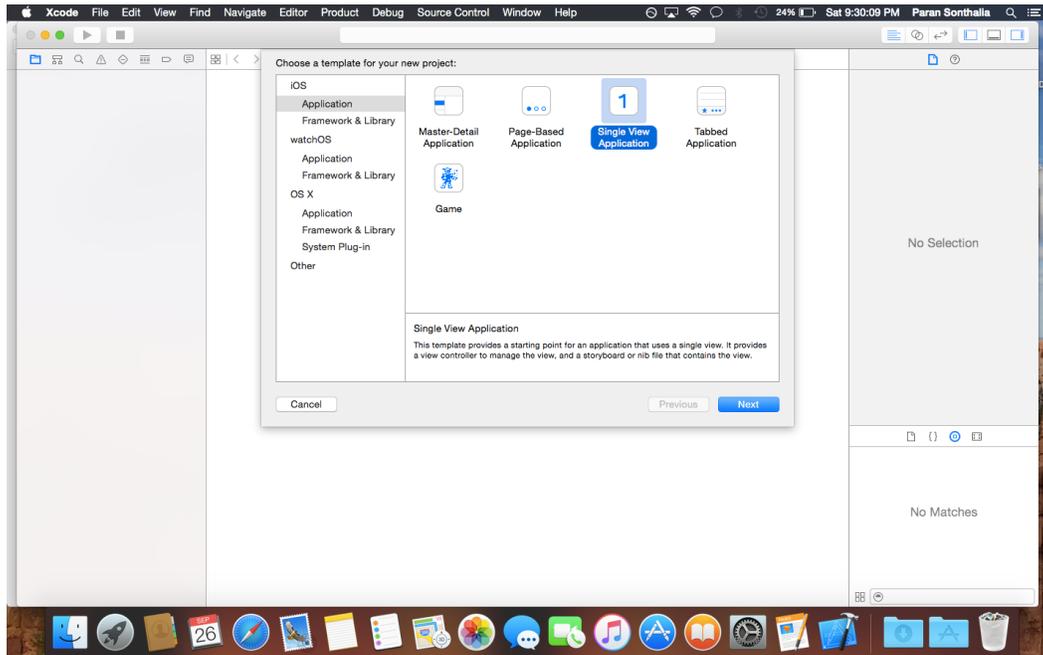


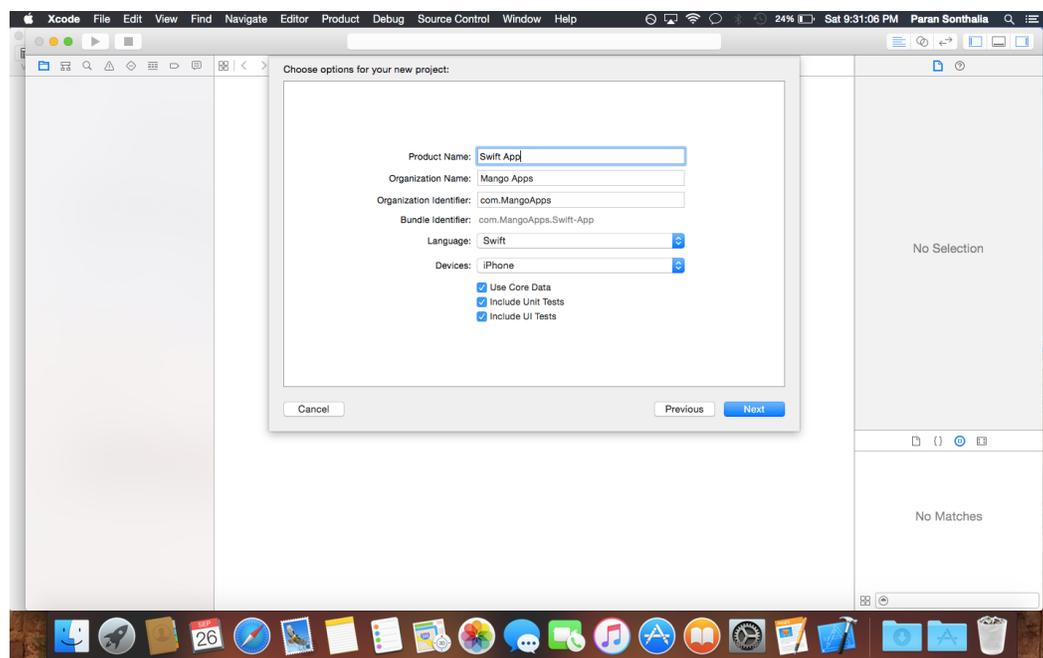
Building Your First iOS App with Swift

By Paran Sonthalia

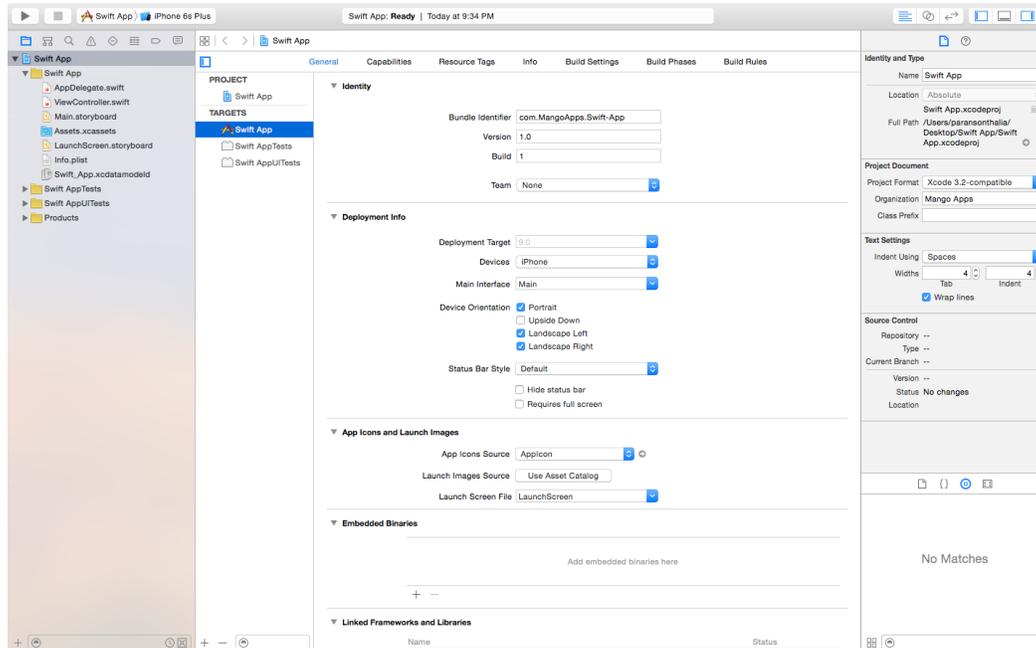
1. Open up Xcode
2. Click File > New > Project



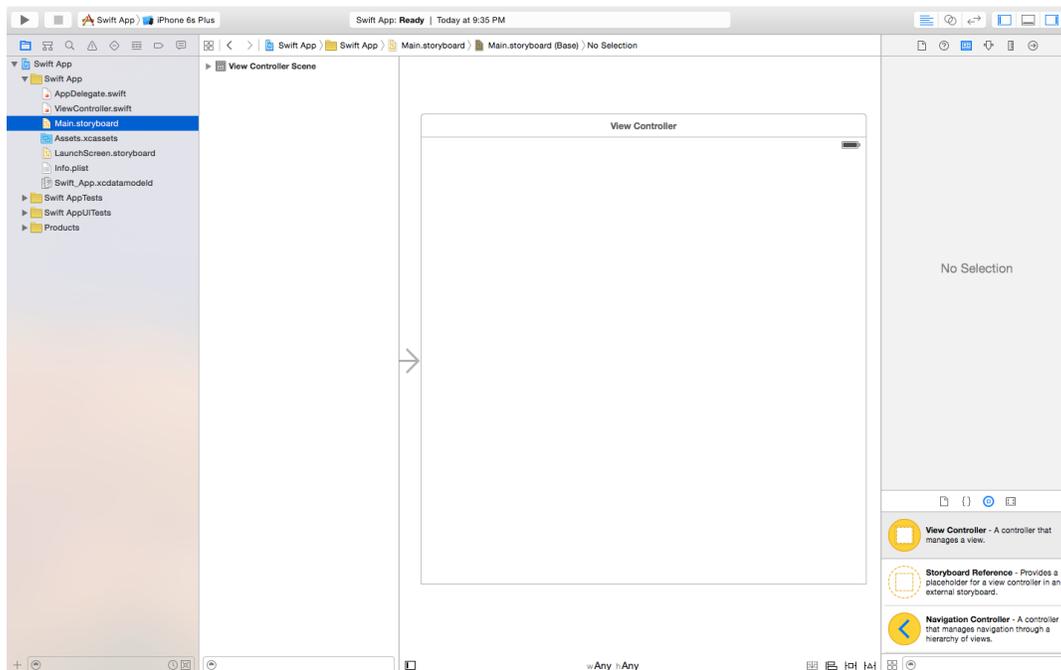
3. Select Single View Application and then Next



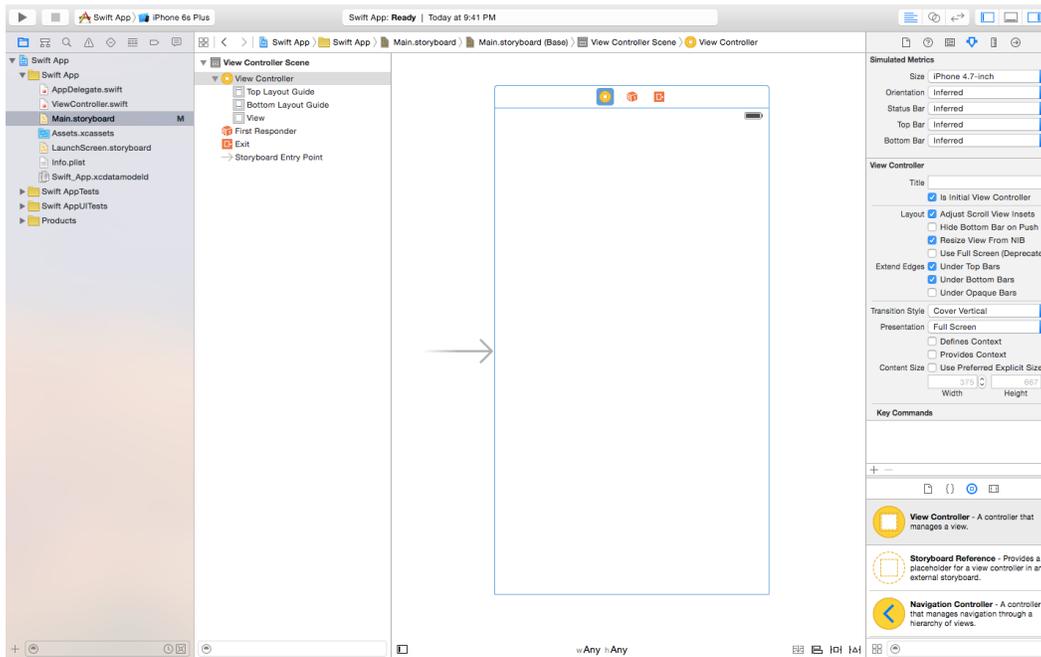
4. Call the App “Swift App”, set the language to Swift, device to iPhone and check all the boxes. Save the app to Desktop



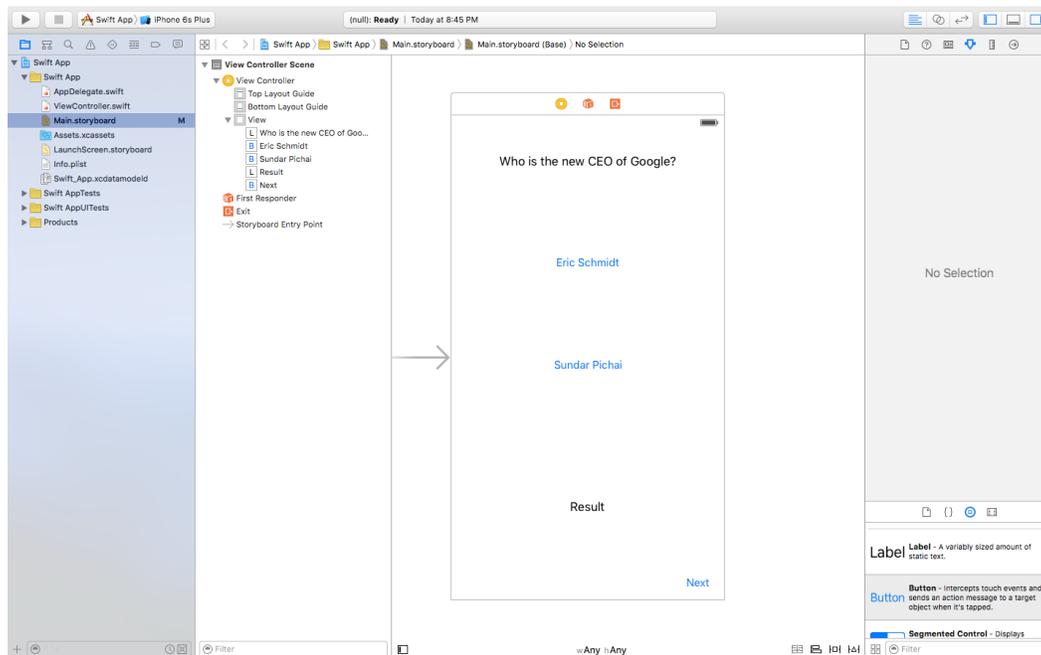
5. Click on the Main.Storyboard file in the left sidebar.



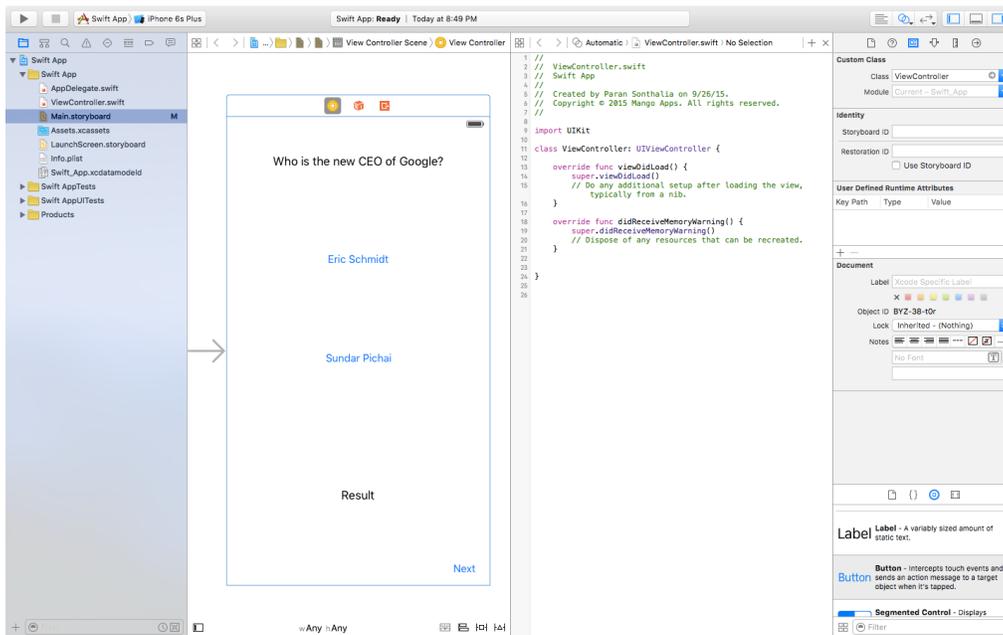
6. Click on the top bar of the view and change the size to iPhone 4.7 inch



7. Set Up buttons and labels by dragging them from the right sidebar and organize them like in the picture below



8. Click on the 2 circle in the top right corner so it looks like the photo below



9. Click on the label on the left and press control then click and drag to above the override line on the right.

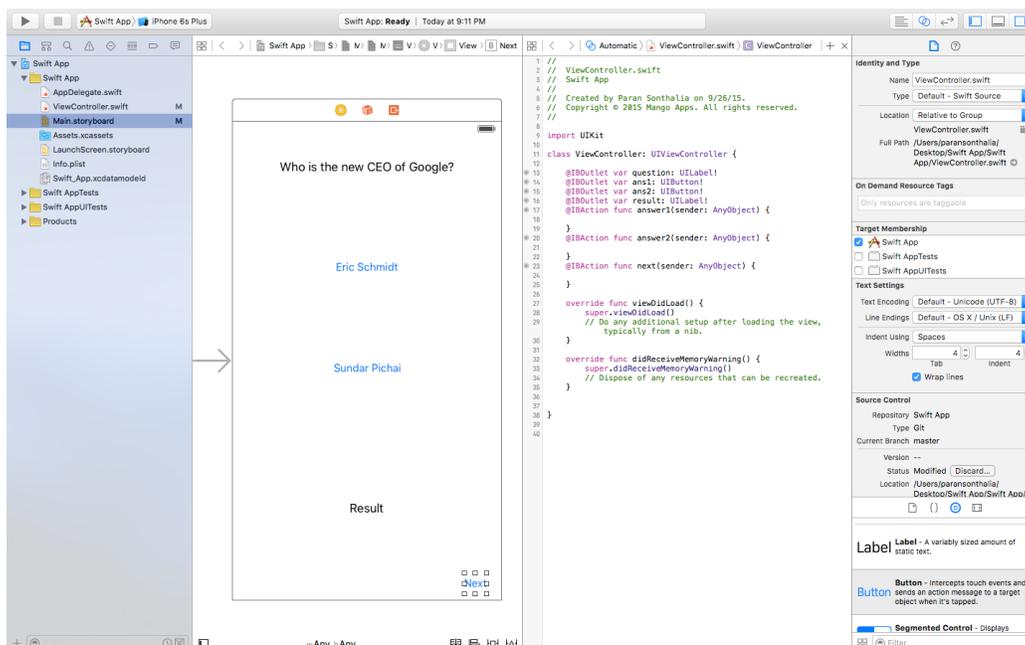
Name the object question and leave the other fields alone

Do this with the two answer buttons and name them ans1 and ans2 respectively

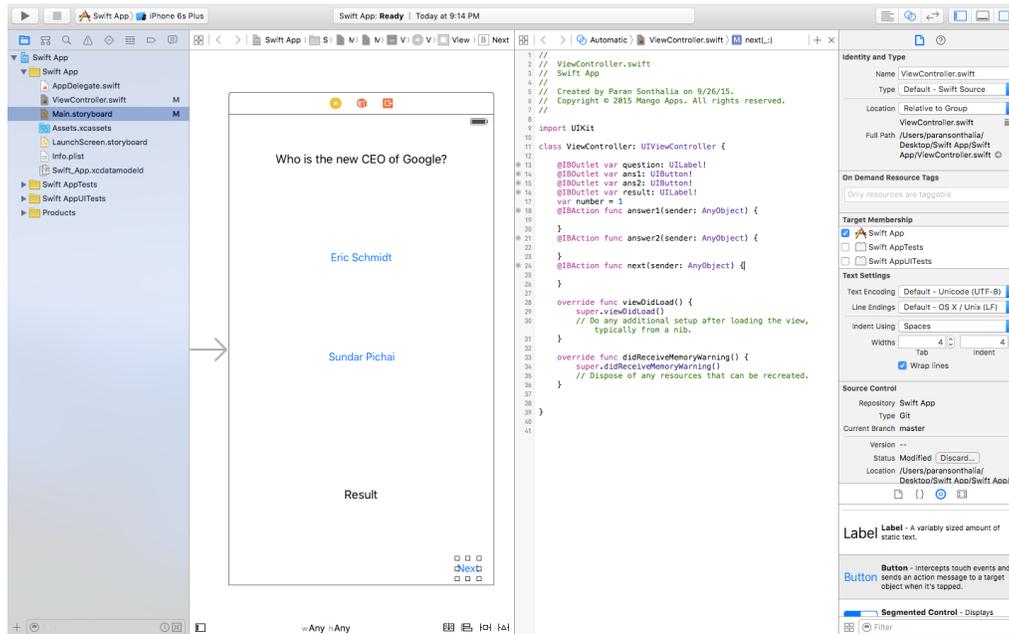
Do this with the result label and name it result

Do this again with the two answer buttons but change the field to action and name them answer1 and answer2 respectively

Do this with the next button and name it next and change the outlet field to action

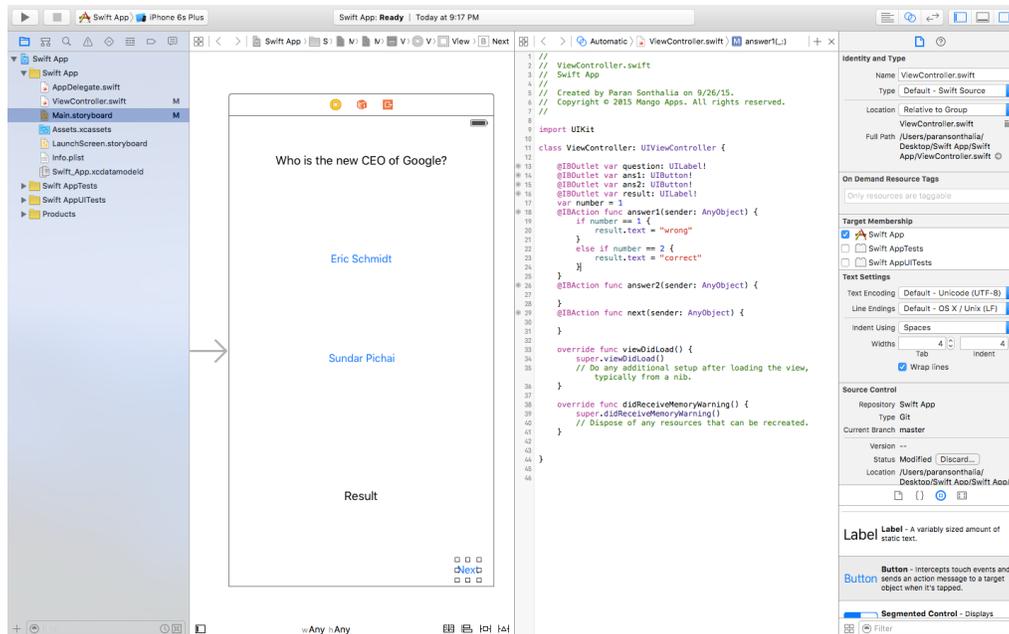


10. Type “var number = 1” without the quotes after the line in which result is typed



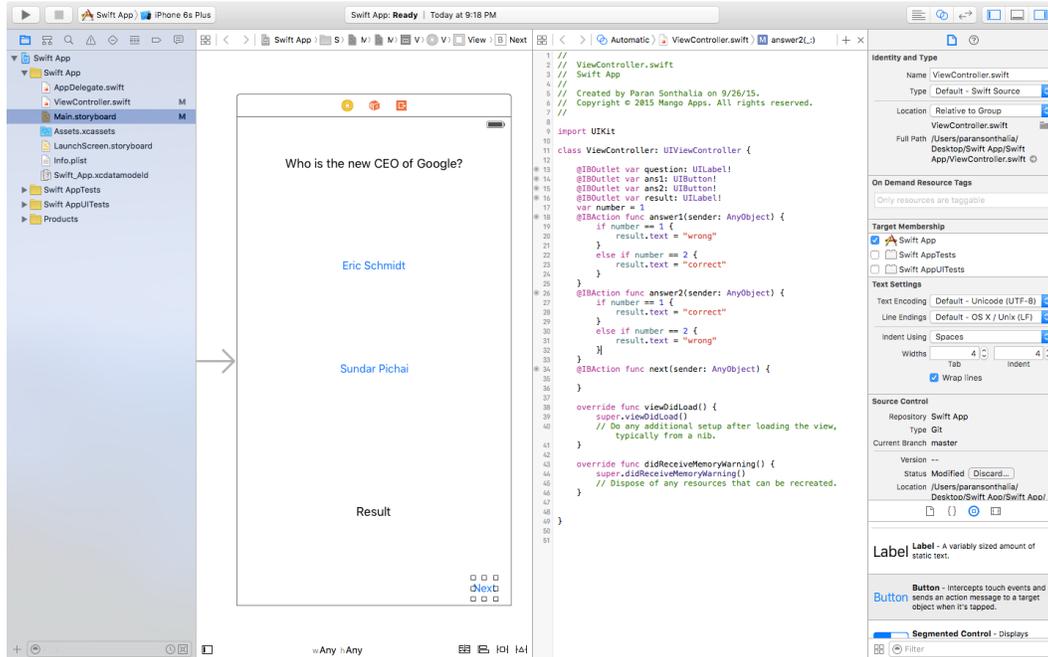
11. Copy and paste the code below into the line after the line where answer1 is mentioned. Make sure it is before the closing brace.

```
if number == 1 {
    result.text = "wrong"
}
else if number == 3 {
    result.text = "correct"
}
```



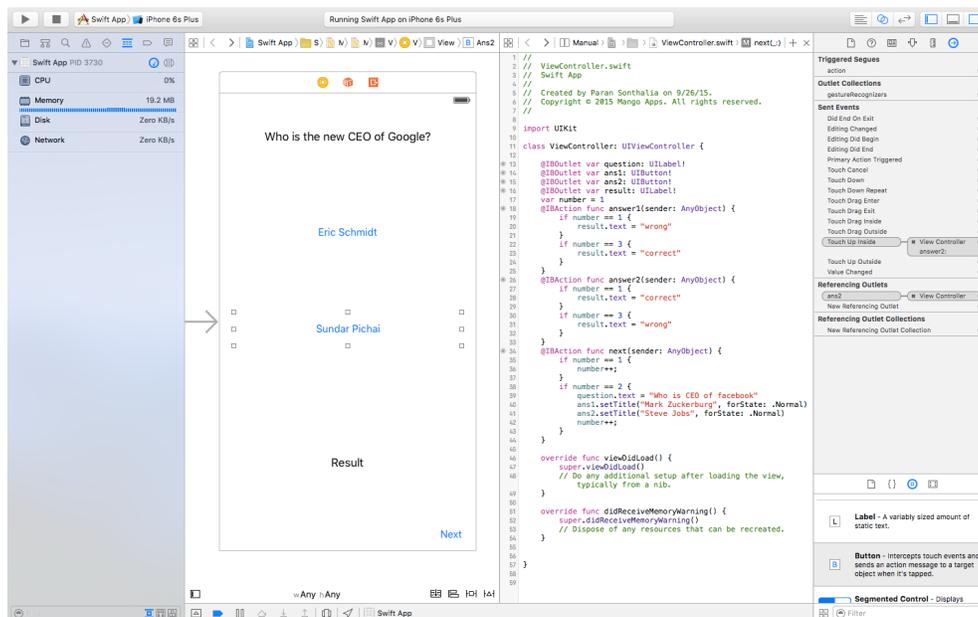
12. Copy and paste the code below into the line after the line where answer2 is mentioned. Make sure it is before the closing brace.

```
if number == 1 {
    result.text = "correct"
}
else if number == 3 {
    result.text = "wrong"
}
```



13. Copy and paste the code below into the line after the line where next is mentioned. Make sure it is before the closing brace.

```
if number == 1 {
    number++;
}
if number == 2 {
    question.text = "Who is CEO of facebook"
    ans1.setTitle("Mark Zuckerberg", forState: .Normal)
    ans2.setTitle("Steve Jobs", forState: .Normal)
    number++;
}
```



14. Now when you run your app you should have a simple 2 question swift game.