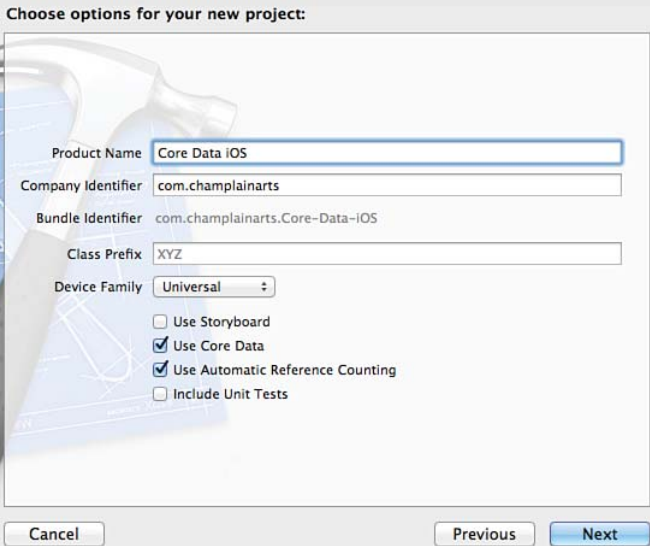


Choose options for your new project:



Product Name

Company Identifier

Bundle Identifier

Class Prefix

Device Family

Use Storyboard

Use Core Data

Use Automatic Reference Counting

Include Unit Tests

Cancel

Previous

Next

Figure 6.1

Create a new iOS project and use Core Data.

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

Cancel

Previous

Next

Figure 6.2

Create a new Mac OS project and use Core Data.

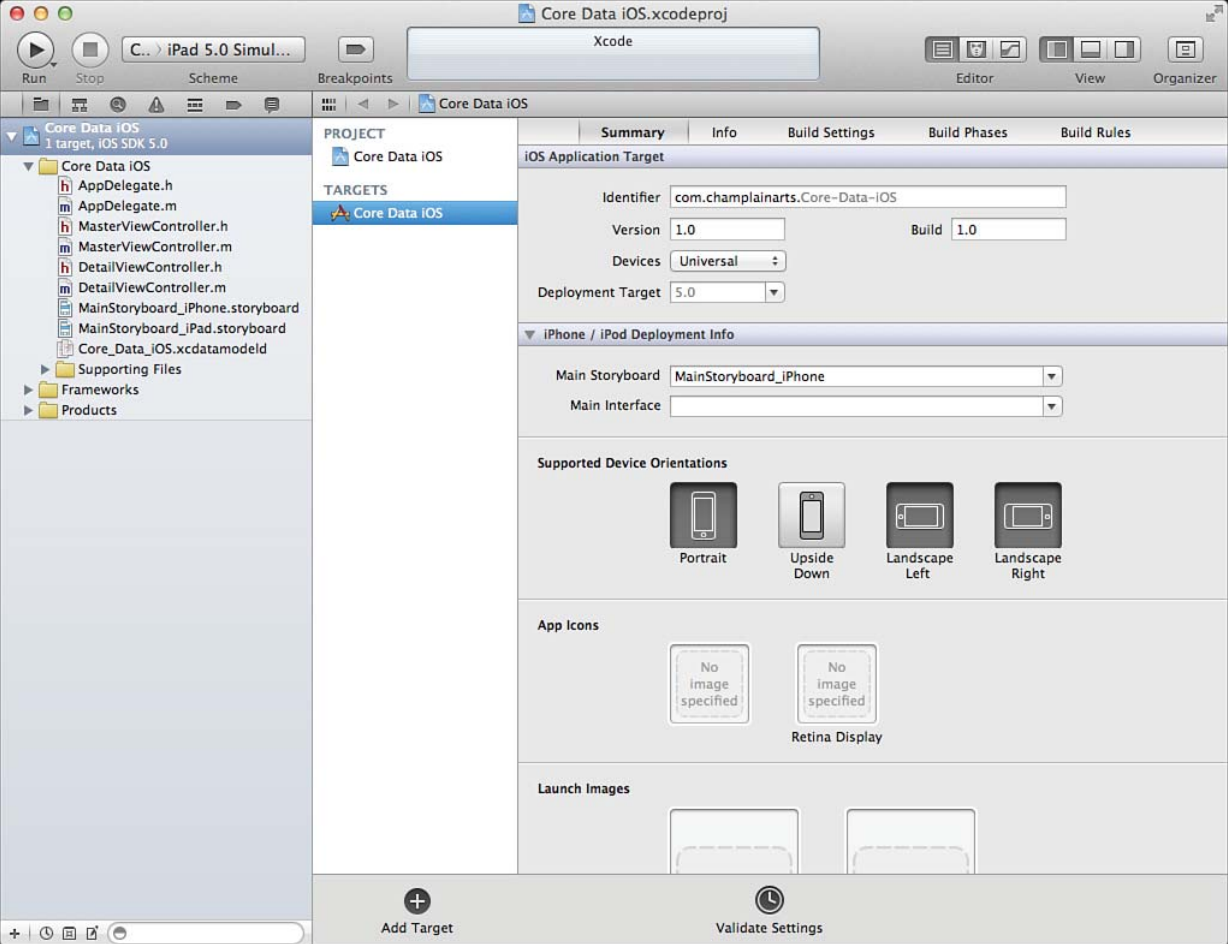


Figure 6.3
Take a look at what Xcode has built for you.

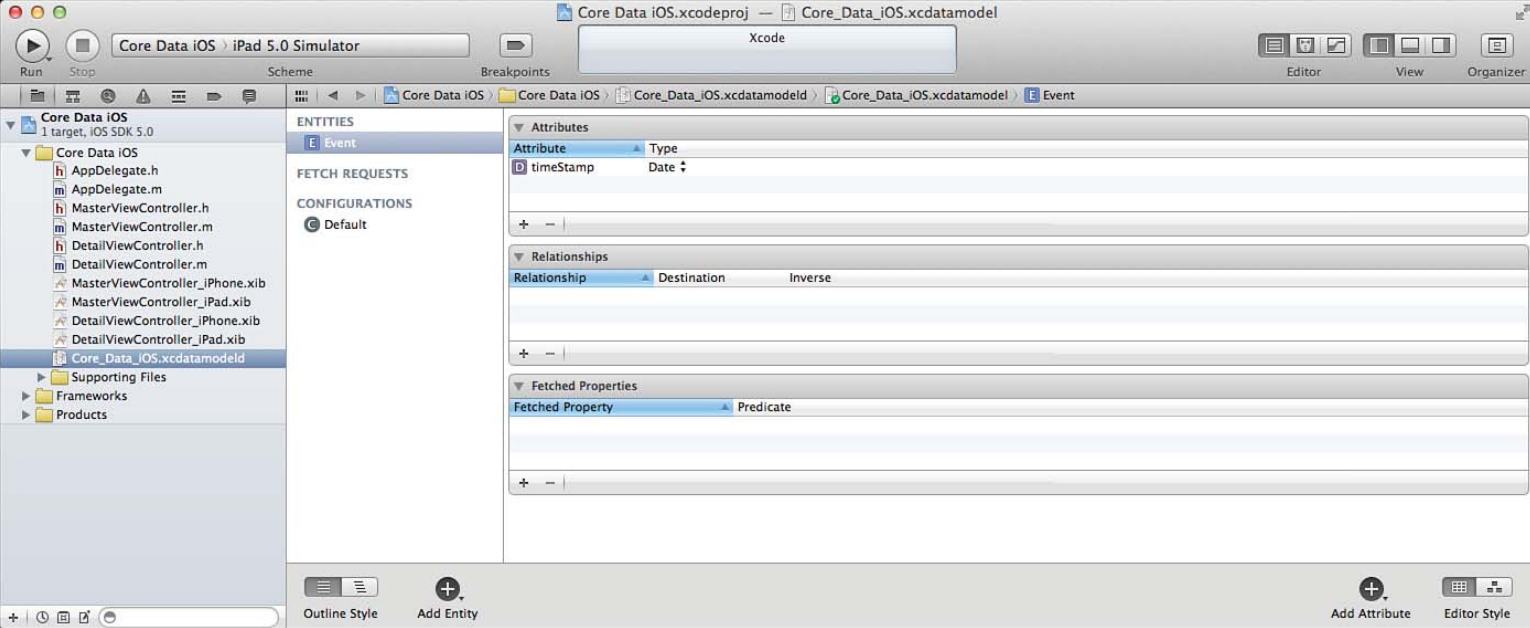


Figure 6.4
Open the Core Data model editor.

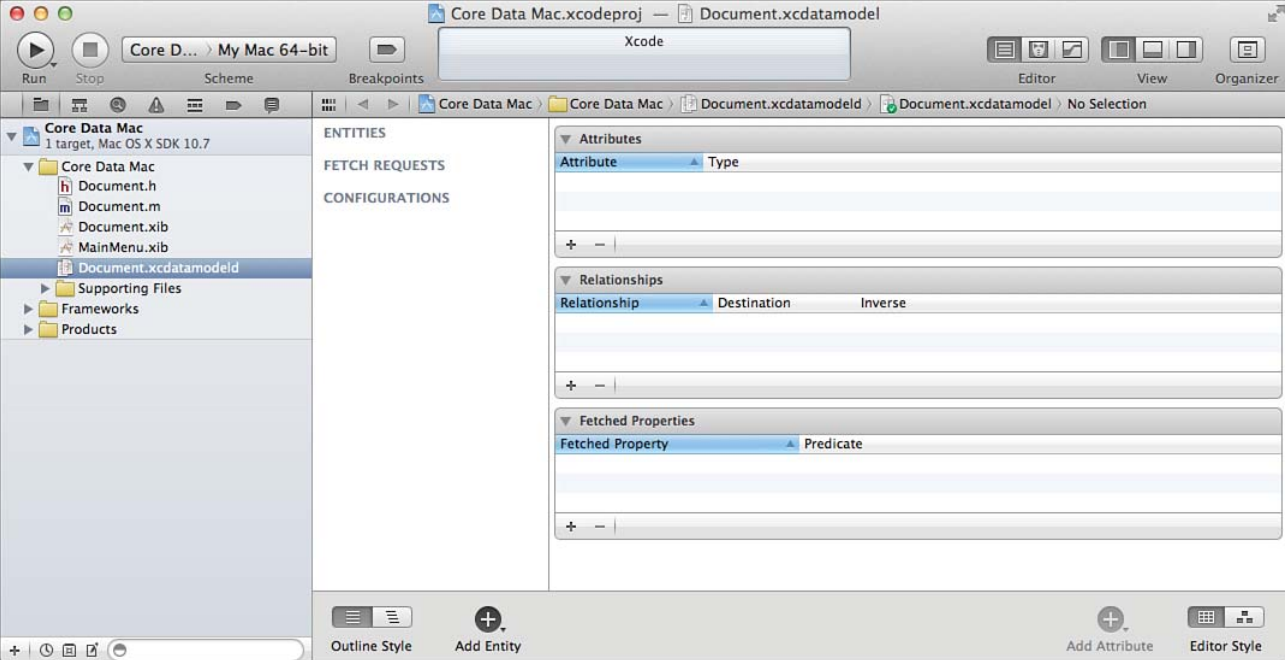


Figure 6.5
Examining a template for a Mac OS app.

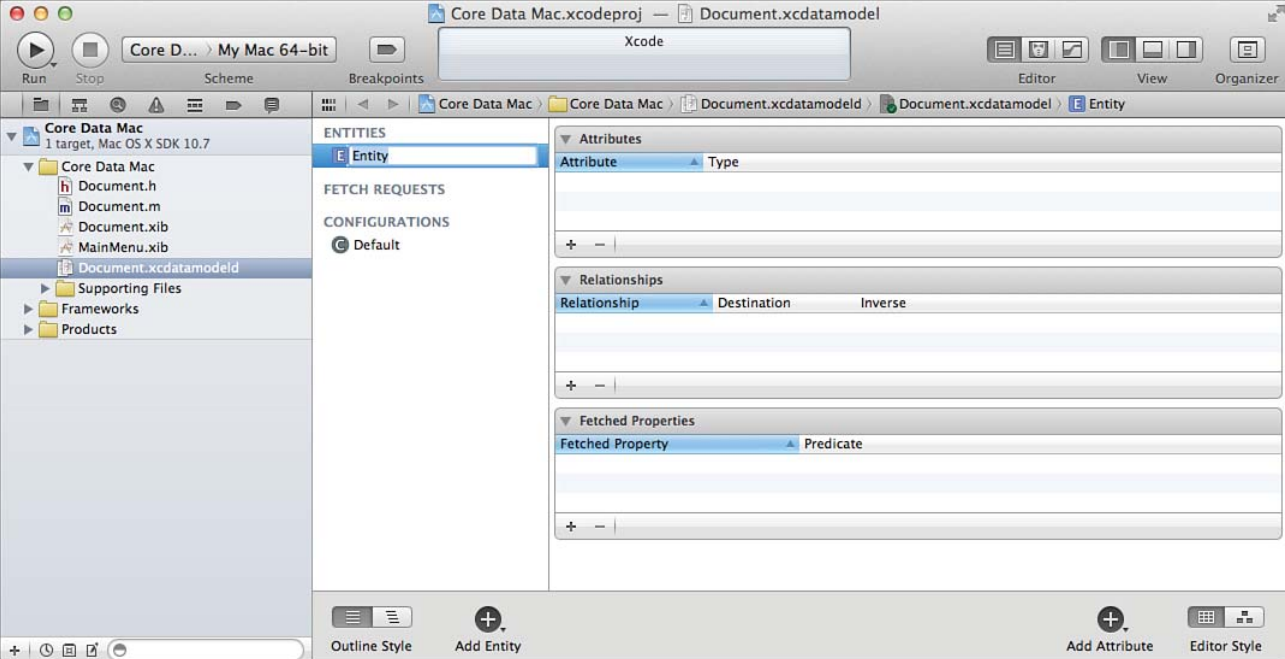


Figure 6.6
Create a new entity.

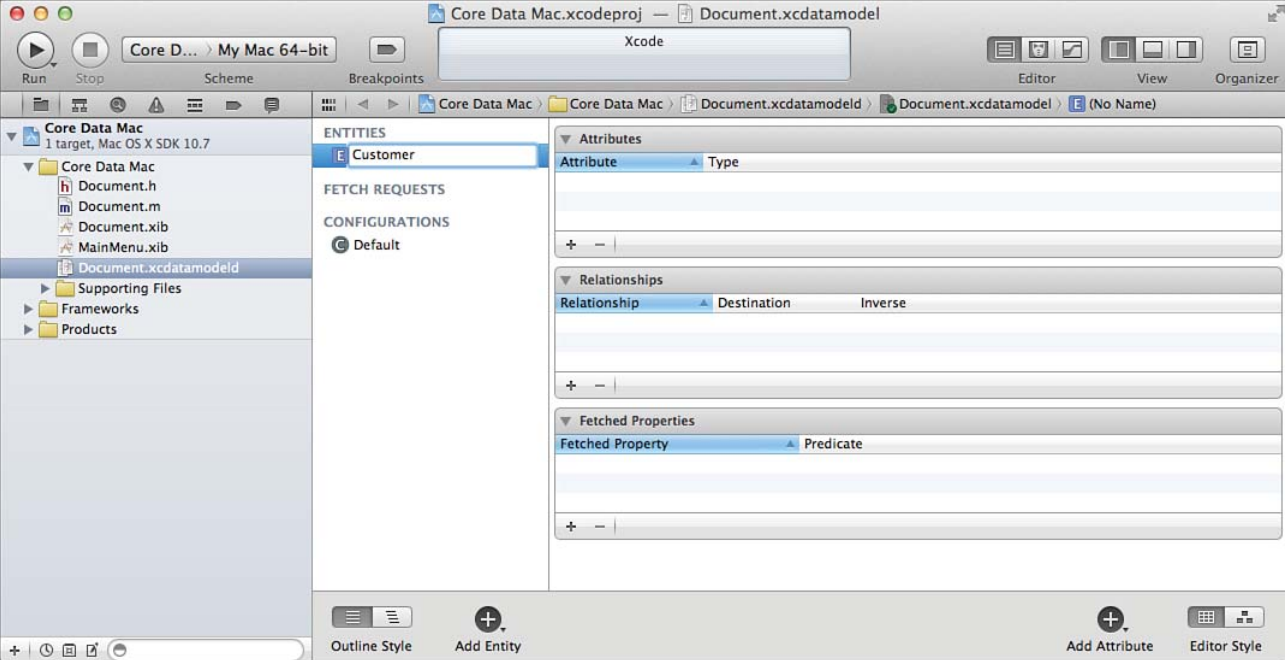


Figure 6.7
Name the new entity.

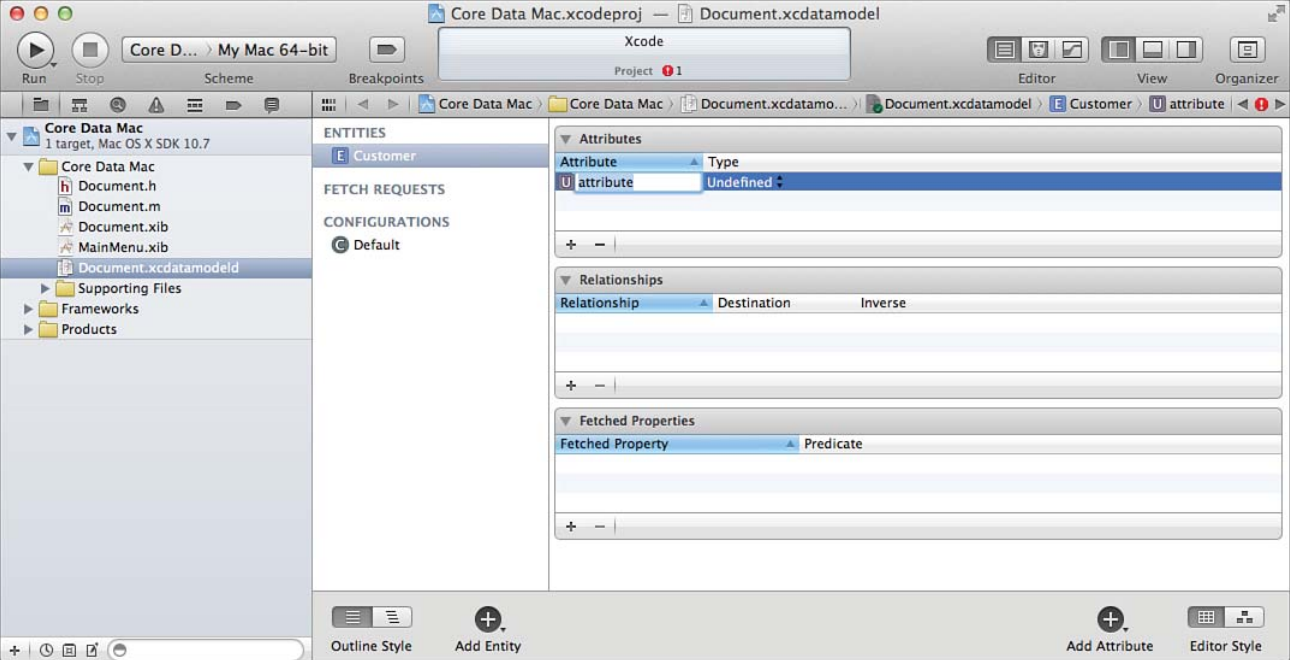


Figure 6.8
Add a new attribute.

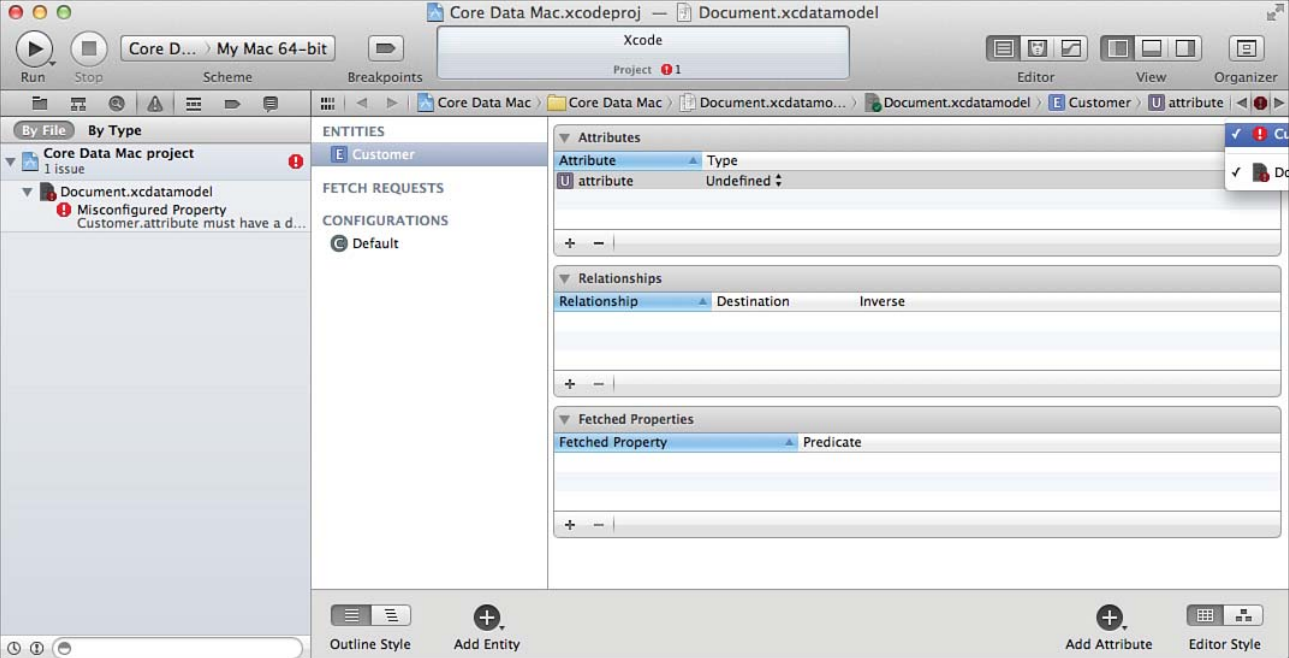


Figure 6.9
Review errors as they arise.

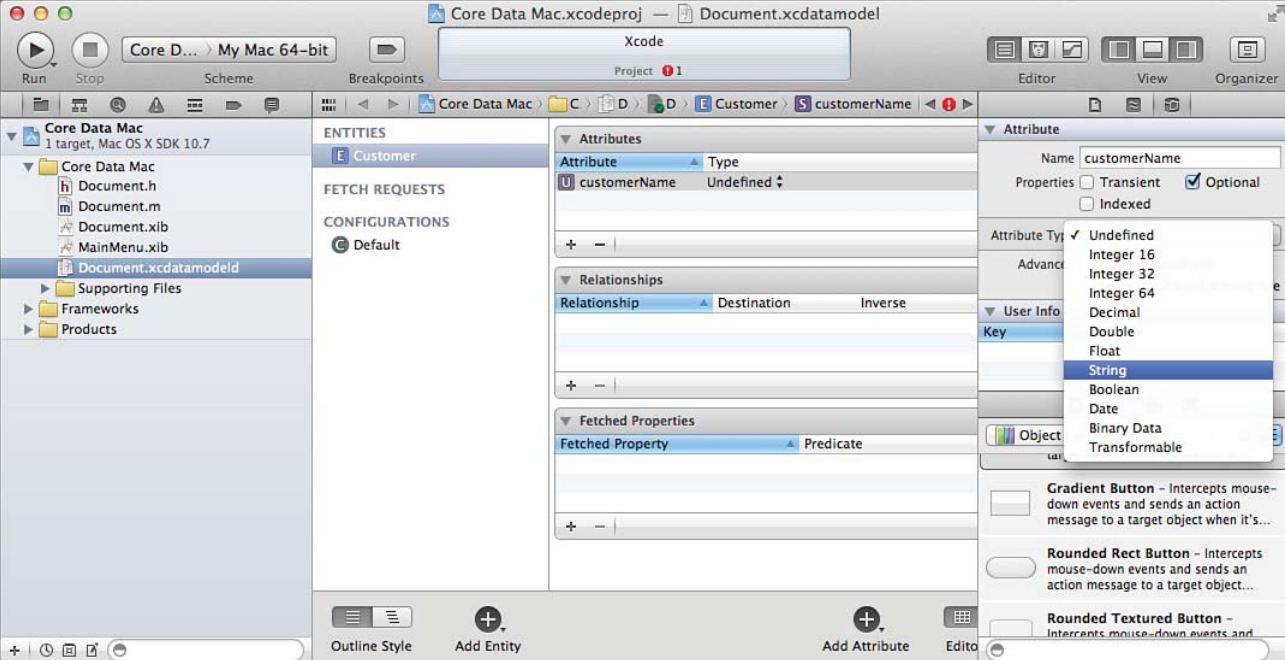


Figure 6.10
Name the attribute and set its type.

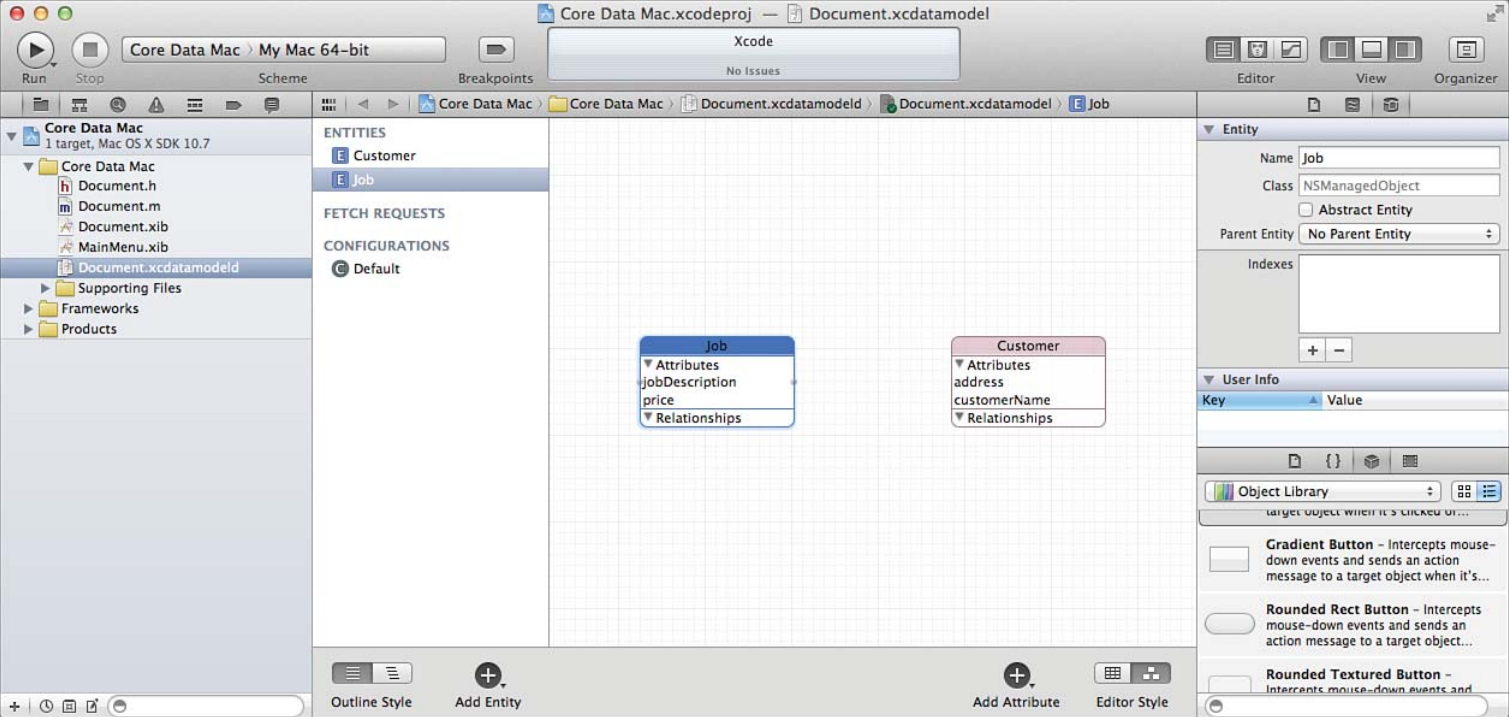


Figure 6.11
Use grid editor style.

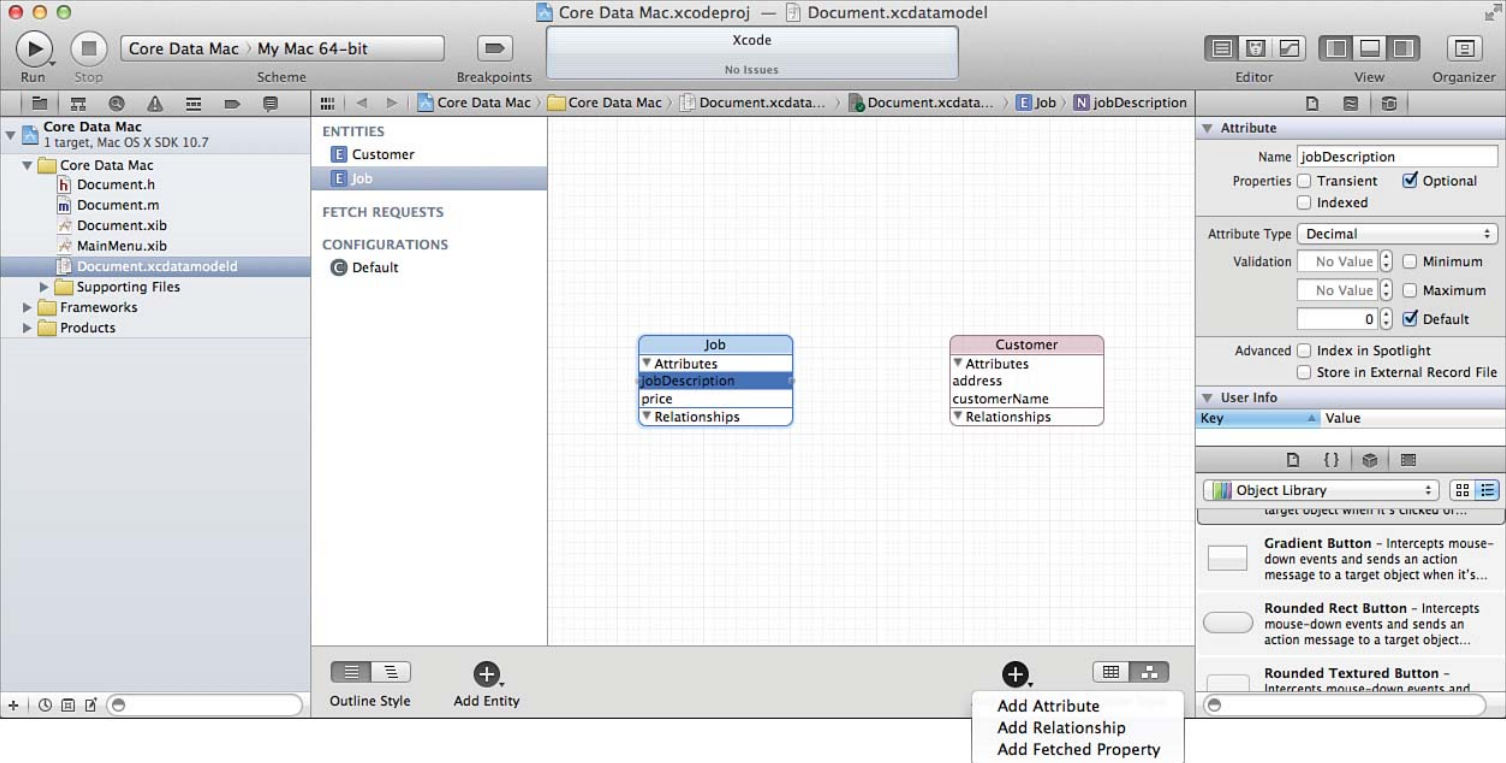


Figure 6.12
Add attributes, relationships, or fetched properties in grid editor style.

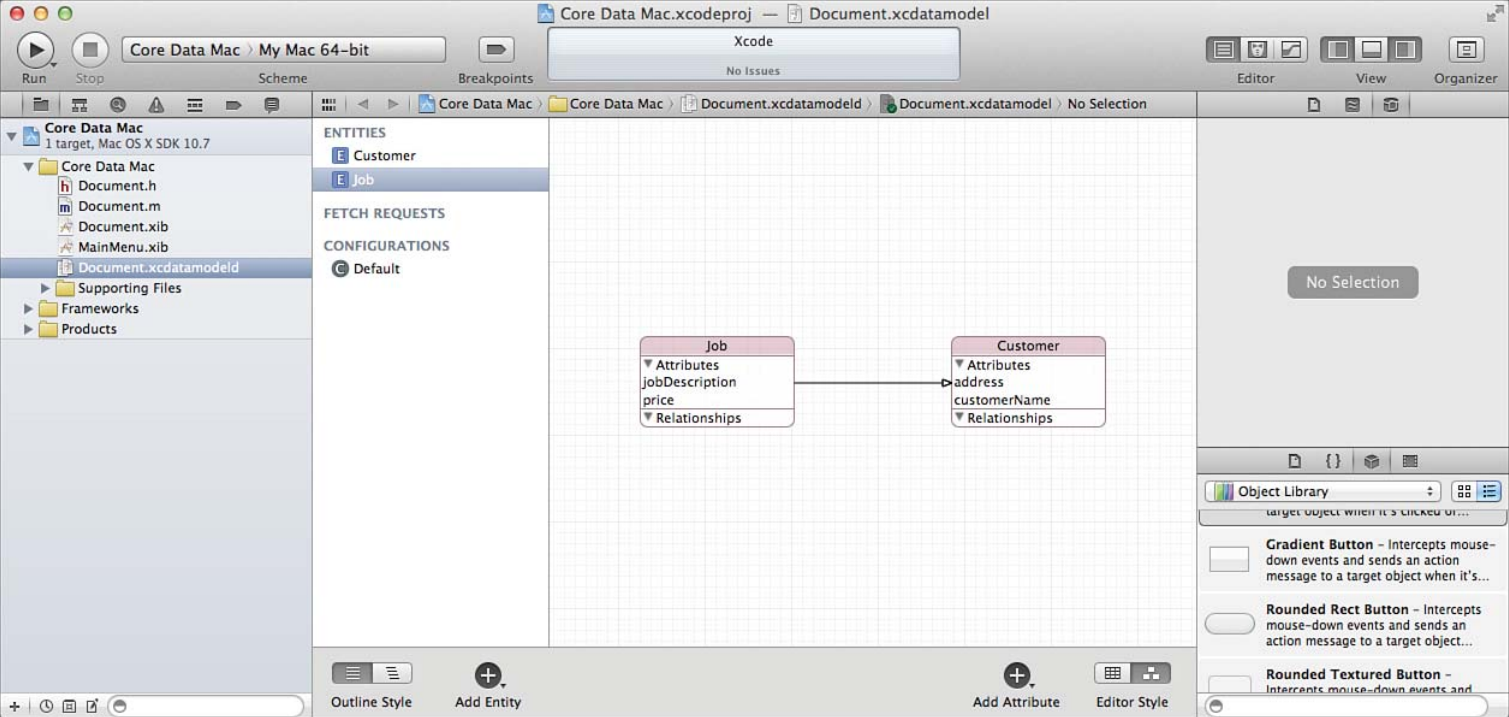


Figure 6.13
Draw a relationship.

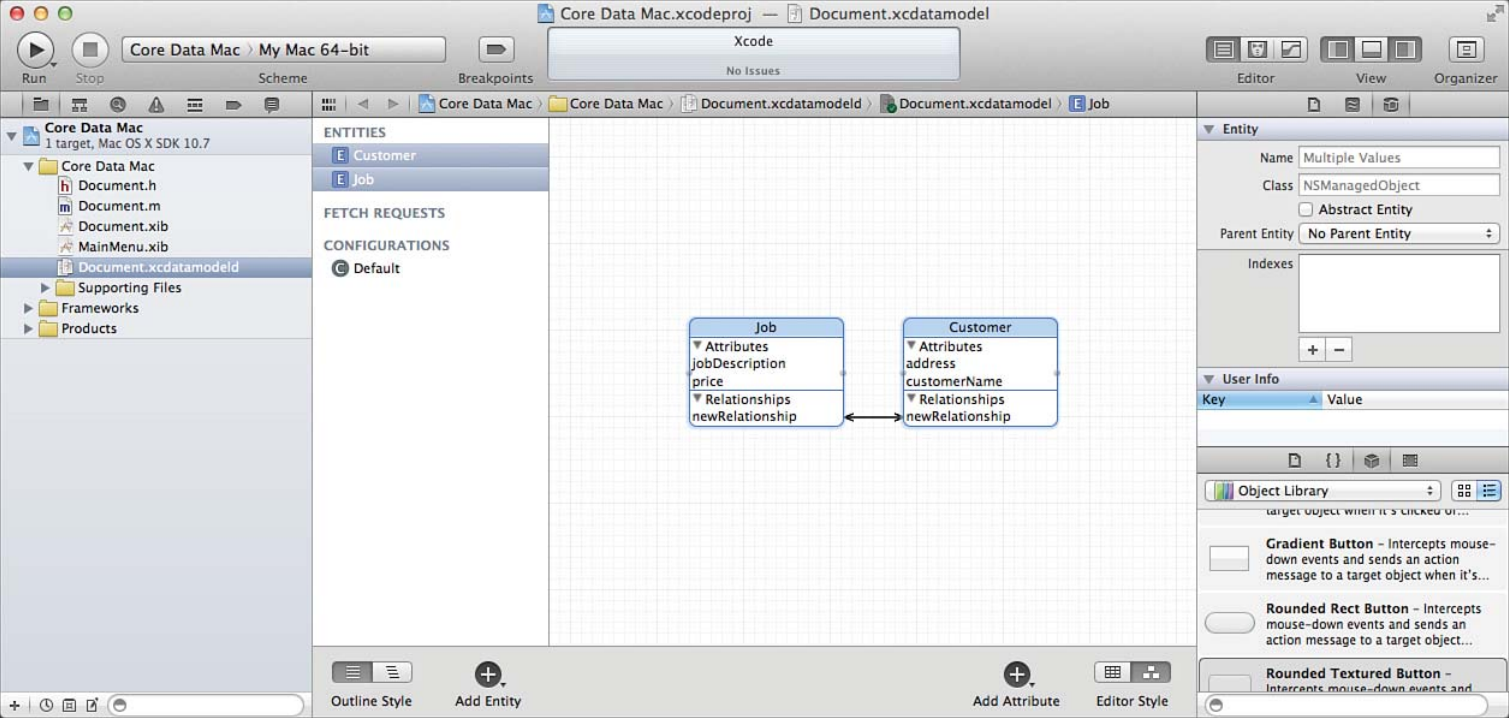


Figure 6.14
Release the mouse button to complete the relationship.

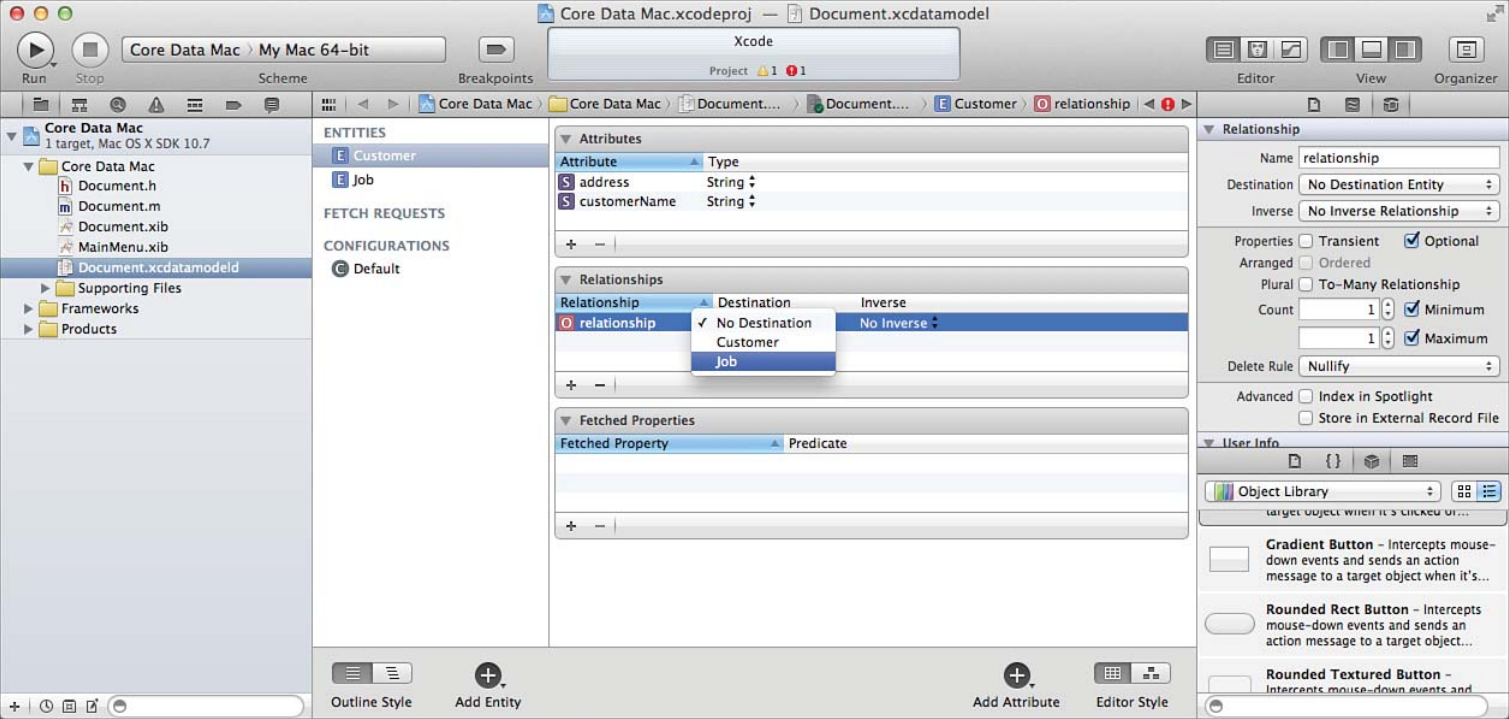


Figure 6.15
Add a relationship in table editor style.

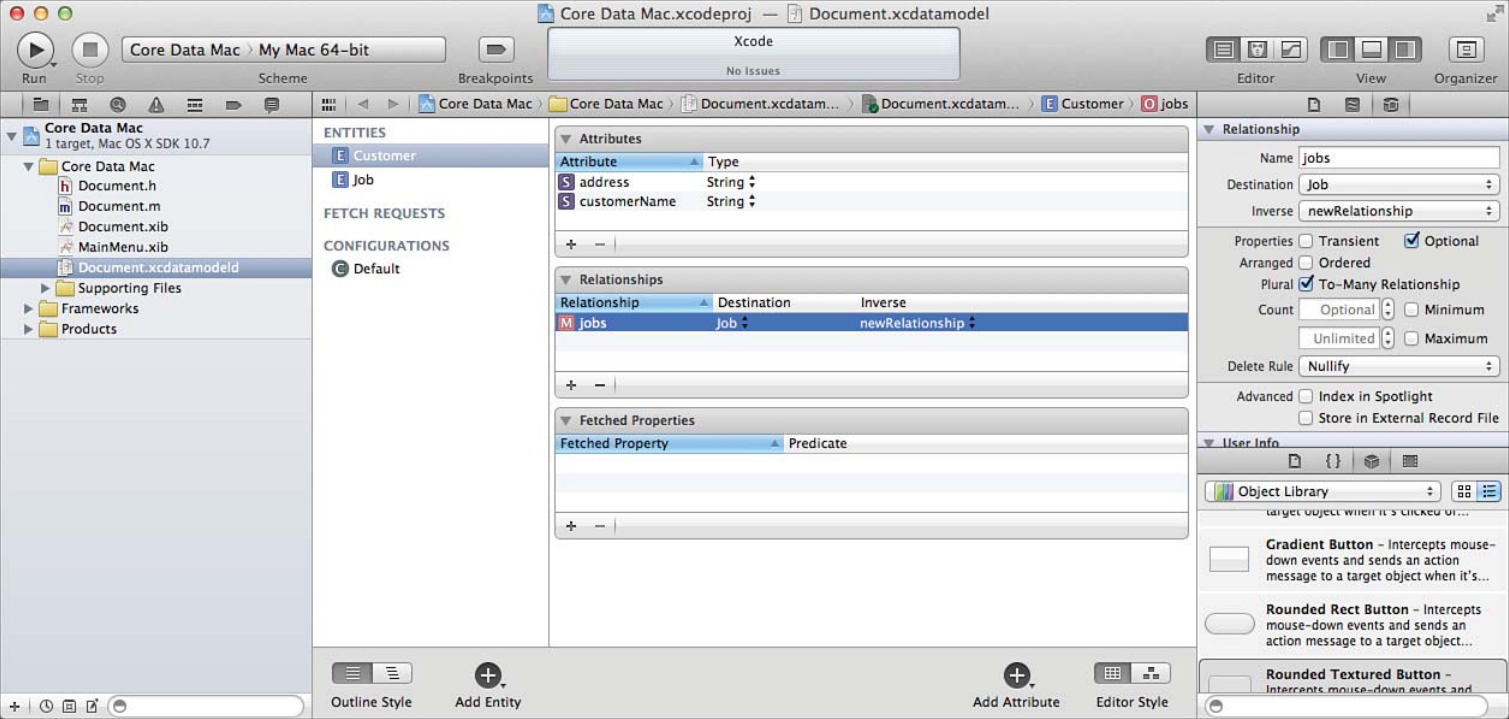


Figure 6.16
Name and specify the cardinality of the relationships.

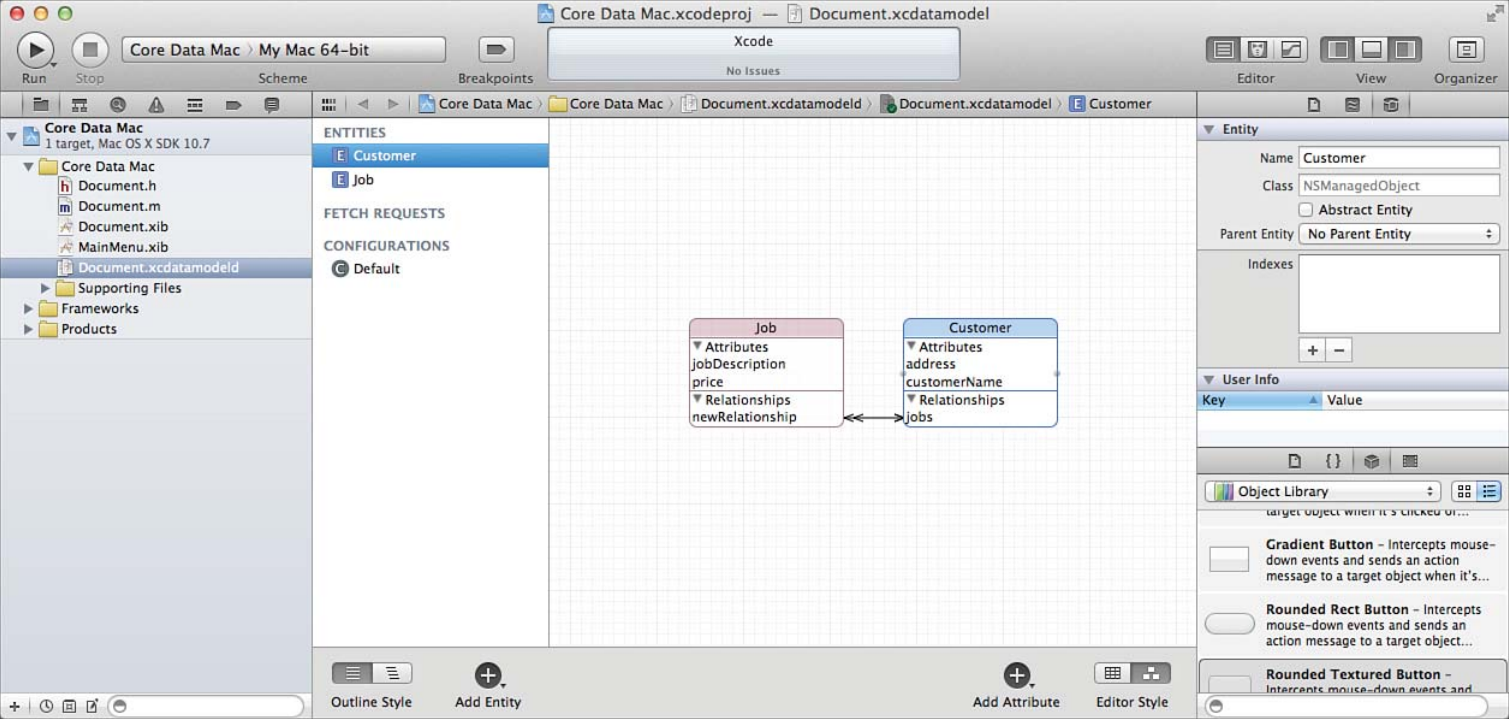


Figure 6.17
Double-headed arrows indicate a to-many relationship.

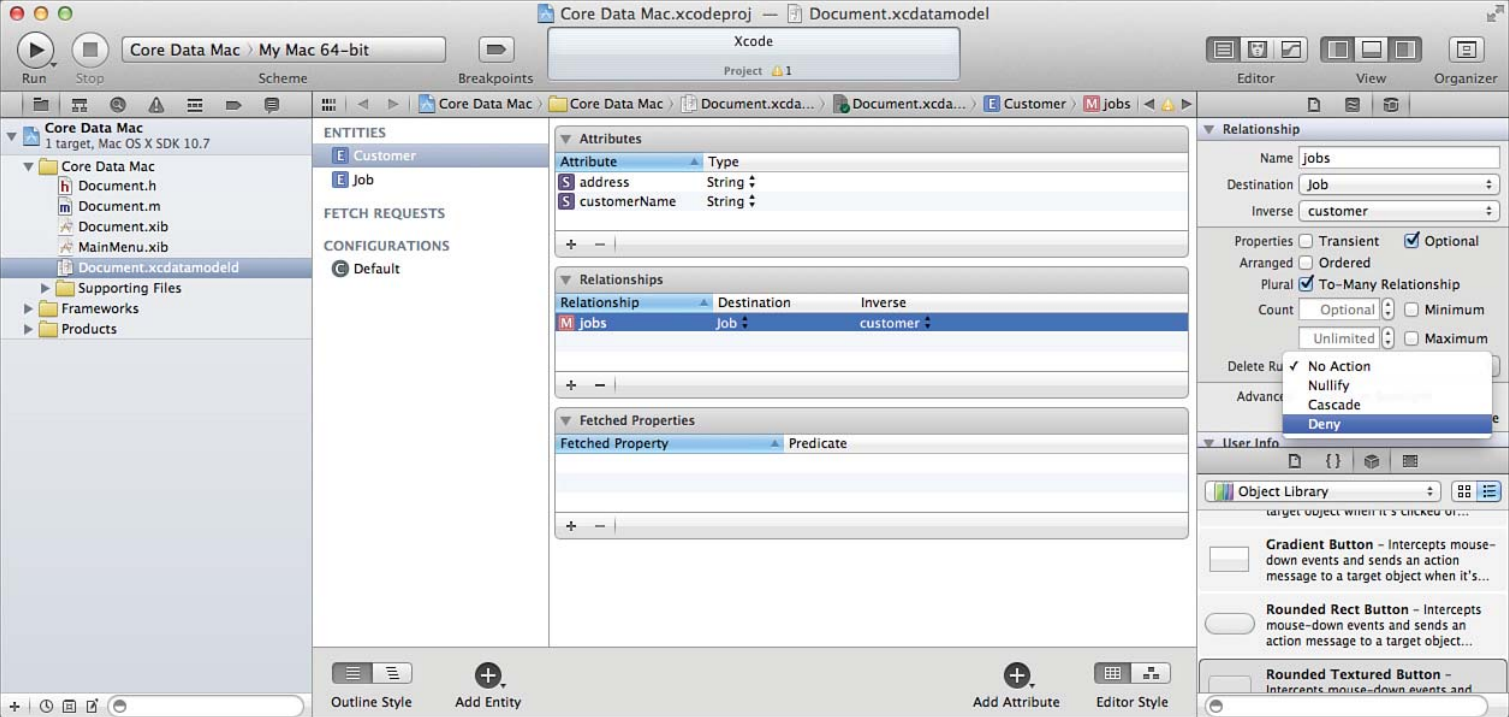


Figure 6.18
Set the delete rule.