Figure 6.1
Create a new iOS project and use Core Data.

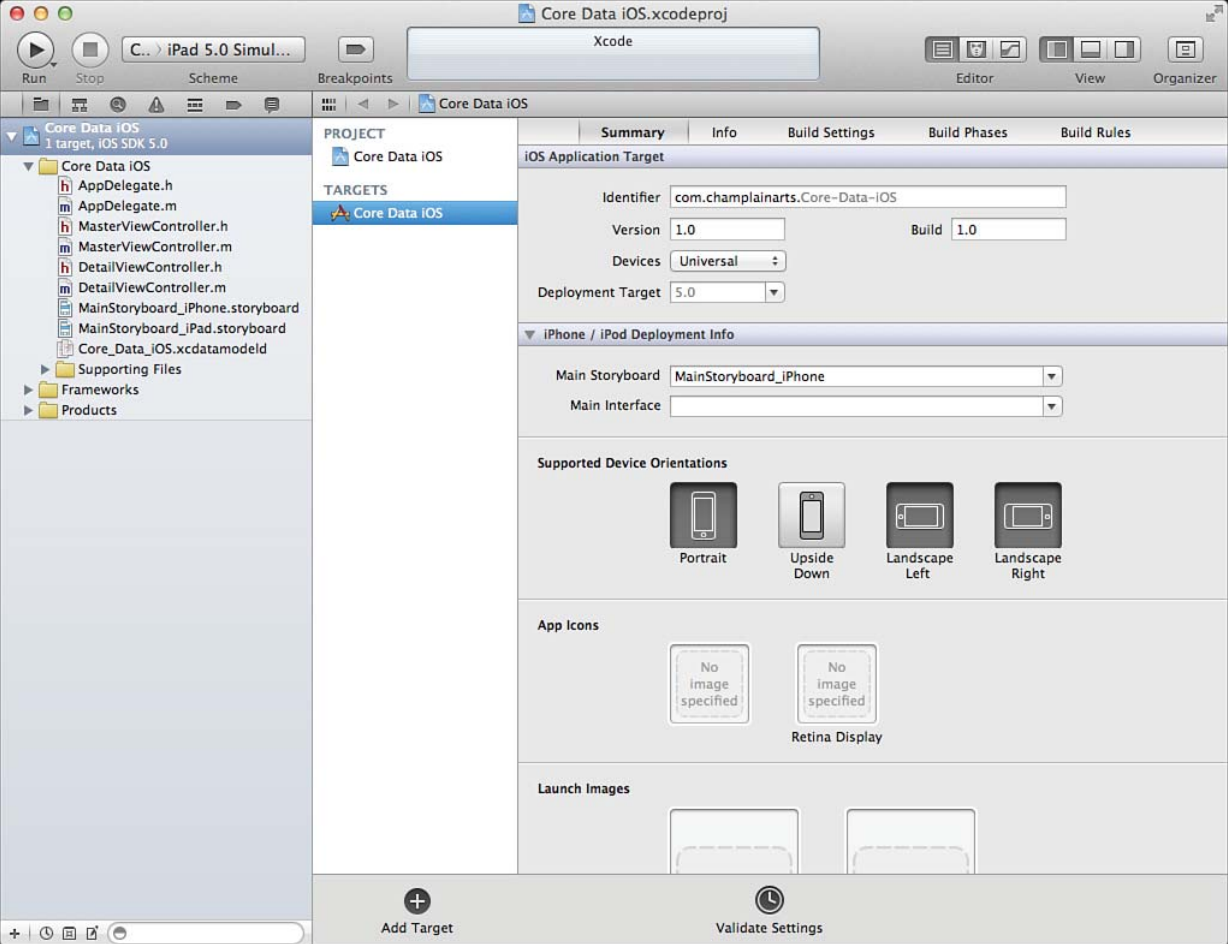Figure 6.2
Create a new Mac OS project and use Core Data.

Figure 6.3
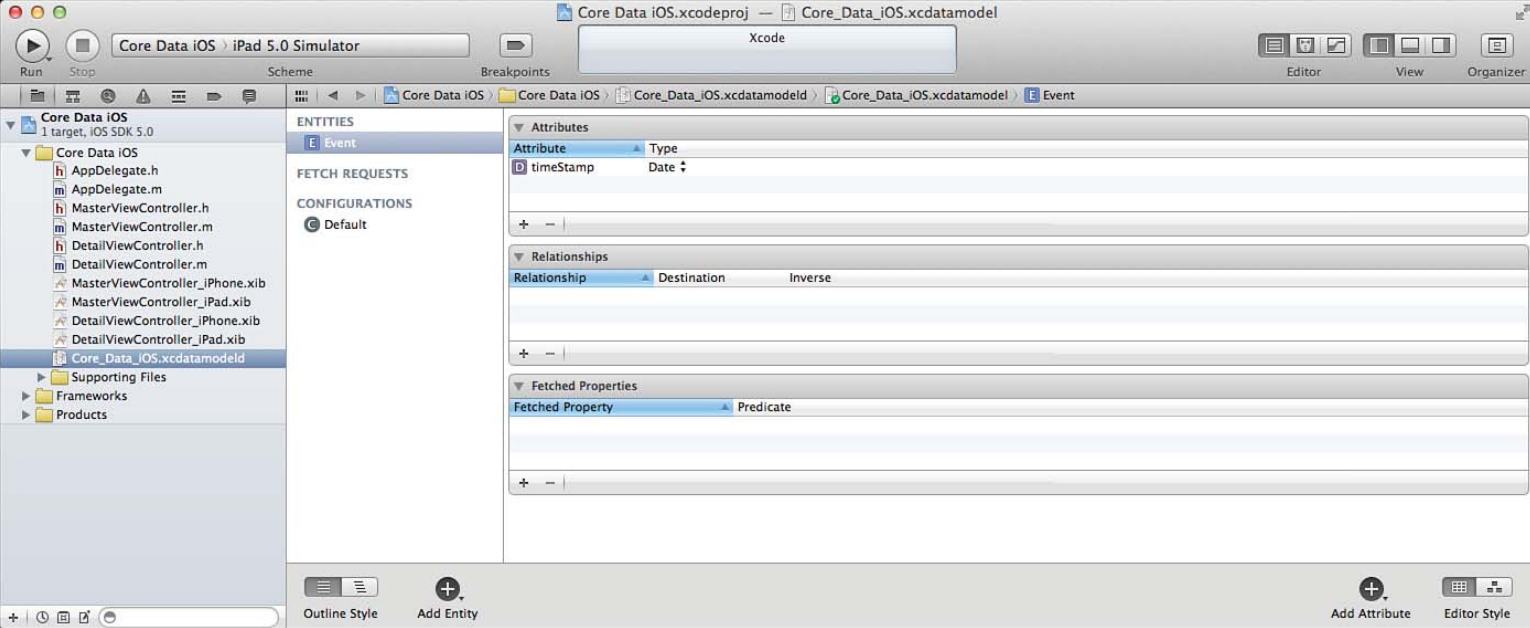Take a look at what Xcode has built for you.

Figure 6.4
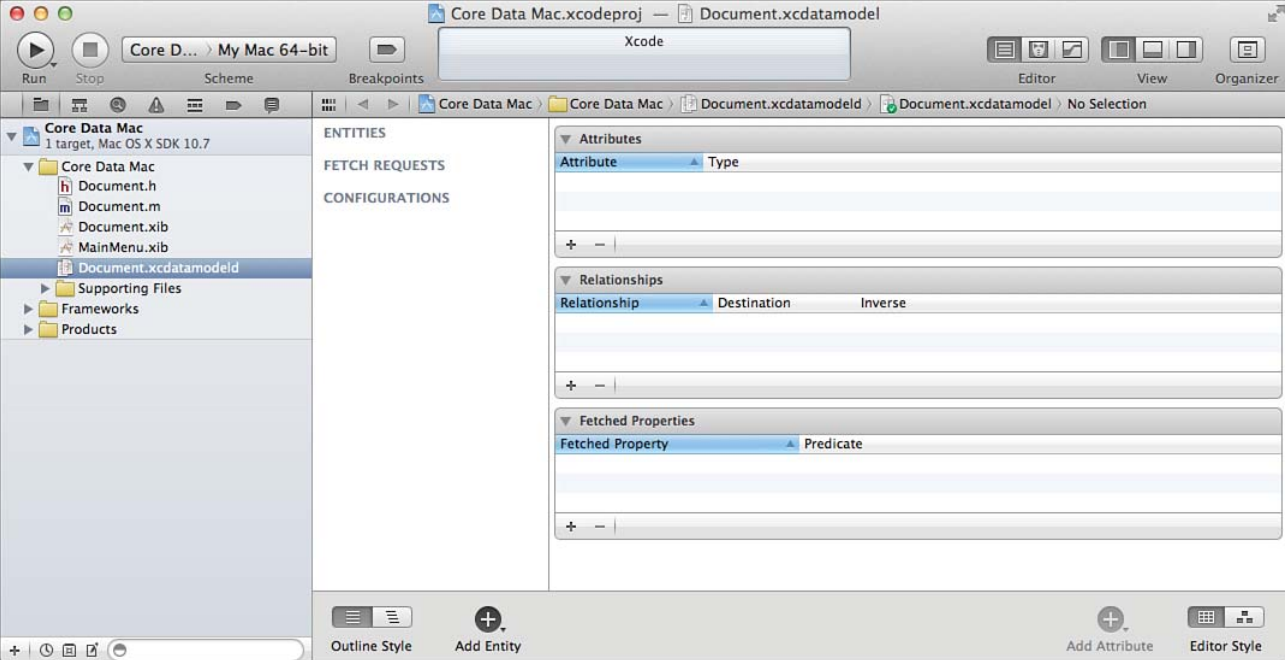Open the Core Data model editor.
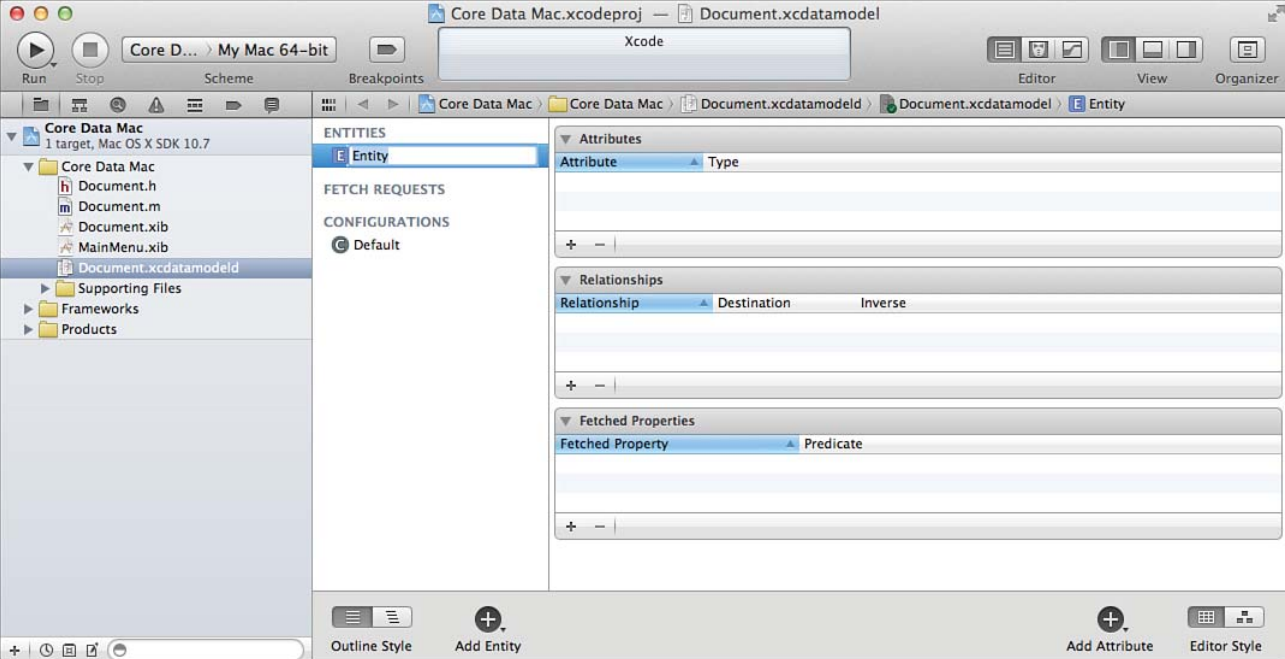
Figure 6.5
Examining a template for a Mac OS app.

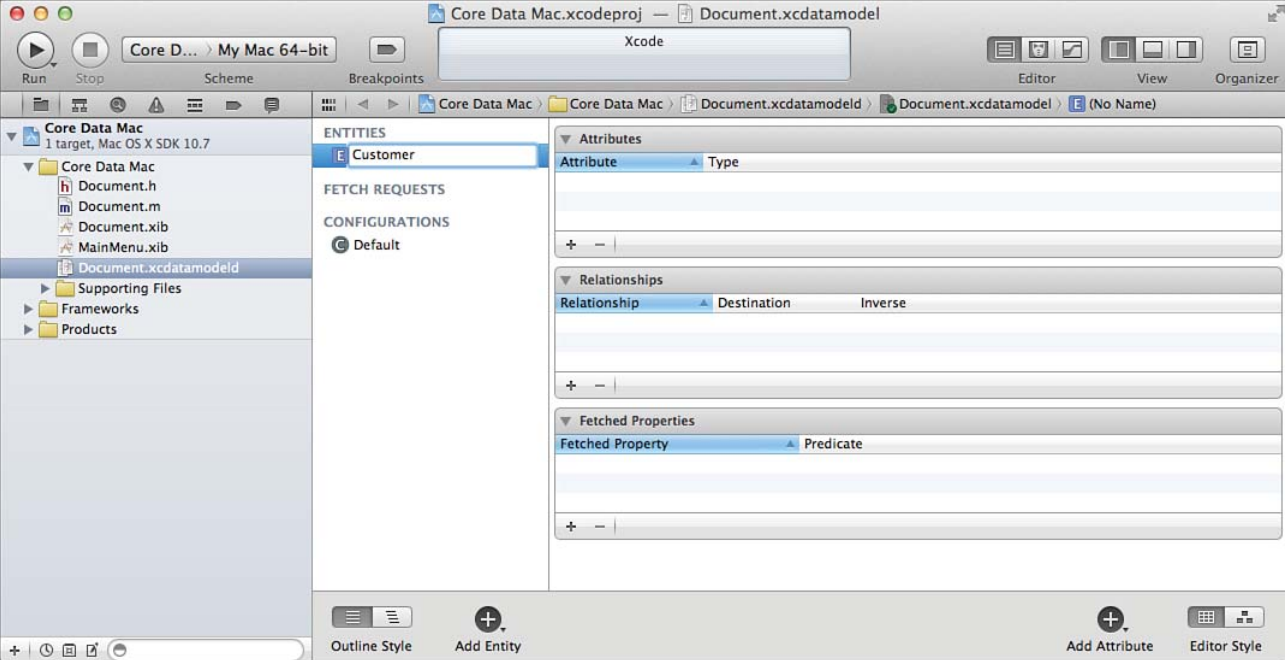Figure 6.6
Create a new entity.

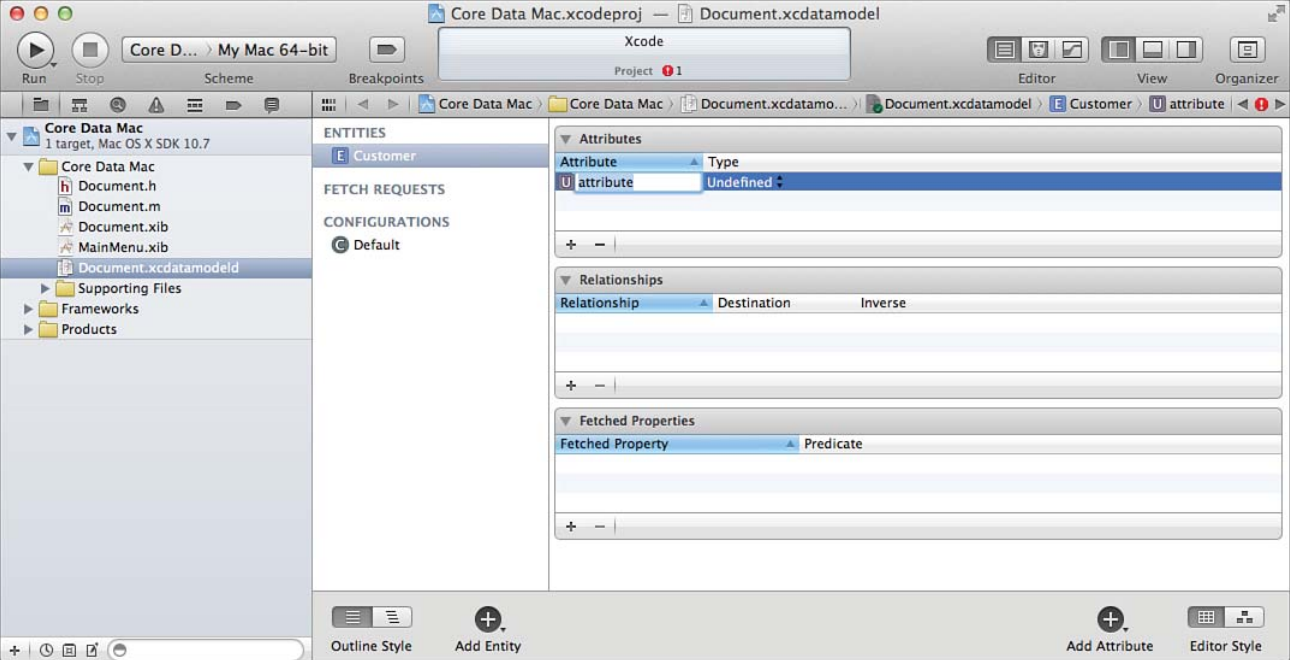Figure 6.7
Name the new entity.

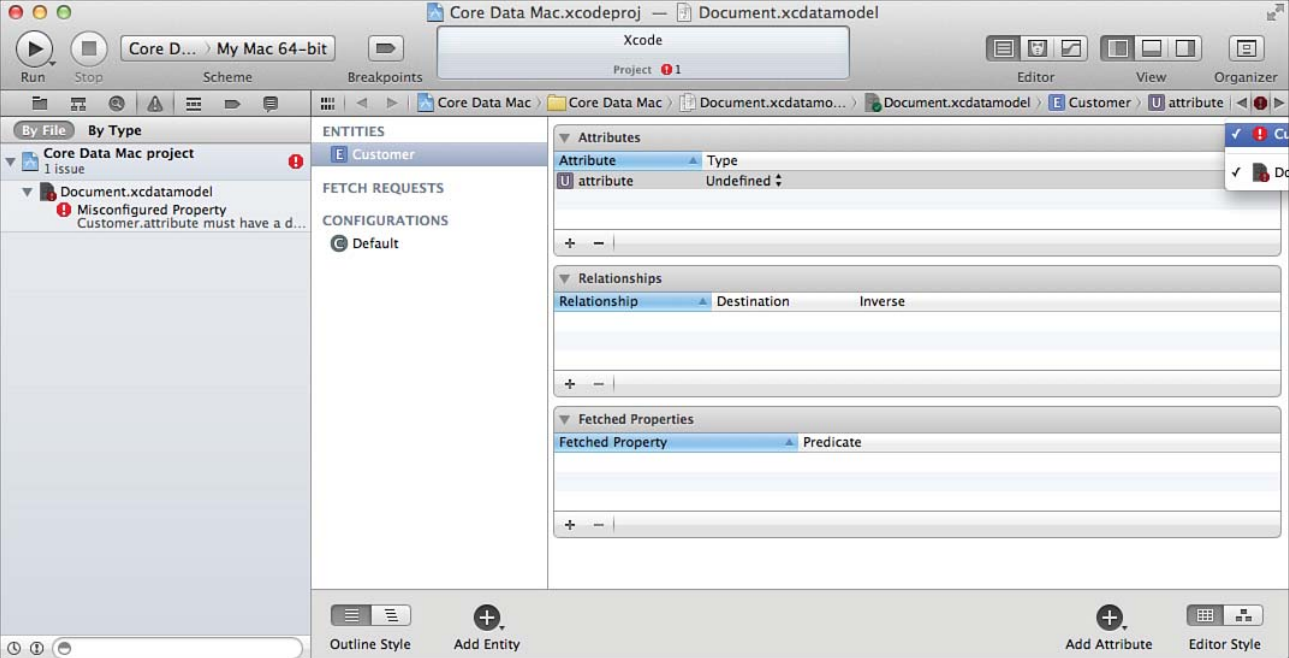Figure 6.8
Add a new attribute.
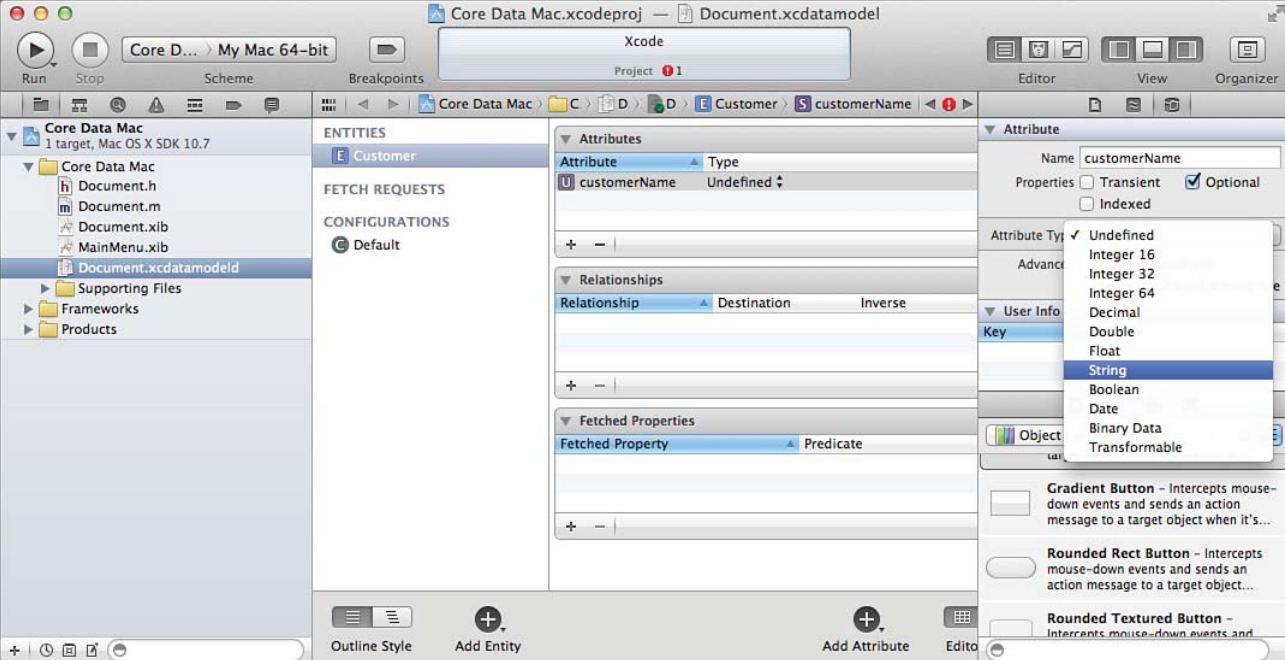
Figure 6.9
Review errors as they arise.

Figure 6.10
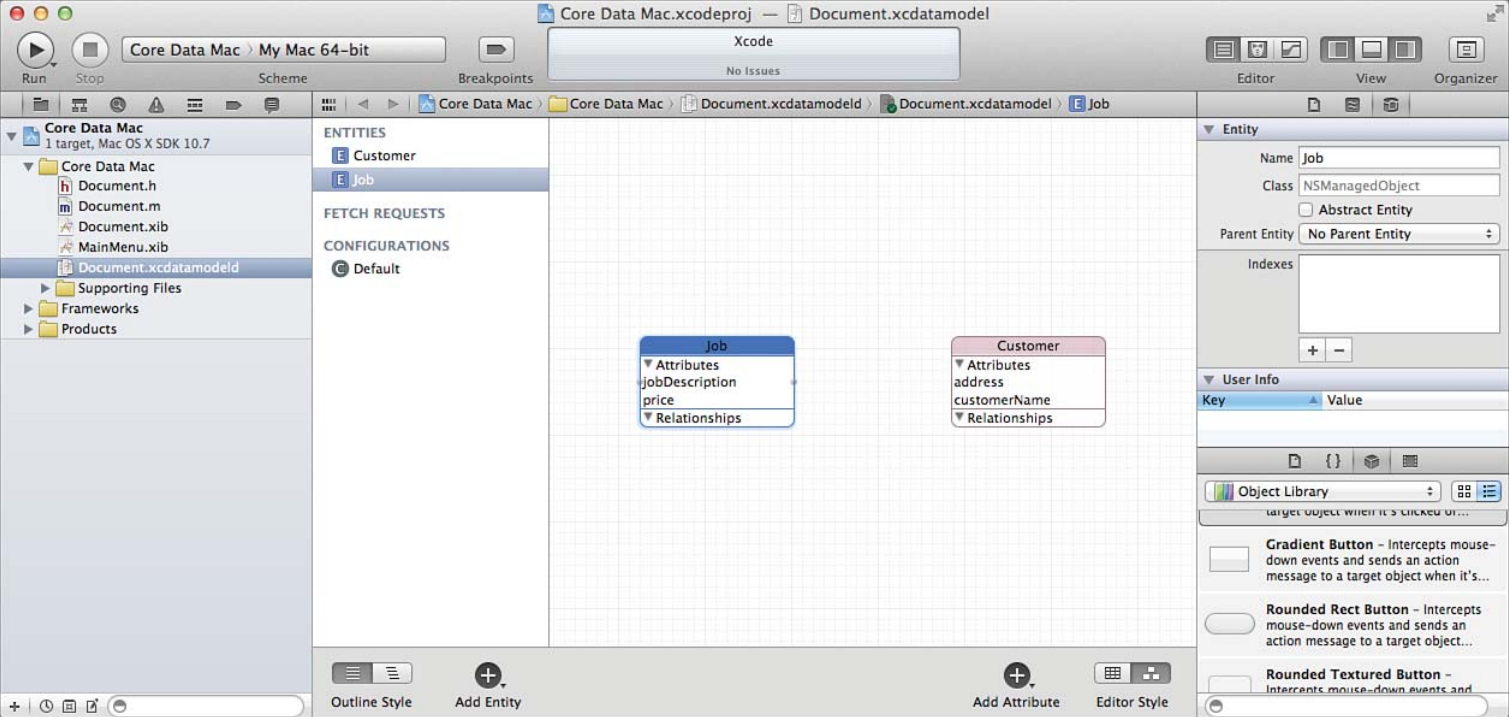Name the attribute and set its type.
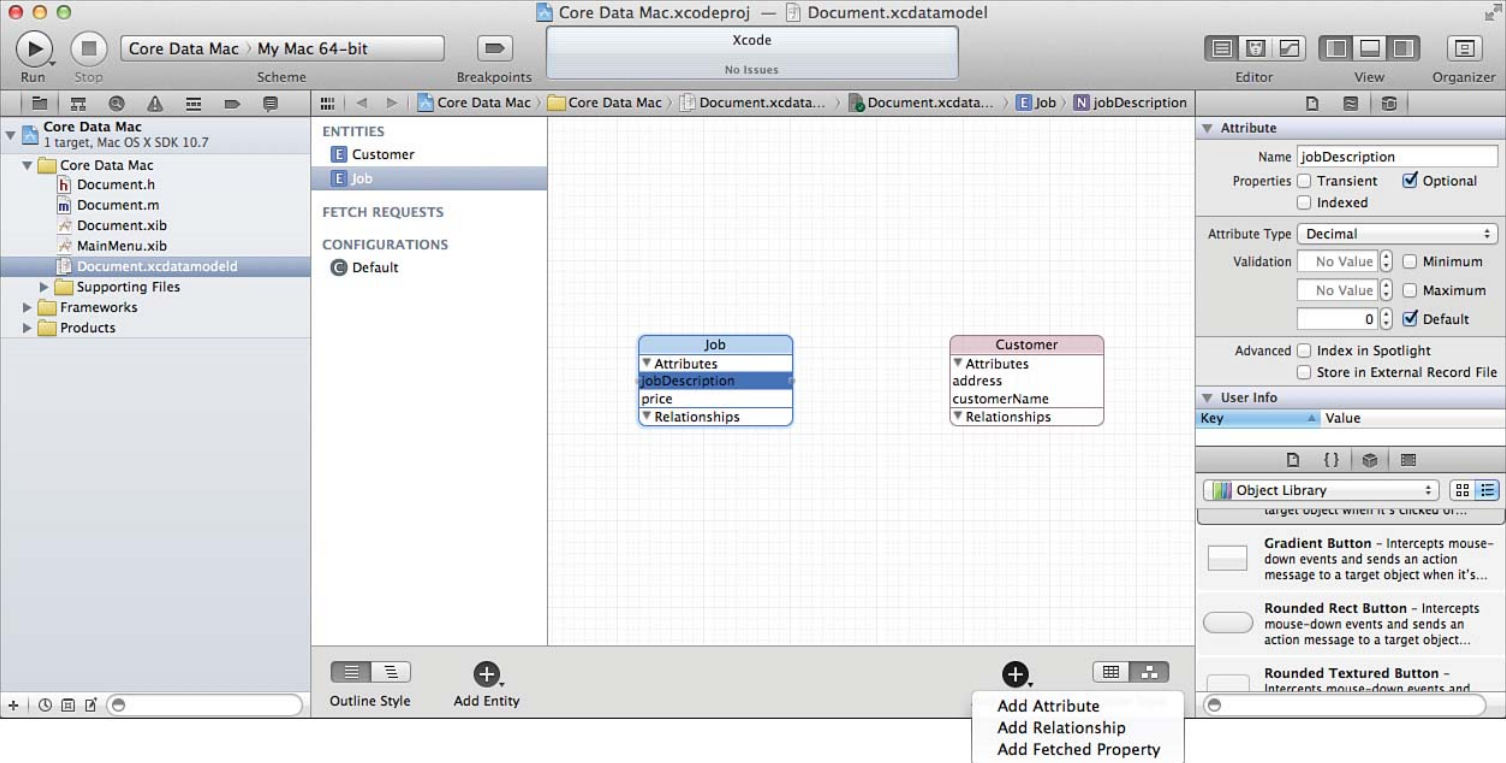
Figure 6.11
Use grid editor style.

Figure 6.12
Add attributes, relationships, or fetched properties in grid editor style.
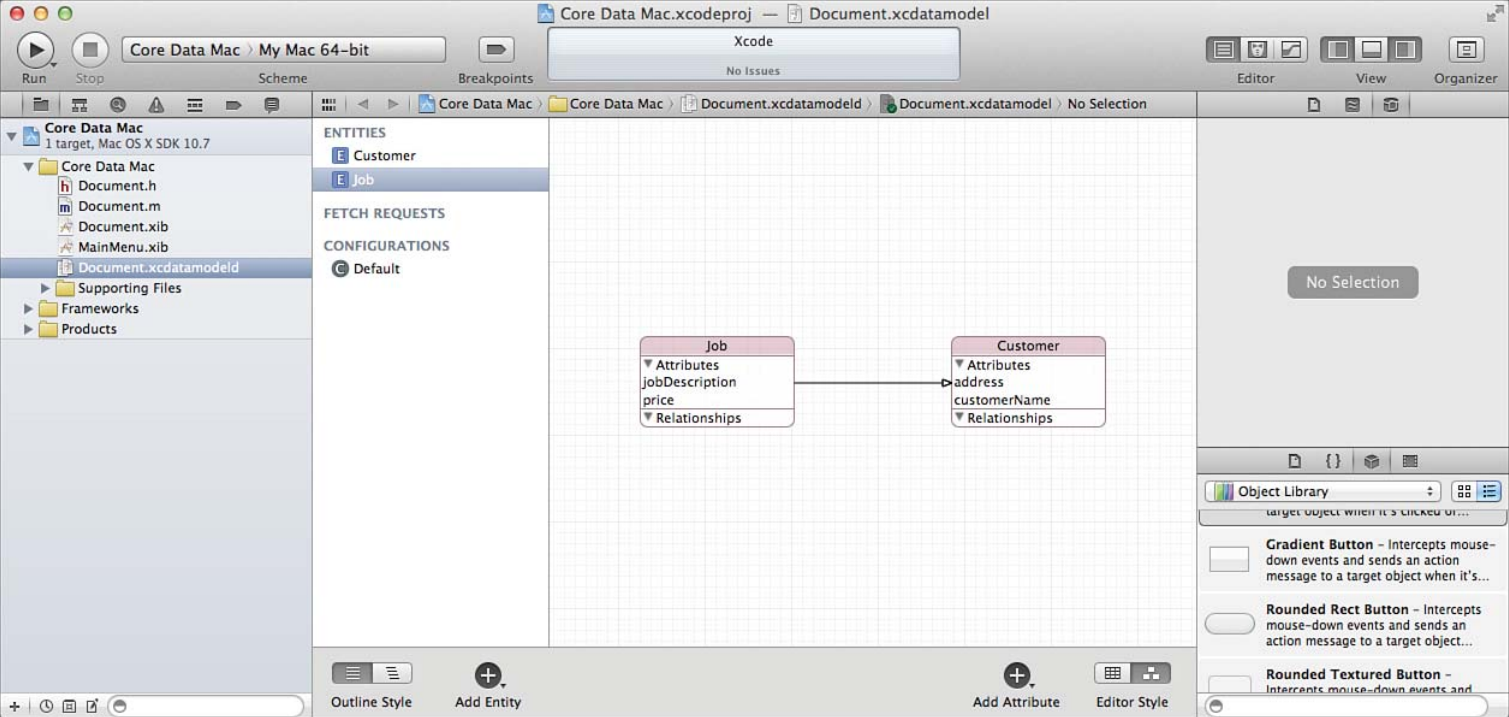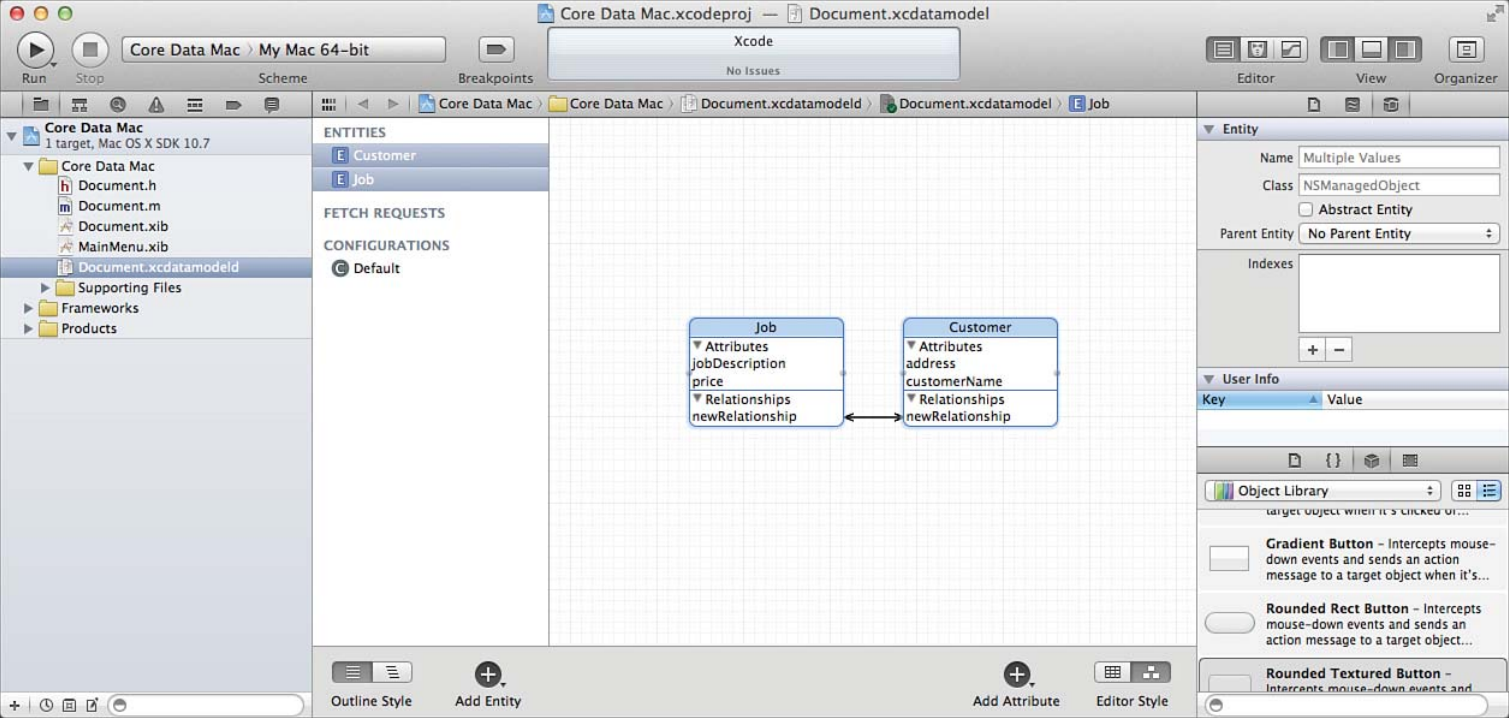
Figure 6.13
Draw a relationship.

Figure 6.14
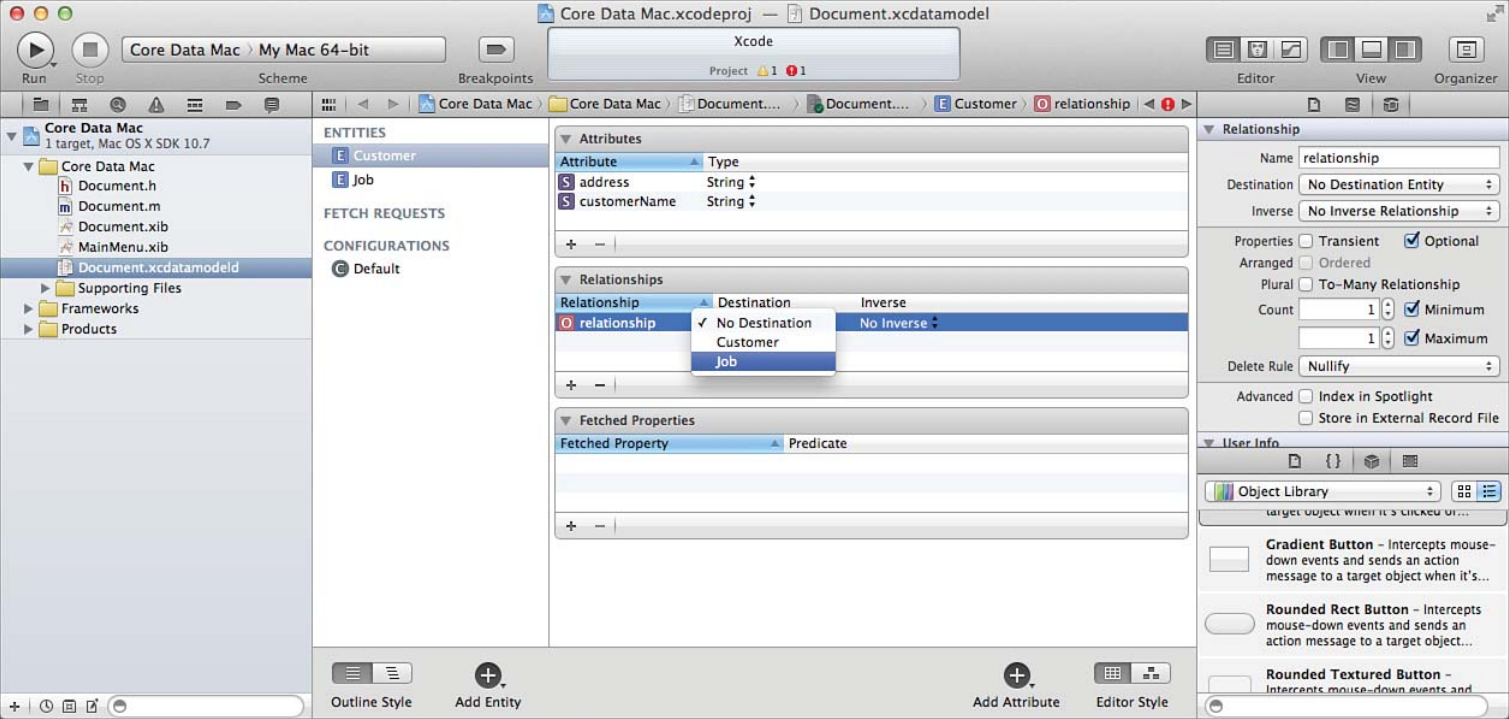Release the mouse button to complete the relationship.

Figure 6.15
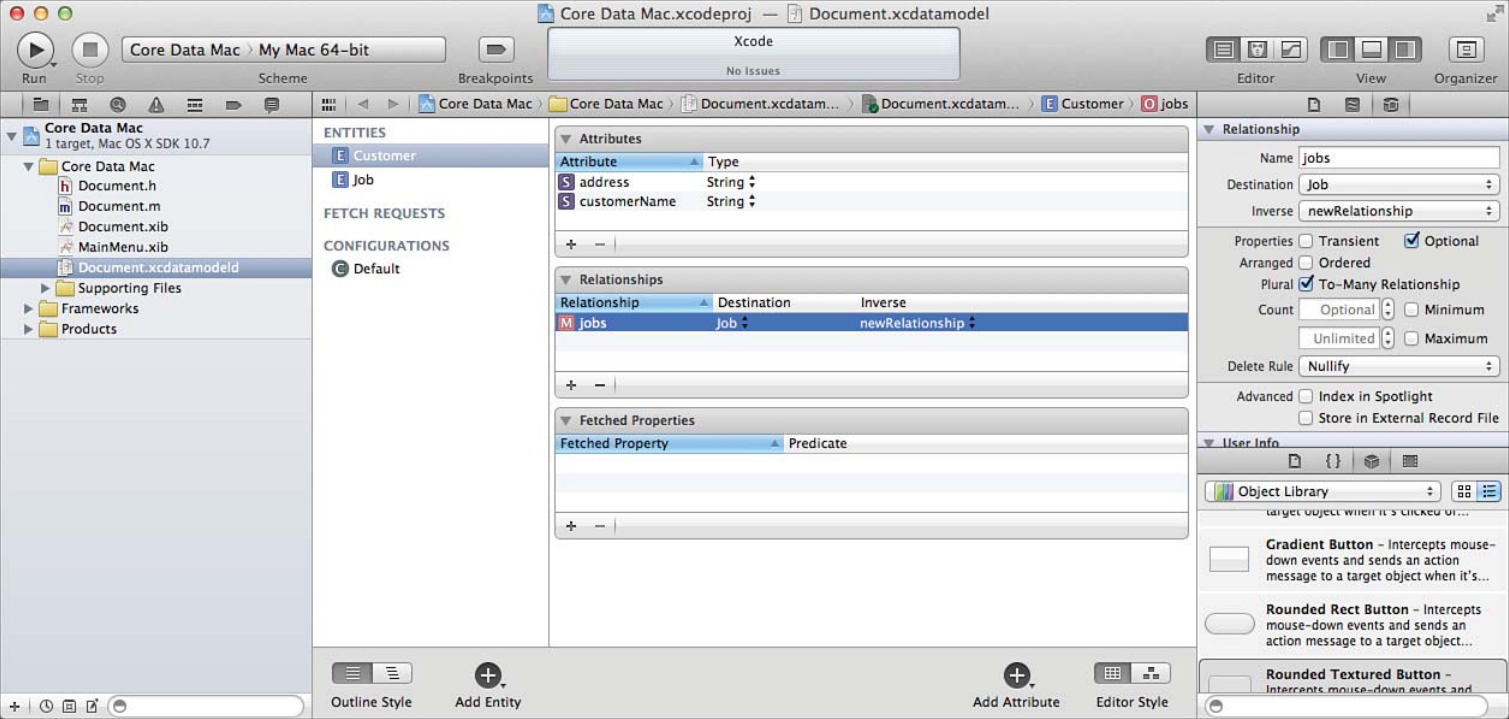Add a relationship in table editor style.

Figure 6.16
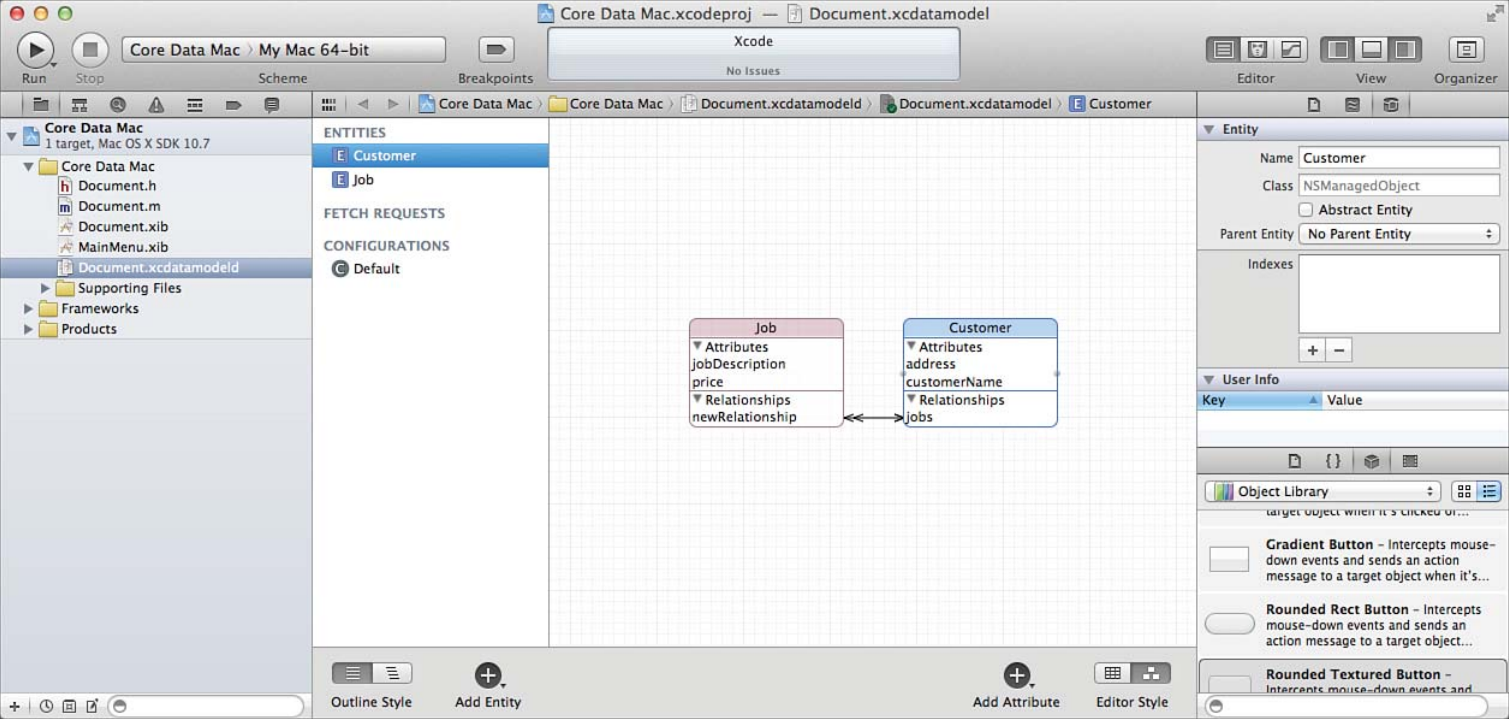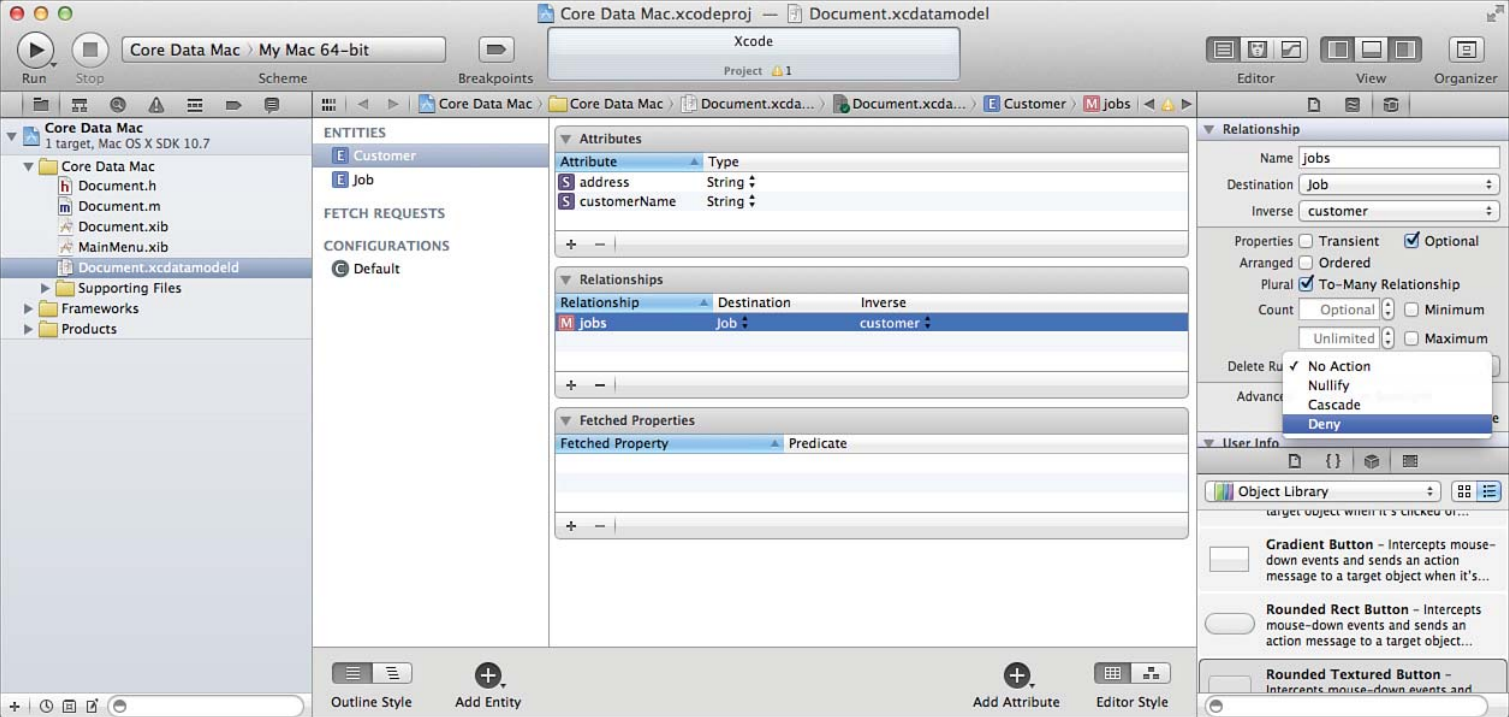Name and specify the cardinality of the relationships.

Figure 6.17
Double-headed arrows indicate a to-many relationship.

Figure 6.18
Set the delete rule.