IOS - UNIVERSAL APPLICATIONS

A universal application is an application that is designed for both iPhone and iPad in a single binary. A universal application allows code reuse and fast updates.
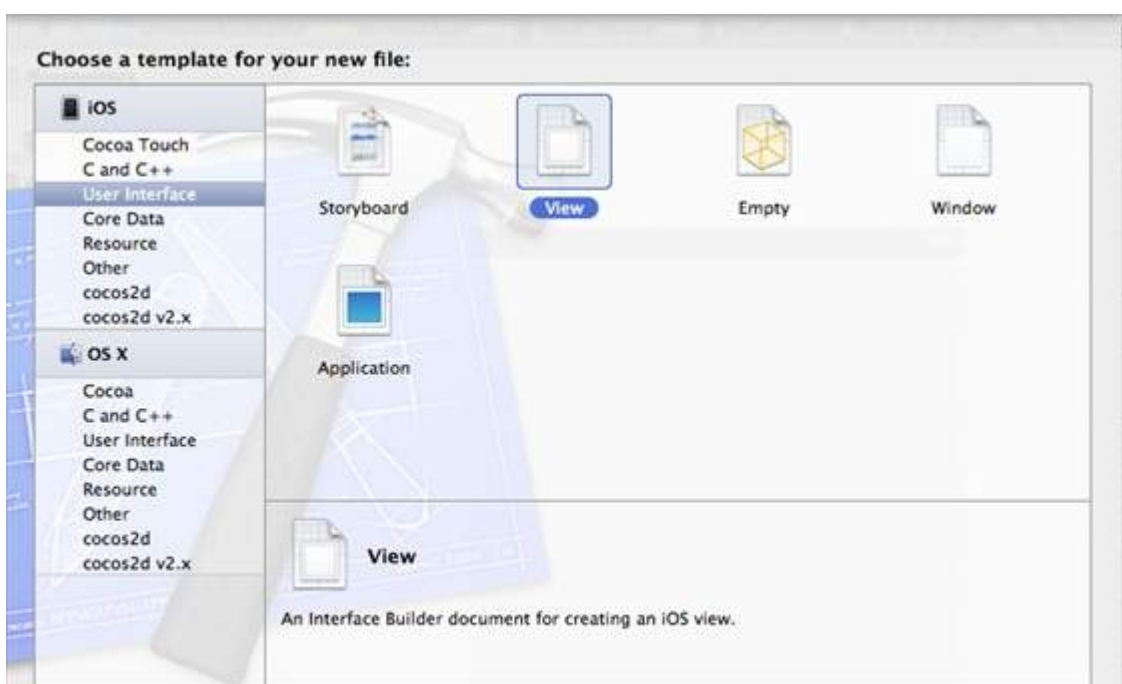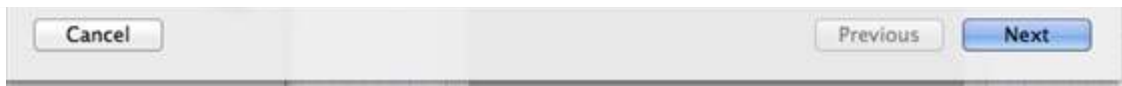
Universal Application – Steps Involved

Step 1. Create a simple **View based application**.

Step 2. Change the File name **ViewController.xib** file to **ViewController_iPhone.xib** as shown below in the file inspector in the right hand side.
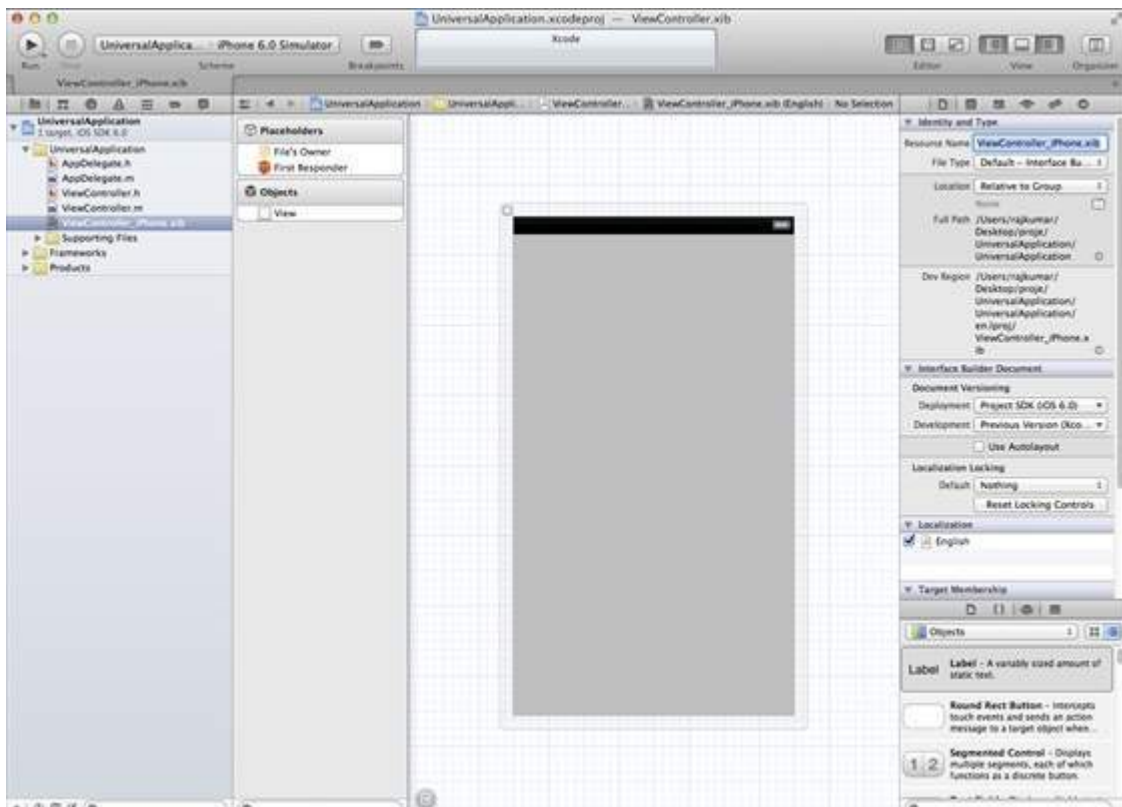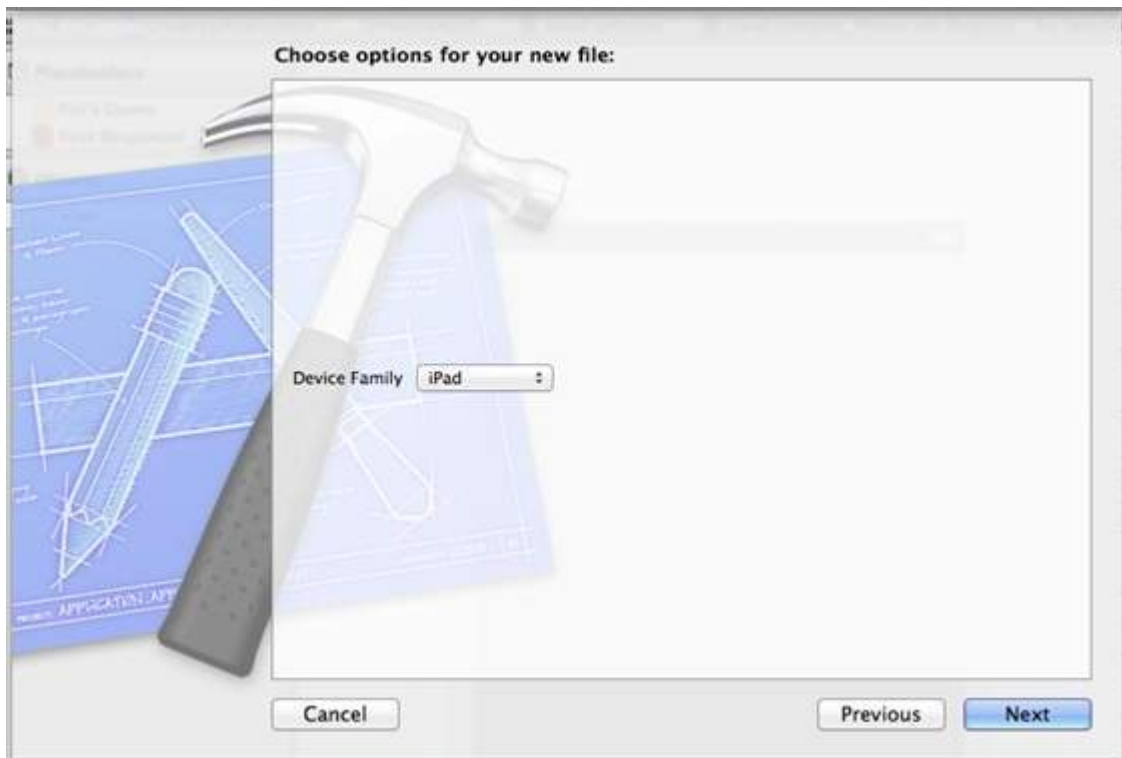

Step 3. Select File -> New -> File... then select the subsection **"User Interface"** and select **View**. Click Next.
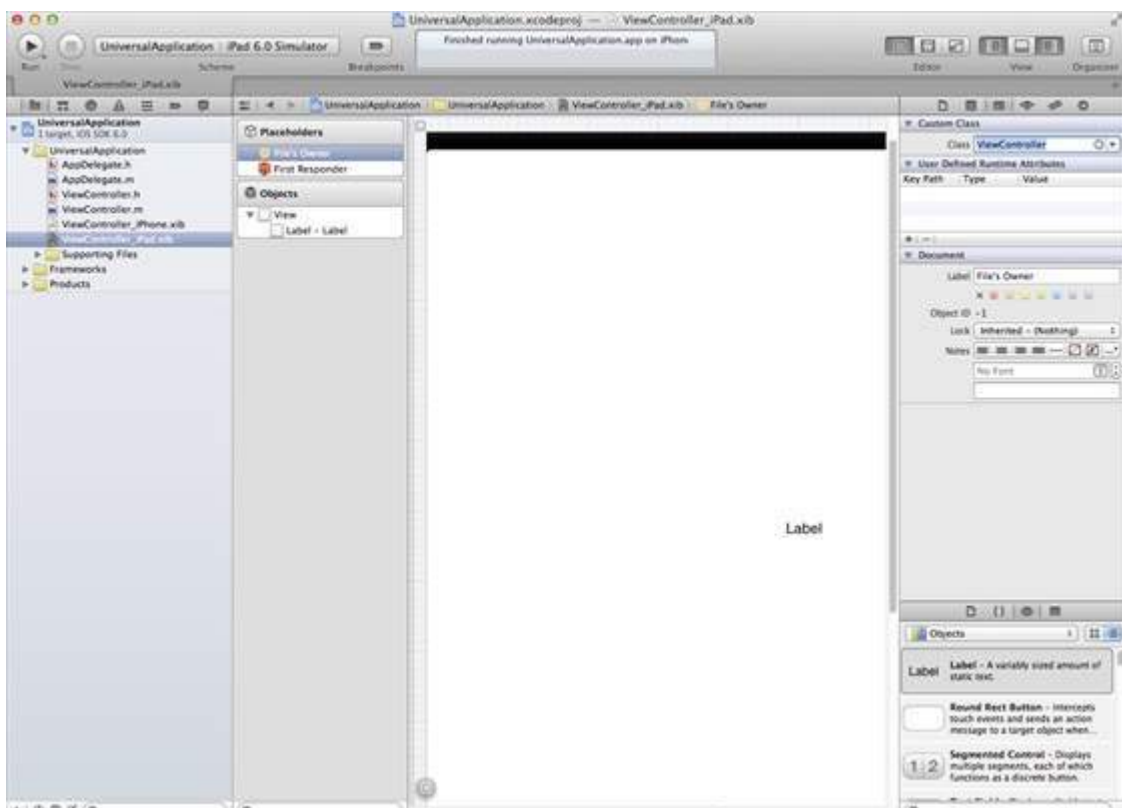
Step 4. Select the device family as **iPad** and click next.

Step 5. Save the file as **ViewController_iPad.xib** and select Create.

Step 6. Add a label in the center of the screen in both **ViewController_iPhone.xib** and **ViewController_iPad.xib**.

Step 7. In **ViewController_iPad.xib**, select the **identity inspector** and set the custom class as **ViewController**.


Step 8. Update the application:DidFinishLaunching:withOptions method in AppDelegate.m as follows —

```
- (BOOL)application:(UIApplication *)application
  didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{

    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen
    mainScreen] bounds]];
    // Override point for customization after application launch.
    if (UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiomPhone) {
        self.viewController = [[ViewController alloc]
        initWithNibName:@"ViewController_iPhone" bundle:nil];
    }
    else{
        self.viewController = [[ViewController alloc] initWithNibName:
        @"ViewController_iPad" bundle:nil];
    }
    self.window.rootViewController = self.viewController;
    [self.window makeKeyAndVisible];
    return YES;
}
```
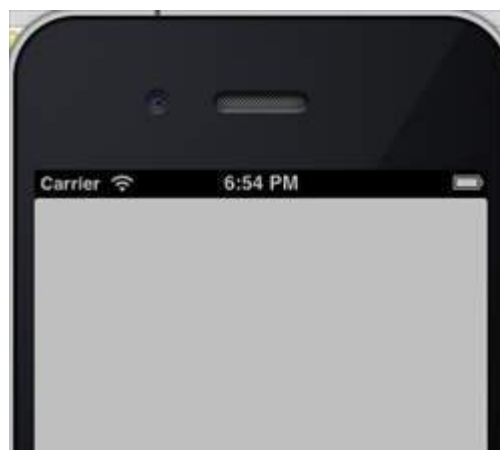
Step 9. Update the devices in project summary to **Universal** as shown below −
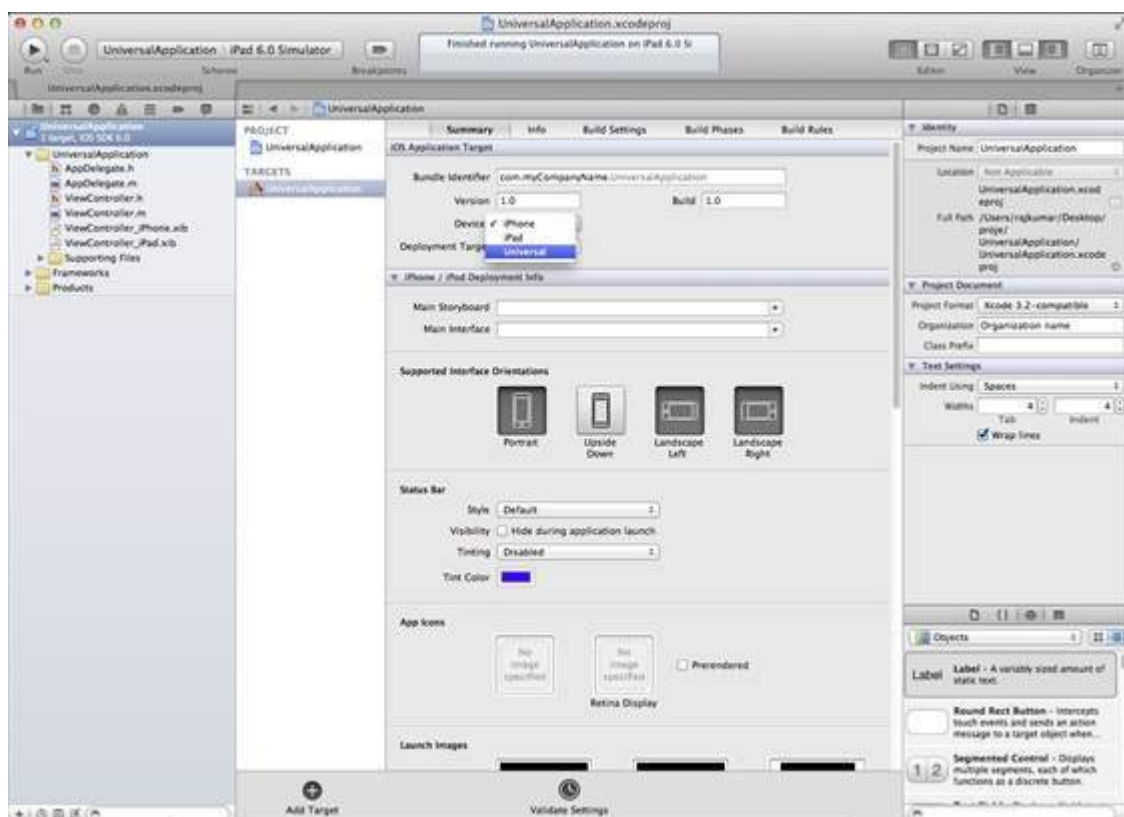
Output

When we run the application, we'll get the following output −

When we run the application in iPad simulator, we'll get the following output −