

Figure 1.1 Xcode is automatically installed in your Developer folder.

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		Recents
W	elcome to Xcode Version 4.2 (4D177b)	
	Create a new Xcode project Start building a new Mac, iPhone or iPad application from one of the included templates	No recents
×	Connect to a repository Use Xcode's integrated source control features to work with your existing projects	
*	Learn about using Xcode Explore the Xcode development environment with the Xcode 4 User Guide	
(j)	Go to Apple's developer portal Visit the Mac and iOS Dev Center websites at developer.apple.com	No Selection

Open

Open Other... Show this window when Xcode launches

Figure 1.2 Launch Xcode.

Navigation Selector bar



Figure 1.3 You work inside the Xcode workspace window.5

00		Master Detail S	ample.xcod	eproj				12
Run Stop Scheme	or Breakpoints	Xcode	2			Editor	View	(E) Organizer
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+ 0 = 0 0	Add Target			Validate Se	ttings			

Figure 1.4

The project is shown in a collapsed form in the navigator right after you have created it.

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★ Master Detail Sample 1 target, IOS SDX 5.0 ▼ ▲ Master Detail Sample ト Hour1_AppDelegate.h m Hour1_AppDelegate.m ト Hour1_MasterViewController.nh m Hour1_DetailViewController.nh h Hour1_DetailViewController.nh m Hour1_DetailViewController.nh M Hour1_MasterViewController.nh M Hour1_MasterViewController.iPhone.xib ← Hour1_MasterViewController_iPhone.xib ← Hour1_DetailViewController_iPhone.xib ← Bupporting Files ▶ ■ Products	PROJECT Master Detail Sample TARGETS Master Detail Sample	Summary Info Build Settings iOS Application Target Identifier com.champlainarts.Master-Detail-Sa Version 1.0 Devices Universal 2 Deployment Target 5.0 • • • • iPhone / iPod Deployment Info • • • • iPhone / iPod Deployment Info • • • • iPhone / iPod Deployment Info • • • • iPhone / iPod Deployment Info • • • • Inked Frameworks and Libraries • • • • CoreGraphics.framework • • • • • Entitlements • • • •	Build Phases	Build Rules
+ () = ()	Add Target	Validate Settings		

Figure 1.5 You can expand groups in the project navigator.

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+ 0 = 2 0		

Figure 1.6 Click a file to edit it.

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m Hour1_AppDelegate.m h Hour1_MasterViewController.h	🛱 Objects	California		
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		Chula Vista		
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+ 0 = 0 0		Los Angeles		

Figure 1.7 Edit a nib file in Xcode.

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▼ Master Detail Sample 1 target, IOS SDK 5.0 ▼ Master Detail Sample h Hour1_AppDelegate.h m Hour1_AppDelegate.m h Hour1_MasterViewController.h m Hour1_DetailViewController.n h Hour1_DetailViewController.h m Hour1_DetailViewController.n Hour1_MasterViewController.phone.xib A Hour1_MasterViewController.phone.xib A Hour1_DetailViewController_iPad.xib A Hour1_DetailViewController_iPad.xib A Hour1_DetailViewController_iPad.xib F Hour1_DetailViewController_iPad.xib F Hour1_DetailViewController_iPad.xib F Hour1_DetailViewController_iPad.xib Portur1_DetailViewController_iPad.xib P Supporting Files P Frameworks P Products	ENTITIES E Event FETCH REQUESTS CONFIGURATIONS C Default	▼ Attributes Attribute ▲ Type D timeStamp Date \$ + - ▼ Relationships Relationship ▲ Destination + - ▼ Fetched Properties Fetched Property ▲ Predicate + -	
+ 0 = ď (=	Outline Style Add Entity	1	Add Attribute Editor Style

Figure 1.8 Edit your data model in Xcode.



Figure 1.9 Open resource files.

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Add Files to "Master De	tail Sample"		Color Space RGB
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			Master Detail Sample
Project Navigator Help		•	
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Figure 1.10 Use the shortcut menu to add files to the project.

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Piquero 3 Dare de s Refecti ve Decer pico	Destination Folders Add to targets	Copy items in Create groups Create folder	to destination group's for any added folders references for any add tail Sample	folder (if needed) ed folders	an Sarah Manan 2 A Manuer Da
New Folder				Cance	I Add

Figure 1.11 Specify a file to add.

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	<pre>/// Hourl_DetailViewController.m /// Hourl_DetailViewController.m /// Kaster Detail Sample /// // Created by Jesse Feiter on 9/12/11. /// Copyright (c) 2011 another. All rights reserved. /// /// import "Hourl_DetailViewController.h" /// // @property (strong, nonatomic) UIPopoverController * masterPopoverController; - (void)configureView; @end /// @end /// @synthesize detailItem = _detailItem; @synthesize detailItem = _detailDescriptionLabel; @synthesize masterPopoverController = _masterPopoverController; // #pragma mark - Managing the detail item - (void)setDetailItem:(id)newDetailItem { if (_detailItem != newDetailItem; _detailItem = _detailItem; _detailItem = newDetailItem; // UNDETAILITEM:// // // // // // // // // // // // //</pre>	No Selection
detailDescriptionLabel	<pre>30 [self configureView]; 31 }</pre>	
	32	D {} 🚳 🔳

Figure 1.12 Use the symbol navigator.

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	40	1	uper didReceiveMemoryWarning].				

Figure 1.13 Specify a search.



Figure 1.14 Show or hide Find Options shortcuts.

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If (_detailitem != n Refactor detailitem = new	▲ ۲೫۲	Find and Replace Find Next Find Previous	ጚቘF ቘG ፚቘG					
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2 self.detailViewController.detailItem = selec 2 self.detailViewController.detailItem = selec 2 self.detailViewController.detailItem = selec 2 self.detailViewController.detailItem = selec 3 self.detailViewController.detailViewController.detailViewController.detailViewController.detailViewController.detailViewController.detailViewController.detailViewController.detailViewController	34 [self.ma 35 } 36 } 37 38 - (void)configur	Hide Find Bar Use Selection for Find Use Selection for Replace	〕; 発E 介発E					
	<pre>39 { // Update th // Update th if (self.det self.det self.det self.det // - (void)didRecei { [super didRe // Release a } #pragma mark - \ // Release a self.det // Release a self.det // Release a self.det // Co any a [self.config] self.config] </pre>	<pre>e user interface for the detail item. ailItem) { ailDescriptionLabel.text = [self.deta veMemoryWarning]; ny cached data, images, etc that aren iew lifecycle oad idLoad]; ditional setup after loading the view ureView]; nload</pre>	<pre>illtem description]; 't in use. , typically from a nib.</pre>					
(🖯 item 💿	63 {							

Figure 1.15 The Edit menu provides a multitude of search and replace options.



Figure 1.16 The issue navigator helps you correct errors as you type.

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By Thread By Queue Master Detail Sample Paused Thread 1 D -[Hour1_DetailViewController viewWillA 1 -[UIViewController _setViewAppearState	52 #pragm 53 #pragm 54 - 55 - 56 { 57 [s 58 // 59 [s 60 }	a mark – View lifecycle d)viewDidLoad uper viewDidLoad]; 'Do any additional setup after loadin elf configureView];	ng the view, typically from a nib.	
 26 UIApplicationMain 27 main iii Thread 2 	62 - (voi 63 { 64 [s 65 //	d)viewDidUnload uper viewDidUnload]; Release any retained subviews of the	e main view.	
▶ 🧝 Thread 3 ▶ 選 Thread 4 WebThread	66 // 67 } 68 - (voi	e.g. self.myOutlet = nil; d)viewWillAppear:(BOOL)animated		
	71 [s 72 } 73 ▼ I► 2 Local \$	uper viewWillAppear:animated]; 2	Thread 1 > □ 0 -[Hour1_DetailViewCor All Output	Thread 1: Stopped at breakpoint 1 ntroller viewWillAppear:] Clear ()
	► A self	f = (Hourl_DetailViewController *) 0x6d75430 nd = (SEL) 0x4dcef8 <i>viewWillAppear:</i> mated = (BOOL) NO	<pre>GNU gdb 6.3.50-20050015 (Apple v 20:32:45 UTC 2011) Copyright 2004 Free Software Fou GDB is free software, covered by and you are welcome to change it and/or dist conditions. Type "show copying" to see the c There is absolutely no warranty details. This GDB was configured as "x86_ apply-load-rules all Attaching to process 1865. Pending breakpoint 1 - ""Hour1_D Current language: auto; current (gdb)</pre>	ersion gdb-1708) (Mon Aug 8 ndation, Inc. the GNU General Public License, ribute copies of it under certain onditions. for GDB. Type "show warranty" for 64-apple-darwin".sharedlibrary etailViewController.m":71" resolved ly objective-c

Figure 1.17 Use the debug navigator to track a calling sequence.



Figure 1.18 The log navigator keeps track of your work.

(\mathbf{b})) Master Detail Sa	mple) iPad 5.0	0 Sim	ulator	Finished running Master Detail S	ample	on iPad 5.0 S				
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Figure 1.19 Select the assistant you want to use.

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Master Detail Sample	1	//		P	window			
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V Master Detail Sample	4	11		P	managedObjectModel			
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Houri_AppDelegate.m	7	// copyright (c) zoir anothe	. Att rights reserved.	P	navigationController			
hour 1_Appberegatem	8	diment illing to be between bill			splitViewController			
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Hour1_MasterViewController_iPad.xib	15	@implementation Hour1_AppDele	gate	M	-applicationWillEnterForeground:			
A Hour1_DetailViewController_iPhone.xib	16	@synthesize window = window:		M	-applicationDidBecomeActive:			
A Hour1_DetailViewController_iPad.xib	18	@synthesize managedObjectCont	<pre>ext =managedObjectContext;</pre>	M	-applicationWillTerminate:			
Master_Detail_Sample.xcdatamodeld	19	@synthesize managedObjectMode	<pre>l =managedObjectModel;</pre>	Ň	-saveContext			
Supporting Files	20	@synthesize navigationControl	<pre>ler =persistentstorecoordinator ler =navigationController;</pre>	_				
Frameworks	22	@synthesize splitViewControll	er = _splitViewController;	Co	re Data stack			
Products	23	- (BOOL)application: (UTApplic	ation *)application didEinichlaunchingWi	M	-managedObjectContext			
	25	{	action #/appereaction attaining#1	M	-managedObjectModel			
	26	<pre>self.window = [[UIWindow</pre>	alloc] initWithFrame:[[UIScreen mainScre	M	-persistentStoreCoordinator			
	27	if ([[UIDevice currentDev	ice] userInterfaceIdiom] == UIUserInterf		and the part of the second			
	29	Hour1_MasterViewContr	oller *masterViewController = [[Hour1_Ma	Ap	plication's Documents directory	r1_MasterViewContr	'oller_iPhone'	" bundle:
	20	nil];	llos - [[UTNowigstionControllor pllos] i	М	-applicationDocumentsDirectory			
	31	self.window.rootViewC	ontroller = self.navigationController;			•		
	32	masterViewController.	<pre>managed0bjectContext = self.managed0bjec</pre>	tContex	<pre>ct;</pre>			
	33	<pre>} else { Hour1 MasterViewContr</pre>	oller *masterViewController = [[Hour1 Ma	sterVie	wController allocl initWithNibName:@"How	r1 MasterViewContr	coller iPad" '	bundle:
	51	nil];						ound ce i
	35	UINavigationControlle	r *masterNavigationController = [[UINavi	gationC	Controller alloc] initWithRootViewControl	ler:masterViewCont	:roller];	
	37	Hour1_DetailViewContr	oller *detailViewController = [[Hour1_De	tailVie	ewController alloc] initWithNibName:@"Hou	r1_DetailViewContr	coller_iPad"	bundle:
	20	nil];			Controller alles initVithDestVisuControl	less deter i livier Cont	and longly	
	38	UINAVIgacionControtte	r *detaitwavigationcontrotter = [[Uiwavi	gacione	controtter attocj initwithRootviewcontrot	ter:detaitviewcont	.rotterj;	
	40	<pre>self.splitViewControl</pre>	<pre>ler = [[UISplitViewController alloc] ini</pre>	t];				
	41	self.splitViewControl	ler.delegate = detailViewController; ler.viewControllers = [NSArray arrayWith	Objects		ationController, r	vill:	
	43				in obtained agot control ter, octained ag			
	44	self.window.rootViewC	ontroller = self.splitViewController;	loci				
	45	masterViewController.	managedObjectContext = self.managedObjec	tContex	d;			
	47	}						
	48	[self.window makekeyAndVi return YES:	sible];					
	50	}						
	51	- (void)applicationWillPosico	Active: (UITApplication *)application					
	53	{	Active. (or appreciation */apprication					
	54	/*						
	55	sent when the applicatio incoming phone call	or SMS message) or when the user quits t	ve stat he appl	le. This can occur for certain types of t lication and it begins the transition to	the background sta	ite.	s an
	56	Use this method to pause	ongoing tasks, disable timers, and thro	ttle do	own OpenGL ES frame rates. Games should u	se this method to	pause the gar	me.
	57	*/						
+ 0 0 0 0	59							

Figure 1.20 Jump bar in action.





Figure 1.21 Use the related items menu.

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Master Detail Sample	Navigators	•	Remove Assi	istant Editor 个分第W					
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b Hour1 AppDelegate.h	Utilities	•	_						
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h Hour1_MasterViewContr	Hide Toolbar	O Default	_	-					
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Figure 1.22 Control the layout of assistant panes.

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Figure 1.23 You can open additional assistant panes.

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Figure 1.24 Use option-click to get more information about code syntax.

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h Hour1_AppDelegate.h	<pre>6 // Copyright (c) 2011 another. All rights reserved. 7 //</pre>	Location Relative to Group \$
h Hour1_MasterViewController.h m Hour1_MasterViewController.m	#import <uikit uikit.h=""></uikit>	Hour1_AppDelegate.h Full Path /Volumes/Titan/Projects/ CurrentProjects/CoreData
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Figure 1.25 Use the file inspector.

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Master Detail Sample	// Waster Detail Sample	Name: NSManagedO	bjectModel
Add.png	4 // // Created by Jesse Feiler on 9/12/11.	Availability: iOS (3.0 a	and later)
Hour1_AppDelegate.h	6 // Copyright (c) 2011 another. All rights reserved.	Abstract: An NSManag	gedObjectModel object -a collection of entities
Hour1_AppDelegate.m		(data models) that yo	ou use in your
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Hour1_Detair_iPhone.xib	<pre>gproperty (readonly, strong, nonatomic) NSPersistentStoreCoordinator *persistentStoreCoordinator;</pre>	Data Utility Tutorial	
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Figure 1.26 Quick Help is available wherever possible in the inspector pane.



Figure 1.27 Inspectors change depending on what is selected in the editor.



Figure 1.28 Use the Identity inspector.



Figure 1.29

Use the library pane to take advantage of existing code, objects, and media.



Figure 1.30 Select an item in the library to see its description.



Figure 1.31 Use a file template.



Figure 1.32 Use either the library or the menu to access a template.



Figure 1.33 Select a snippet to see its contents.



Figure 1.34 Drag the code into the library.

1	AppleScript
	ARM-Assembly
	Bourne Shell Script
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	C Shell
	C++
	Core Data Model
	CSS
	Generic
	GLSL
	HTML
	Intel-Assembly
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	Java
	JavaScript
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	Localization Strings File
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	Objective-C
	Objective-C++
	OpenCL
	Perl
	PHP
	Plain
	PPC-Assembly
	Python
	Ruby
	Text Plist
	Xcode Configuration File
_	XML

Figure 1.35 Identify the snippet language.

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	Automatically insert closing "}"
	Balance brackets in Objective-C method calls
	Scape key shows code completions
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Default line endings:	Mac OS X / Unix (LF) \$
	Convert existing files on save

Figure 1.36 Set editing preferences.



Figure 1.37 Highlight blocks of code by hovering over them.

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Figure 1.38

Syntax-aware indentation makes your code neater and catches some keystroke errors as well.



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Figure 1.39 Set Fonts & Colors.



Figure 1.40 Use code completion.



Figure 1.41 Use Fix-It.

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Estimator September 10, 2011 9:04 AM

Estimator

6

Export Snapshot

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Mac OS Library App September 11, 2011 9:41 AM		
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Organizar Brojecto

Figure 1.42 The Organizer window keeps track of files in repositories and archives, projects, devices, and documentation. **Delete Snapshot**



- Figure 1.43
- Use snapshot at critical moments in restructuring your project.