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Figure 2.1 The workspace window and its areas



Figure 2.2 The workspace window toolbar



Figure 2.3 The workspace window's Navigation area



Figure 2.4 The workspace window's Editor area



Figure 2.5 The workspace window's Utilities area split into two subareas, Inspector area and Library area

•	•	😋 🛓 🛓 🖌 — Hello World 👌 🧊 Thread 1 🤉 📃 0 -[ViewController displayHelloName:]				
Aut	to ‡			Q	All Output \$	Clear Clear
	► A	self =	(View	vController *) 0x07190f40	(lldb)	
	Sender = (UIRoundedRectButton *) 0x07193770					
	hello = (_NSCFString *) 0x071d8c30 @"Hello iPad Programmer"			NSCFString *) 0x071d8c30 @"Hello iPad Programmer"		
	Image: Image: white the image is a state of the ima					
	ÞV	name	Field	= (UITextField *) 0x07197490		

Figure 2.6 The workspace window's Debug area

00)			Font	s & Colors	
General	Behaviors	A Fonts & Colors	Text Editing	Key Bindings	Downloads	Locations

Theme		Source Editor	Console				
Basic	Plain Text						
	Comments						
Default	Documentation Comments						
	Documentation Comment	Keywords					
Dusk	Strings						
	Characters						
Low Key	Numbers						
	Keywords						
Midnight	Preprocessor Statements	5					
Procontation	URLs						
resentation	Attributes						
Printing	Project Class Names						
	Project Function and Me	ethod Names					
Sunset	Project Constants						
	Project Type Names						
	Font			T T			
+ -	Background	Selection	Cursor	Invisibles			

00	Text Editing
General Behaviors Fonts & Colors	Key Bindings Downloads Locations
	Editing Indentation
Show:	☑ Line numbers
	Code folding ribbon
	Socus code blocks on hover
	☑ Page guide at column: 80 🗘
	Highlight instances of selected symbol
	Delay: 0.25 🗘 seconds
Code completion:	Suggest completions while typing
	Use Escape key to show completion suggestions
	Automatically insert closing braces ("}")
	Senable type-over completions
	Automatically balance brackets in Objective-C method calls
While editing:	Automatically trim trailing whitespace
	Including whitespace-only lines
Default text encoding:	Unicode (UTF-8) \$
Default line endings:	OS X / Unix (LF) ‡

Figure 2.8 Text Editing preferences



00	Text Editing
General Behaviors Fonts & Colors	Key Bindings Downloads Locations
	Editing Indentation
Prefer indent using:	Spaces ‡
Tab width:	3 🗘 spaces
Indent width:	3 🗘 spaces
Tab key:	Indents in leading whitespace ‡
Line wrapping:	Wrap lines to editor width Indent wrapped lines by: 3 + spaces
Syntax-aware indenting	
Indent solo "{" by:	4 🗘 spaces Automatic indent for:
Indent // comments	s one level deeper 🗹 "{" 🗹 "}" 🗹 ";"
Align consecutive //	/ comments

Figure 2.10 Text Editing Indentation preferences

```
@implementation AppDelegate
13
14
15
   - (BOOL)application: (UIApplication *)application didFinishLaunchingWithOptions:
       (NSDictionary *)launchOptions
   {
16
      self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
17
      // Override point for customization after application launch.
18
      self.viewController = [[ViewController alloc] initWithNibName:@"ViewController"
19
         bundle:nil];
20
      self.window.rootViewController = self.viewController:
       [self.window makeKeyAndVisible];
21
      return YES:
   }
23
24
25
   - (void)applicationWillResignActive:(UIApplication *)application
   {
26
77
      // Sent when the application is about to move from active to inactive state. This can
         occur for certain types of temporary interruptions (such as an incoming phone call
         or SMS message) or when the user guits the application and it begins the
         transition to the background state.
      // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL
28
         ES frame rates. Games should use this method to pause the game.
29
   }
30
   - (void)applicationDidEnterBackground:(UIApplication *)application
31
22
```

Figure 2.11 Example of line wrapping. Lines 15, 19, 27, and 28 are wrapped.

00)			Key	Bindings	
ر General	Behaviors	A Fonts & Colors	Text Editing	Key Bindings	Downloads	Locations

command Sets	All Menu Text Customized Conflicts	(10) (Q*
Default	Command	Key
	▼Xcode Menu	
	About Xcode	
	Preferences	ж,
	Behaviors > Edit Behaviors	
	Hide Xcode	жн
	Hide Others	H#J
	Show All	
	Quit Xcode	жQ
	▼ File Menu	
	New + Tab	жт
	New + Window	企業T
	New + File	96 N
	New + Target	
	New > Project	☆ ೫N
	New + Workspace	^#N
	New + Group	\C₩N
	New ► Group from Selection	
	Add Files	AH
	Open	жo
	Open Quickly	企業O
+ -	Close Window	9.914/

```
15
      (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionarv *)launchOptions
    -
16
       self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
17
18
       // Override point for customization after application launch.
19
       self.viewController = [[ViewController alloc] initWithNibName: (NSString *) bundle: (NSBundle *)
20
       self.window.rootViewController = self.viewController;
21
       [self.window makeKevAndVisible];
22
       return YES:
23 }
```

Figure 2.13 Placeholders for the -initWithNibName:bundle: method on line 19

	< ▶	Hello World	🟱 🧰 Hello World $ angle$ 💼 AppDelegate.m $ angle$ M –application:didFinishLaunchi	ngWithOptions:				
10 11	#import	t "ViewContro	ller.h"		V Quick Help			
12 13	12 13 @implementation AppDelegate							
14 15	- (BOOI	L)application	:(UIApplication *)application didFinishLaunchingWithOpt;	ions:(NSDictionary *)launchOptions	Description Initializes and returns a newly allocated view object with the specified frame rectangle.			
16 17 18	{ self	f.window = [[UIWindow alloc] initW ^k thFrame:[[UIScreen mainScreen] boo	unds]];	The new view object must be inserted into the view hierarchy of a window before it can be used if you create a view object			
19	se	Declaration	<pre>- (id)initWithFrame:(CGRect)aRect</pre>	<pre>*) bundle: (NSBundle *))</pre>	programmatically, this method is the			
20 21 22	[se ret	Description	Initializes and returns a newly allocated view object with the specified frame rectangle.		Subclasses can override this method to perform any custom initialization but must			
23 24 25	}		The new view object must be inserted into the view hierarchy of a window before it can be used. If you create a view object		call super at the beginning of their implementation.			
26 27	{ //		programmatically, this method is the designated initializer for the UIView class. Subclasses can override this method to perform any custom initialization but must call super at the beginning of their implementation.	ate. This can occur for certain 45 message) or when the user quits	If you use Interface Builder to design your interface, this method is not called when your view objects are subsequently loaded from the nib file. Objects in a nib file are			
28 29 30 31 32	// } - (vo:		If you use Interface Builder to design your interface, this method is not called when your view objects are subsequently loaded from the nib file. Objects in a nib file are reconstituted and then initialized using their initWithCoder: method, which modifies the attributes of the view to match the attributes stored in the nib file. For detailed information about how views are loaded from a nib file. see Resource	down OpenGL ES frame rates. Games	initWithCoder: method, which modifies the attributes of the view to match the attributes stored in the nib file. For detailed information about how views are loaded from a nib file, see Resource Programming			
33	11		Programming Guide.	te timers, and store enough ent state in case it is terminated	Parameters aRect			
34 35	// }	Parameters	aRect The frame rectangle for the view, measured in points. The origin of the frame is relative to the superview in which you plan to add it. This method uses the frame rectangle to set the center and bounds properties accordingly.	led instead of	The frame rectangle for the view, measured in points. The origin of the frame is relative to the superview in which you plan to add it. This method uses the frame rectangle to set			
37	- (vo:	Returns	An initialized view object or nil if the object couldn't be created.		accordingly.			
38	1//	Availability	iOS (2.0 and later)	state; here you can undo many of	Returns An initialized view object or nil if the object couldn't be created.			
40	}	Declared	UlView.h		Availability iOS (2.0 and later)			
41 42	- (vo:	Reference	UIView Class Reference		Declared UIView.h			
43 44 45	{ // { }	Restart any t application w	asks that were paused (or not yet started) while the app as previously in the background, optionally refresh the	blication was inactive. If the user interface.	Reference Image: Class Reference Image: Class Reference Image			

Figure 2.14 Example of the Quick Help popup and Quick Help inspector

\varTheta 🕙 🔂 Hello World.xcodeproj — 🖻 AppDelegate.m
▶ ■ H > iPad 6 ■ ■ Build Succeeded 7/21/12 at 4:42 PM
Run Stop Scheme Breakpoints Editor View Organize
🔛 🔍 🕨 🔀 Hello World 🤇 🦲 Hello World 👌 💼 AppDelegate.m 👌 🚺 -application:didFinishLaunchingWithOptions:
<pre>im</pre>
<pre>32 { 32 { 33 // Use this method to release chared recourses save user data invalidate timers and store enough application state</pre>

000	🕽 🔂 Hello World.x	codepr	oj —	ViewController.xib
Run	H > iPad 6.0 Simulator Build Succession Stop Scheme	eeded	7/21/	12 at 4:42 PM
	🕨 📩 Hello World) 🧰 Hel) 🎅 Vie) 🎘 Vie) 🛄 View) 🛄 Button – S	ay Hello		🔺 🕨 🛛 🕅 Autom 👌 🖒 ViewController.h 🤇 💽 @interface ViewController 🛛 4 2 🕨 🖪 🗷
	What is your name? Say Hello		3 4 5 6 7 8 9 9 10 11 12 (*) 13 (*) 14 15 (*) 16 17 18 19 7 8 9 9 10 11 12 (*) 13 (*) 14 15 (*) 16 17 18 19 9 10 11 12 (*) 13 (*) 14 15 (*) 16 17 18 19 19 10 11 12 13 (*) 14 15 (*) 16 17 18 19 19 10 11 12 13 (*) 14 15 (*) 16 17 18 19 10 11 12 13 (*) 14 15 (*) 16 17 18 19 10 11 12 13 (*) 16 17 18 19 10 11 12 13 14 15 15 16 17 18 19 10 11 12 13 14 15 15 16 17 18 19 10 11 12 13 14 15 15 16 17 18 19 10 11 12 13 14 15 15 16 17 18 19 10 11 12 13 14 15 15 16 17 18 19 10 11 12 13 14 15 15 16 17 18 19 10 11 12 13 14 15 16 17 18 19 10 11 12 13 14 15 16 17 18 17 18 19 10 10 17 18 17 18 16 17 18 19 10 10 17 18 19 20 20 21 22 22	<pre>// Hello World // Hello World // Created by Kirby Turner on 7/18/12. // Copyright (c) 2012 White Peak Software Inc. All rights reserved. // #import <uikit uikit.h=""> @interface ViewController : UIViewController @property (nonatomic, strong) IBOutlet UILabel *helloLabel; @property (nonatomic, strong) IBOutlet UITextField *nameField; - (IBAction)displayHelloName:(id)sender; @end </uikit></pre> <pre> </pre> <pre> // #import "ViewController.h" @implementation ViewController %synthesize helloLabel; %synthesize hell</pre>
1			23	

Figure 2.16 The Assistant editor displaying IB in one window and a text editor in another two windows



Figure 2.17 Use the Assistant editor's jump bar to select and display the related file to view

😑 🔿 🔿 🔂 PhotoWheel.xcodeproj	ij — 🖻 PhotoAlbumViewController.m
Run Stop Scheme Breakpoints Build Succeede	led 5/21/12 at 2:52 PM
🗰 🛛 🔹 🕞 PhotoWheel 🤇 🧰 PhotoWheel 🤇 🖬 PhotoAlbumViewController.m 🖇 No	lo Selection
<pre>UllmagePickerControllersourceTypeCamera]; if (hasCamera) [names addObject:@"presentCamera"]; [names addObject:@"presentPhotoLibrary"]; [names addObject:@"presentFlickr"]; } SEL selector = NSSelectorFromString([names objectAtIndex:buttonIndex]); #pragma clang diagnostic push #pragma clang diagnostic ignored "-Warc-performSelector- leaks" clash performSelector:selector]; exercised a selector and the selector</pre>	<pre>isSourceTypeAvailable: UIImagePickerControllerSourceTypeCamera]; if (hasCamera) [names addObject:@"presentCamera"]; [names addObject:@"presentFhotoLibrary"]; [names addObject:@"presentFlickr"]; images addObject:@"presentFlickr"]; imagePickerController * imagePicker = [self imagePickerControllerSourceTypeCamera]; iself presentModalViewController:imagePicker animated: YES]; imagePickerController * imagePicker = [self imagePickerController:imagePicker = [self imagePickerController:imagePicker = [self imagePickerController:imagePicker = [self imagePickerController * imagePicker = [self imagePickerController];</pre>
PhotoWheel > Master > Local Revision	PhotoWheel > Master > 4/3/12 Kirby Turner 2ac435e3d7fa

00		×	Hello World.	xcodeproj			R ₂
Run Stop H > iPad	Build Succeeded 7/21/12 at 4:42 PM			Edir	tor View Organizer		
	🏭 🔺 🕨 📐 Hello World						
 Hello World 1 target, iOS SDK 6.0 Hello World AppDelegate.h AppDelegate.m ViewController.h ViewController.m ViewController.xib Supporting Files Frameworks Products 	PROJECT Hello World TARGETS Hello World	iOS Application Target Bundle Identifier Version Devices Deployment Target iPad Deployment In Main Storyboard Main Interface Supported Interface	Summary com.whitepeal 1.0 iPad 6.0 fo Orientations Desturie	Info E ksoftware.Hello-	Build Settings -World Build 1.0	Build Phases	Build Rules
		App Icons		Down	Left	Right	
+ 0 = 6 •	Add Target			Validate Set	tings		

	•	▶ 🛄 Manual 〉 📩 Hello 〉 🧰 Hello 〉 📠 ViewController.m 〉 🚺 -displayHelloName: 🖽 🖾			8	
1	11	ViewController m	▼ Identity			
3	11	Hello World	Project Name	Hello World		
4	11	Created by Kirby Turner on 7/18/12.	Location	Not Applicable		\$
6 7	11	Copyright (c) 2012 White Peak Software Inc. All rights reserved.		Hello World.xcode	eproj	
8	#in	nport "ViewController.h"	Full Path	/Users/kirbyt/Sou World.xcodeproj	rce/Hello World/He	llo ©
10	@in	plementation ViewController	Project Doce	ument		
12 13	@s\	unthesize helloLabel:	Project Format	Xcode 3.2-comp	atible	\$
14	@sy	nthesize nameField;	Organization	White Peak Softwa	are Inc.	
15	- (IBAction)displayHelloName:(id)sender	Class Prefix			
17 18	1	NSString *hello = [NSString stringWithFormat:@"Hello %@", [nameField	▼ Text Setting	JS		
19		<pre>text]]; [helloLabel setText:hello]:</pre>	Indent Using	Spaces		\$
20	}		Widths		3	3 🗘
21	@er	nd .		Tab	Inden	t
23				Wrap lines		

Figure 2.20 Set the organization name in the File inspector for the project file

Auto	create schemes	Autocre	ate Schemes Now
Show	Scheme	Container	Shared
≤	Hello World	📩 Hello World project 🕯	
	¢		
Edit)		ОК

Figure 2.21 The manage schemes window



Figure 2.22 The Scheme popup menu found in the workspace window toolbar

00				Organizer - Devi	ces		H.	
			Devices Reposito	ories Projects Arch	nives Documentation			
LIBRARY	👋 Updati	ng crashlog da	itabase		(Q+ Process		
Provisioning Profiles	Process	Type	Date/Time	Incident Identifi	er: 7C27FABD-0A1B-4CF1-BBC6-8782	927BE106		
Software Images	Unknown	Unknown	7/26/12 7:22 PM	CrashReporter Key	r: 7ca4811555aa6eda8e457b45a353	e01db2b09bdb		
Device Logs	Unknown	Unknown	7/26/12 7:13 PM	Hardware Model:	iPad3,1			
Screenshots	Unknown	Unknown	7/26/12 7:03 PM	OS Version:	iPhone OS 5.1.1 (9B206)			
TEAME	Unknown	Unknown	7/26/12 7:03 PM	Kernel Version:	Darwin Kernel Version 11.0.0	: Sun Apr 8 21:52:26 PUT 2012;		
TEAMS	Unknown	Unknown	7/26/12 7:02 PM	POUT:XNU-I0/0.11.10~1/KELEASE_AKM_SSL0945A Date: 2012_07_25_21:54:52_0400				
MC4QNH2733	Unknown	Unknown	7/25/12 10:21 PM	Time since snapsh	not: 88 ms			
White Peak Software Inc	Unknown	Unknown	7/25/12 10:19 PM					
👥 Outer Level Corp.	Unknown	Unknown	7/25/12 9:54 PM	Free pages:	8402			
👥 Tasted Menu, Inc.	Unknown	Unknown	7/25/12 9:54 PM	Active pages:	32808			
👥 TimeTrade Systems, Inc.	Unknown	Unknown	7/25/12 9:21 PM	Inactive pages:	11909			
DEVICES	Unknown	Unknown	7/25/12 9:19 PM	Throttled pages:	116989			
DEVICES	Unknown	Unknown	7/25/12 9:18 PM	Purgeable pages:	8135			
▼ ■ My Mac 10.7.4 (11E53)	Unknown	Unknown	7/25/12 9:17 PM	largest process:	SpringBoard			
Desvisioning Drofiles	Unknown	Unknown	7/25/12 9:16 PM	Luigest process.	spi tilgsoulu			
Provisioning Profiles	Unknown	Unknown	7/25/12 5:10 PM	Processes				
▼ ■ 5.1.1 (98206)	Unknown	Unknown	7/25/12 4:54 PM	Name	UUID	Count resident pages		
- 5.1.1 (56200)	Unknown	Unknown	7/21/12 1:42 PM	ReportCrash	<8e17e49f967c33108d90c86d3b32f53	1> 341		
Provisioning Profiles	Unknown	Unknown	7/21/12 12:00 PM	lsd	<5e608ec06805334c9dcf9d0c75e53d1	.e> 381		
Applications	Unknown	Unknown	7/20/12 10:08 PM	installa	<0f9e141/3c503a8089f/f8ca0329a1a	10> 914		
Console	Unknown	Unknown	7/20/12 10:00 PM	AnnStored	<50000057755507500000740000702 <6048ba6872873eacaf9891d91667632	4> 16503 (active)		
Device Logs	Unknown	Unknown	7/20/12 9:14 PM	securityd	<1a3f5034fb623ac896bfd78f6c11ea3	(f> 308		
Screenshots	Unknown	Unknown	7/20/12 8:52 PM	sandboxd	<a4a51d8f20643075a08fac3308ae838< td=""><td>6> 238</td><td></td></a4a51d8f20643075a08fac3308ae838<>	6> 238		
🖉 🔳 Kirby Turner's iPad2	Unknown	Unknown	7/20/12 0.32 PM	MobileSafari	<20dbadfe9b1133d6b6770d43e6413d8	a> 16466		
5.1 (9B176)	Unknown	Unknown	7/20/12 11:15 AM	RacersiPad	<4d6fdef42759320e8ddd5c148a7a88f	8> 11563		
Device Logs	Unknown	Unknown	7/20/12 8:42 AM	CVMServer	<3522dfb2f7383bf689213eb4d452feb	oc> 140		
Screenshots	Unknown	Unknown	7/20/12 0:42 AM	ubd	<5c2a2a8e5ac23cbca1da015210d3aa7	2> 1055		
Kirby Turner's iPhone	Unknown	Unknown	7/19/12 10:29 PM	librariand	<6ba813bba70b3ee08d827a5c3fac08a	IC> 465		
5.1.1 (9B206)	Unknown	Unknown	7/19/12 10:16 PM	MobileMail	<eed 1050041153403<="" 99214c1030500="" td=""><td>d 6608 (jottisoned)</td><td></td></eed>	d 6608 (jottisoned)		
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- Powan's iPad	Unknown	Unknown	7/19/12 4:05 PM	MobilePhone	<8f3f3e982d9235acbff1e33881b0eb1	3> 2075		
5.0 (9A334)	Unknown	Unknown	7/19/12 4:03 PM	networkd	<80ba40030462385085b5b7e47601d48	id> 229		
Device Logs Screenshots	4	1	Ç					

▼ ■ KT iPod 4th Generation

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