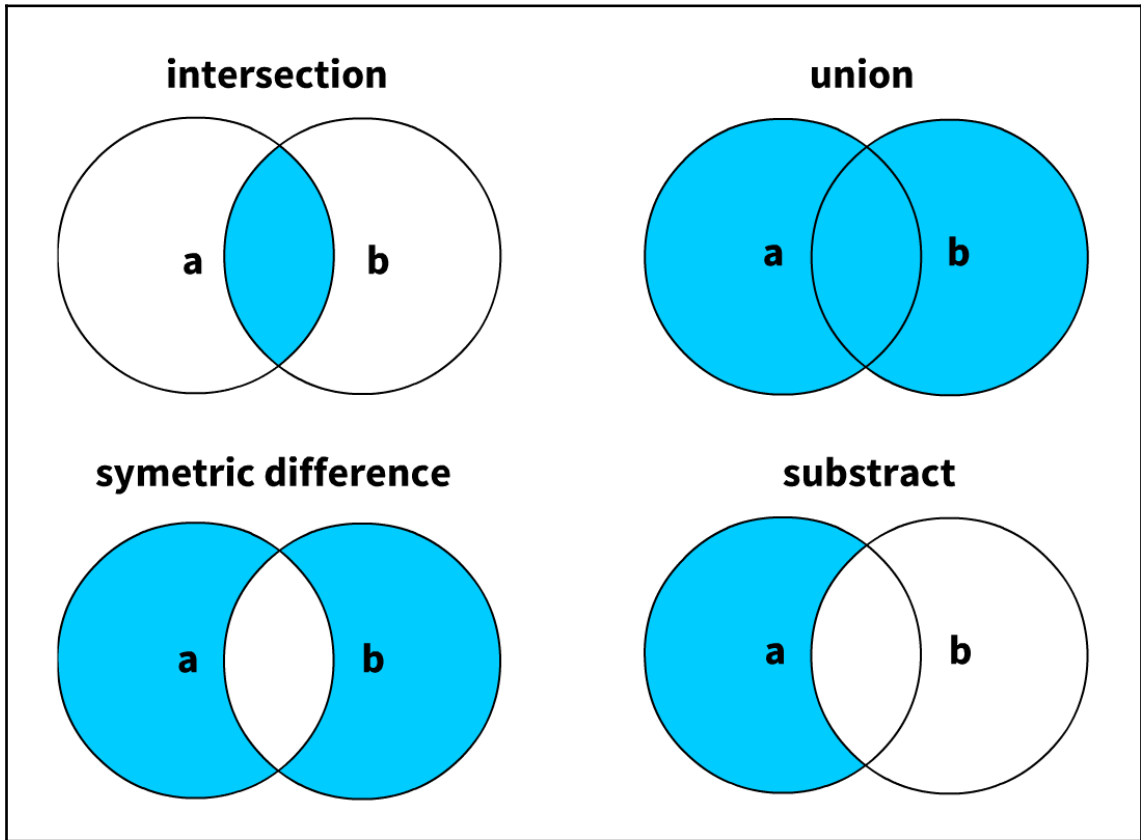
```
blue: blue, alpha: 1)
}

//image view
@IBOutlet var imageView:UIImageView!

override func viewDidLoad() {
    super.viewDidLoad()
    // Do any additional setup after
    loading the view, typically from
    a nib.
```

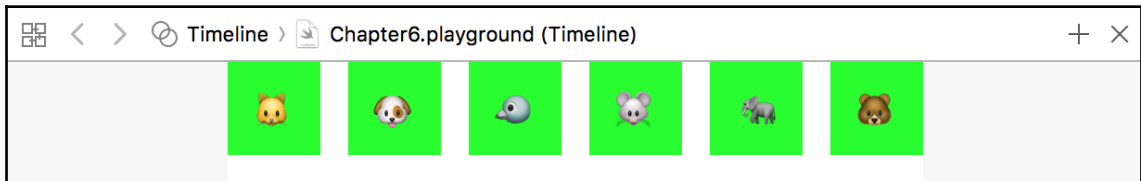
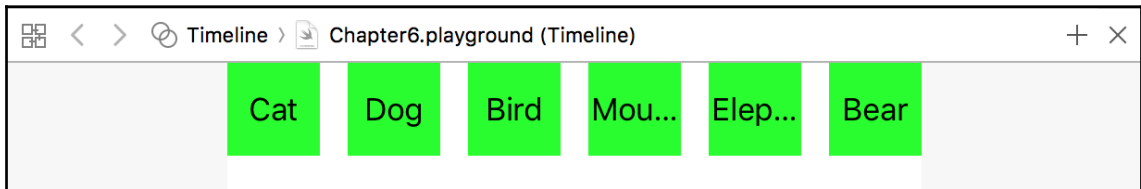
---

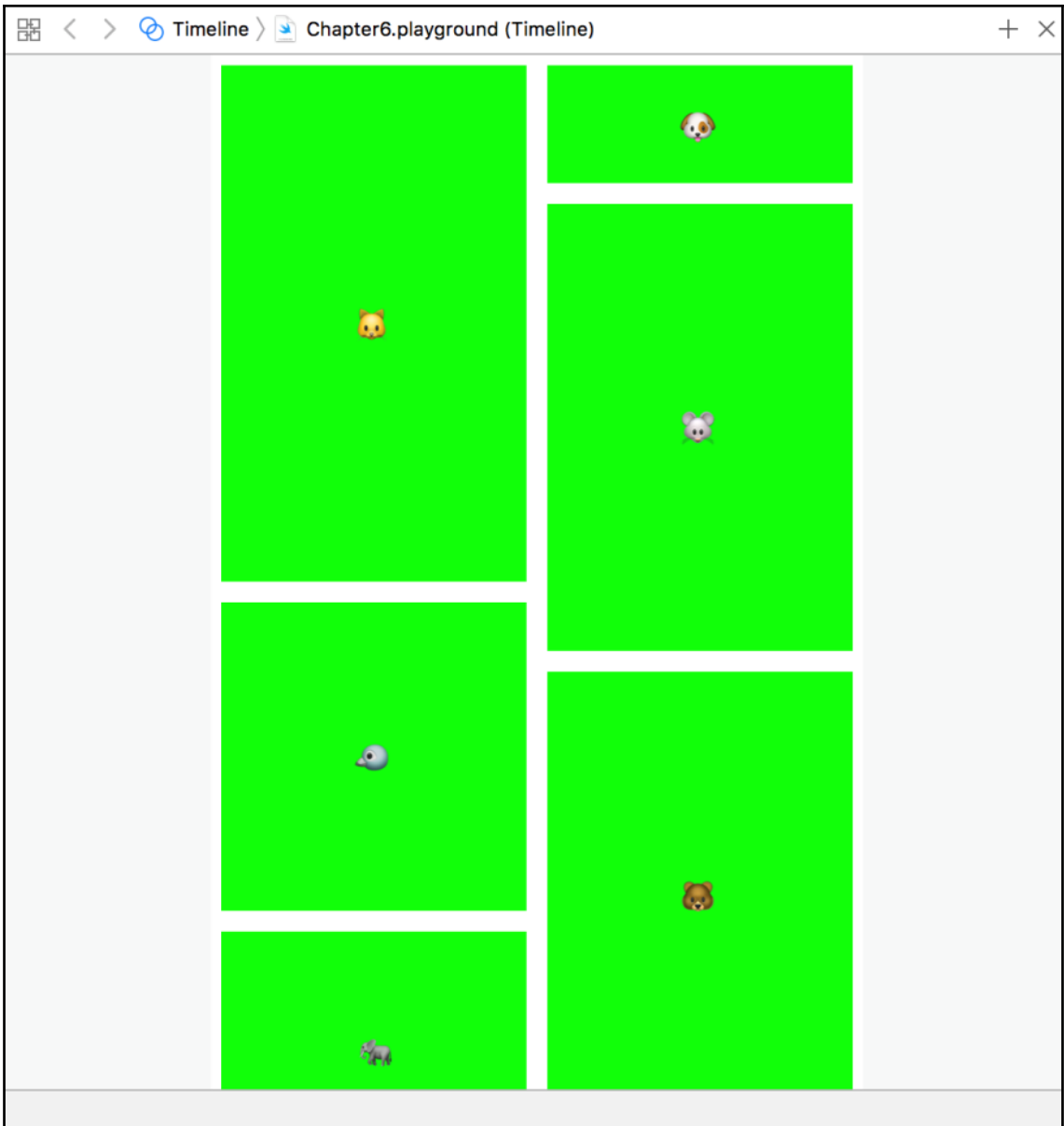
## Chapter 6: How to Use Data Structures, OOP, and Protocols





```
Chapter6.playground
72 override func viewDidLoad() {
73     super.viewDidLoad()
74     self.collectionView?.backgroundColor = .white
75     self.collectionView?.register(UICollectionViewCell.
76         self, forCellWithReuseIdentifier: "Cell")
77 }
78 //how many items we have in each section
79 override func collectionView(_ collectionView:
80     UICollectionView, numberOfItemsInSection section:
81     Int) -> Int {
82     return self.data.count
83 }
84 override func collectionView(_ collectionView:
85     UICollectionView, cellForItemAt indexPath:
86     IndexPath) -> UICollectionViewCell {
87     let cell = collectionView.dequeueReusableCell
88     (withReuseIdentifier: "Cell", for: indexPath)
89     cell.backgroundColor = .green
90     return cell
91 }
92 }
93 var animals = ["Cat", "Dog", "Bird", "Mouse", "Elephant"]
94 //animals.append("Bear")
95
96 var flowLayout = UICollectionViewFlowLayout()
97
98 PlaygroundPage.current.liveView = CollectionViewController
99     (data:animals, collectionViewLayout: flowLayout)
100 PlaygroundPage.current.needsIndefiniteExecution = true
```





Choose options for your new project:

Product Name:

Team:  ▾

Organization Name:

Organization Identifier:

Bundle Identifier:

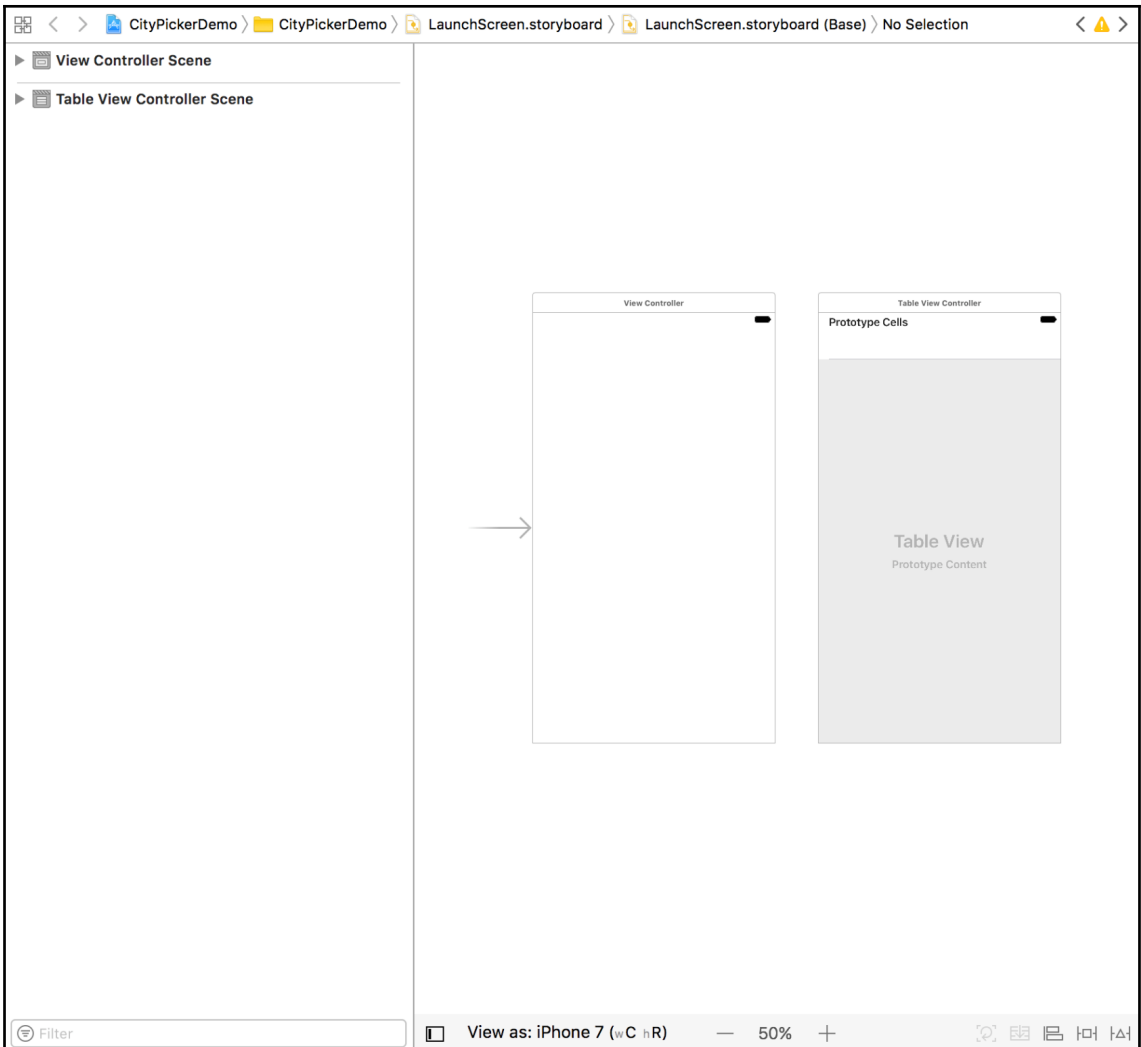
Language:  ▾

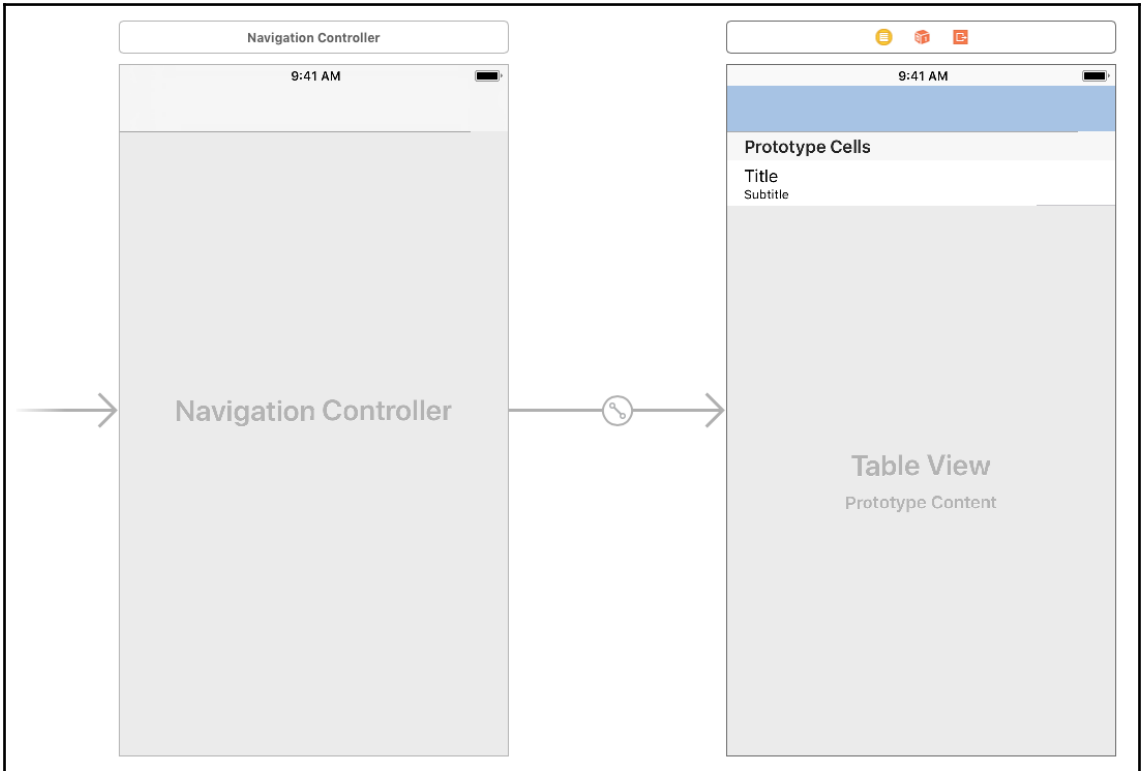
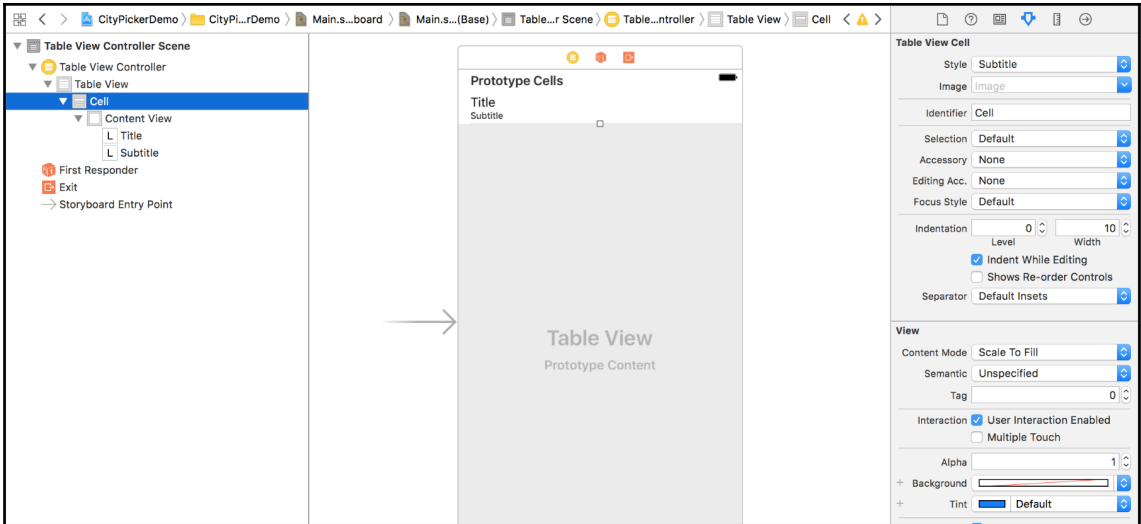
Devices:  ▾

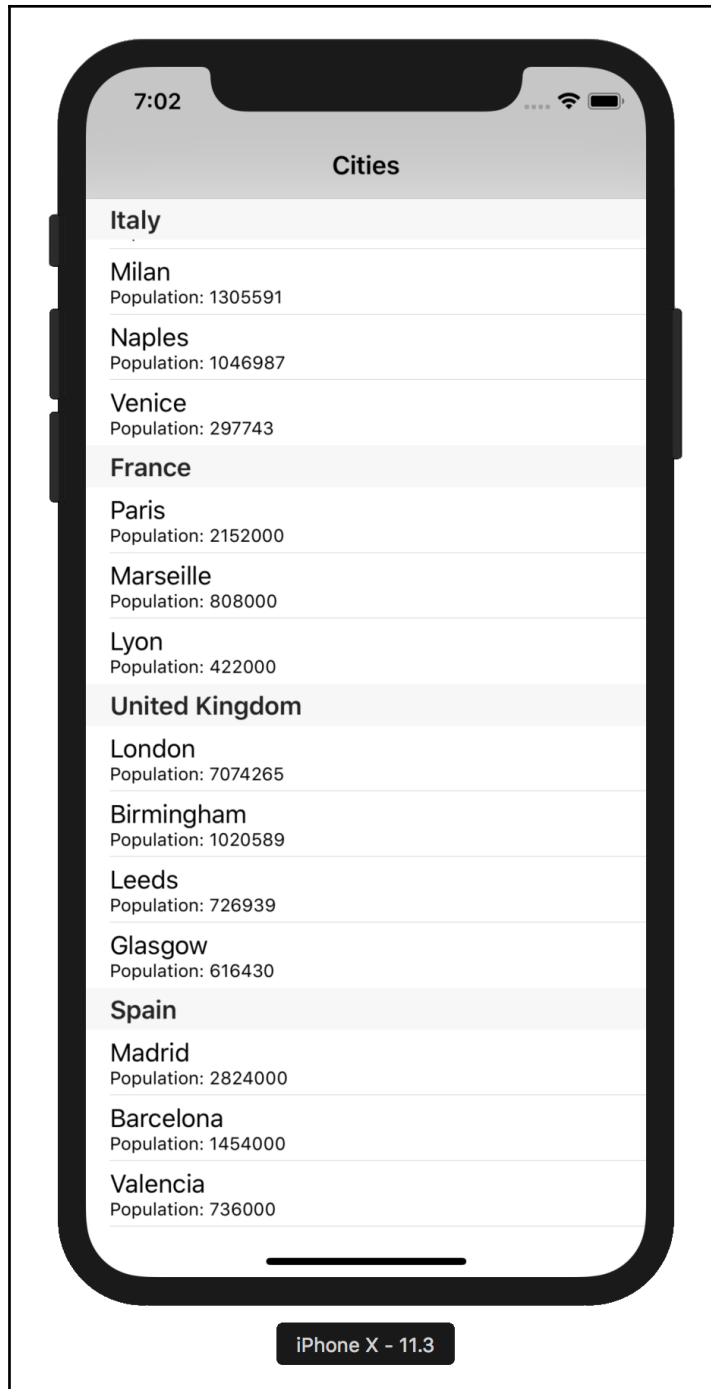
Use Core Data

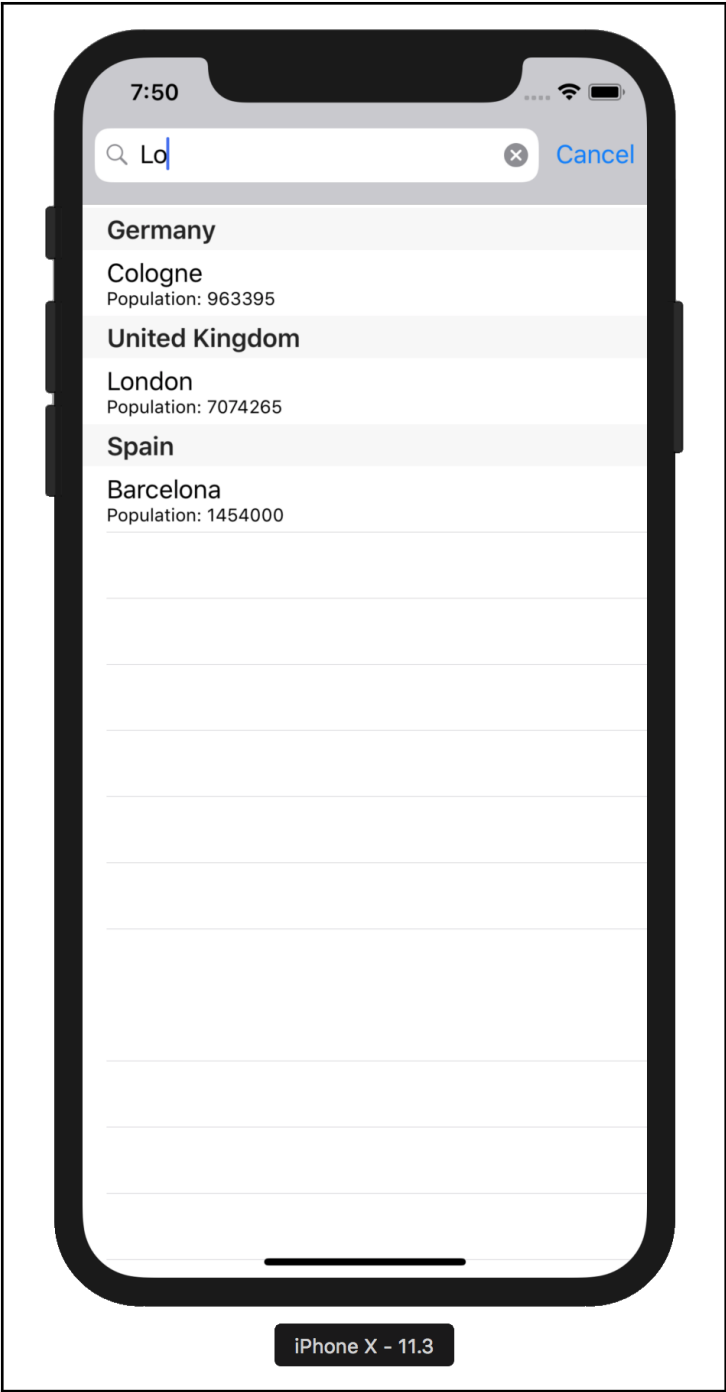
Include Unit Tests

Include UI Tests









---

# Chapter 7: Developing a Simple Weather App



---



Favorites

# New York

Sunny

# 25°

Monday - Today

0:00	1:00	2:00	3:00	3:00
				
25°	25°	25°	25°	25°

Monday		27°/23°
Tuesday		28°/24°

---

## Favorites

17:49

New York



---

17:49

New York



---

17:49

New York



---

17:49

New York



---

Add a location....

---

---

# Places

🔍 Search

## Germany

Berlin

---

Hamburg

---

Munich

---

Cologne

## Italy

Rome

---

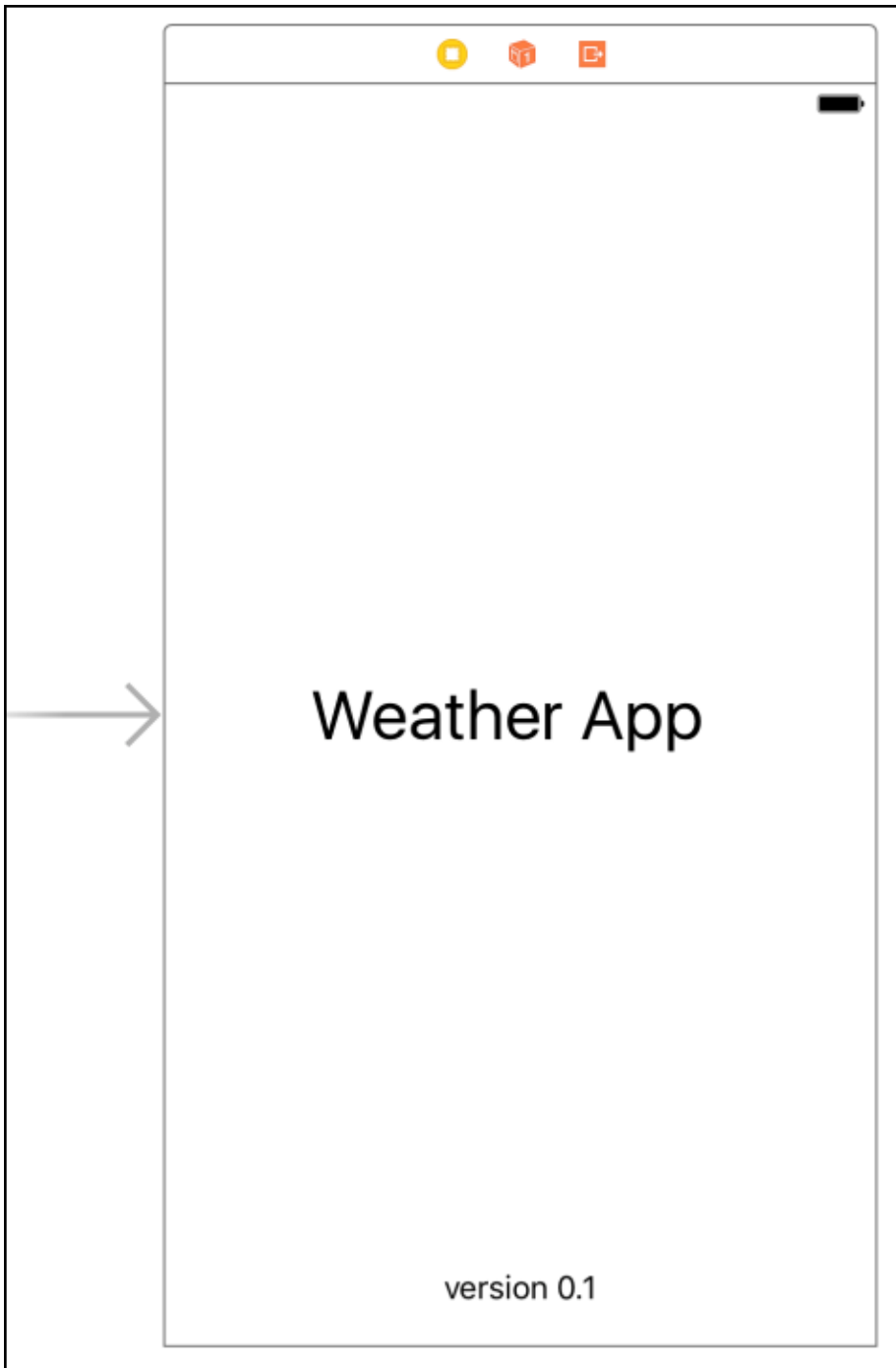
Milan

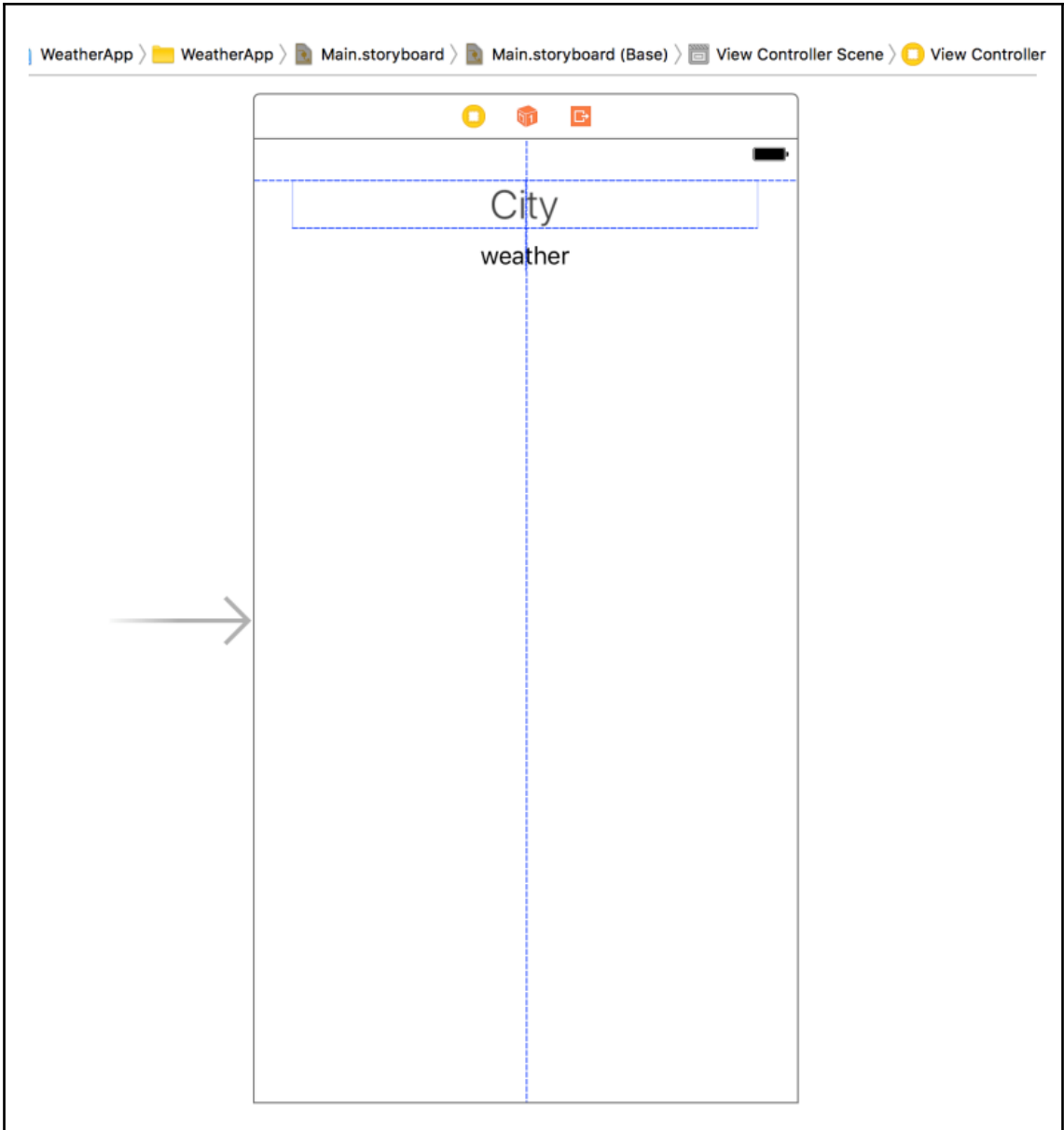
---

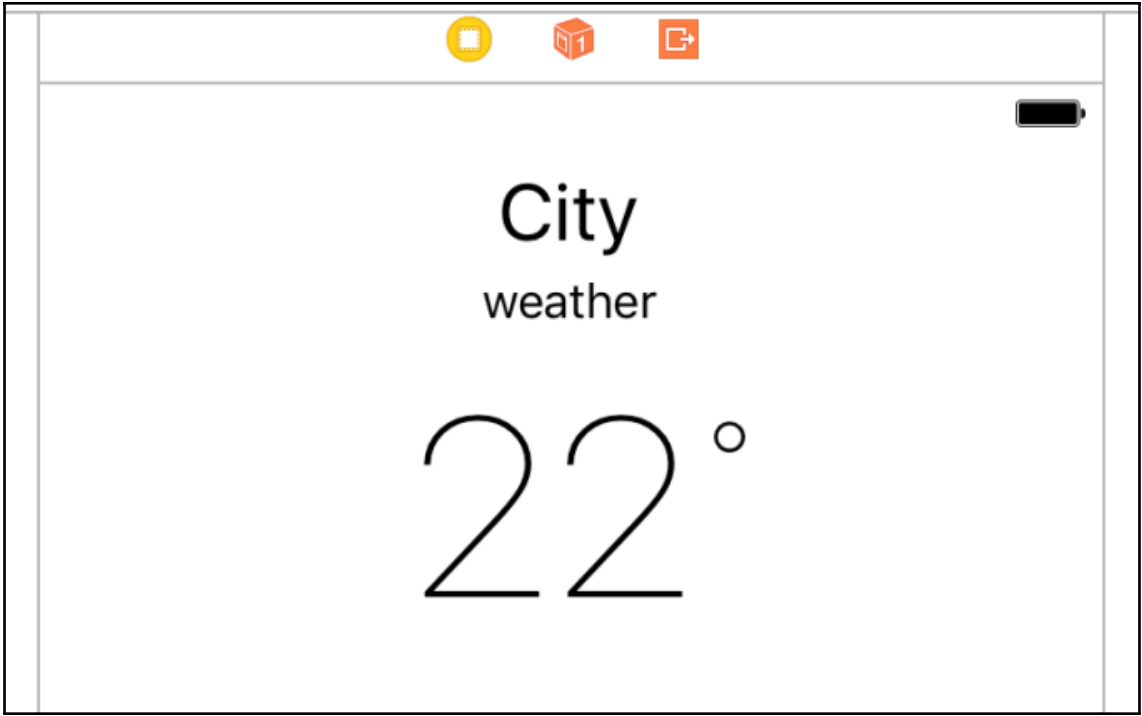
Naples

---

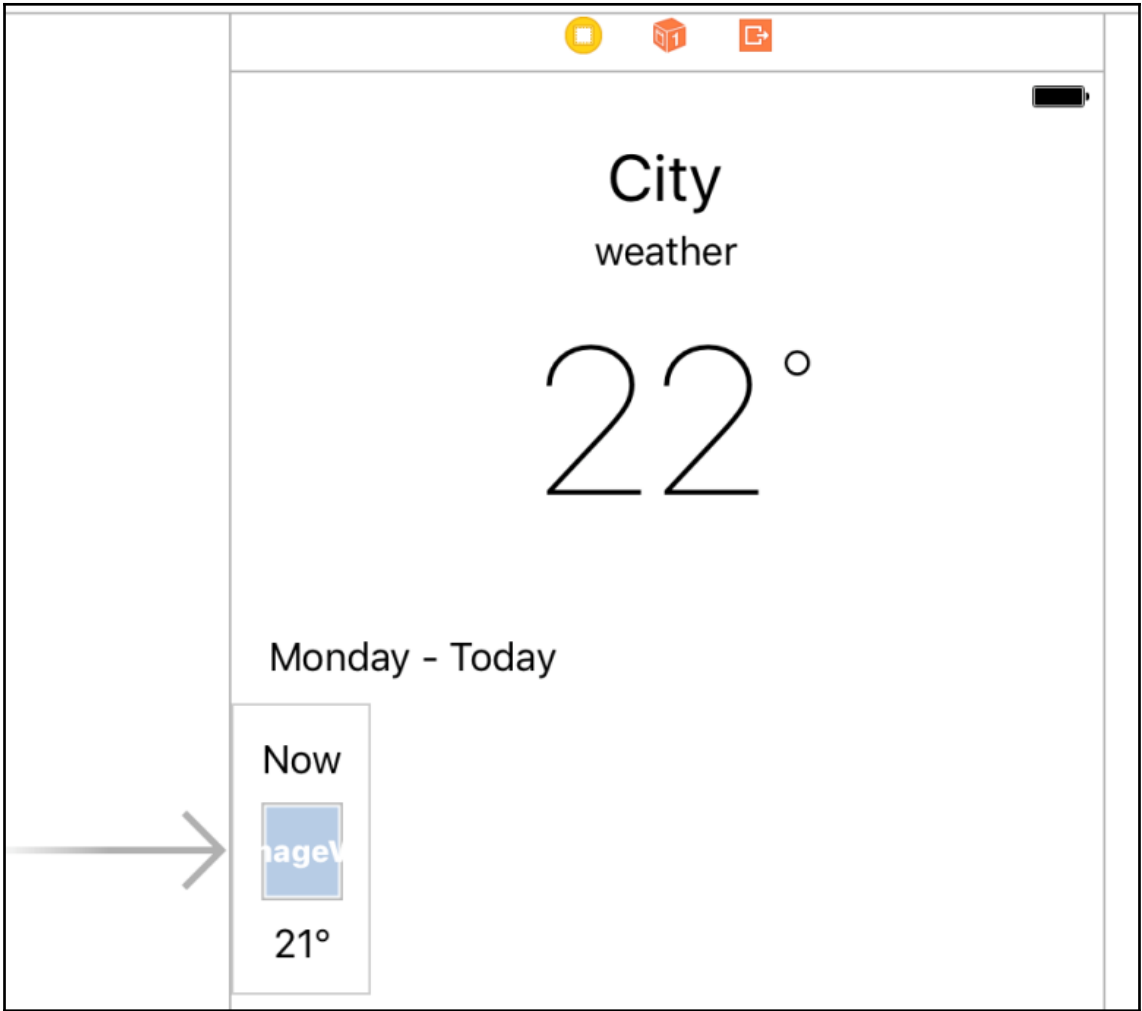
Venice

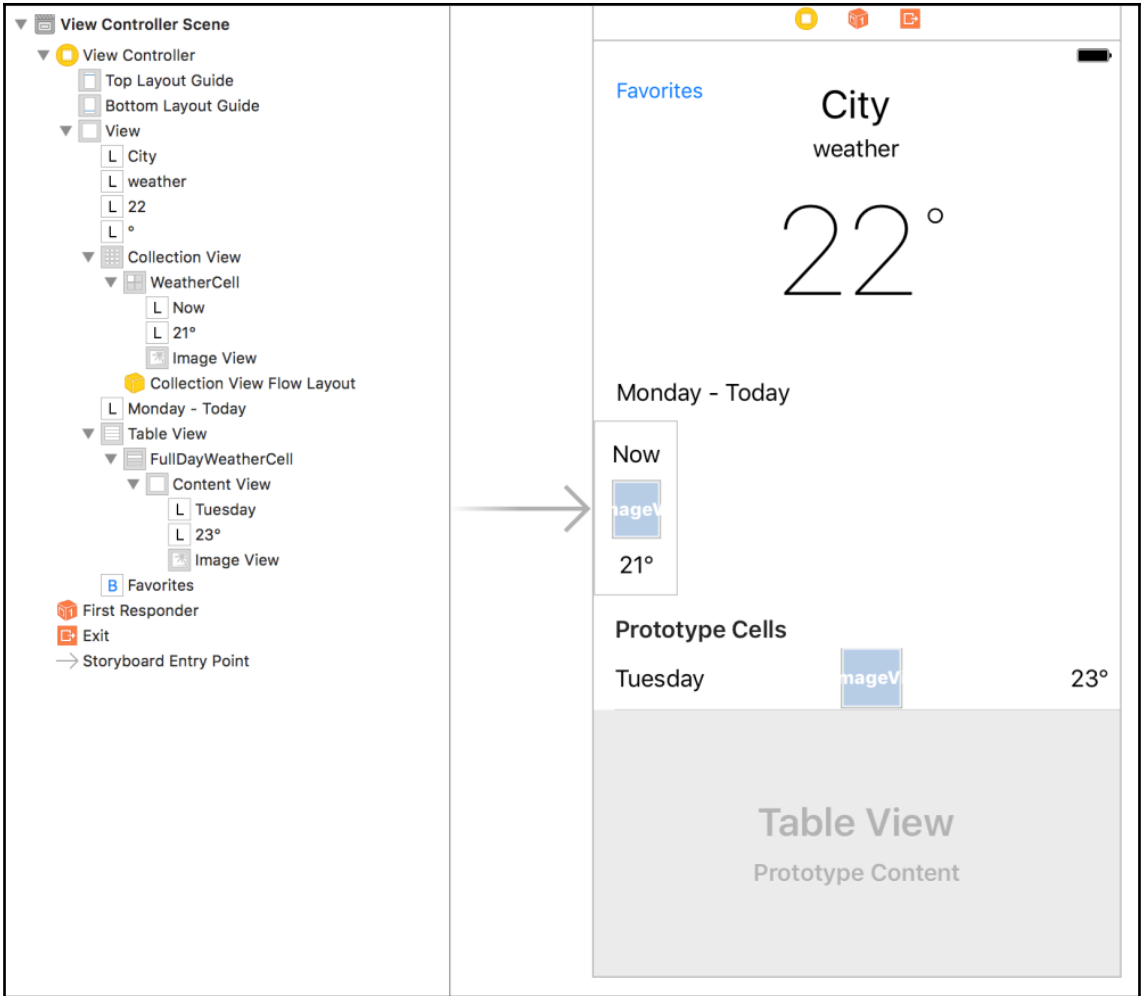


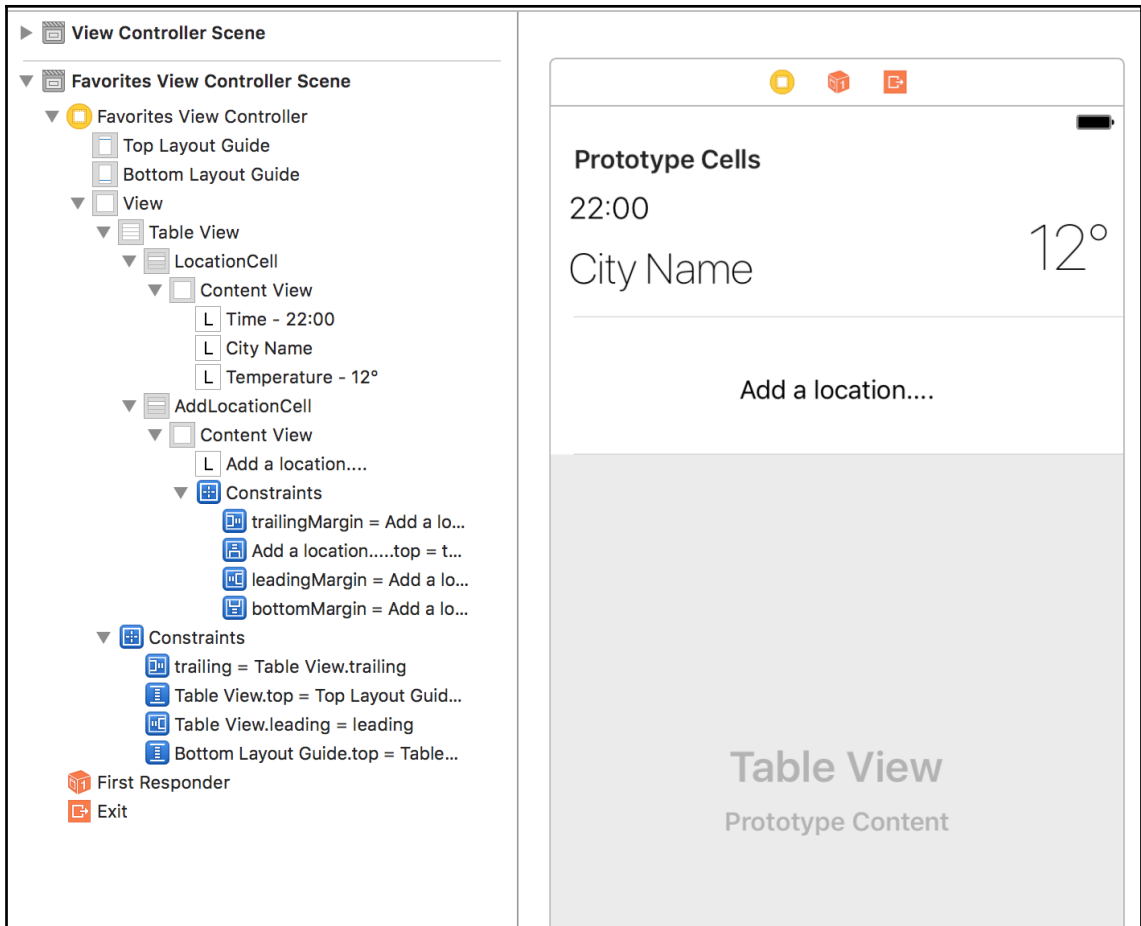


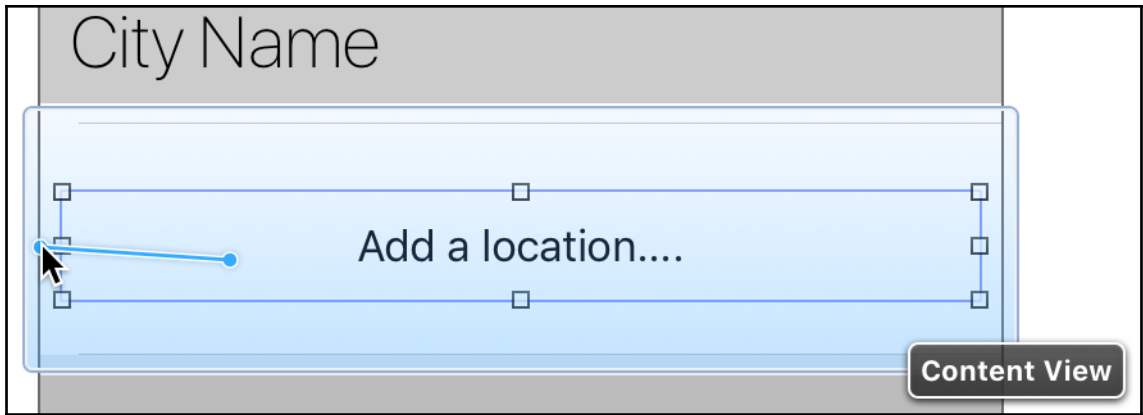




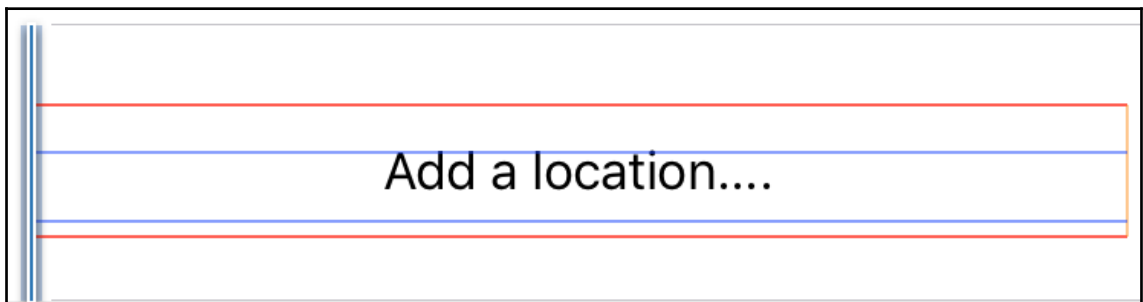


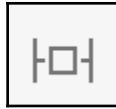






- Leading Space to Container Margin**
- Center Horizontally in Container**
- Equal Widths**
- Equal Heights**
- Aspect Ratio**
- Hold Shift to select multiple
- Hold Option for alternates



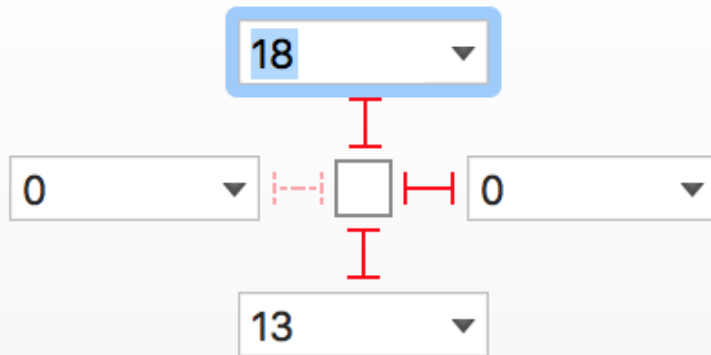


## Add New Constraints

18


0 0


13





Spacing to nearest neighbor


Constrain to margins


 Width 359

 Height 43

 Equal Widths

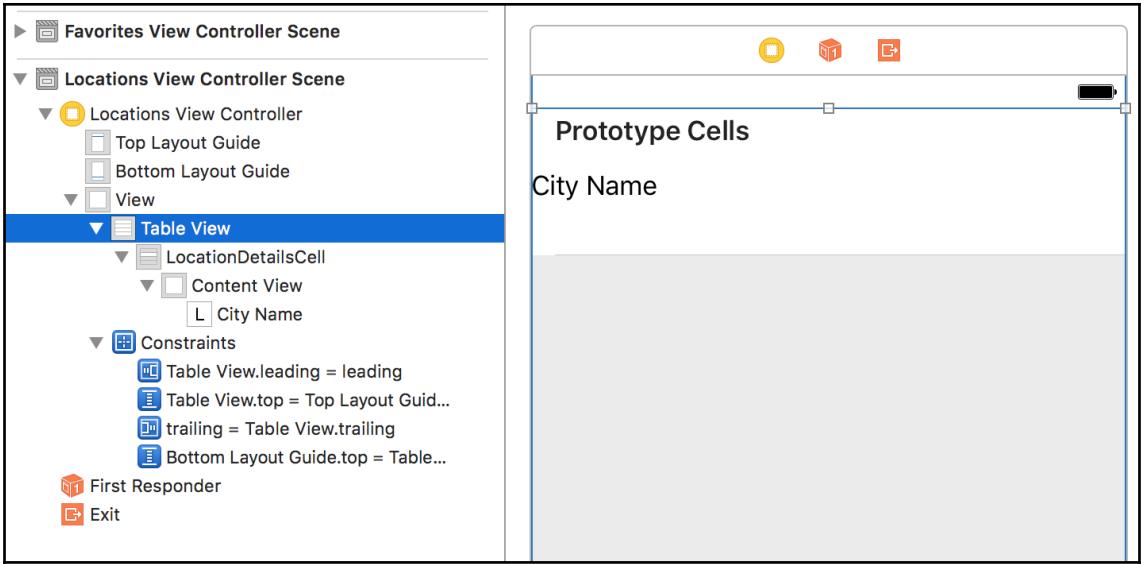
 Equal Heights

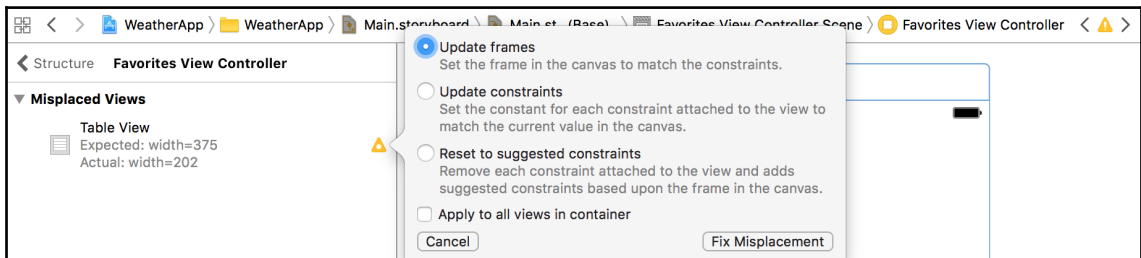
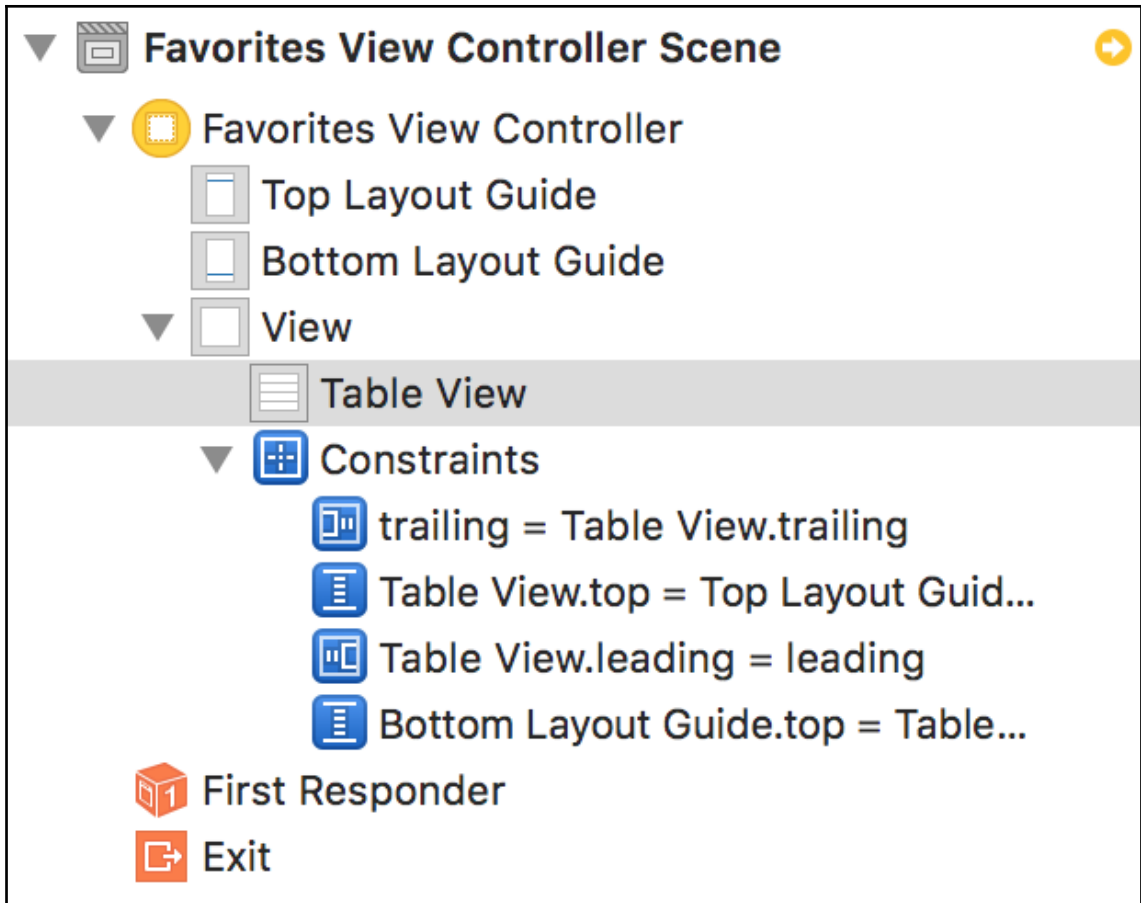
 Aspect Ratio

 Align Leading Edges

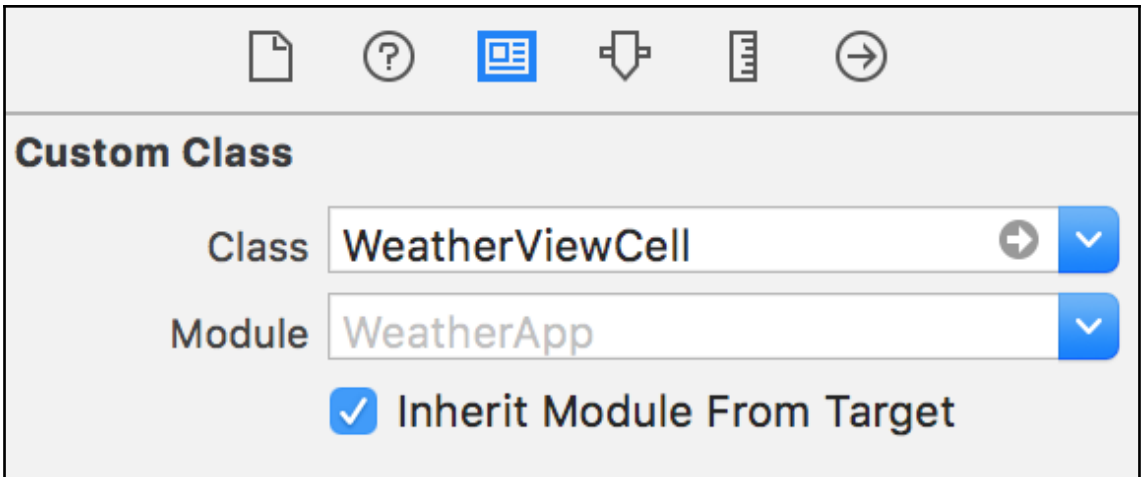
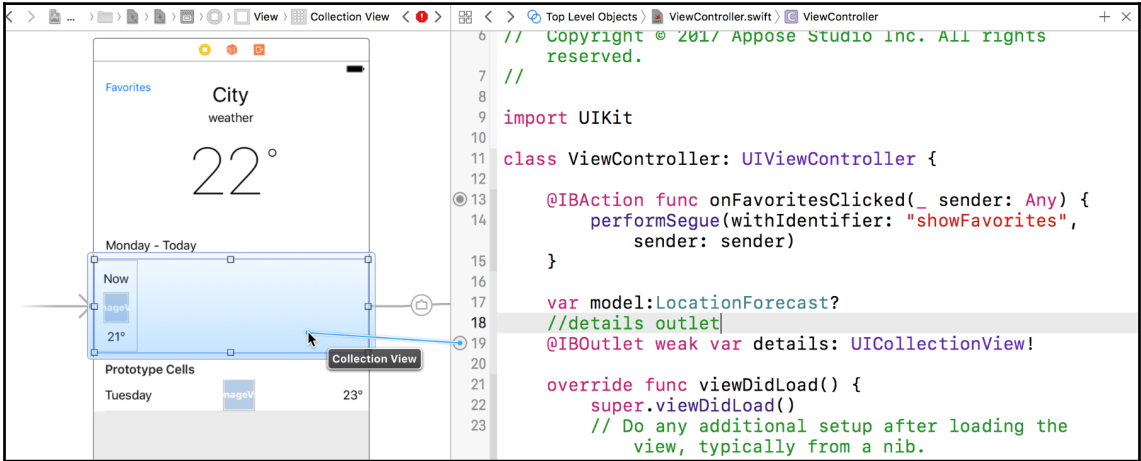
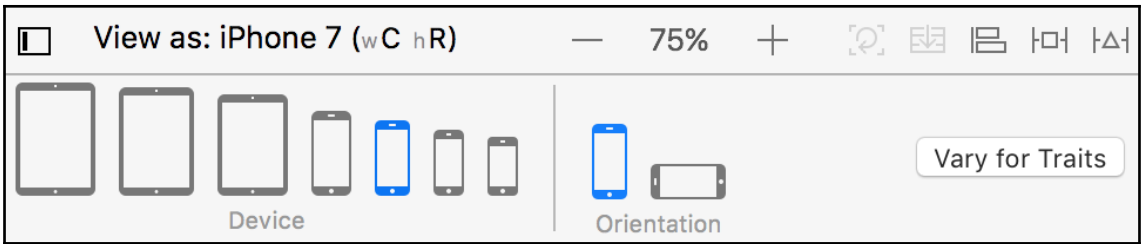
Add 3 Constraints

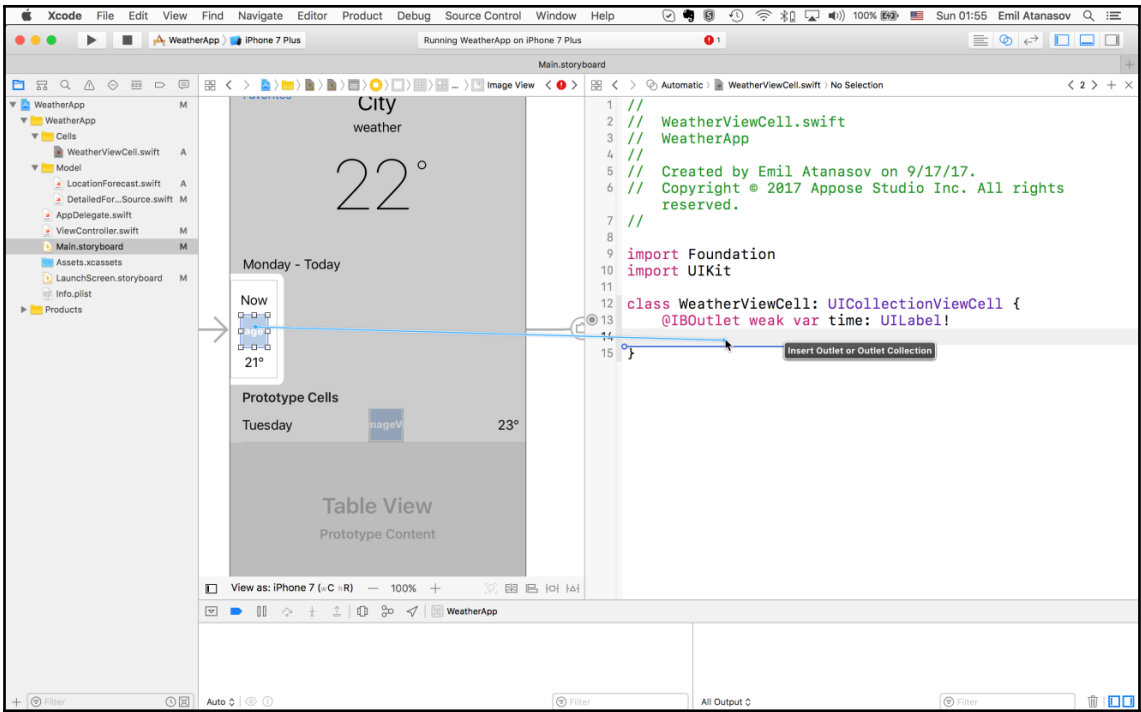


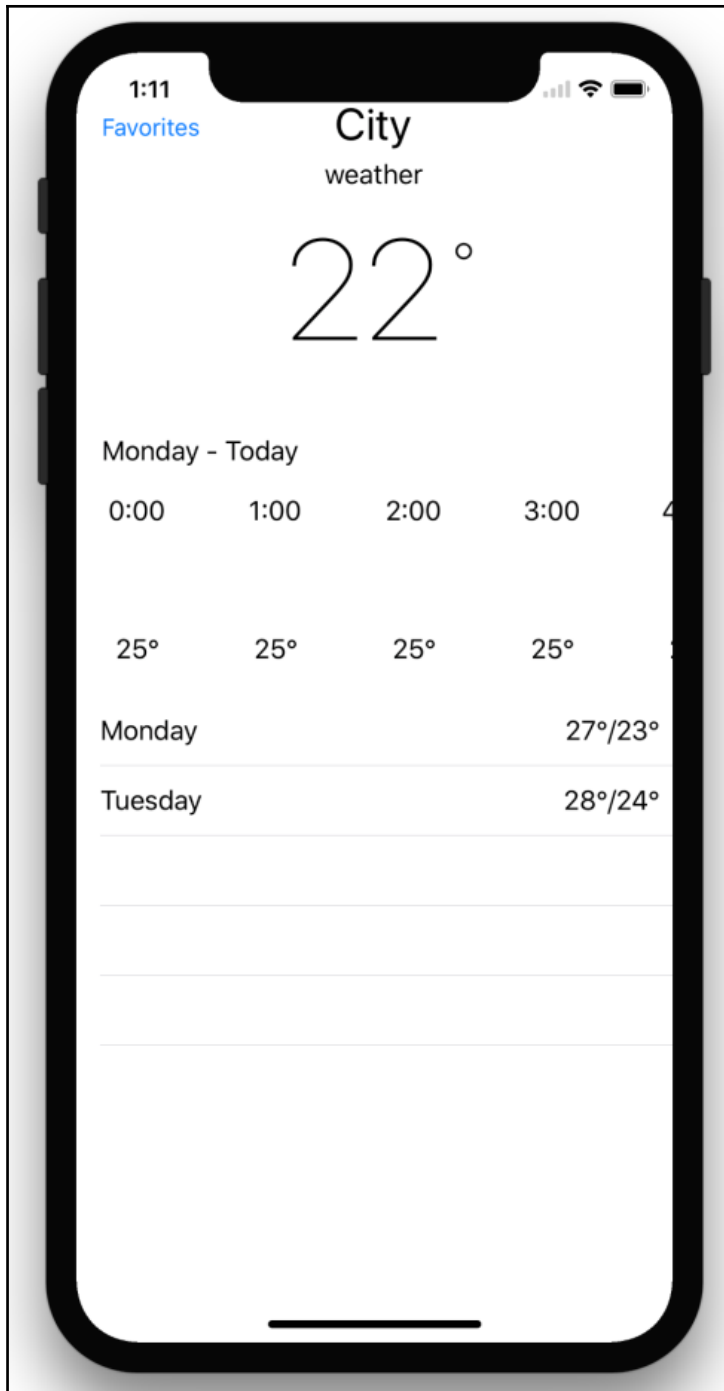


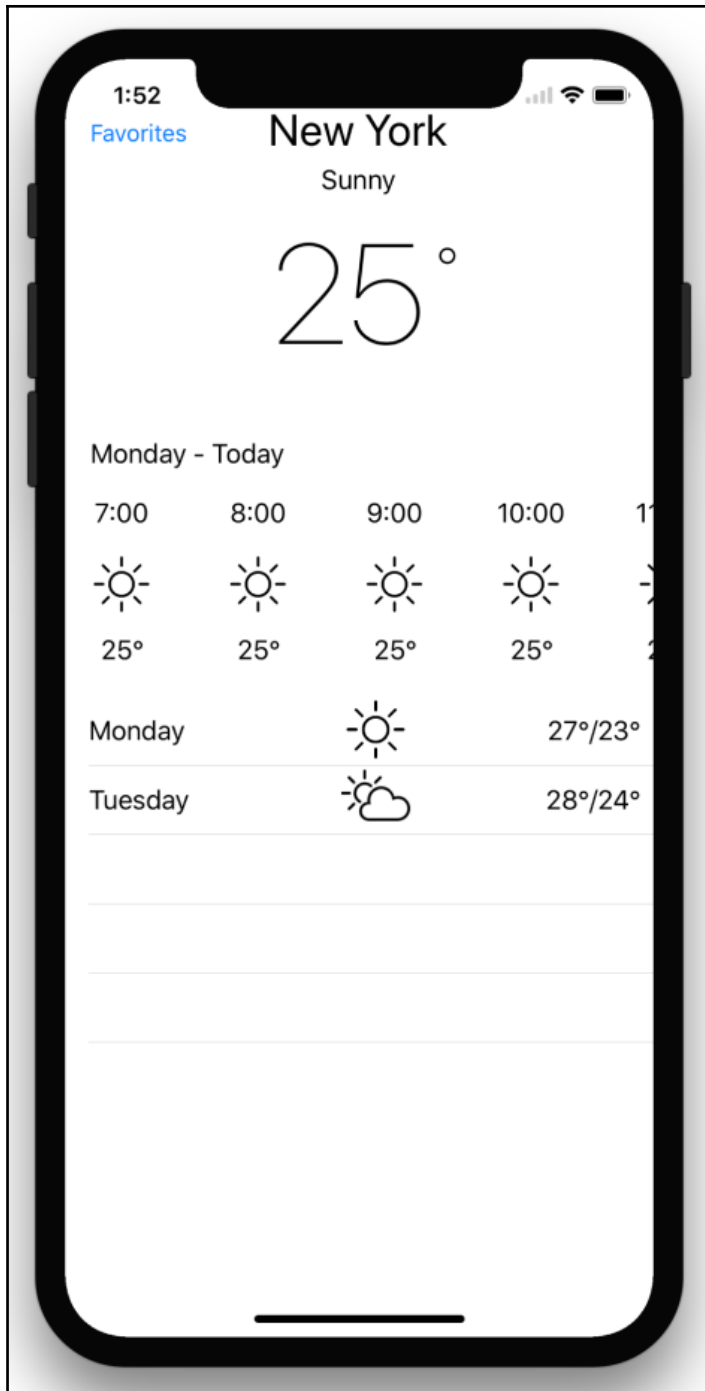


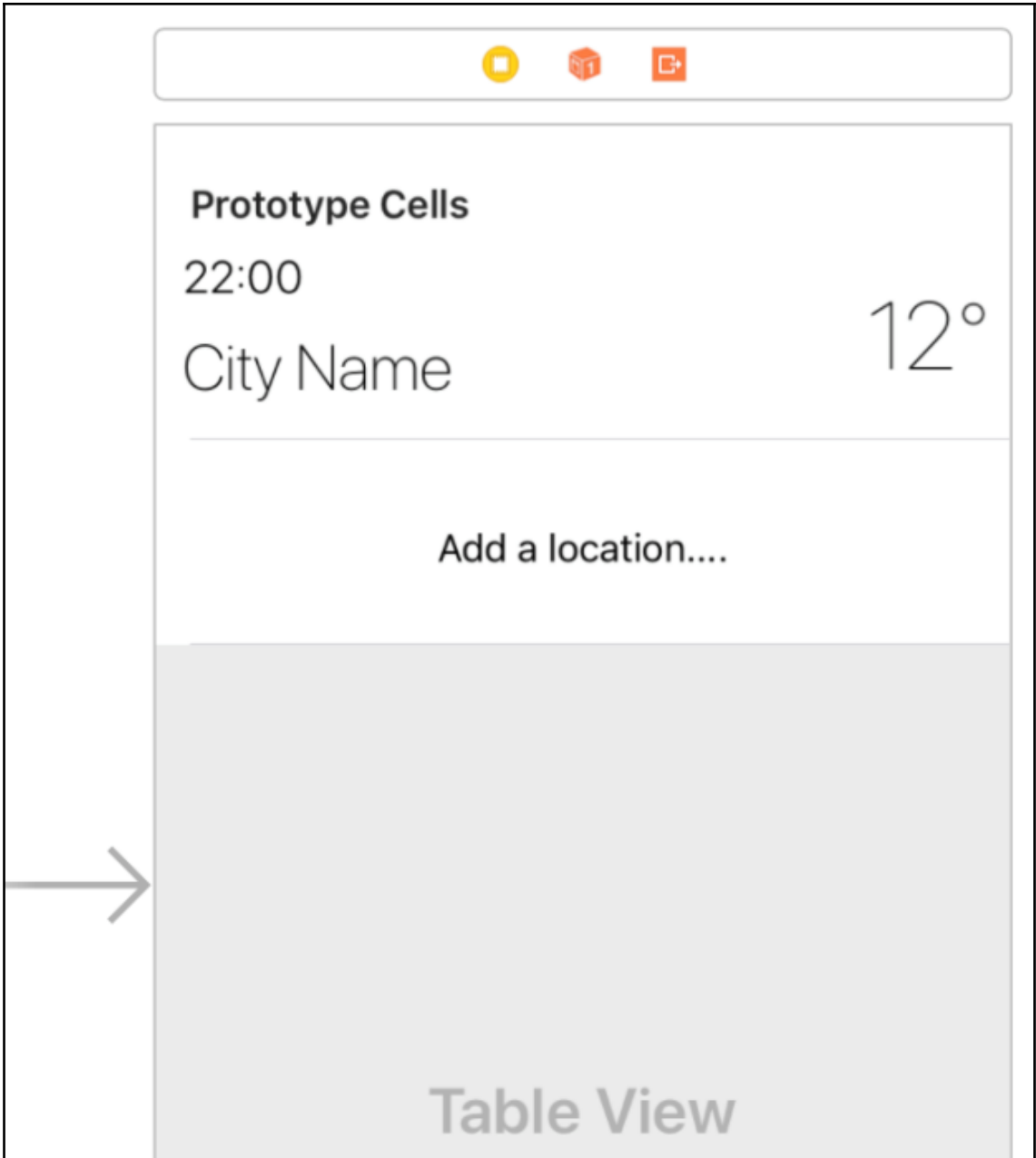


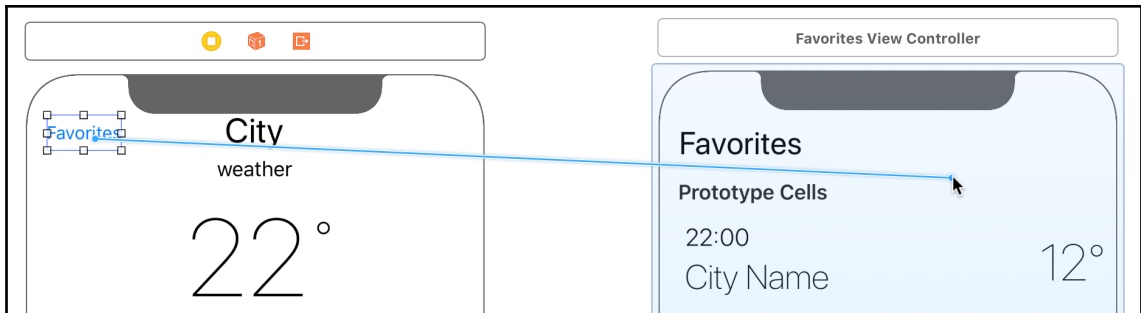












## Action Segue

Show

Show Detail

Present Modally

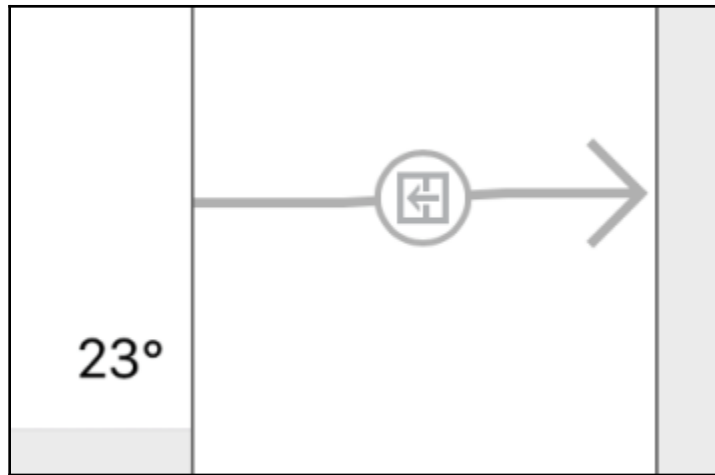
Present As Popover

Custom

## Non-Adaptive Action Segue

Push (deprecated)

Modal (deprecated)



The screenshot shows the configuration panel for a storyboard segue. At the top is a toolbar with icons for file, help, storyboard, segue, list, and back. Below the toolbar is the "Storyboard Segue" panel with the following settings:

- Identifier: `showFavorites`
- Class: `UIStoryboardSegue`
- Module: `None`
- Inherit Module From Target
- Kind: `Show (e.g. Push)`
- Animates

---

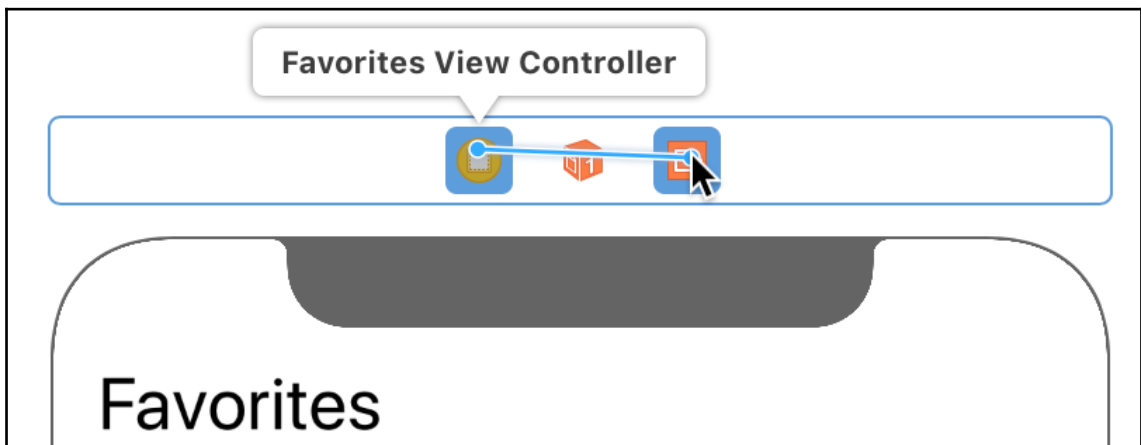
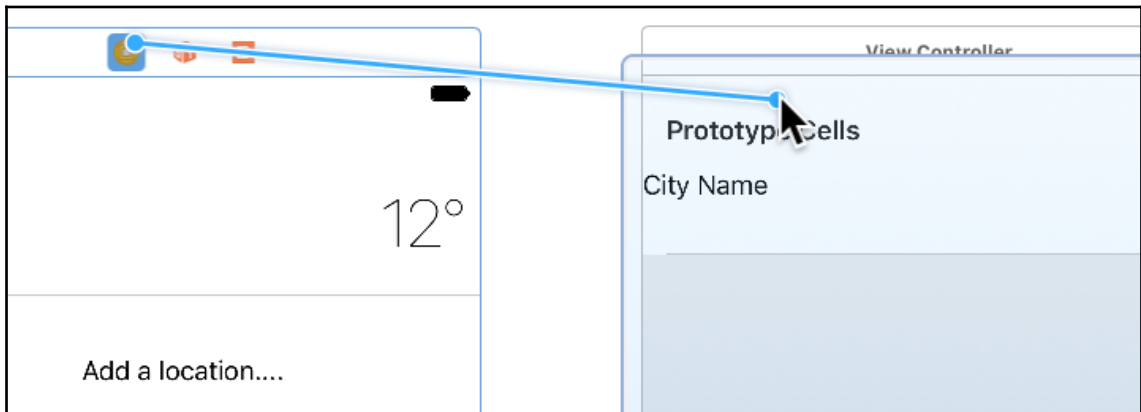
Peek & Pop  Preview & Commit Segues

---

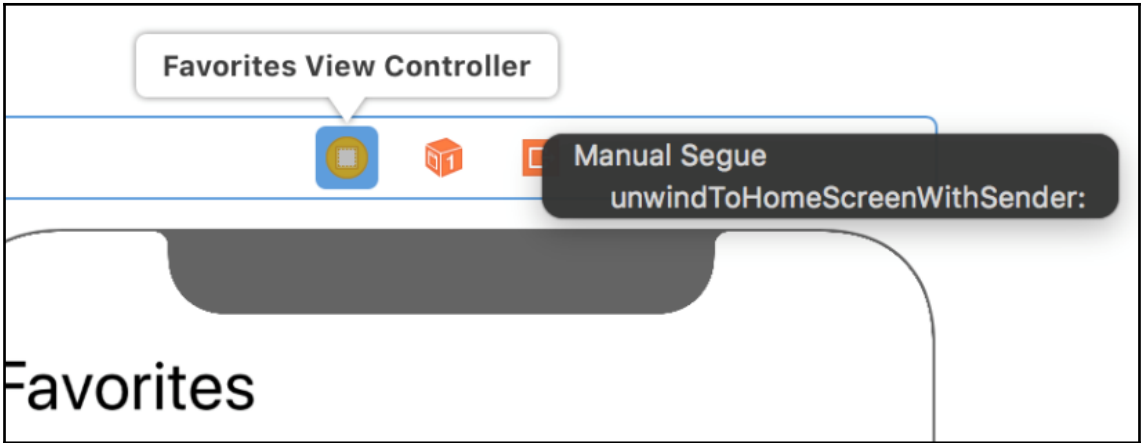
## Triggered Segues

action

✖ Favorites View Con...  
Show

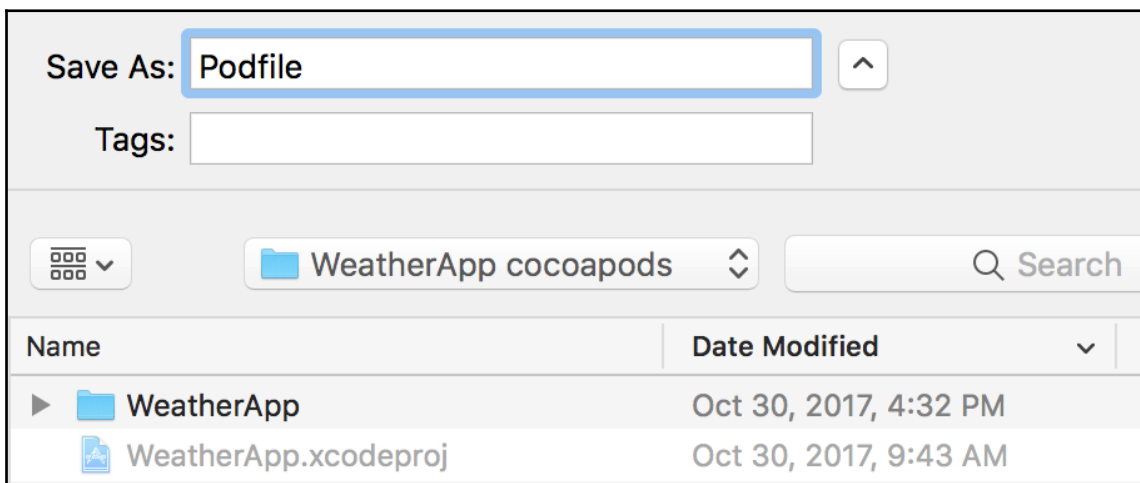
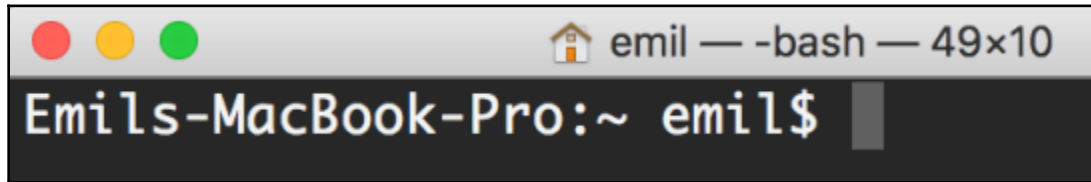






---

## Chapter 8: Introducing CocoaPods and Project Dependencies



```
WeatherApp cocoapods — -bash — 80x15
Emils-MacBook-Pro:WeatherApp cocoapods emil$ pod install
Analyzing dependencies
Downloading dependencies
Generating Pods project
Integrating client project
Sending stats
Pod installation complete! There are 0 dependencies from the Podfile and 0 total
pods installed.

[!] The Podfile does not contain any dependencies.

[!] Automatically assigning platform ios with version 10.3 on target WeatherApp
because no platform was specified. Please specify a platform for this target in
your Podfile. See `https://guides.cocoapods.org/syntax/podfile.html#platform`.
Emils-MacBook-Pro:WeatherApp cocoapods emil$
```

```
WeatherApp cocoapods — -bash — 80x10
Emils-MacBook-Pro:WeatherApp cocoapods emil$ pod install
Analyzing dependencies
Downloading dependencies
Installing Alamofire (4.4.0)
Generating Pods project
Integrating client project
Sending stats
Pod installation complete! There is 1 dependency from the Podfile and 1 total po
d installed.
Emils-MacBook-Pro:WeatherApp cocoapods emil$
```

```
swift-executable — -bash — 80x9
Emils-MacBook-Pro:swift-executable emil$ swift package init --type executable
Creating executable package: swift-executable
Creating Package.swift
Creating README.md
Creating .gitignore
Creating Sources/
Creating Sources/swift-executable/main.swift
Creating Tests/
Emils-MacBook-Pro:swift-executable emil$
```

```
Emils-MacBook-Pro:swift-executable emil$ swift run
Compile Swift Module 'swift_executable' (1 sources)
Linking ./build/x86_64-apple-macosx10.10/debug/swift-executable
Hello, world!
Emils-MacBook-Pro:swift-executable emil$
```

```
swift-lib
├─ Package.swift - main manifest file
├─ README.md - simple description of the library project
├─ Sources - the source folder
│   └─ swift-lib
│       └─ swift_lib.swift - the library main source file
├─ Tests
├─ LinuxMain.swift - linux specific test file
├─ swift-libTests
└─ swift_libTests.swift - file which contains the test
```

```
Emils-MacBook-Pro:swift-lib emil$ swift test
Compile Swift Module 'swift_lib' (1 sources)
Compile Swift Module 'swift_libTests' (1 sources)
Linking ./build/x86_64-apple-macosx10.10/debug/swift-libPackageTests.xctest/Contents/MacOS/swift-libPackageTests
Test Suite 'All tests' started at 2017-11-16 01:09:14.766
Test Suite 'swift-libPackageTests.xctest' started at 2017-11-16 01:09:14.766
Test Suite 'swift_libTests' started at 2017-11-16 01:09:14.766
Test Case '-[swift_libTests.swift_libTests testExample]' started.
Test Case '-[swift_libTests.swift_libTests testExample]' passed (0.237 seconds).
Test Suite 'swift_libTests' passed at 2017-11-16 01:09:15.003.
    Executed 1 test, with 0 failures (0 unexpected) in 0.237 (0.237) second
S
Test Suite 'swift-libPackageTests.xctest' passed at 2017-11-16 01:09:15.003.
    Executed 1 test, with 0 failures (0 unexpected) in 0.237 (0.237) second
S
Test Suite 'All tests' passed at 2017-11-16 01:09:15.004.
    Executed 1 test, with 0 failures (0 unexpected) in 0.237 (0.237) second
S
Emils-MacBook-Pro:swift-lib emil$
```

```
1 import XCTest
2 @testable import swift_lib
3
4 class swift_libTests: XCTestCase {
5     func testExample() {
6         // This is an example of a functional test case.
7         // Use XCTAssert and related functions to verify your tests produce the correct
8         // results.
9         XCTAssertEqual(swift_lib().text, "Hello, World!")
10    }
11
12    func testToyDefaultValues() {
13        let toy = Toy()
14        XCTAssertEqual(toy.name, "Unknown")
15        XCTAssertEqual(toy.age, 1)
16        XCTAssertEqual(toy.price, 1.0)
17    }
18
19    func testToy() {
20        let toy = Toy(name: "Rex", age: 2, price:99)
21        XCTAssertEqual(toy.name, "Rex")
22        XCTAssertEqual(toy.age, 2)
23        XCTAssertEqual(toy.price, 99.0)
24    }
25    //update this for Linux
26    static var allTests = [
27        ("testExample", testExample),
28        ("testToyDefaultValues", testToyDefaultValues),
29        ("testToy", testToy),
30    ]
31 }
32
```

```
Emils-MacBook-Pro:swift-executable emil$ swift run
Fetching /Users/emil/Documents/Swift 4/Chapter 8/swift-lib
Cloning /Users/emil/Documents/Swift 4/Chapter 8/swift-lib
Resolving /Users/emil/Documents/Swift 4/Chapter 8/swift-lib at 1.0.0
Compile Swift Module 'swift_lib' (1 sources)
Compile Swift Module 'swift_executable' (1 sources)
Linking ./build/x86_64-apple-macosx10.10/debug/swift-executable
Hello, Rex!
Emils-MacBook-Pro:swift-executable emil$
```

SEARCH\*



---

\* Type here to search by name, version, author, keywords, summary, and dependencies.

---

# Chapter 9: Improving a Version of a Weather App

The screenshot shows the OpenWeatherMap website's sign-up page. The header includes the OpenWeatherMap logo and navigation links: Weather, Maps, API, Price, Partners, Stations, Widgets, News, and About. The page title is 'Sign Up' with a breadcrumb trail 'Home / Sign Up'. The main content is a 'Create New Account' form with the following fields and elements:

- Username field containing 'eatanasov'
- Email field containing '.....@gmail.com'
- Two password fields, both containing '.....'
- Agreement checkboxes:
  - I agree to the [Terms of Service](#) and [Privacy Policy](#)
  - I agree to receive emails regarding news, updates and offers
- reCAPTCHA verification area with a green checkmark and the text 'I'm not a robot'. The reCAPTCHA logo and 'reCAPTCHA Privacy - Terms' are also visible.
- A prominent orange 'Create Account' button at the bottom.

## API keys

[Home](#)

Setup **API keys** My Services My Payments Billing plans Map editor Block logs History bulk

Logout

Activation of an API key for **Free** and **Startup accounts** takes **10 minutes**. For **other accounts** it takes from **10 to 60 minutes**. You can generate as many API keys as needed for your subscription. We accumulate the total load from all of them.

Key

Name

Create key

b9c42822d232ff6d3fe31938d37090cb

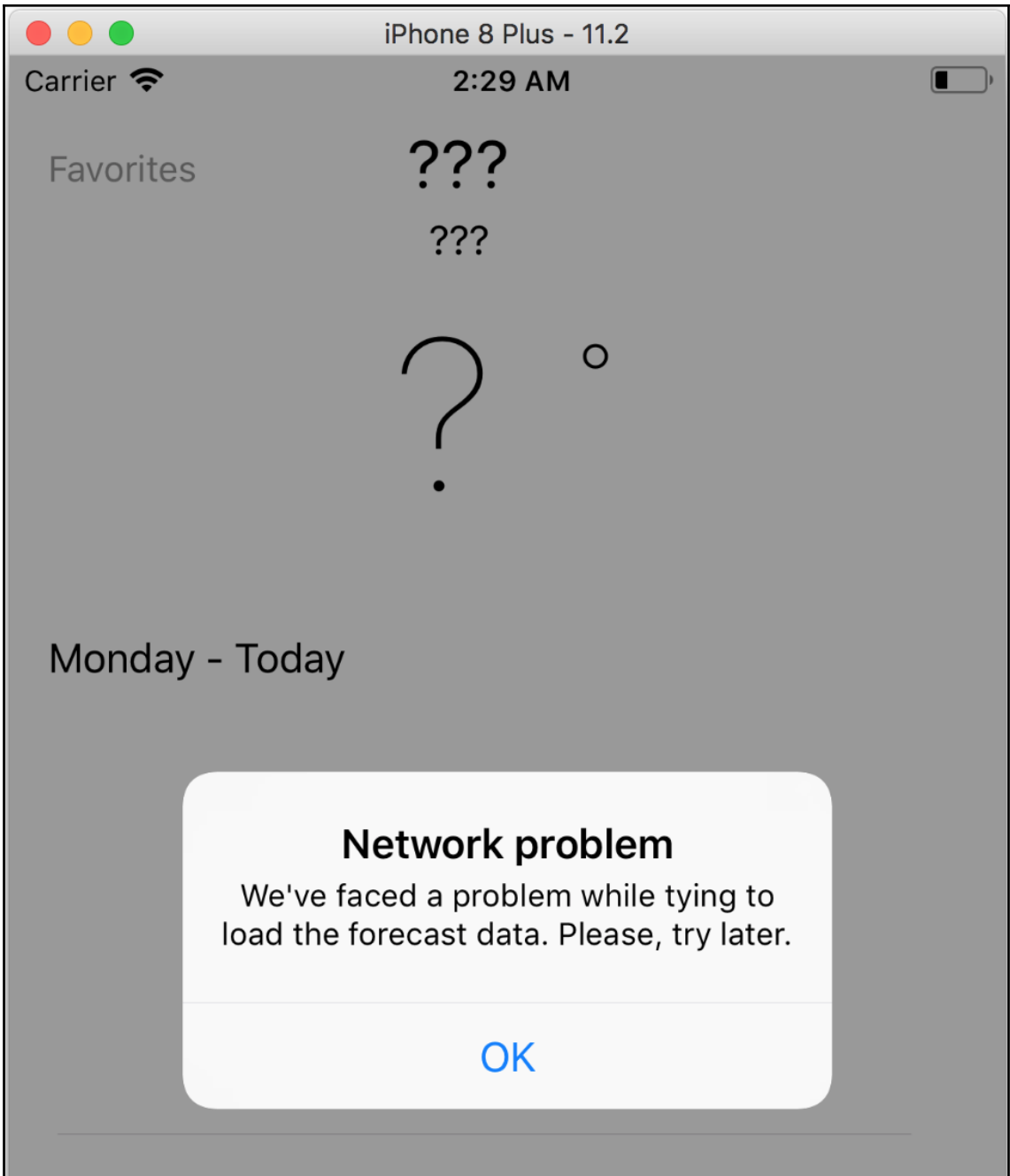
Default

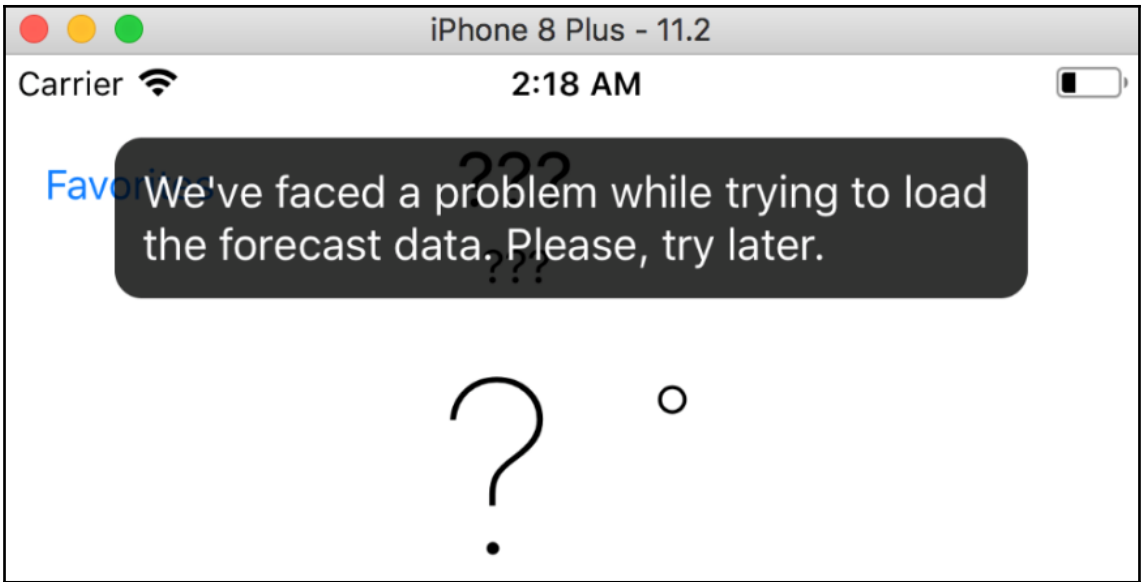


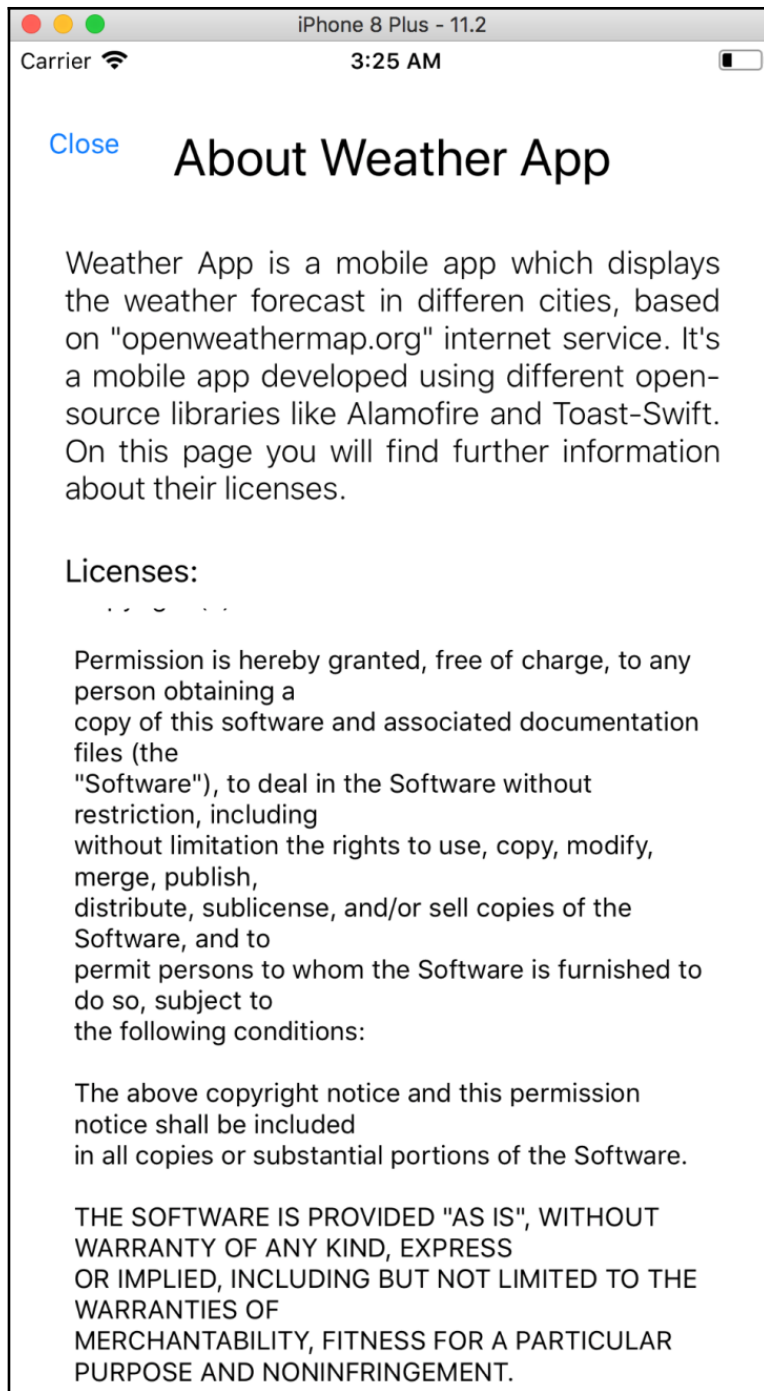
\* Name

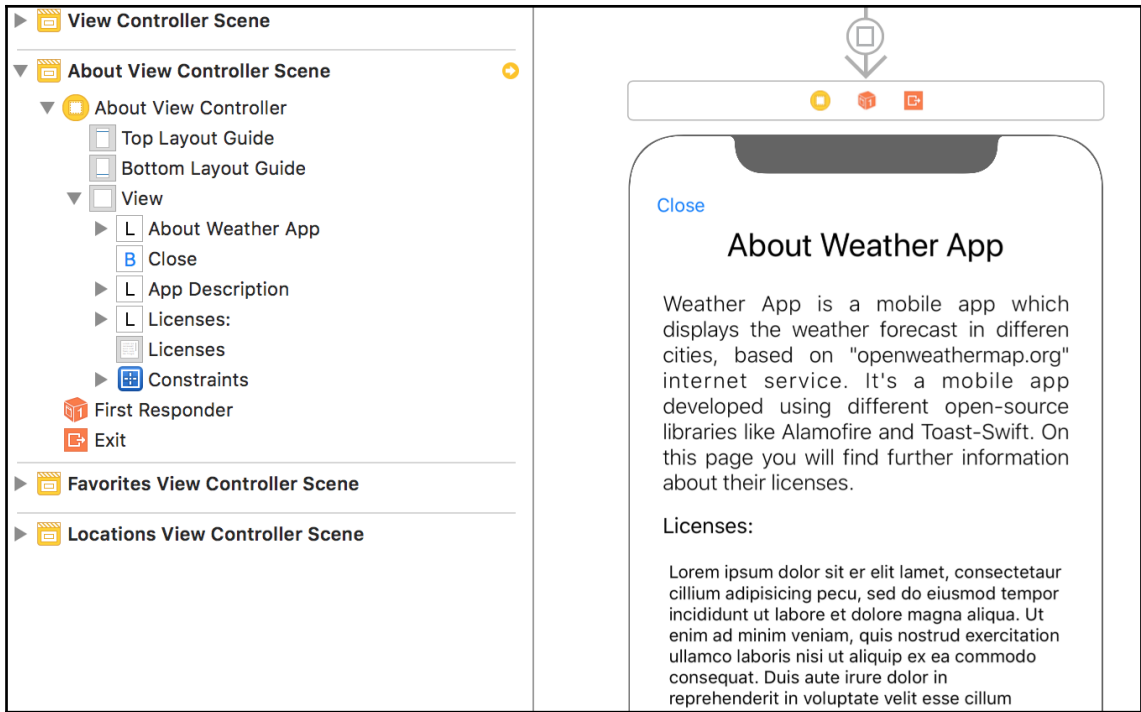
Generate





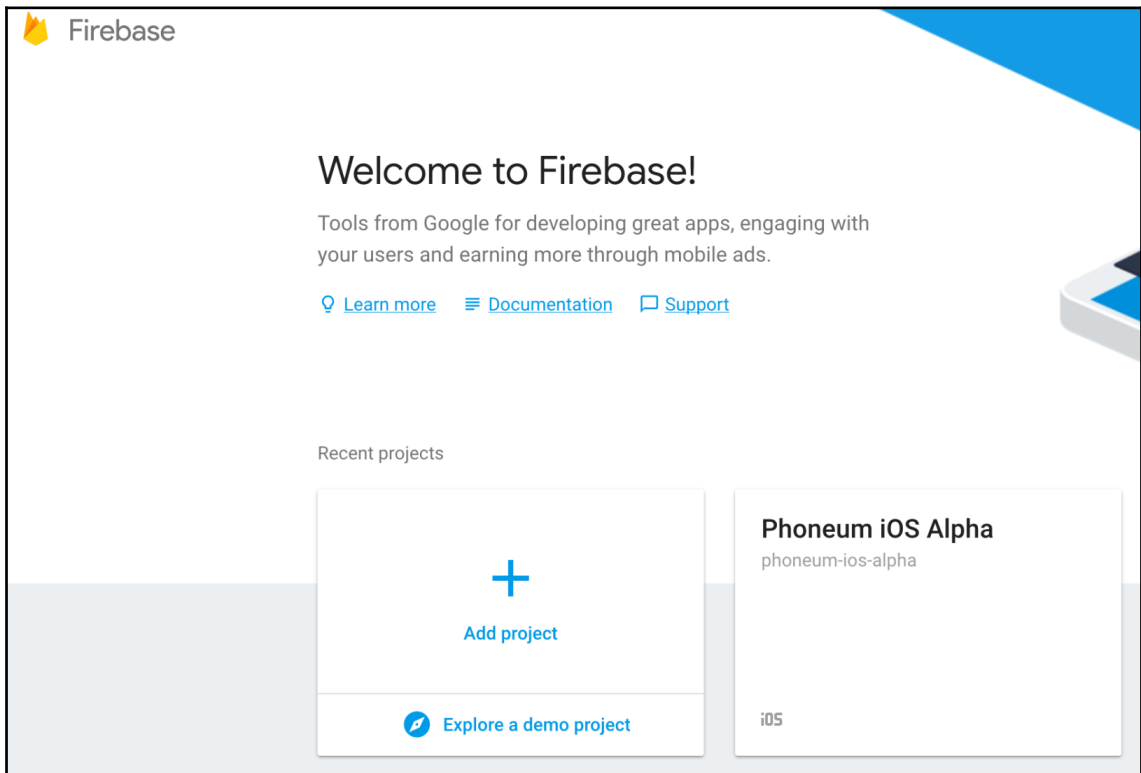






---

# Chapter 10: Building an Instagram-Like App



## Add a project





 You're 2 projects away from the project limit.

Project name

InstagramLikeApp

 +  + 

**Tip:** Projects span apps across platforms 

Project ID 

instagramlike-app

Country/region 

United States

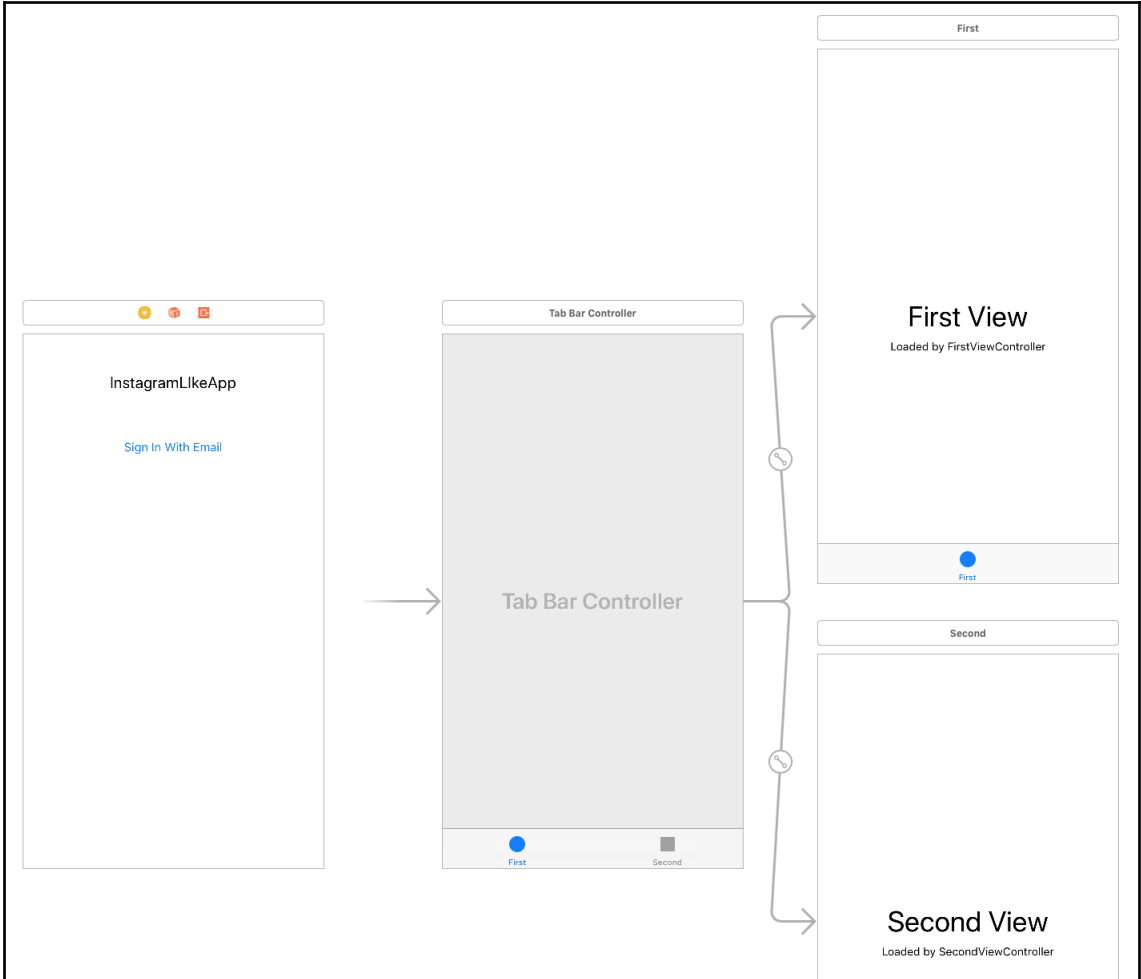
By default, your Analytics data will enhance other Firebase features and Google products. You can control how your analytics data is shared in your settings at any time.

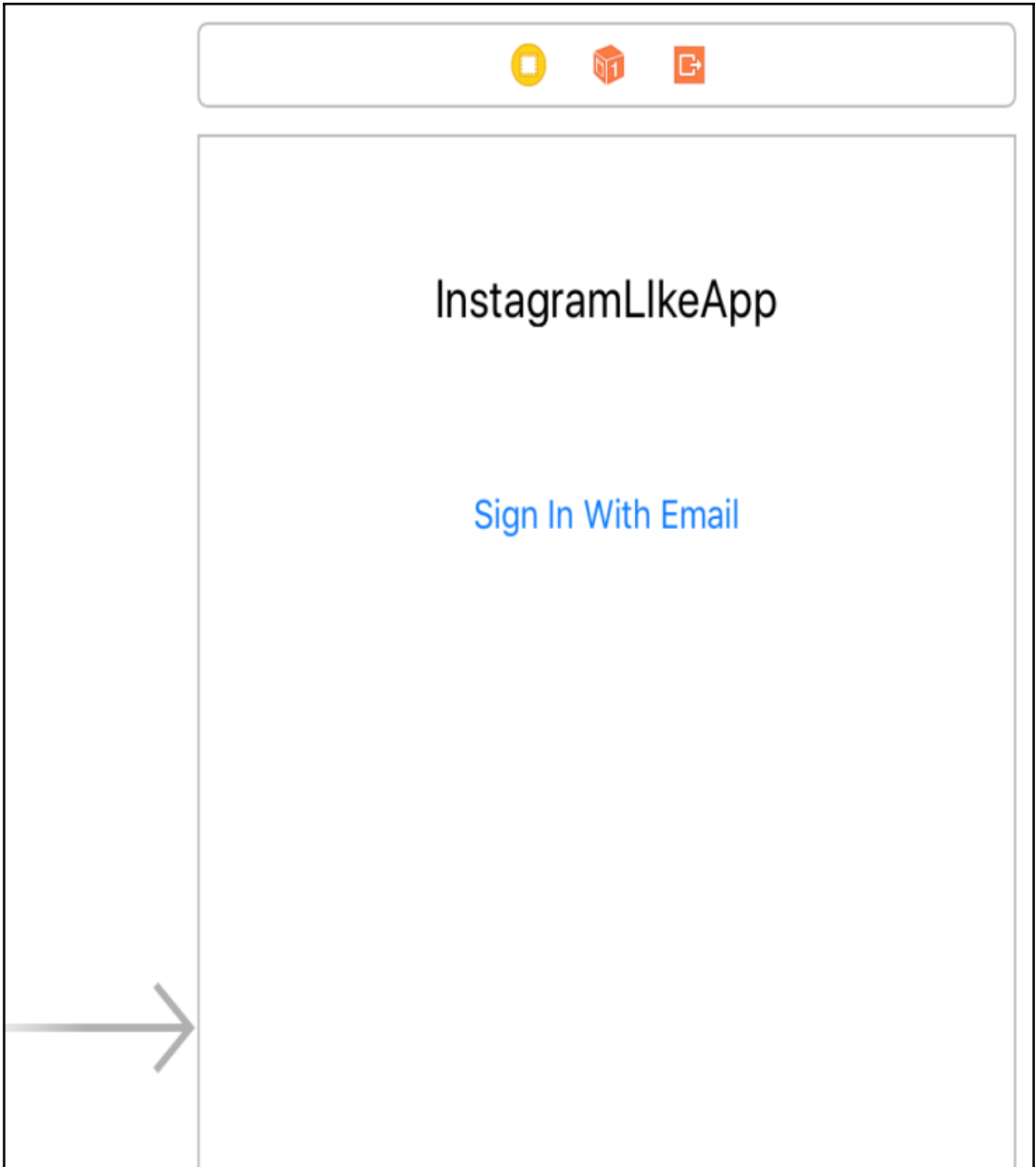
[Learn more](#)

CANCEL

CREATE PROJECT

```
InstagramLikeApp
2018-02-10 22:32:20.930944+0200 InstagramLikeApp[75045:4638997] 4.8.1 - [Firebase/Analytics][I-ACS023007] Firebase Analytics v.40009000 started
2018-02-10 22:32:20.931509+0200 InstagramLikeApp[75045:4638997] 4.8.1 - [Firebase/Analytics][I-ACS023008] To enable debug logging set the following application argument: -FIRAnalyticsDebugEnabled (see http://goo.gl/RfcP7r)
2018-02-10 22:32:21.556512+0200 InstagramLikeApp[75045:4638997] TIC Read Status [1:0x0]: 1:57
2018-02-10 22:32:21.556660+0200 InstagramLikeApp[75045:4638997] TIC Read Status [1:0x0]: 1:57
2018-02-10 22:32:35.940931+0200 InstagramLikeApp[75045:4638997] TIC Read Status [2:0x0]: 1:57
2018-02-10 22:32:35.941138+0200 InstagramLikeApp[75045:4638997] TIC Read Status [2:0x0]: 1:57
```







## Identity

Storyboard ID

---

Restoration ID

Use Storyboard ID

InstagramLikeApp ▾

## Authentication

USERS SIGN-IN METHOD TEMPLATES USAGE

Authentication








Search:

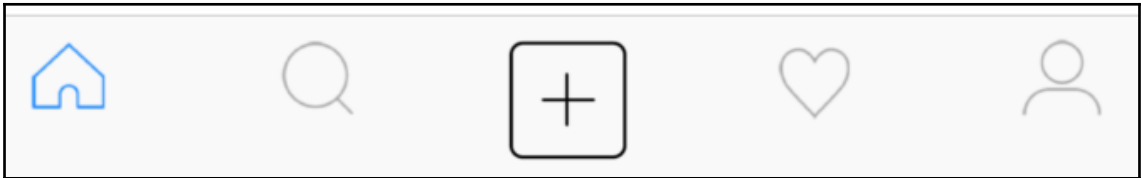
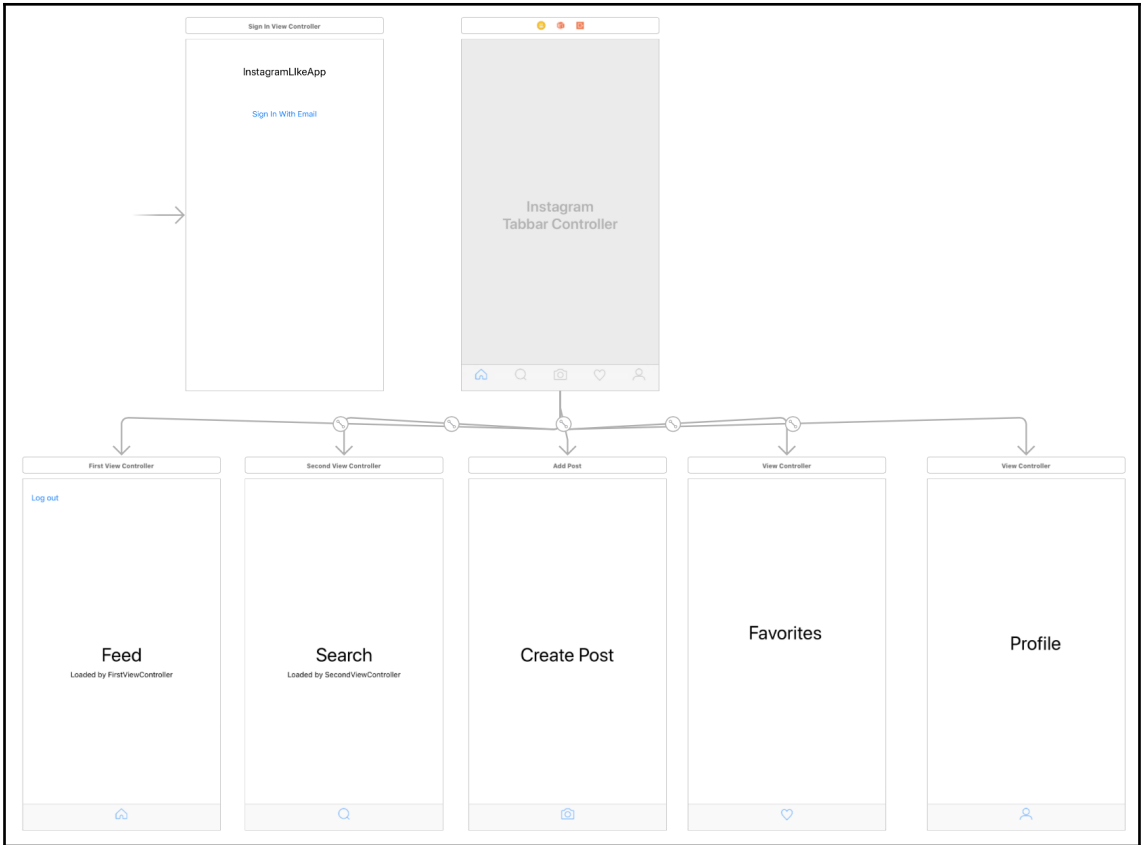
Identifier	Providers	Created	Signed In	User UID ↑
email@apposestudio.com		19 Apr 2018	19 Apr 2018	ZYPoqeL5ChOs0qGpjWoqVtbjGU02

Rows per page: 50 ▾ 1-1 of 1 < >

---

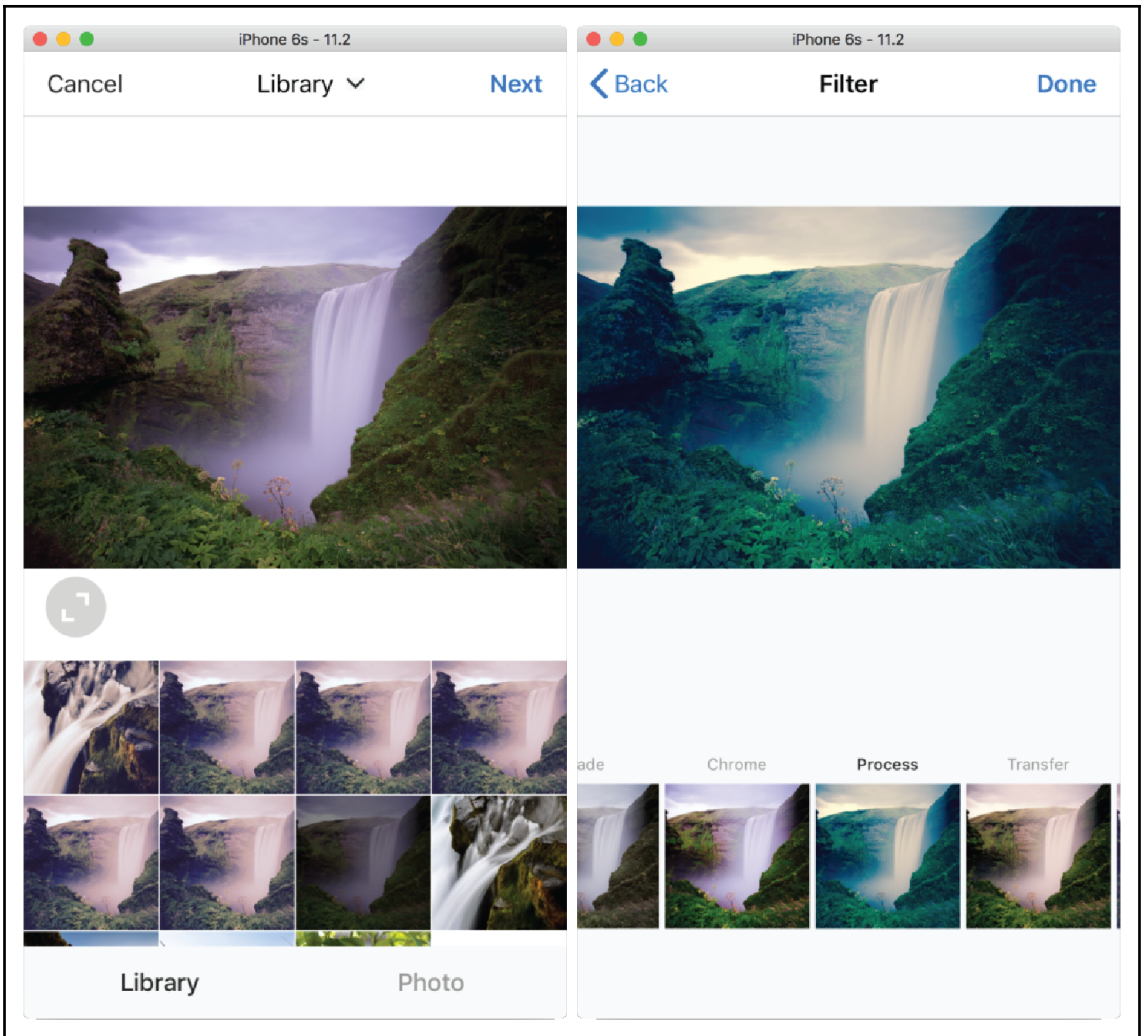
## Sign-in providers

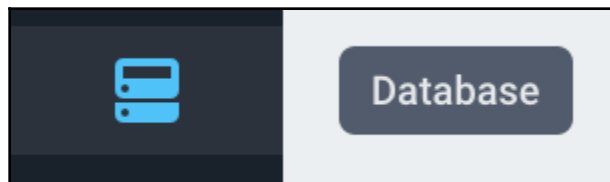
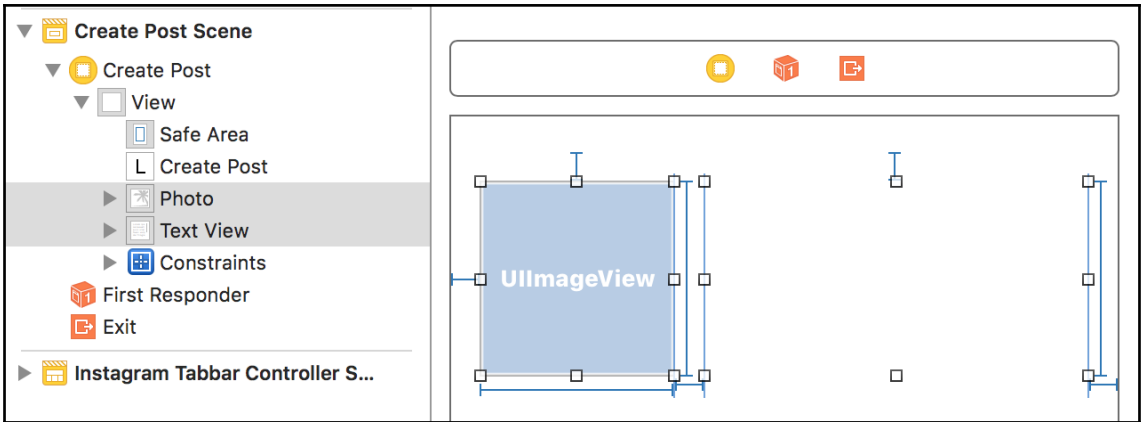
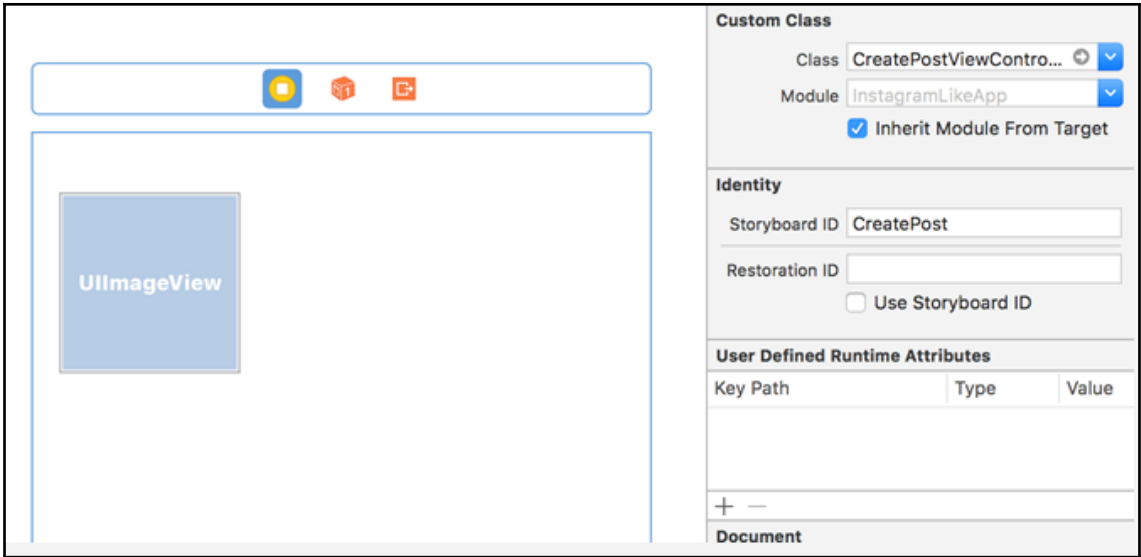
Provider	Status
 Email/Password	Enabled
 Phone	Disabled
 Google	Disabled
 Facebook	Disabled
 Twitter	Disabled
 GitHub	Disabled
 Anonymous	Disabled

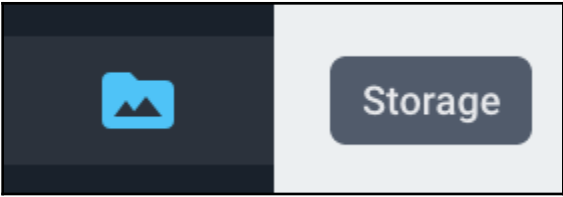


InstagramLikeApp > InstagramLikeApp > Info.plist > No Selection

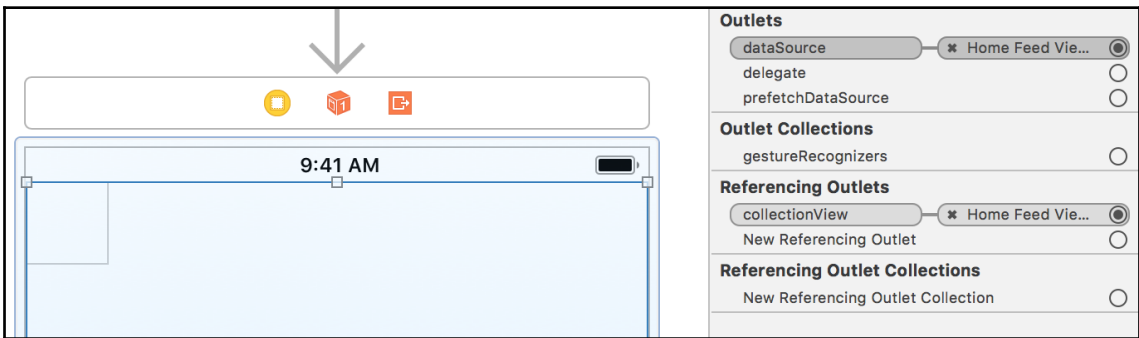
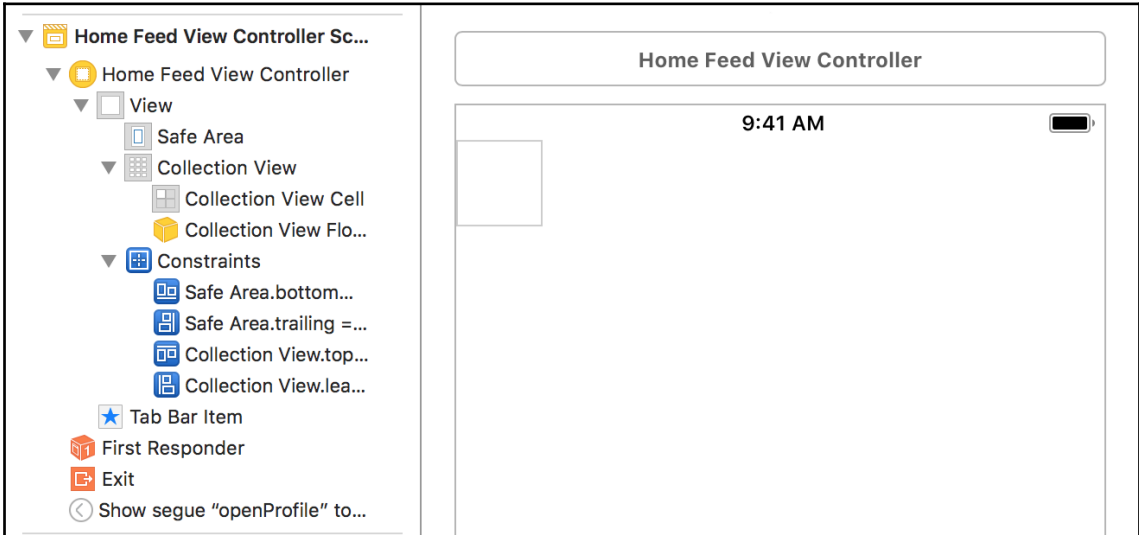
Key	Type	Value
Information Property List	Dictionary	(18 items)
Privacy - Microphone Usage Desc...	String	InstagramLike app needs access to your microphone.
Privacy - Photo Library Usage Des...	String	InstagramLike app needs access to your photos.
Privacy - Camera Usage Des...	String	InstagramLike app needs access to your camera.

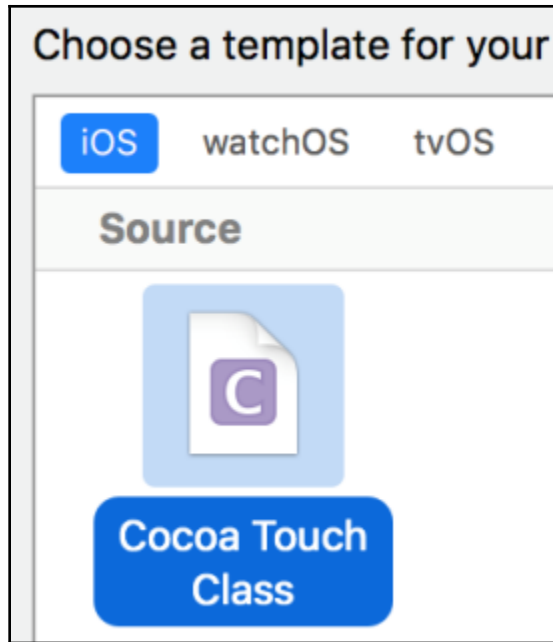






# Chapter 11: Instagram-Like App Continued





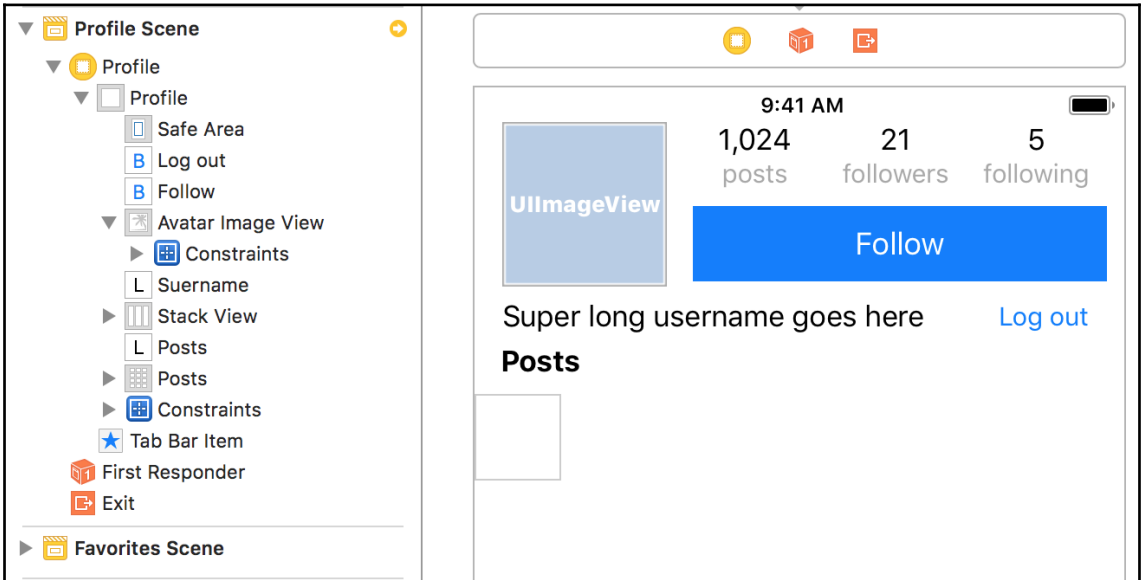
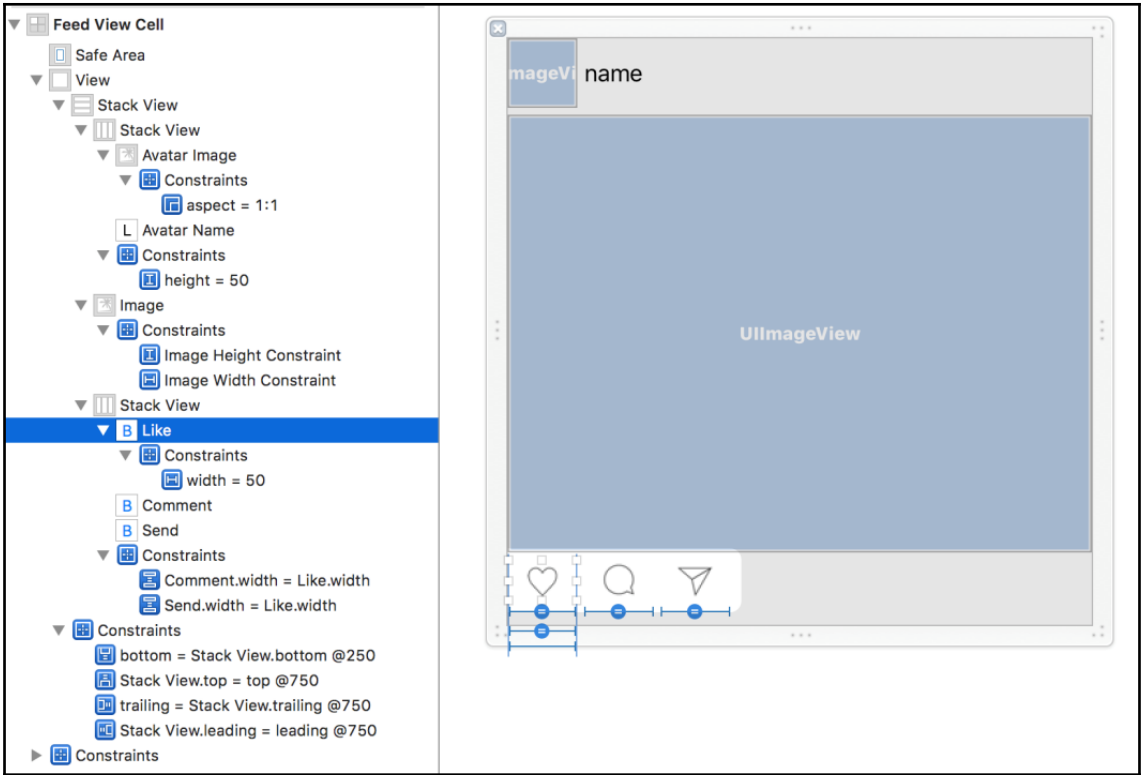
Class:

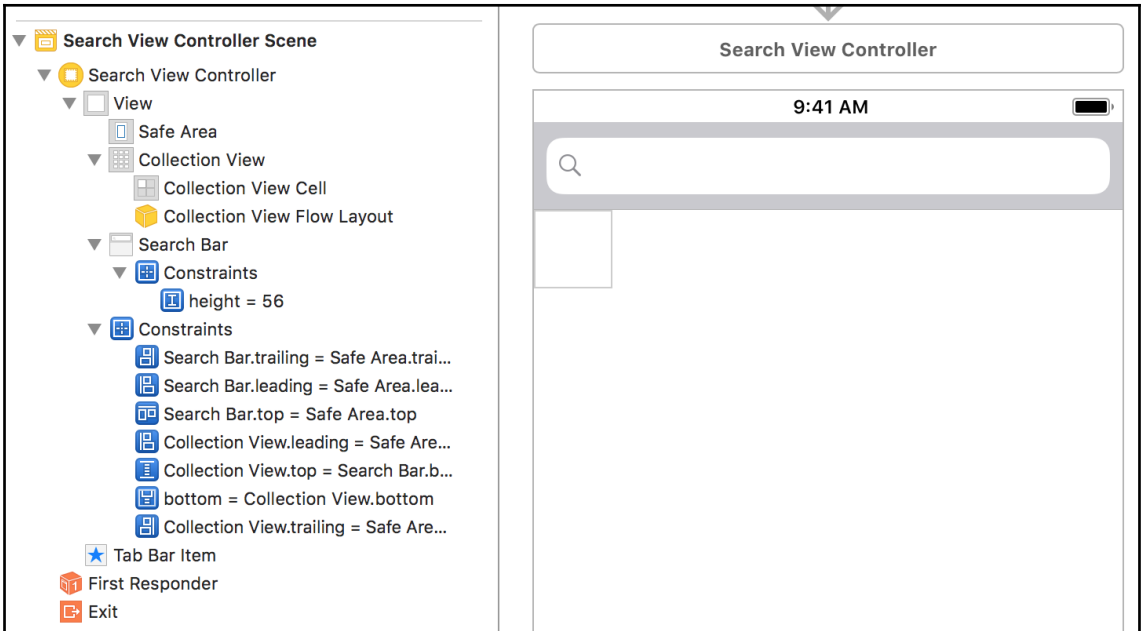
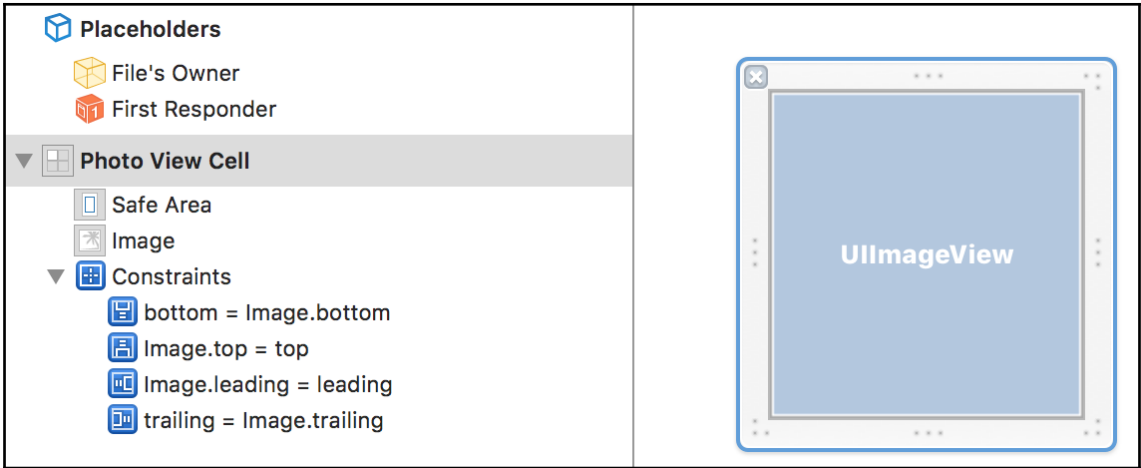
Subclass of:  ▼

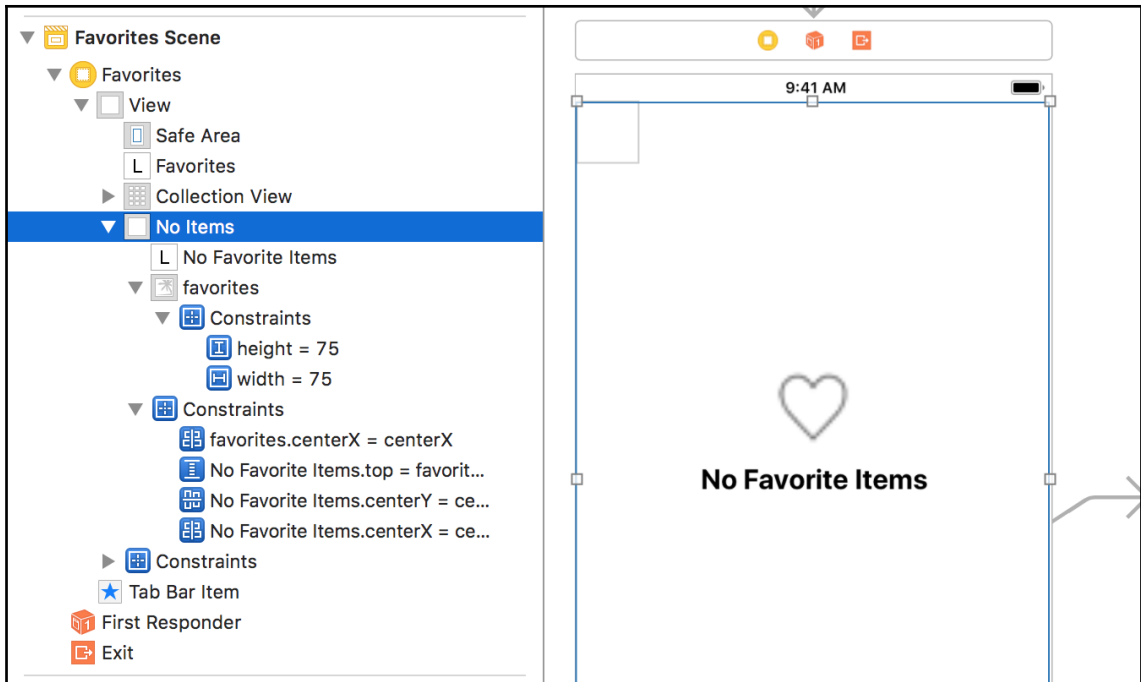
Also create XIB file

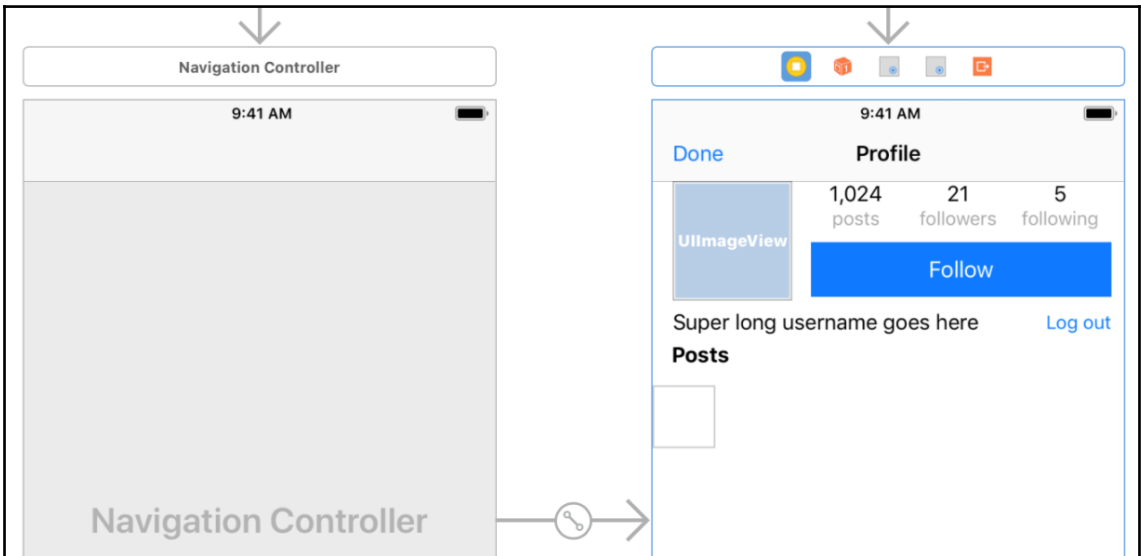
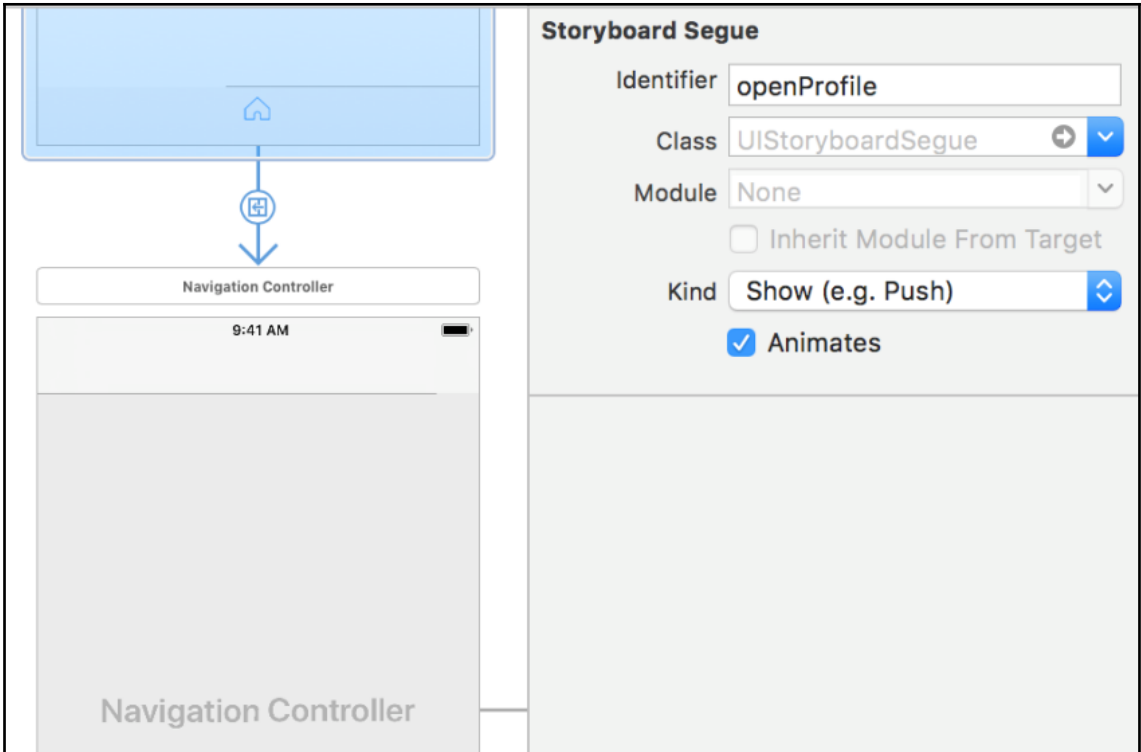
Language:  ▼



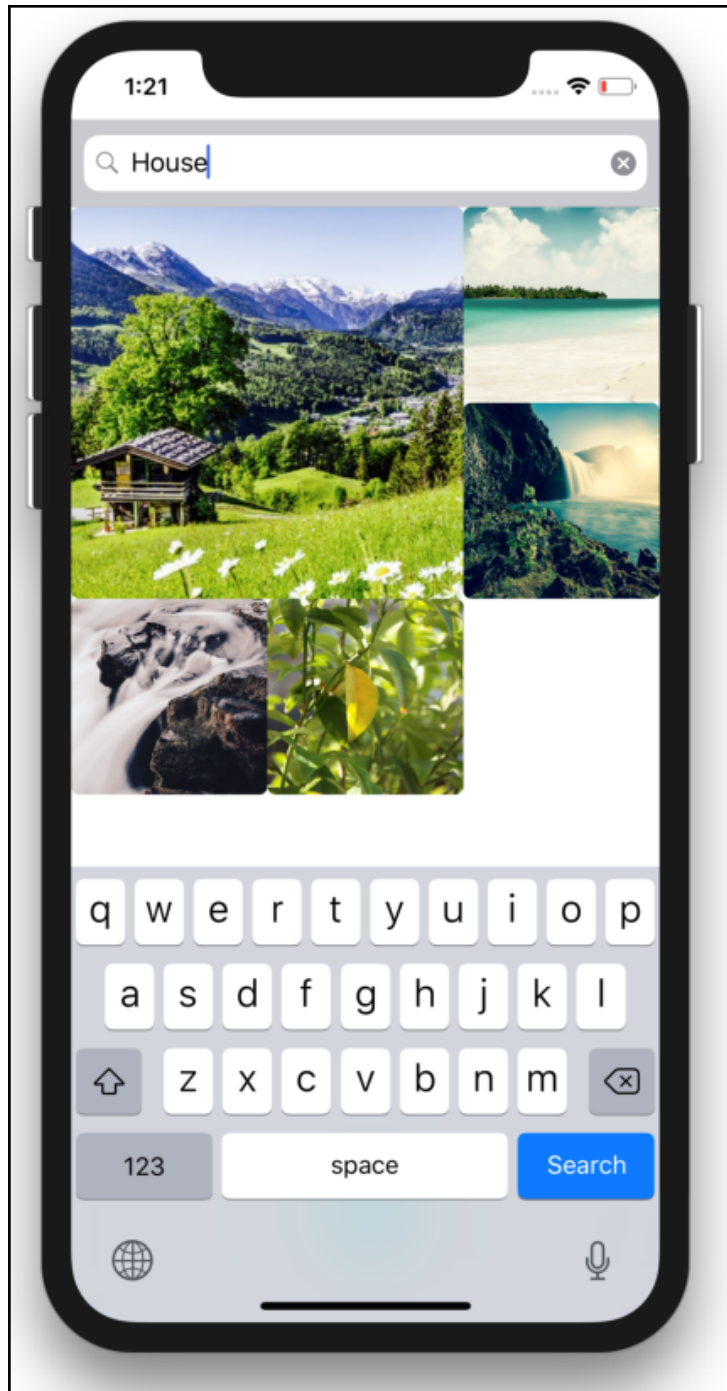


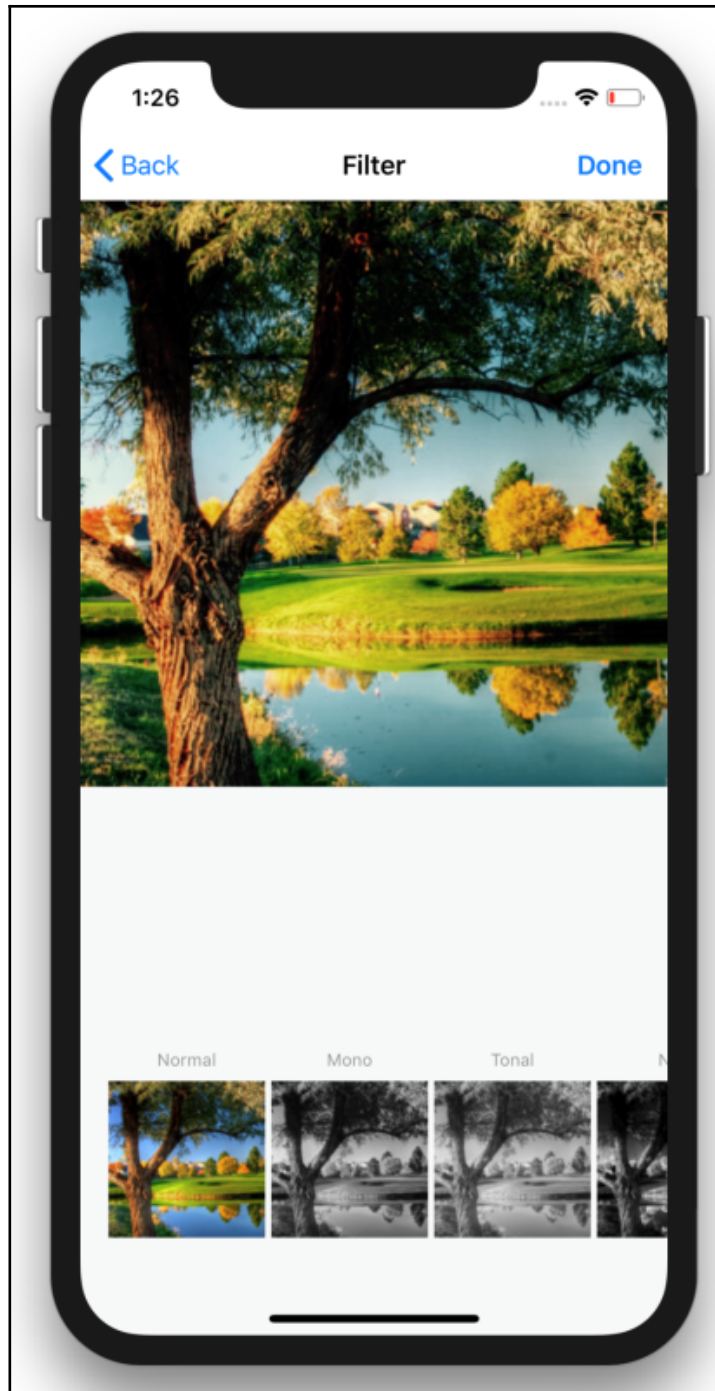


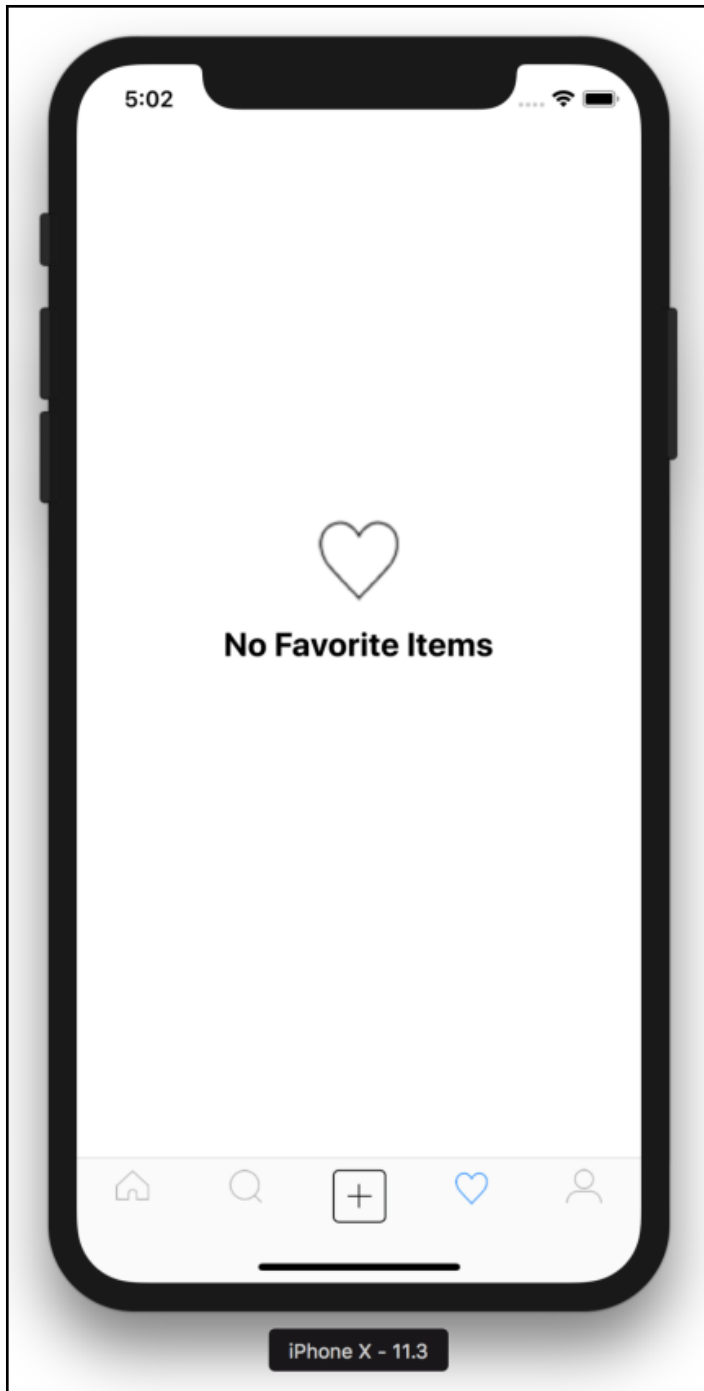




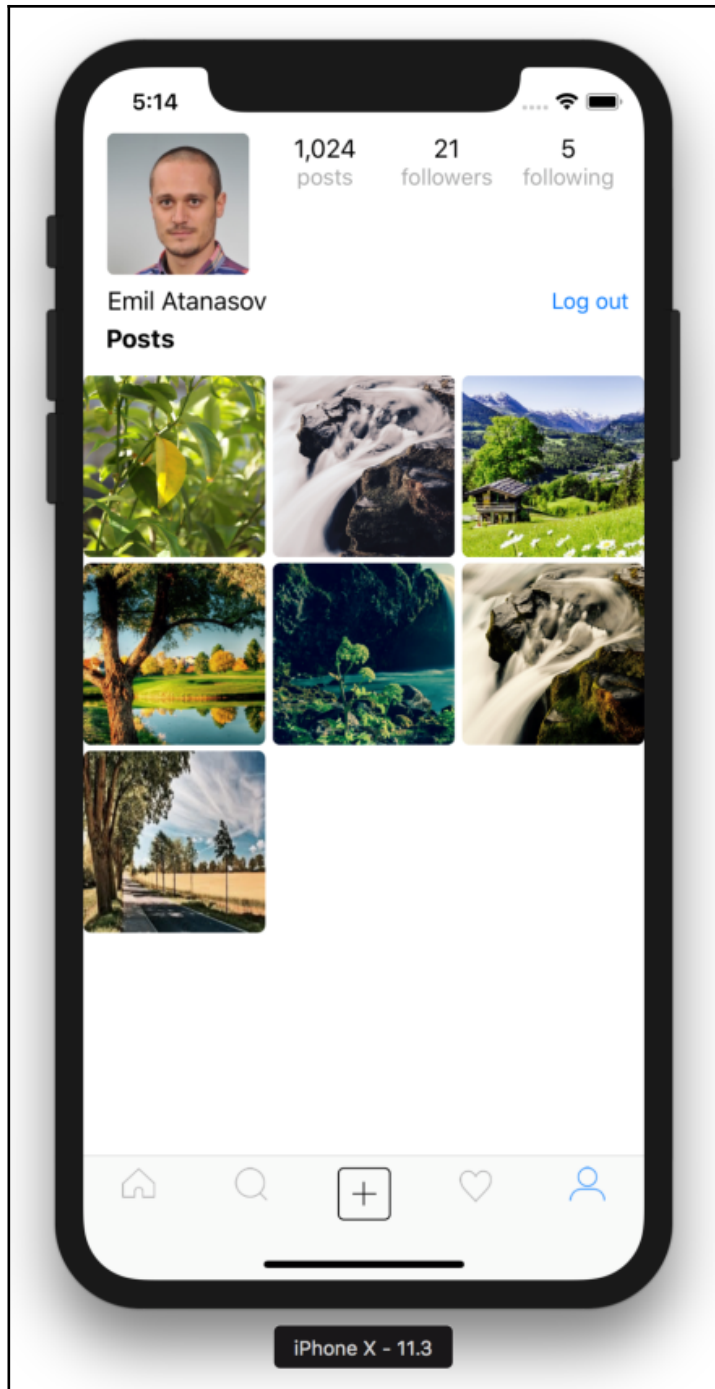












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## Chapter 12: Contributing to an Open Source Project

Watch ▾

18

★ Star

647

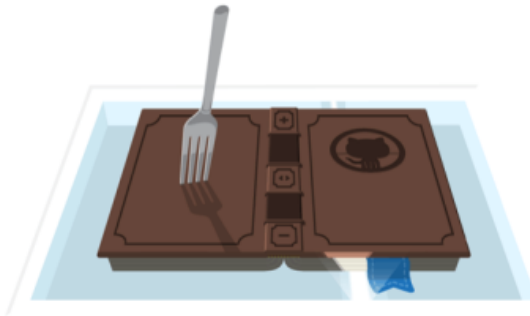
Fork

55

### Forking Yummypets/YPIImagePicker

It should only take a few seconds.

Refresh



```
Terminal — git • git clone https://github.com/heitar/YPIImagePicker — 80x9
emil@Emils-MacBook-Pro:~/Documents/Swift 4/Chapter 12$ git clone https://github.com/heitar/YPIImagePicker
Cloning into 'YPIImagePicker'...
remote: Counting objects: 2341, done.
Receiving objects: 21% (502/2341), 8.18 MiB | 1.72 MiB/s
```

 **190 commits**

 **11 branches**

Branch: master ▼

New pull request

## Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

base fork: Yummypets/YImagePicker base: master head fork: hiltara/YImagePicker compare: master ✓ Able to merge. These branches can be automatically merged.

[Create pull request](#) Discuss and review the changes in this comparison with others.

1 commit

4 files changed

0 commit comments

1 contributor

Allow to customize the list of filters using the configuration object

Write Preview

AA B i “ < > ↺ ⋮ ⋮ ⋮ ↶ @ 📌

Expose a new class `YFilterDescriptor` which can be used to add new filters to the collection of predefined ones. The demo project is updated as well. In future, the descriptor class may be extended to allow fine tuning of each filter.

Attach files by dragging & dropping, [selecting them](#), or pasting from the clipboard.

Allow edits from maintainers. [Learn more](#)

Create pull request



It looks like this is your first time opening a pull request in this project!

Be sure to review the [code of conduct](#).

Yummypets / YPImagePicker

Watch 18 Star 650 Fork 58

Code Issues 20 Pull requests 2 Projects 0 Wiki Insights

Filters is:pr is:open Labels Milestones New pull request

2 Open 24 Closed Author Labels Projects Milestones Reviews Assignee Sort

Allow to customize the list of filters using the configuration object ✓  
#89 opened 9 minutes ago by heitara

Yummypets / YPImagePicker

Watch 20 Star 667 Fork 61

Code Issues 16 Pull requests 3 Projects 0 Wiki Insights

Filters is:pr is:closed filter Labels Milestones New pull request

Clear current search query, filters, and sorts

1 Open 1 Closed Author Labels Projects Milestones Reviews Assignee Sort

Allow to customize the list of filters using the configuration object ✓  
#89 by heitara was merged 7 days ago • Changes requested 3