



Figure 2.1
Xcode helps you start with your project.

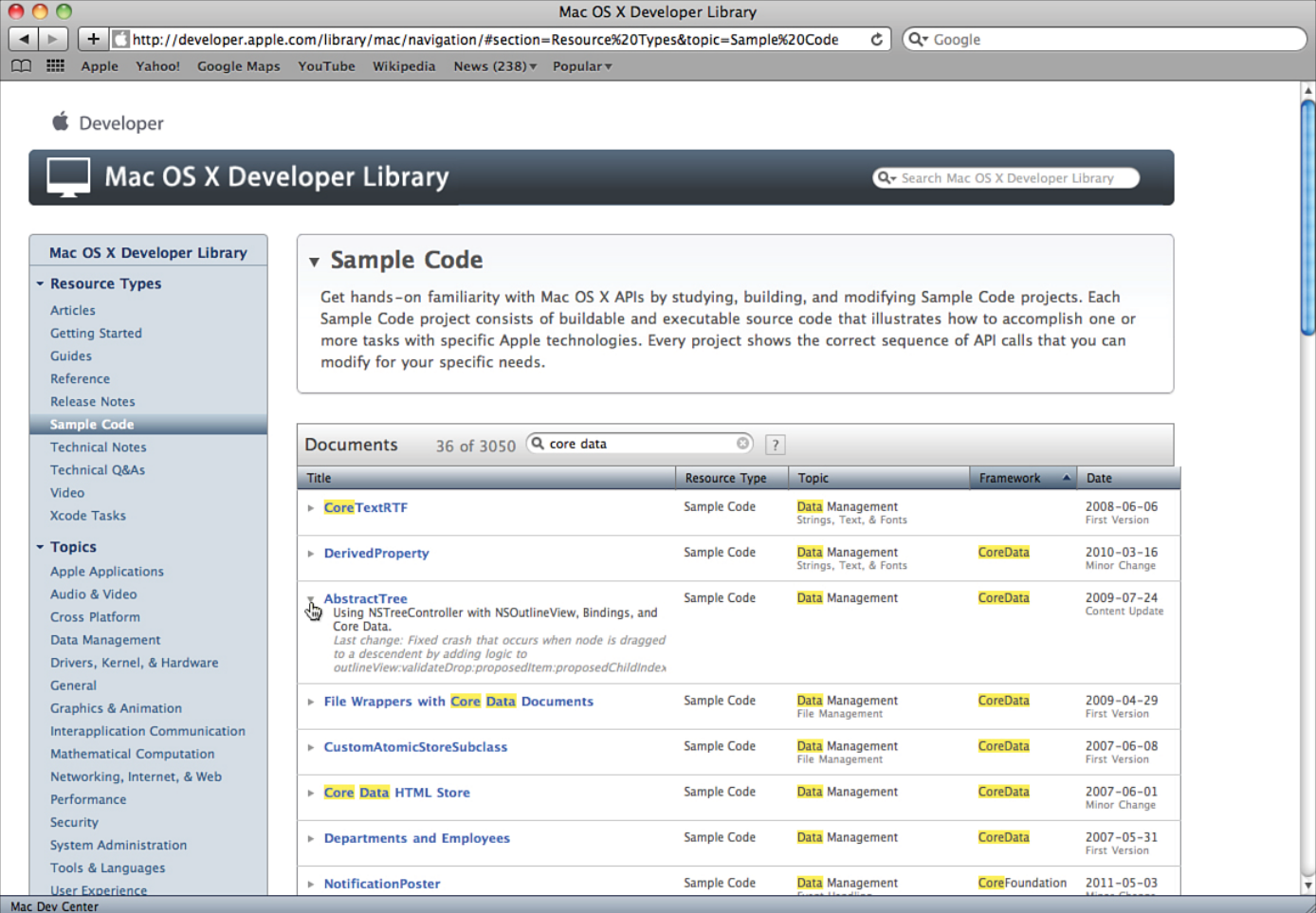


Figure 2.2
Search for sample code.

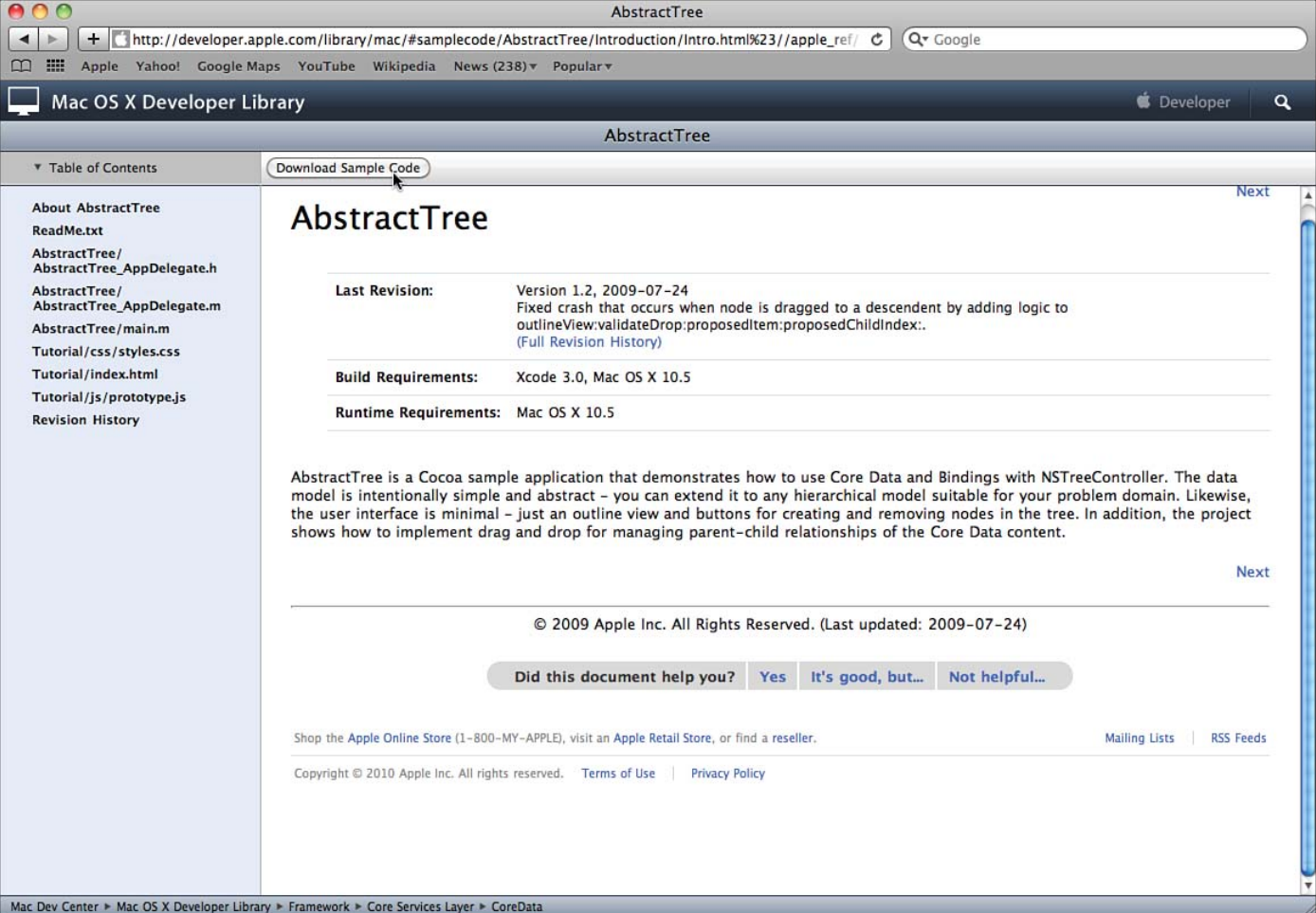


Figure 2.3
Download samples to explore them.

Choose a template for your new project:

The screenshot shows the Xcode project template selection dialog for an iOS app. On the left, there is a sidebar with three categories: 'iOS', 'Mac OS X', and 'Other'. The 'iOS' category is selected and highlighted in blue. Below the sidebar, there is a grid of template icons. The 'Master-Detail Application' template is highlighted with a white border and a shadow. Below the grid, there is a larger preview of the 'Master-Detail Application' template, showing a list view on the left and a detail view on the right. At the bottom of the dialog, there are three buttons: 'Cancel', 'Previous', and 'Next'. The 'Next' button is highlighted in blue.

IOS

- Application Framework & Library
- Other

Mac OS X

- Application Framework & Library
- Application Plug-in
- System Plug-in
- Other

Other

Document-Based Application

Master-Detail Application

OpenGL Game

Page-Based Application

Single View Application

Tabbed Application

Utility Application

Empty Application

Cocoa Touch Static Library

Empty

Master-Detail Application

This template provides a starting point for a master-detail application. It provides a user interface configured with a navigation controller to display a list of items and also a split view on iPad.

Cancel Previous Next

Figure 2.4

Select a template to work with for an iOS app.

Choose options for your new project:

Product Name

Company Identifier

Bundle Identifier

Class Prefix

Device Family Universal

Use Storyboard

Use Core Data

Use Automatic Reference Counting

Include Unit Tests

Cancel

Previous

Next

Figure 2.5

Name your project and choose options.

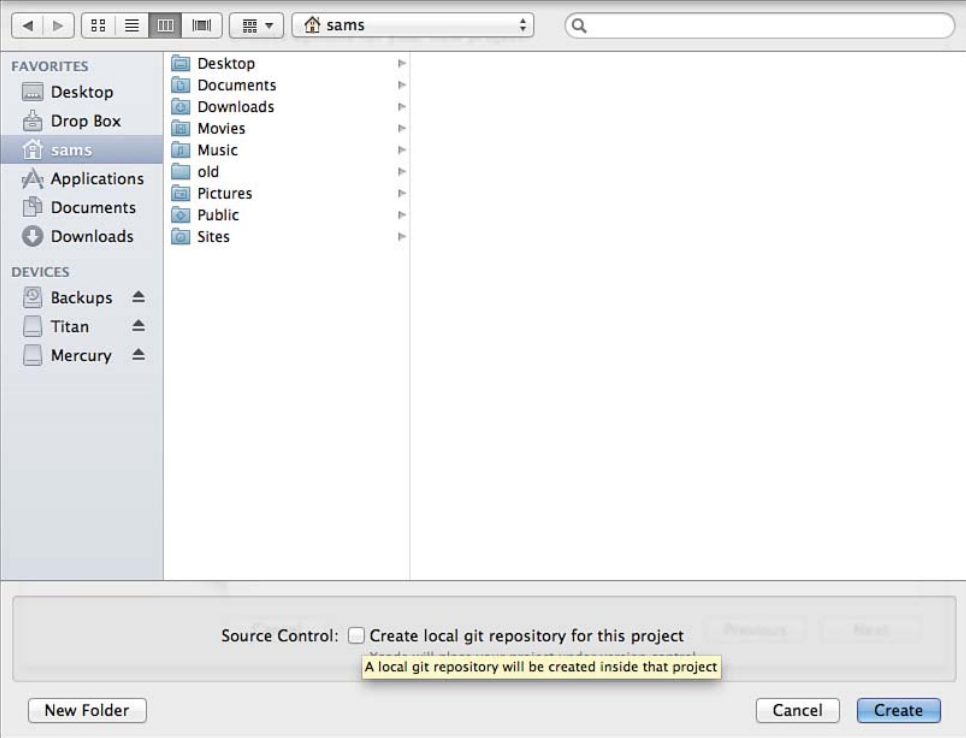


Figure 2.6
Select a folder and possibly a Git repository.

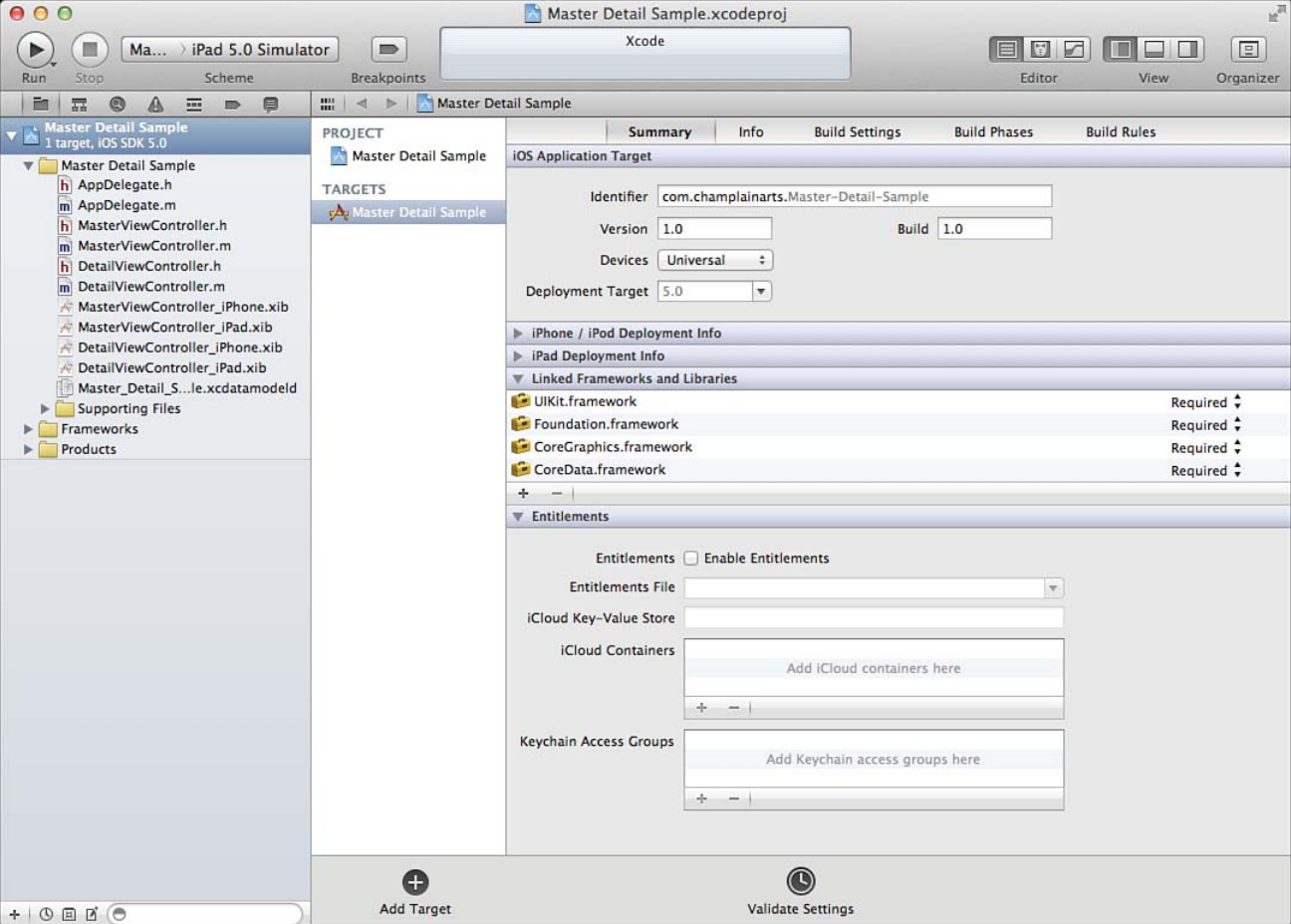


Figure 2.7
The iOS project is created.

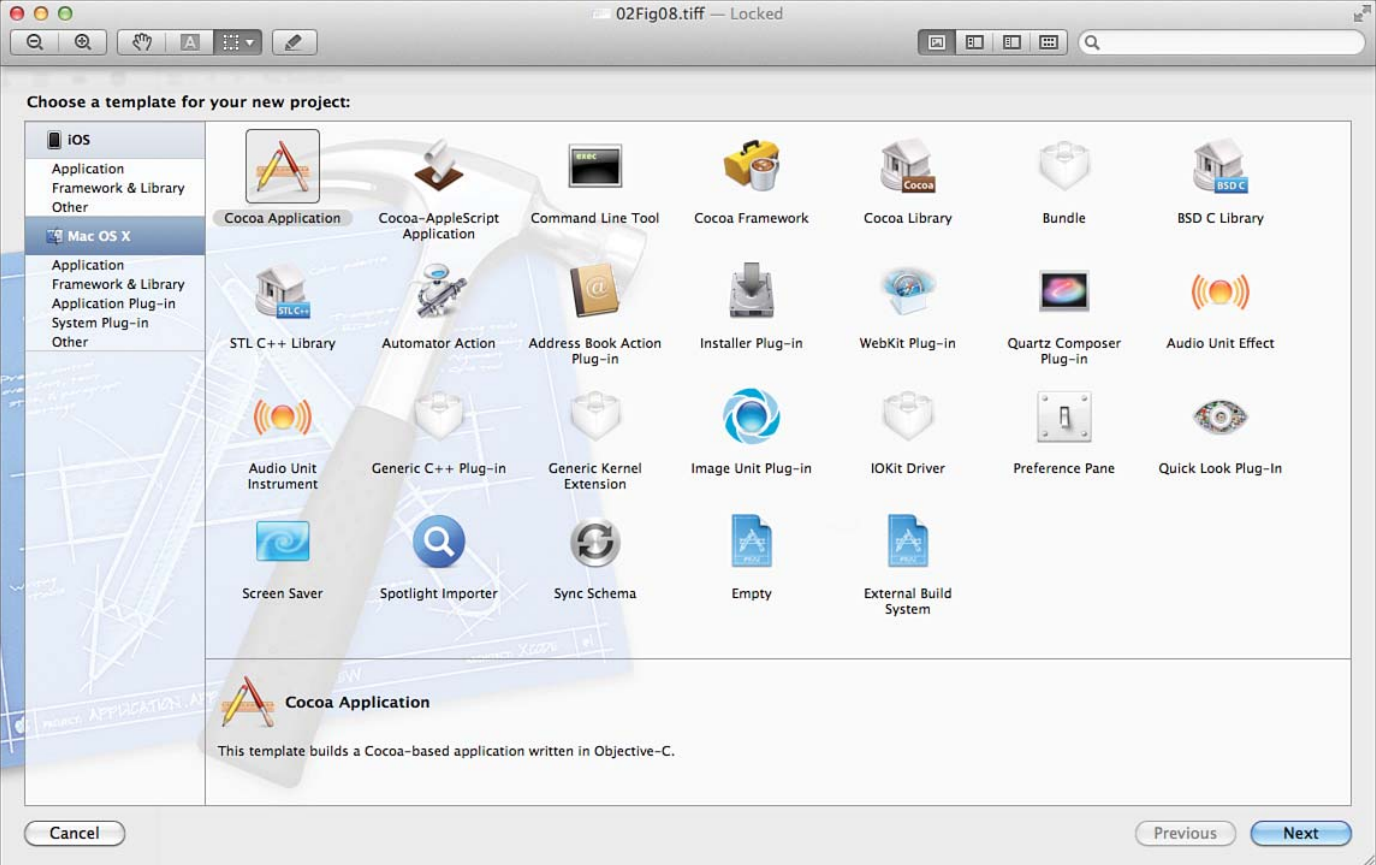


Figure 2.8
Select a template to work with for a Mac OS X app.

Choose options for your new project:

Product Name

Company Identifier

Bundle Identifier

Class Prefix

App Store Category

Create Document-Based Application

Document Extension

Use Core Data

Use Automatic Reference Counting

Include Unit Tests

Include Spotlight Importer

Figure 2.9
Name your project and choose options.

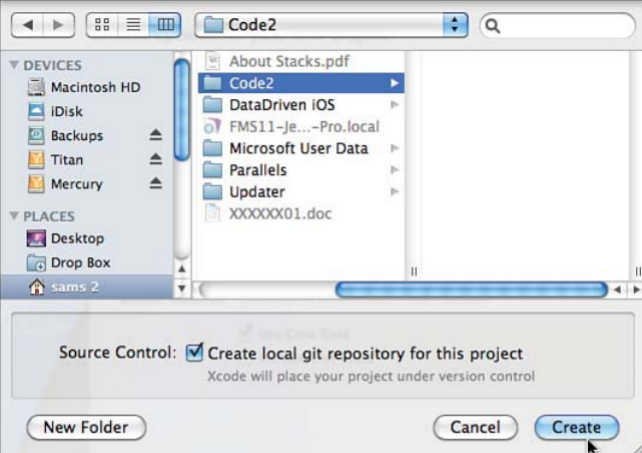


Figure 2.10

Select a folder and possibly a Git repository.

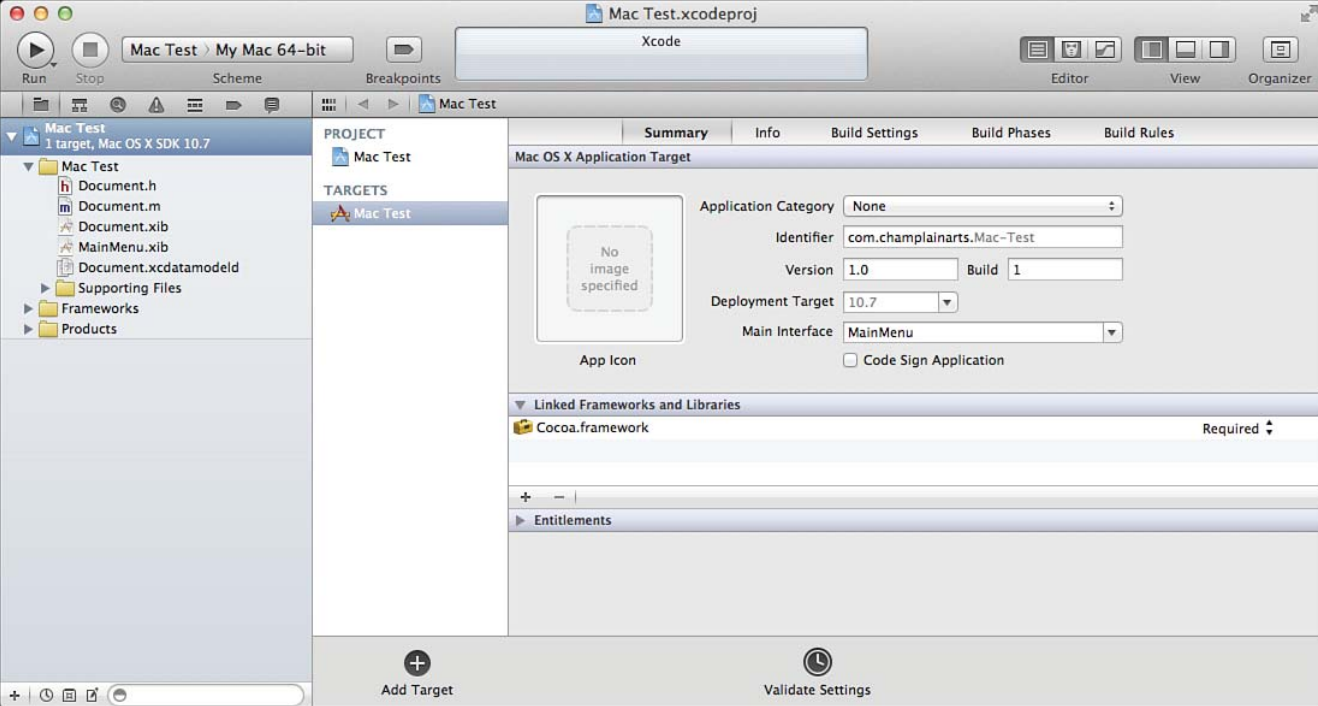


Figure 2.11
The Mac project is created.

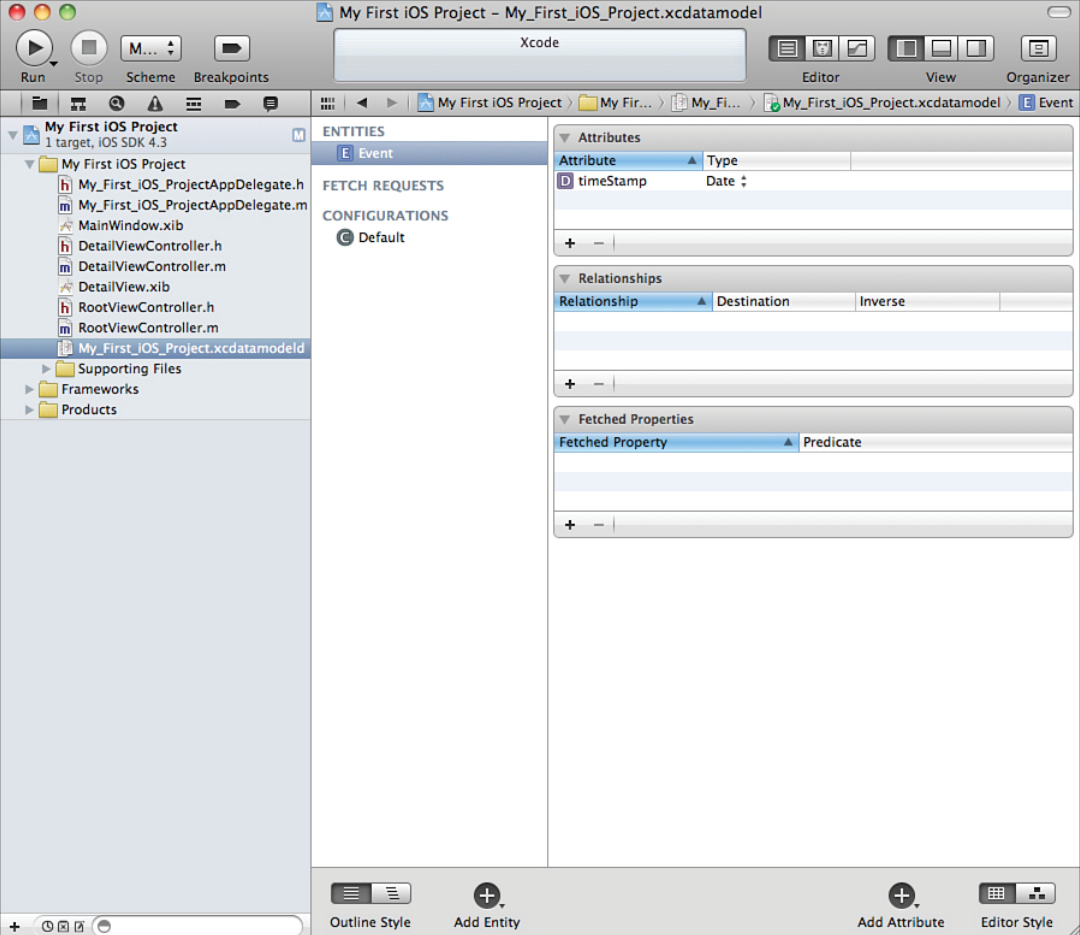


Figure 2.12
Explore the data model.