

Figure 1.1

Xcode is automatically installed in your Developer folder.



Figure 1.2  
Launch Xcode.

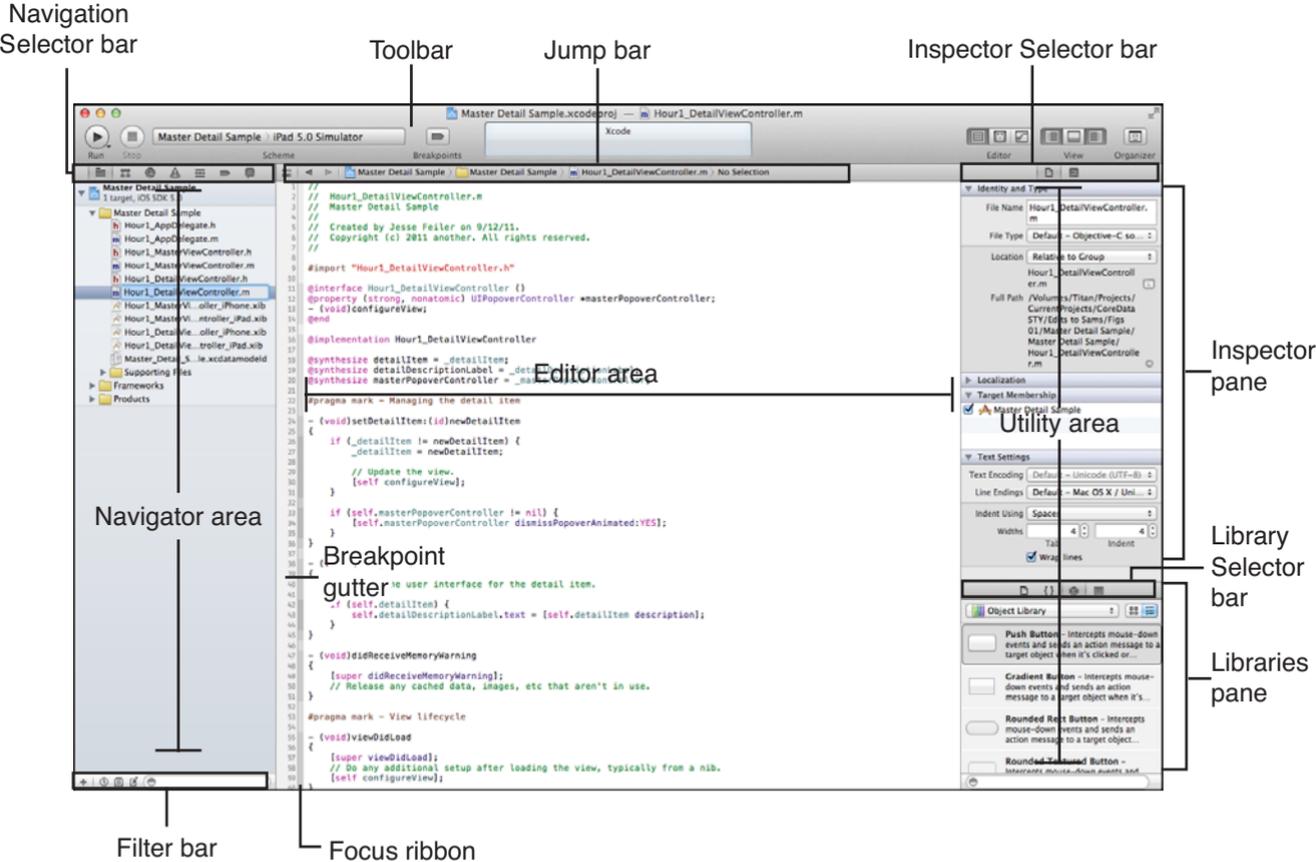


Figure 1.3  
You work inside the Xcode workspace window.5

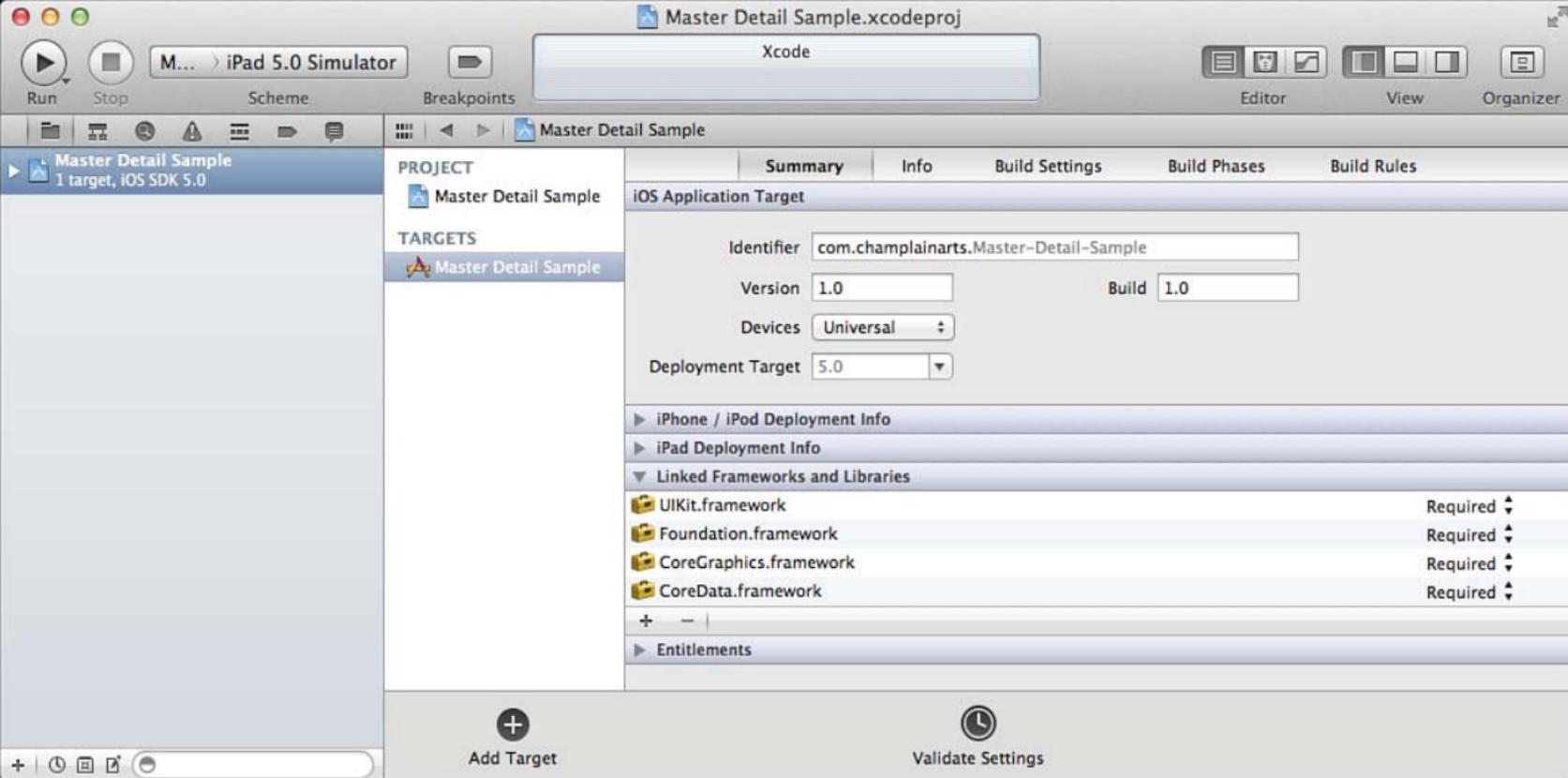


Figure 1.4

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

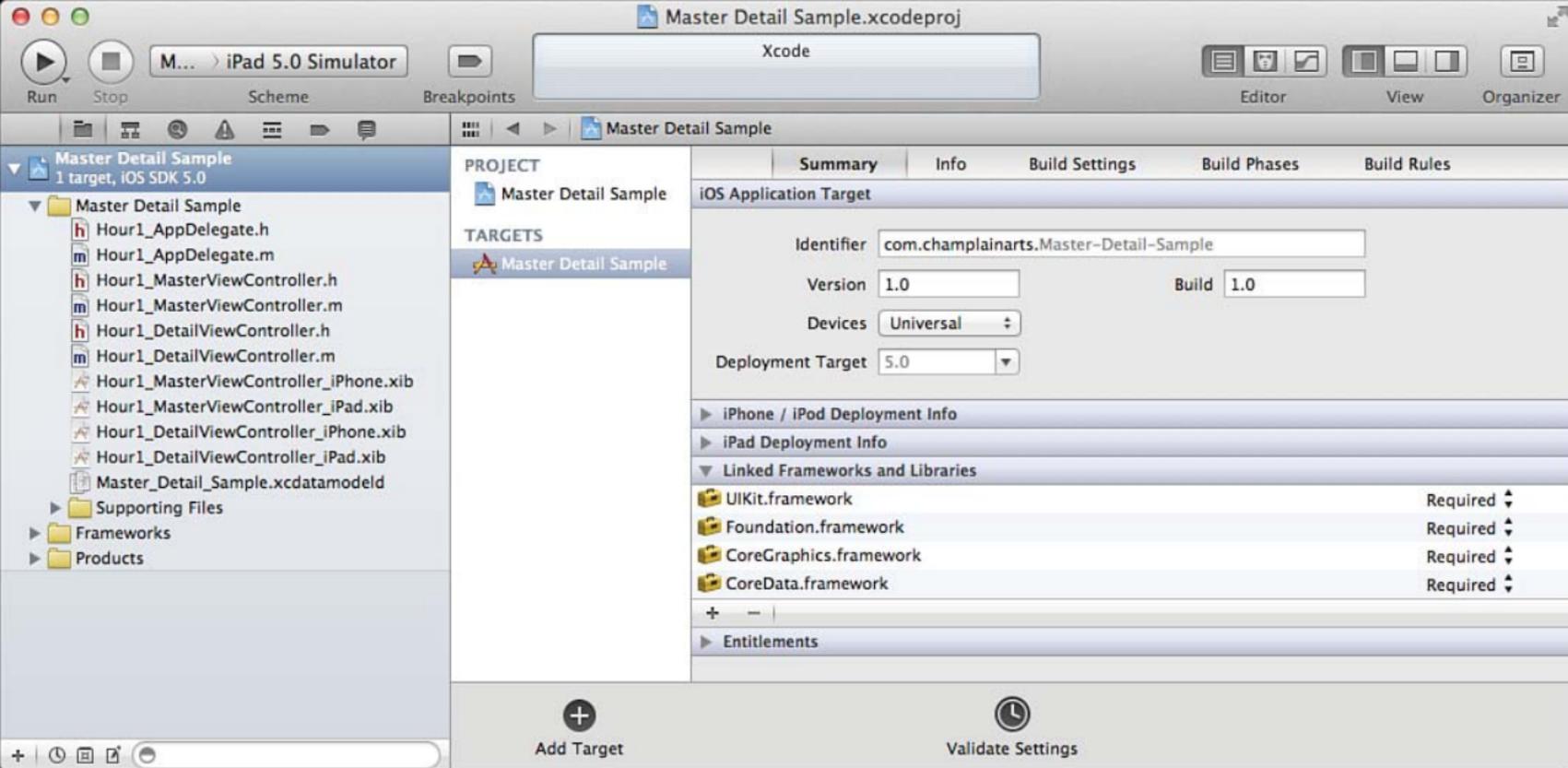


Figure 1.5  
You can expand groups in the project navigator.

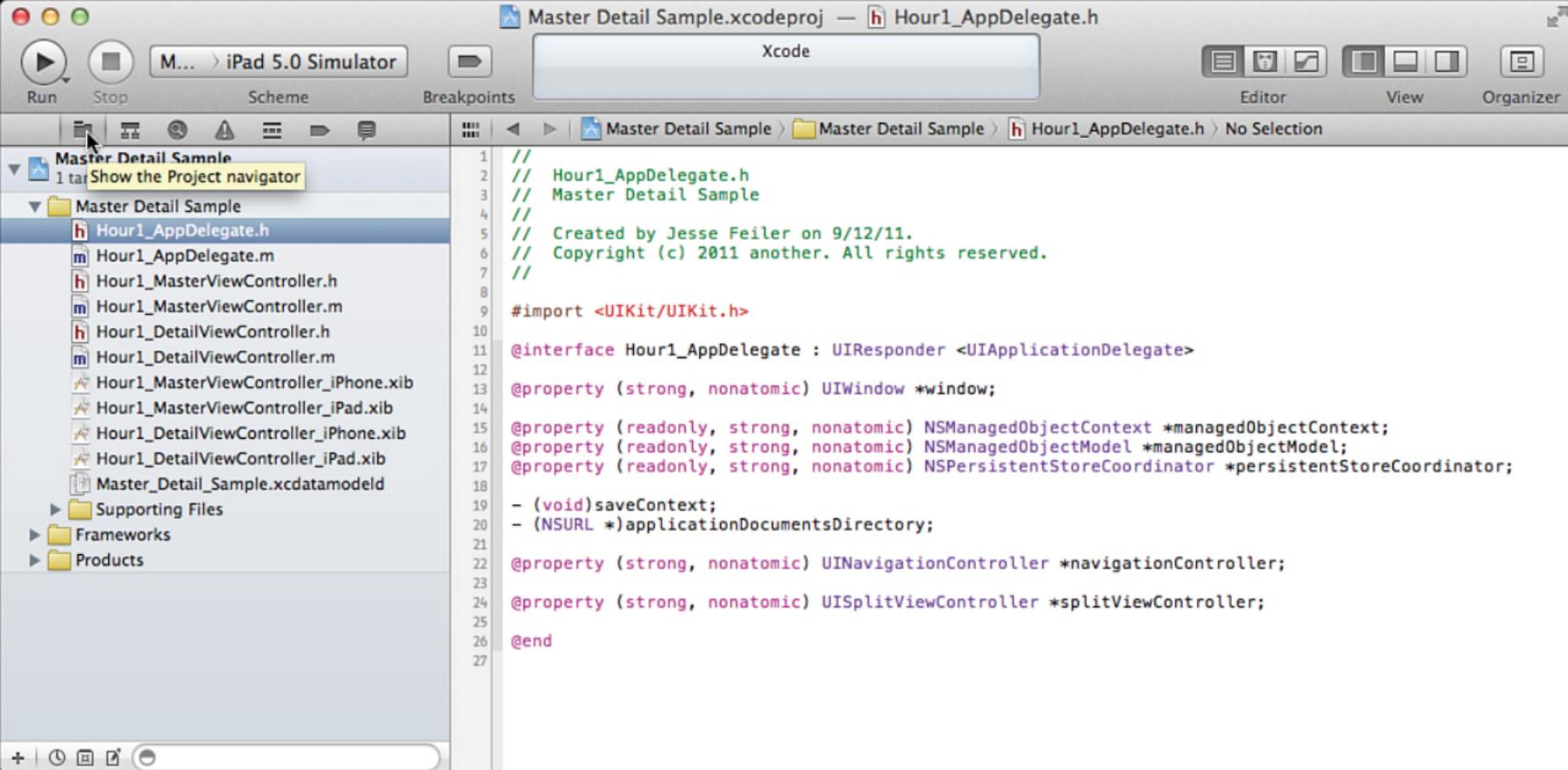


Figure 1.6  
Click a file to edit it.

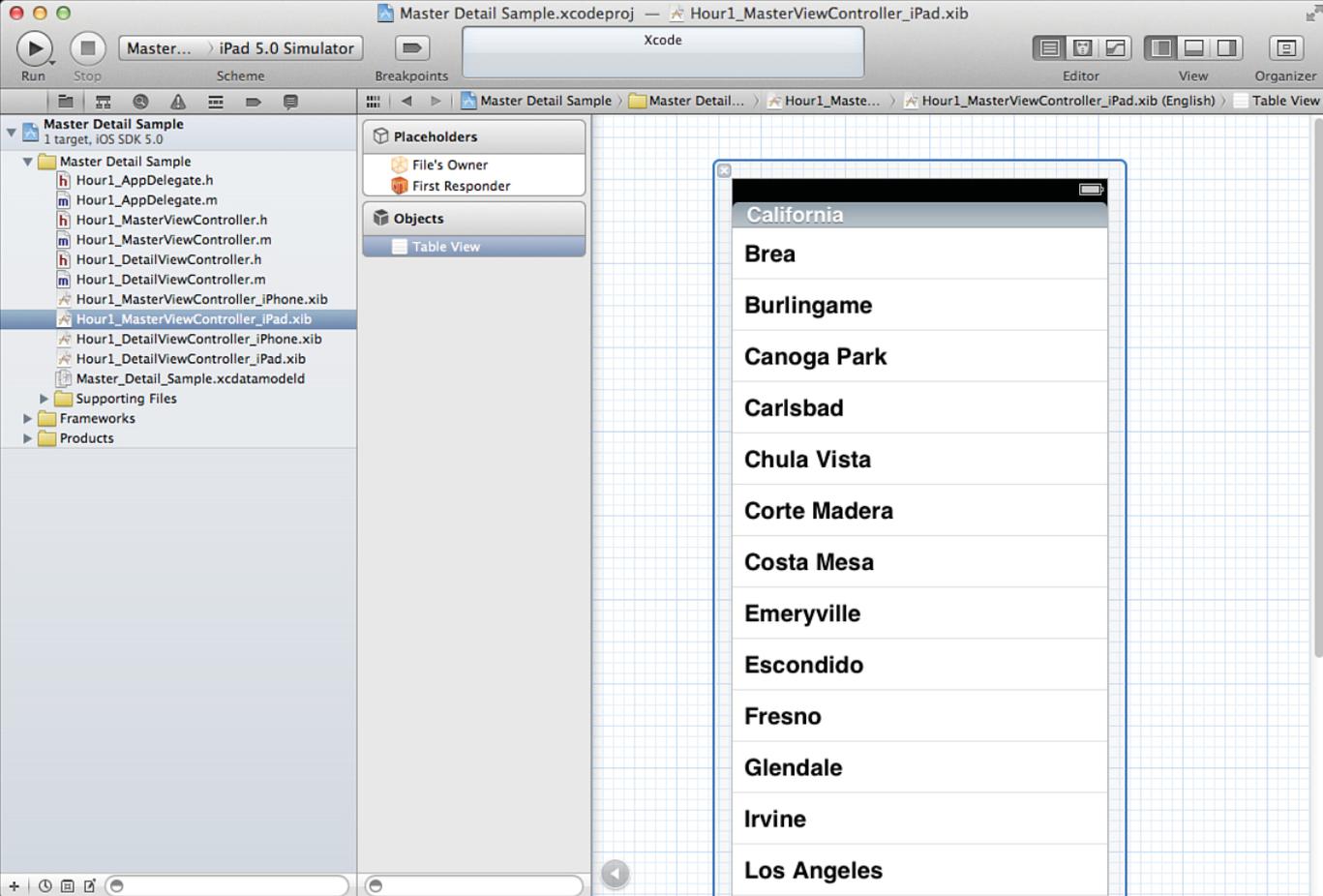


Figure 1.7  
Edit a nib file in Xcode.

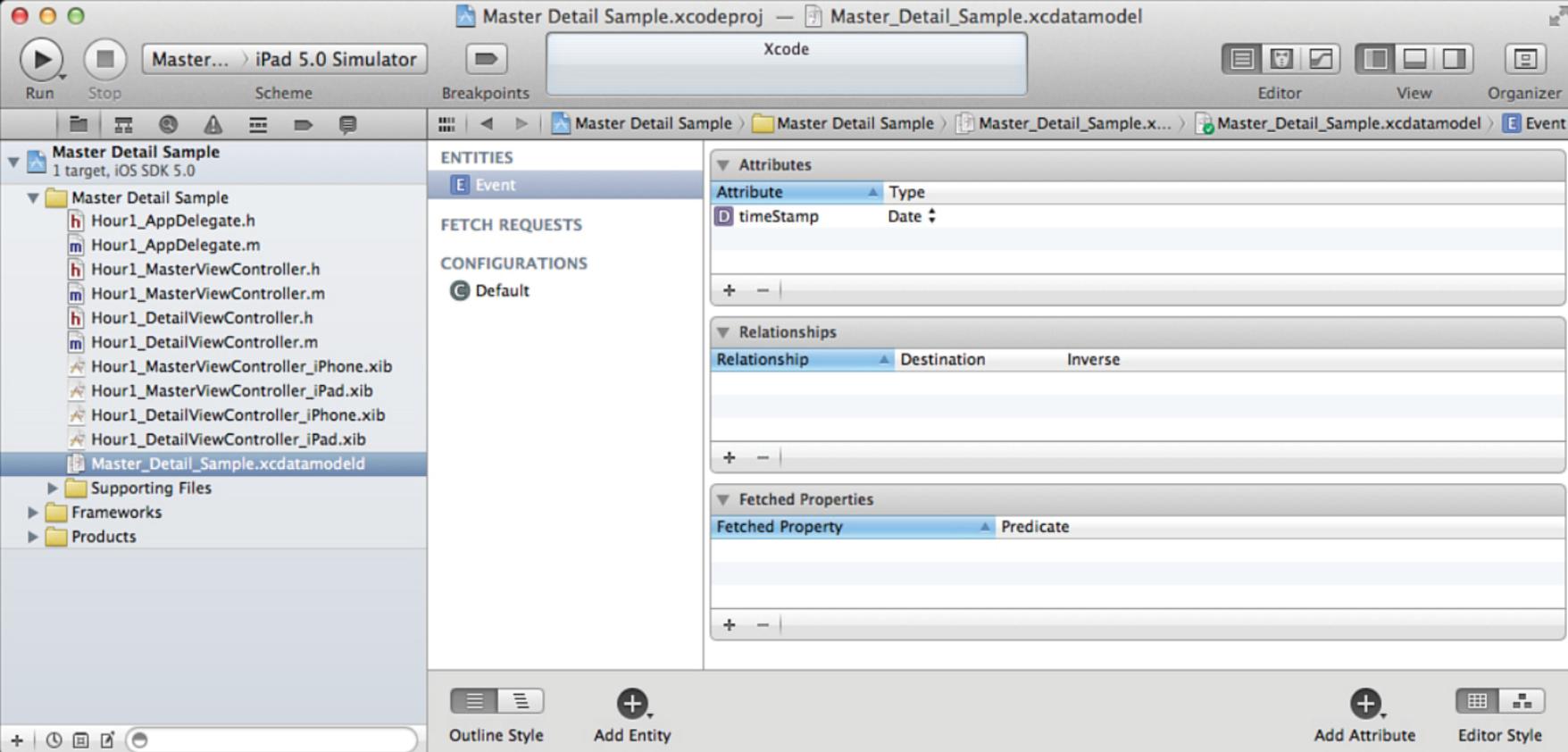


Figure 1.8  
Edit your data model in Xcode.

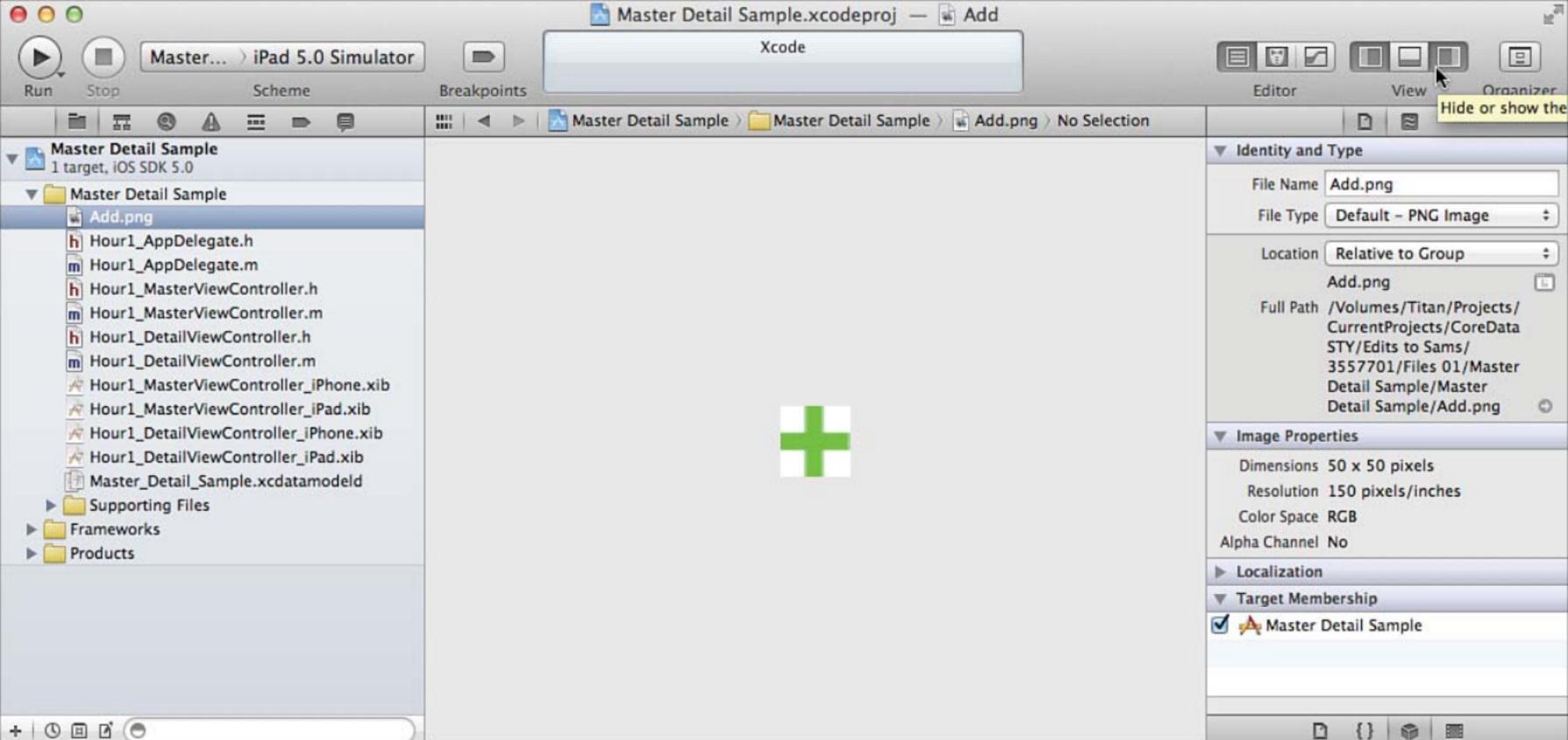


Figure 1.9  
Open resource files.

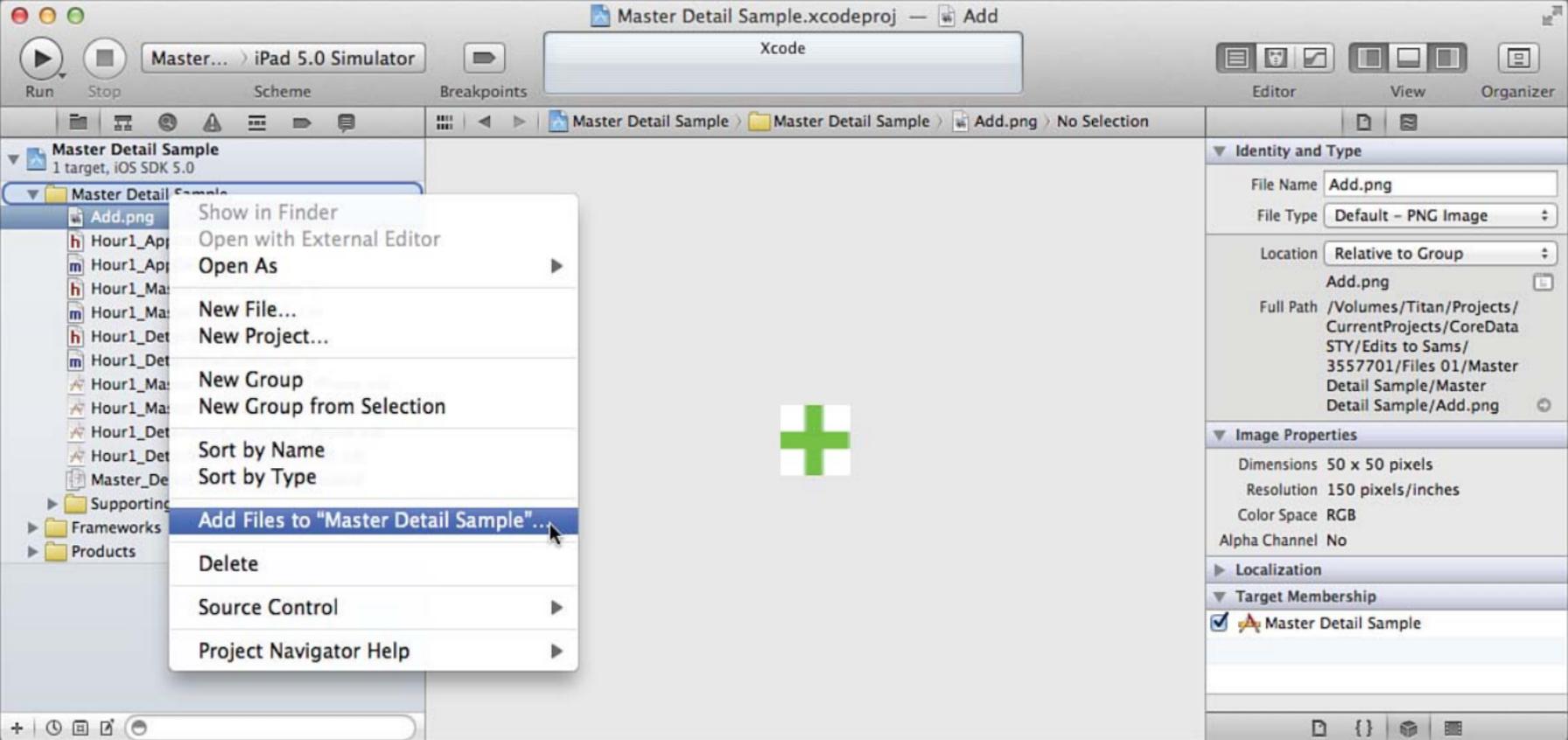


Figure 1.10

Use the shortcut menu to add files to the project.

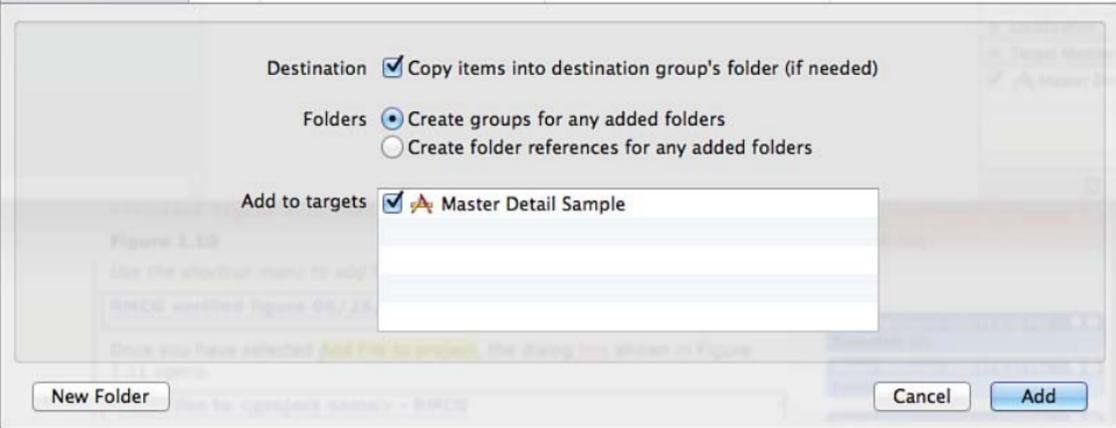
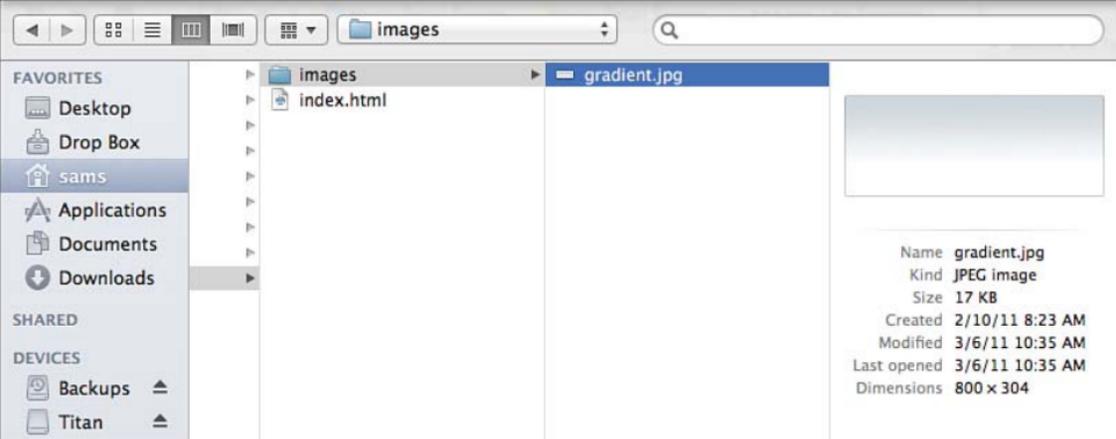


Figure 1.11  
Specify a file to add.

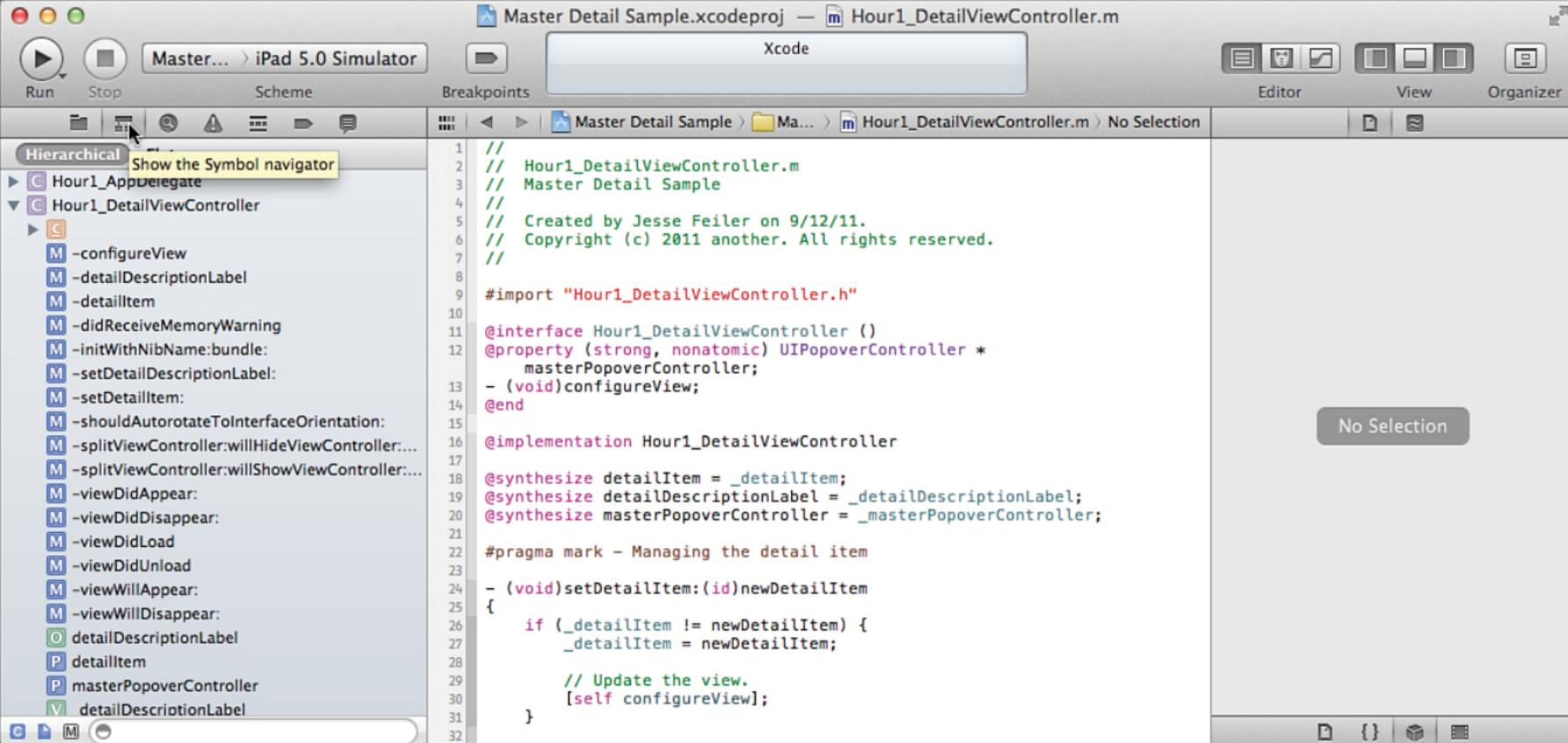


Figure 1.12  
Use the symbol navigator.

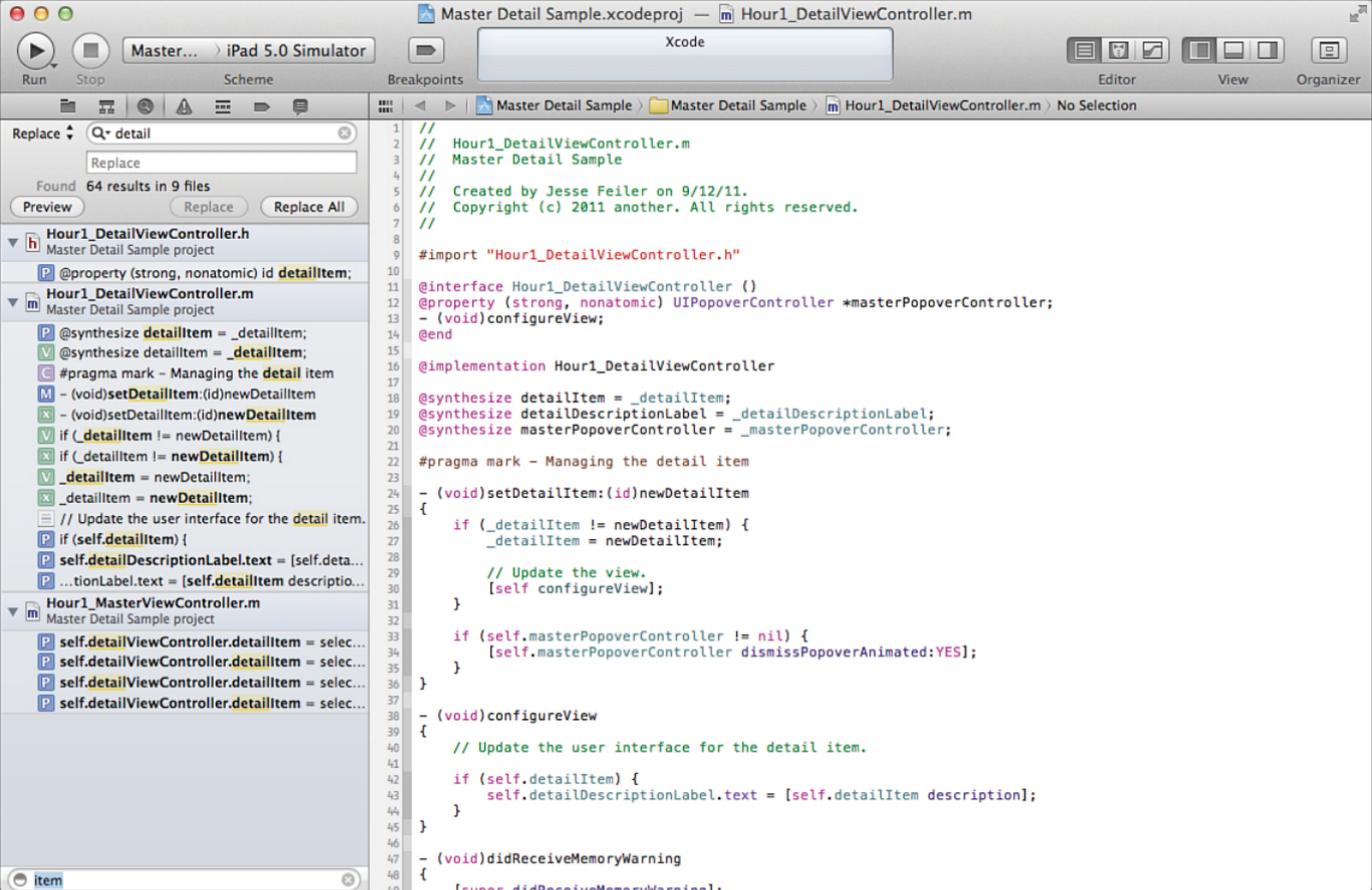


Figure 1.13  
Specify a search.

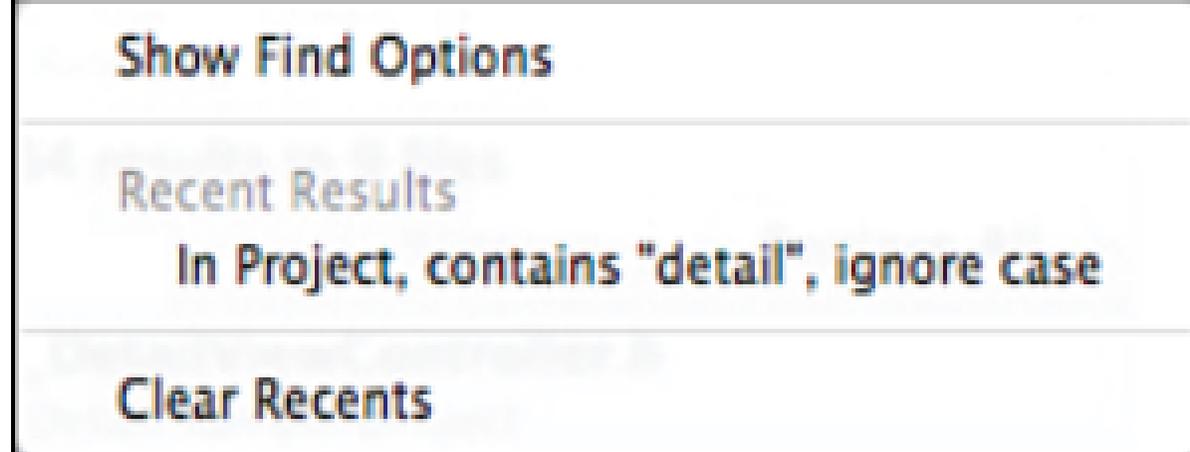


Figure 1.14

Show or hide Find Options shortcuts.

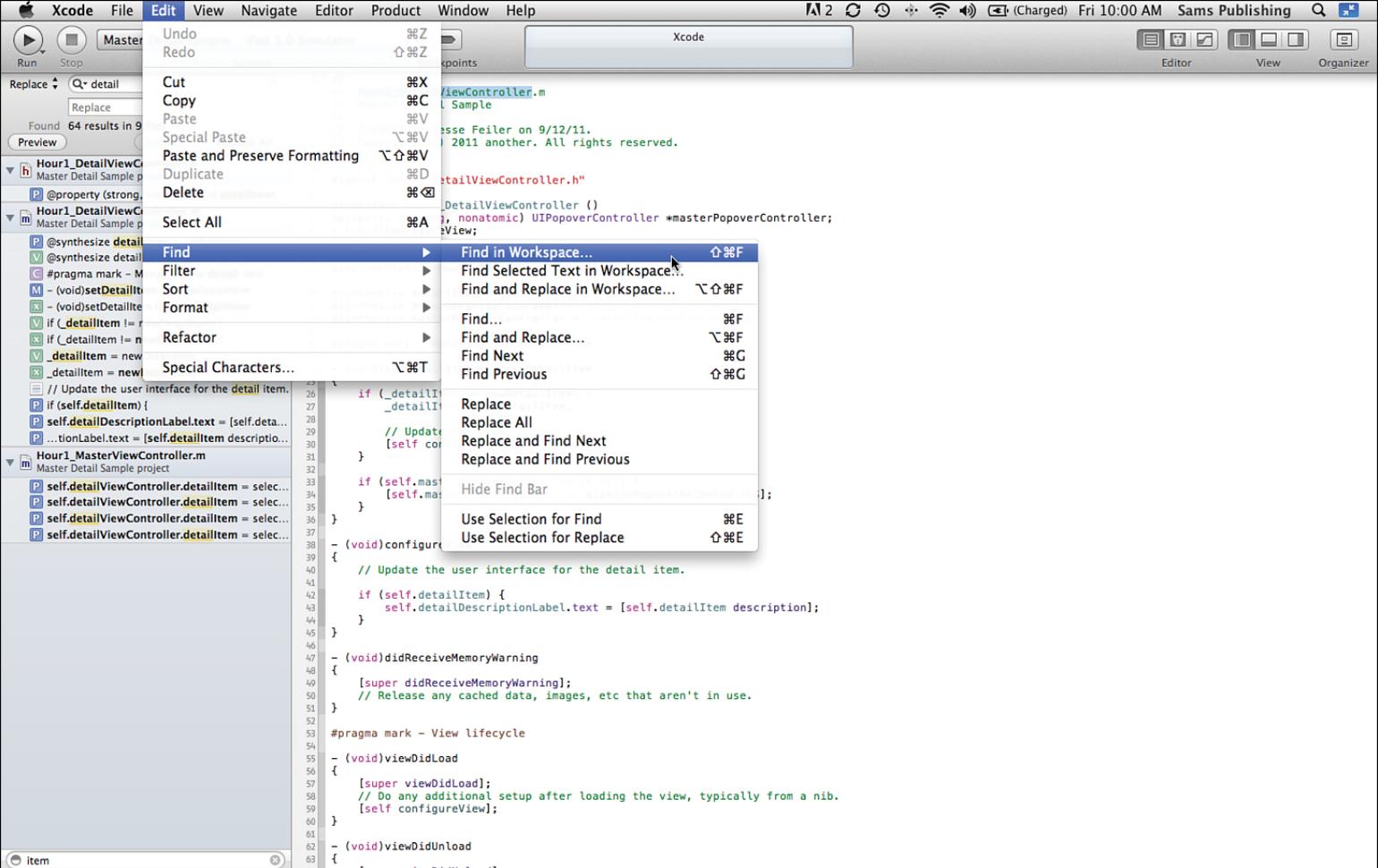


Figure 1.15

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

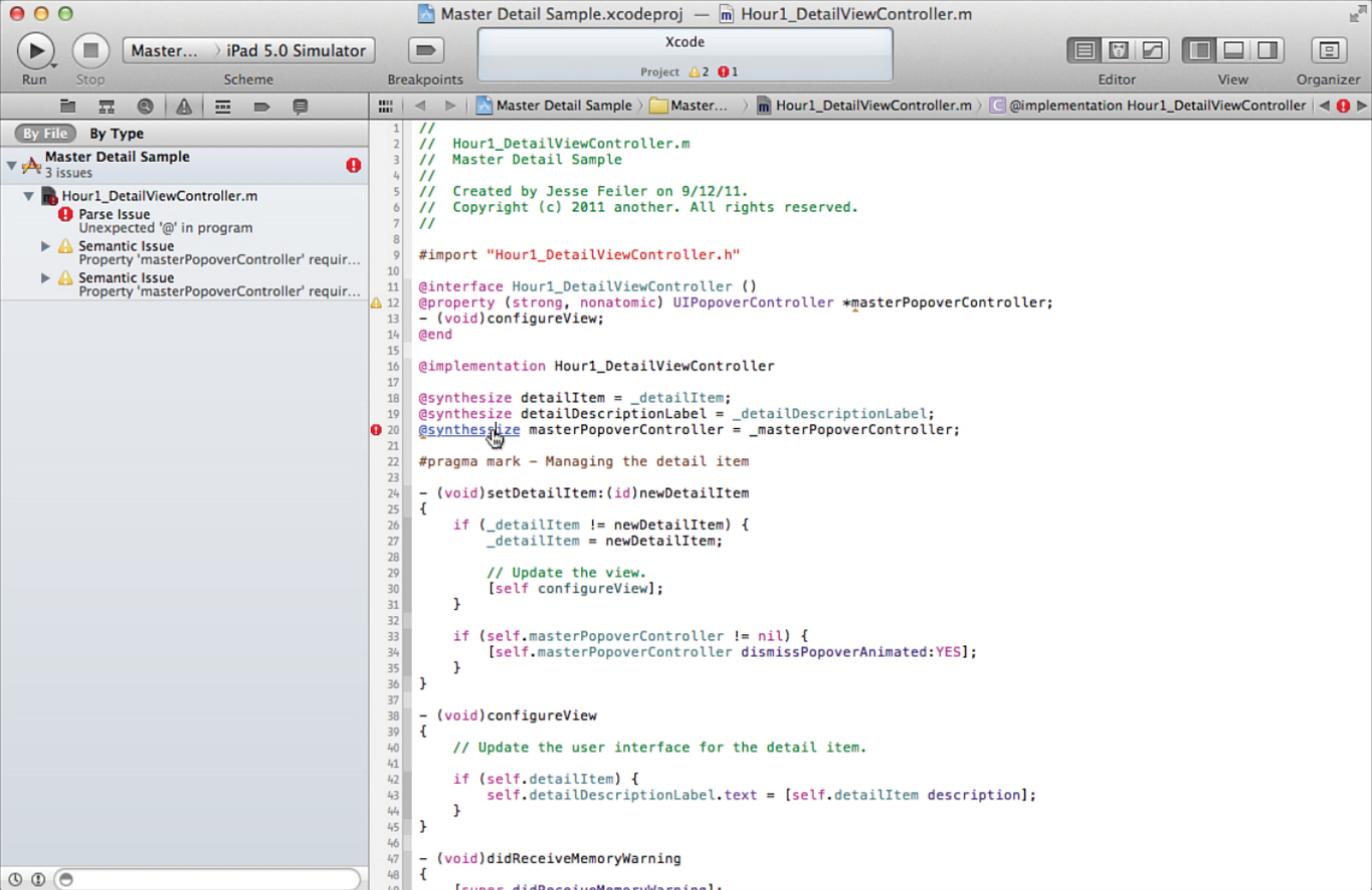


Figure 1.16  
The issue navigator helps you correct errors as you type.

Master Detail Sample.xcodeproj — Hour1\_DetailViewController.m

Running Master Detail Sample on iPad 5.0 Simulator

No Issues

Editor View Organizer

By Thread By Queue

Master Detail Sample Paused

Thread 1

- 0 -[Hour1\_DetailViewController viewWillA...
- 1 -[UIViewController \_setViewAppearState:...
- 26 UIApplicationMain
- 27 main

Thread 2

Thread 3

Thread 4 WebThread

```
52 #pragma mark - View lifecycle
53
54 - (void)viewDidLoad
55 {
56     [super viewDidLoad];
57     // Do any additional setup after loading the view, typically from a nib.
58     [self configureView];
59 }
60
61
62 - (void)viewDidUnload
63 {
64     [super viewDidUnload];
65     // Release any retained subviews of the main view.
66     // e.g. self.myOutlet = nil;
67 }
68
69 - (void)viewWillAppear:(BOOL)animated
70 {
71     [super viewWillAppear:animated];
72 }
73
```

Thread 1: Stopped at breakpoint 1

Local: self = (Hour1\_DetailViewController \*) 0x6d75430  
\_cmd = (SEL) 0x4dcef8 viewWillAppear:  
animated = (BOOL) NO

All Output: GNU gdb 6.3.50-20050815 (Apple version gdb-1708) (Mon Aug 8 20:32:45 UTC 2011)  
Copyright 2004 Free Software Foundation, Inc.  
GDB is free software, covered by the GNU General Public License, and you are welcome to change it and/or distribute copies of it under certain conditions.  
Type "show copying" to see the conditions.  
There is absolutely no warranty for GDB. Type "show warranty" for details.  
This GDB was configured as "x86\_64-apple-darwin".sharedlibrary apply-load-rules all  
Attaching to process 1865.  
Pending breakpoint 1 - "'Hour1\_DetailViewController.m':71" resolved  
Current language: auto; currently objective-c (gdb)

Figure 1.17

Use the debug navigator to track a calling sequence.

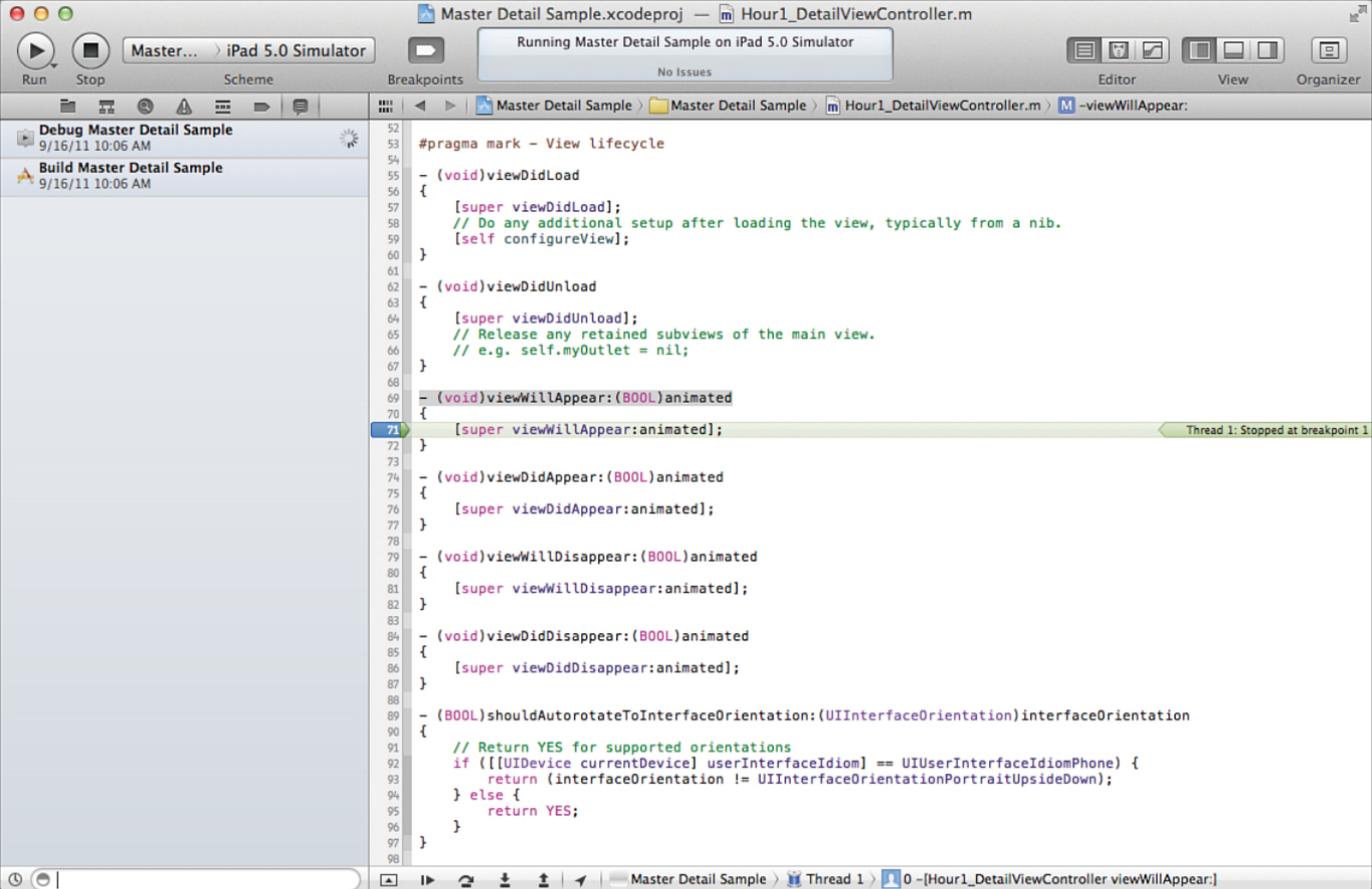


Figure 1.18  
The log navigator keeps track of your work.

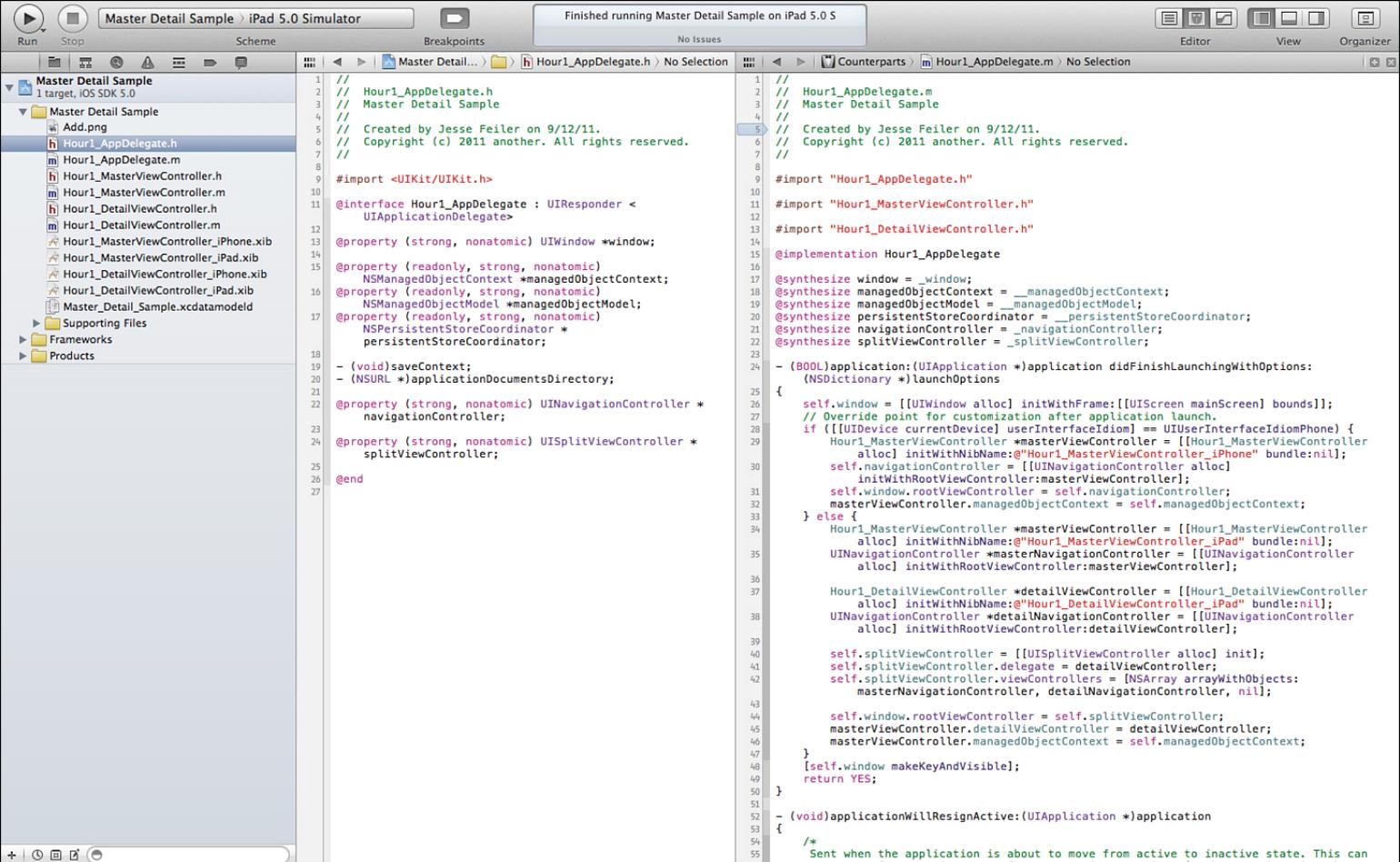


Figure 1.19  
Select the assistant you want to use.

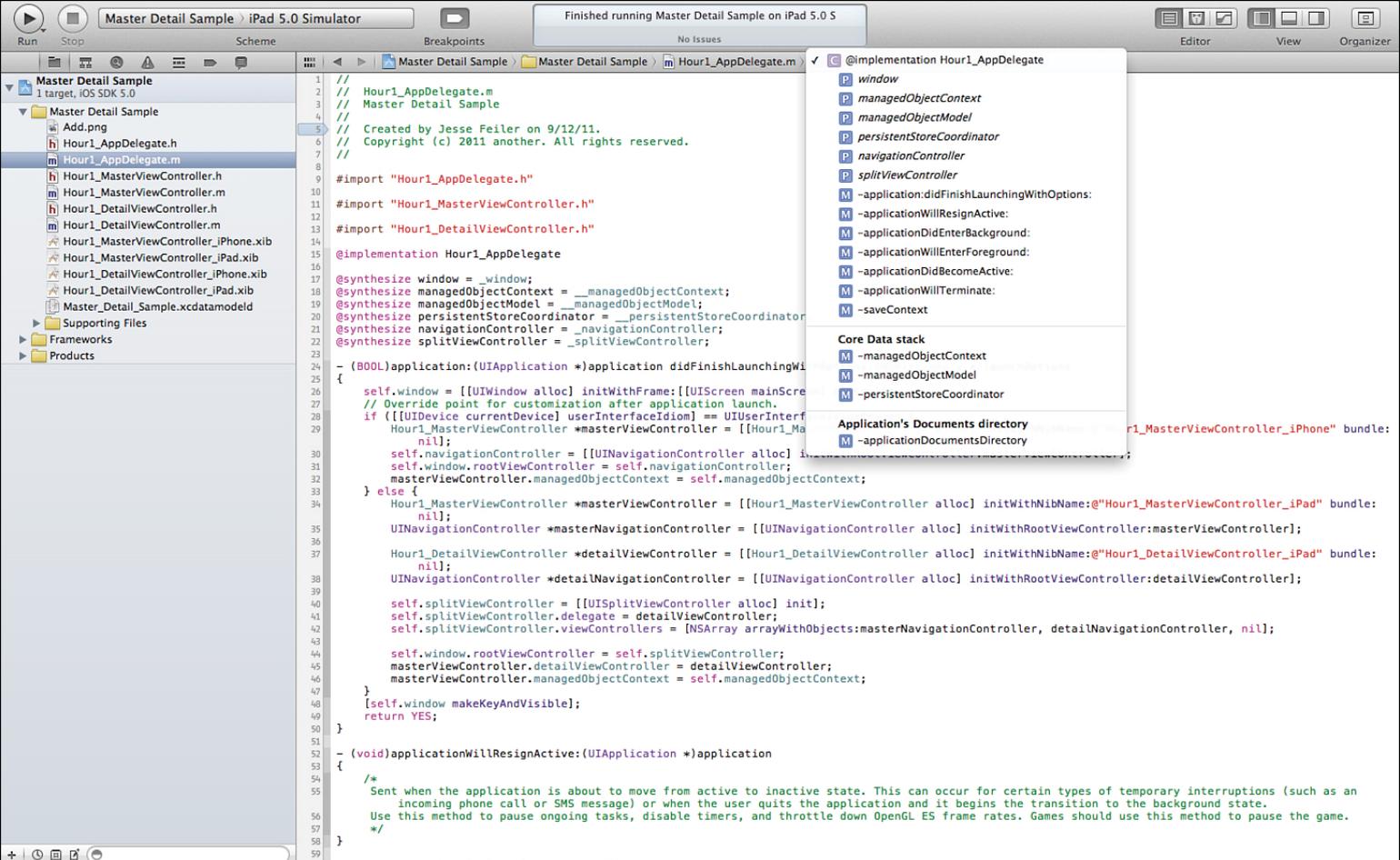


Figure 1.20  
Jump bar in action.

# Related items menu

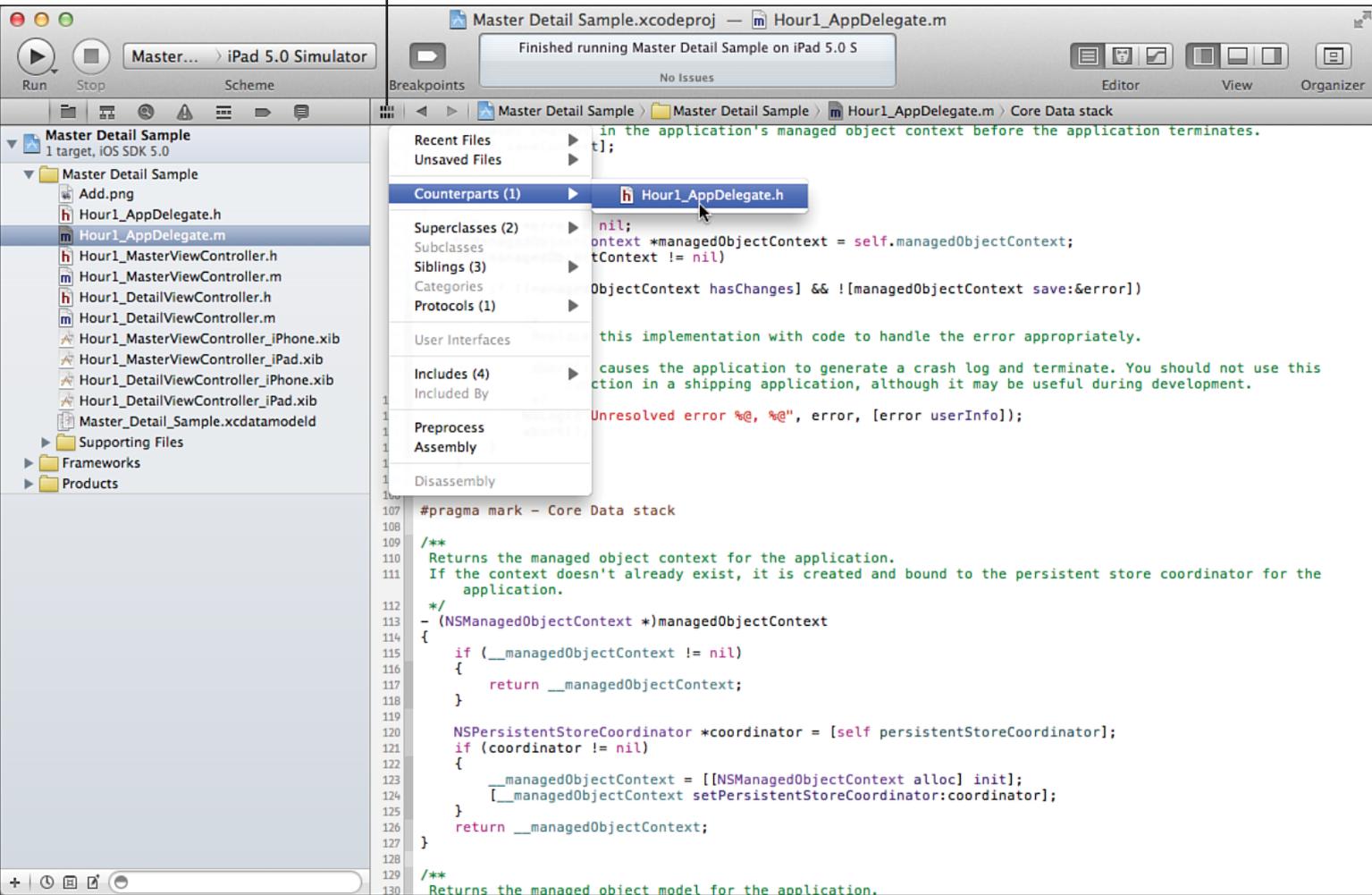


Figure 1.21  
Use the related items menu.

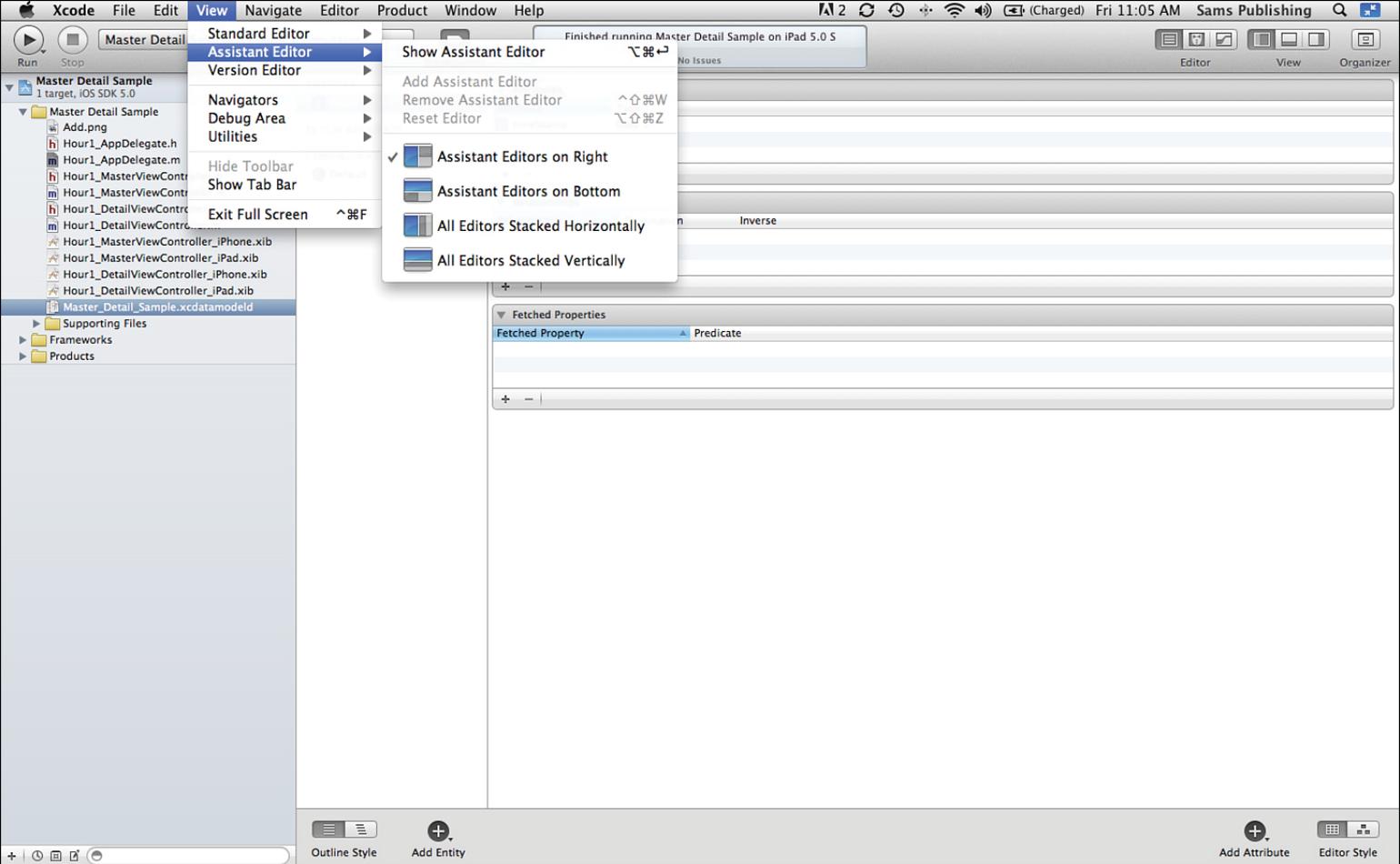


Figure 1.22  
Control the layout of assistant panes.

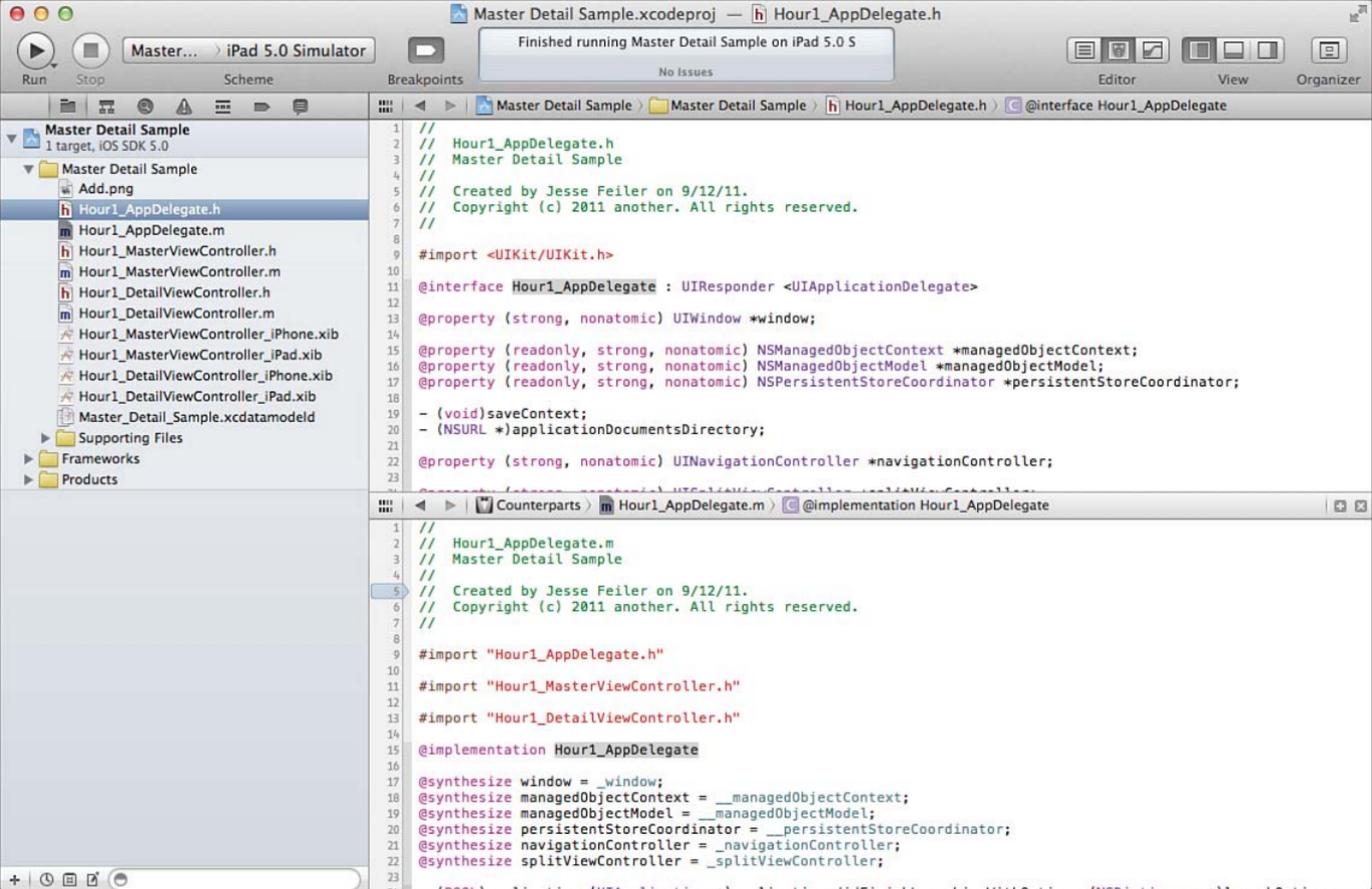


Figure 1.23

You can open additional assistant panes.

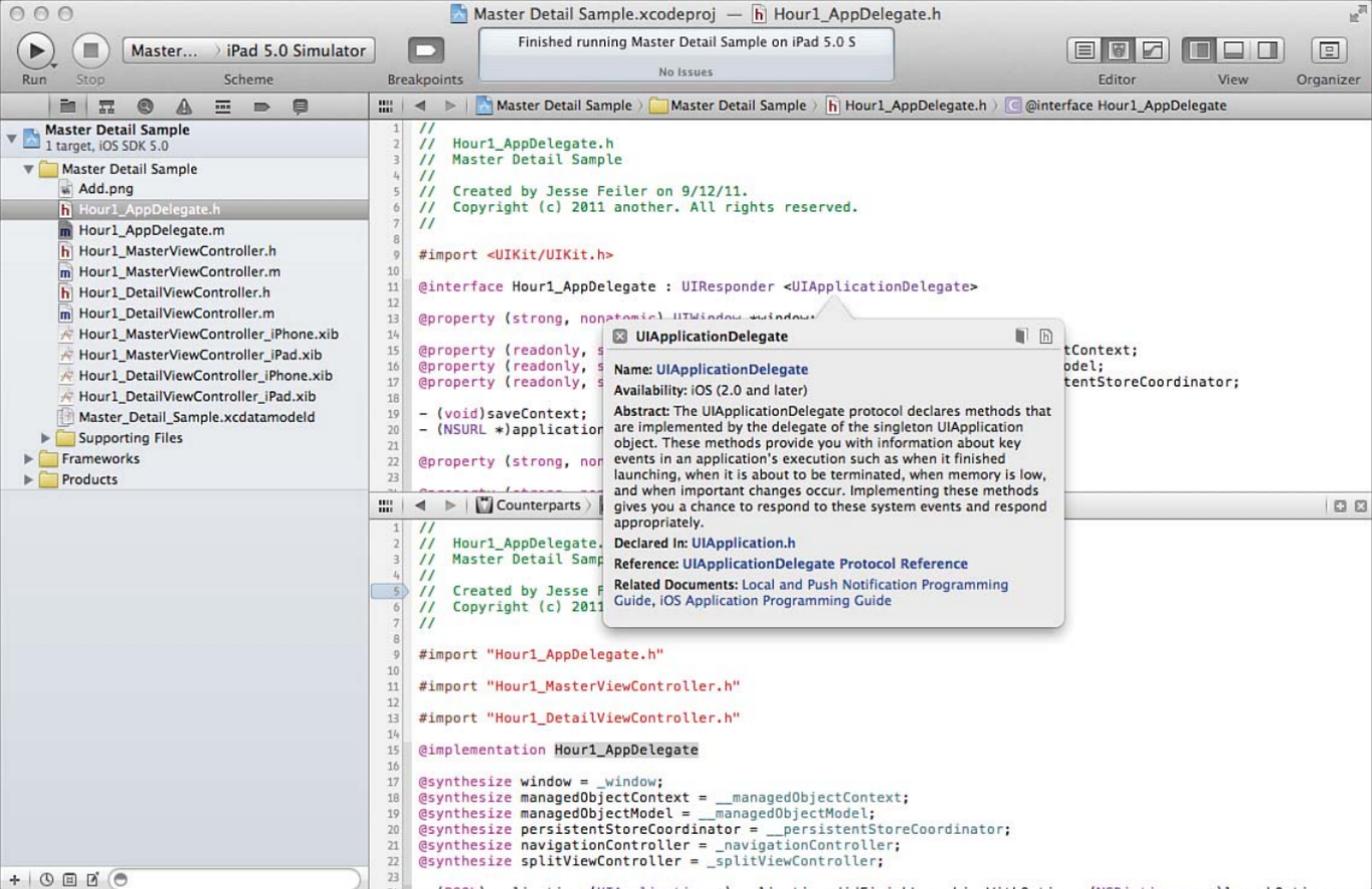


Figure 1.24

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

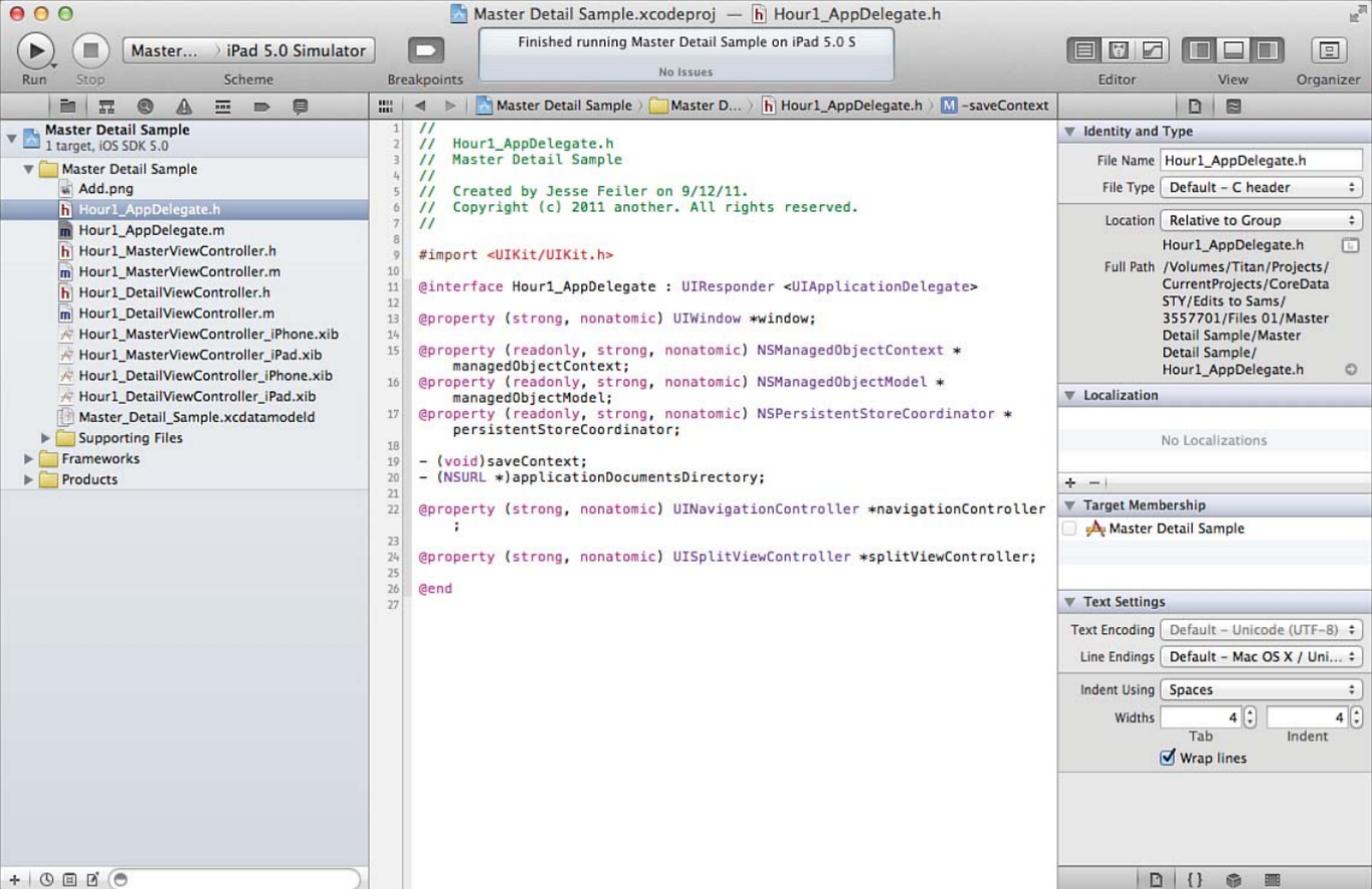


Figure 1.25  
Use the file inspector.

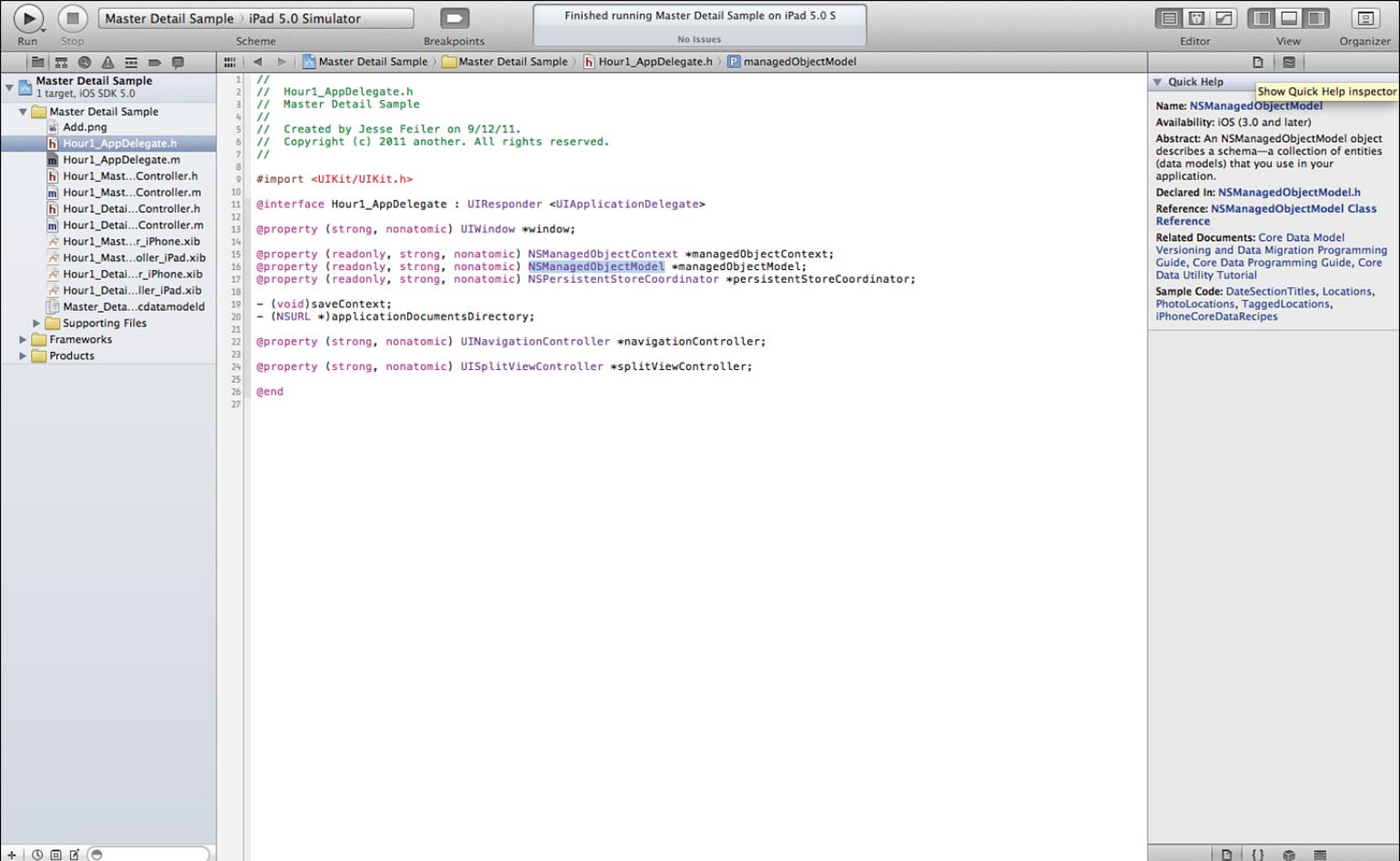


Figure 1.26  
Quick Help is available wherever possible in the inspector pane.

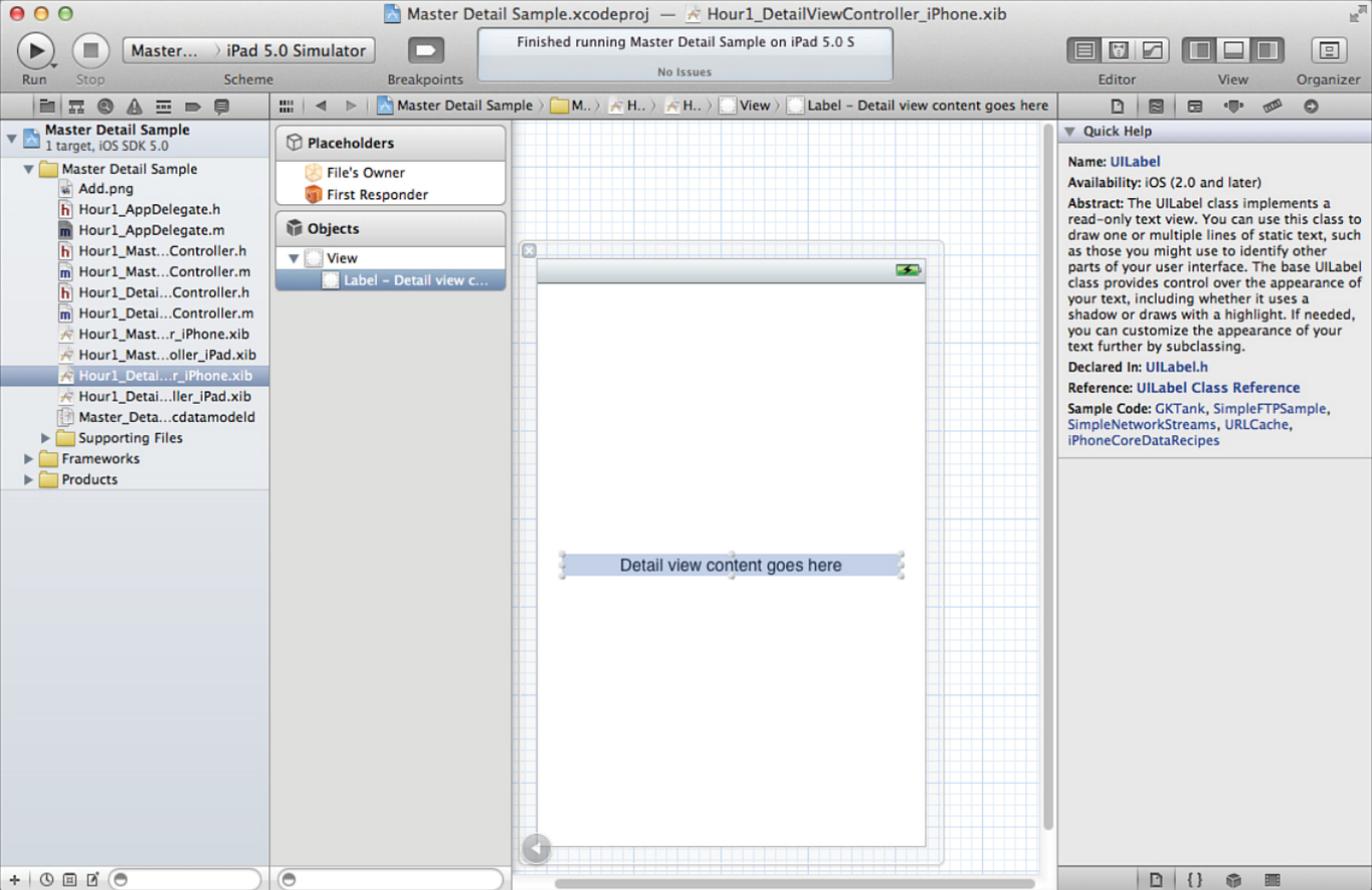


Figure 1.27  
Inspectors change depending on what is selected in the editor.

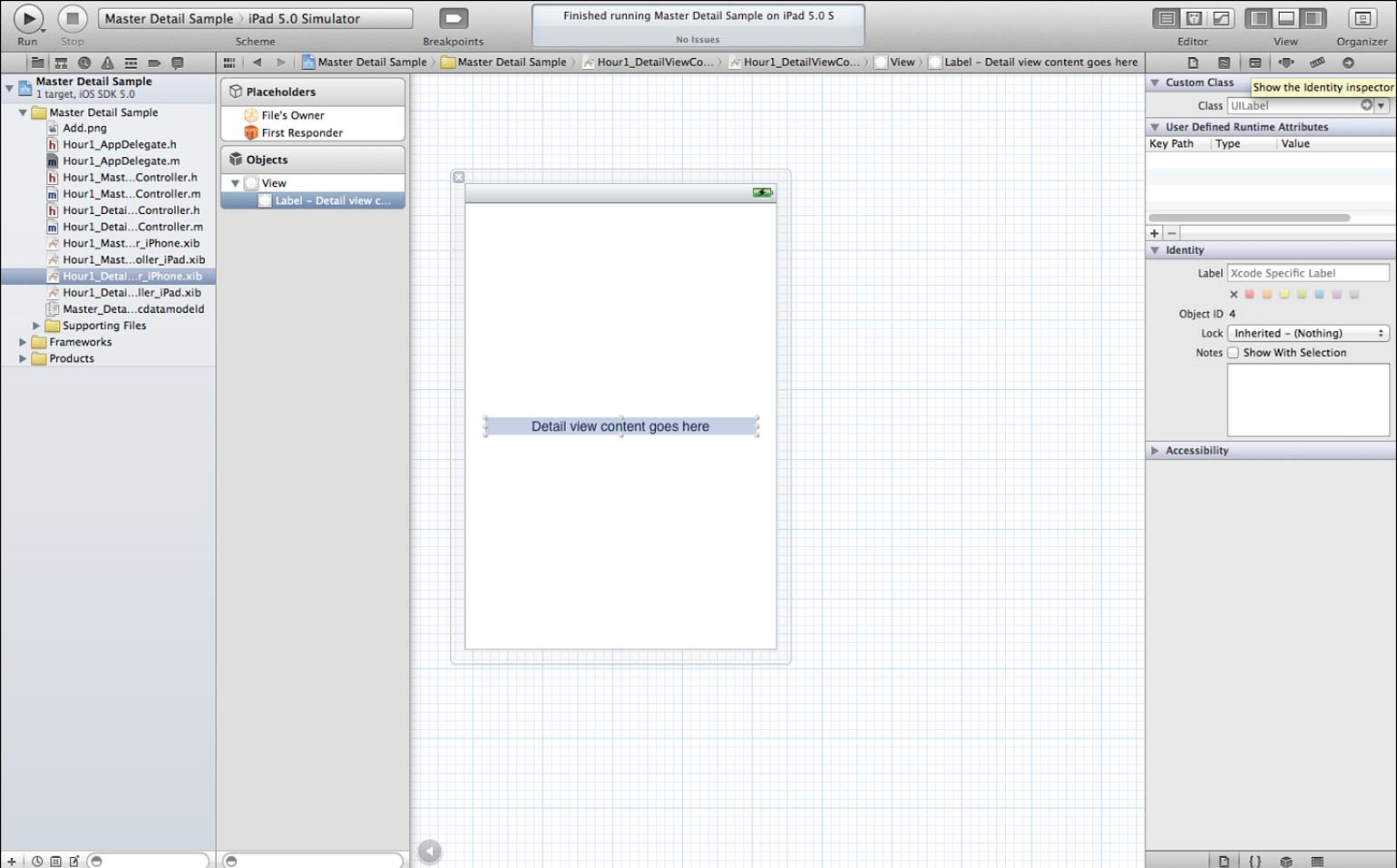


Figure 1.28 Use the Identity inspector.

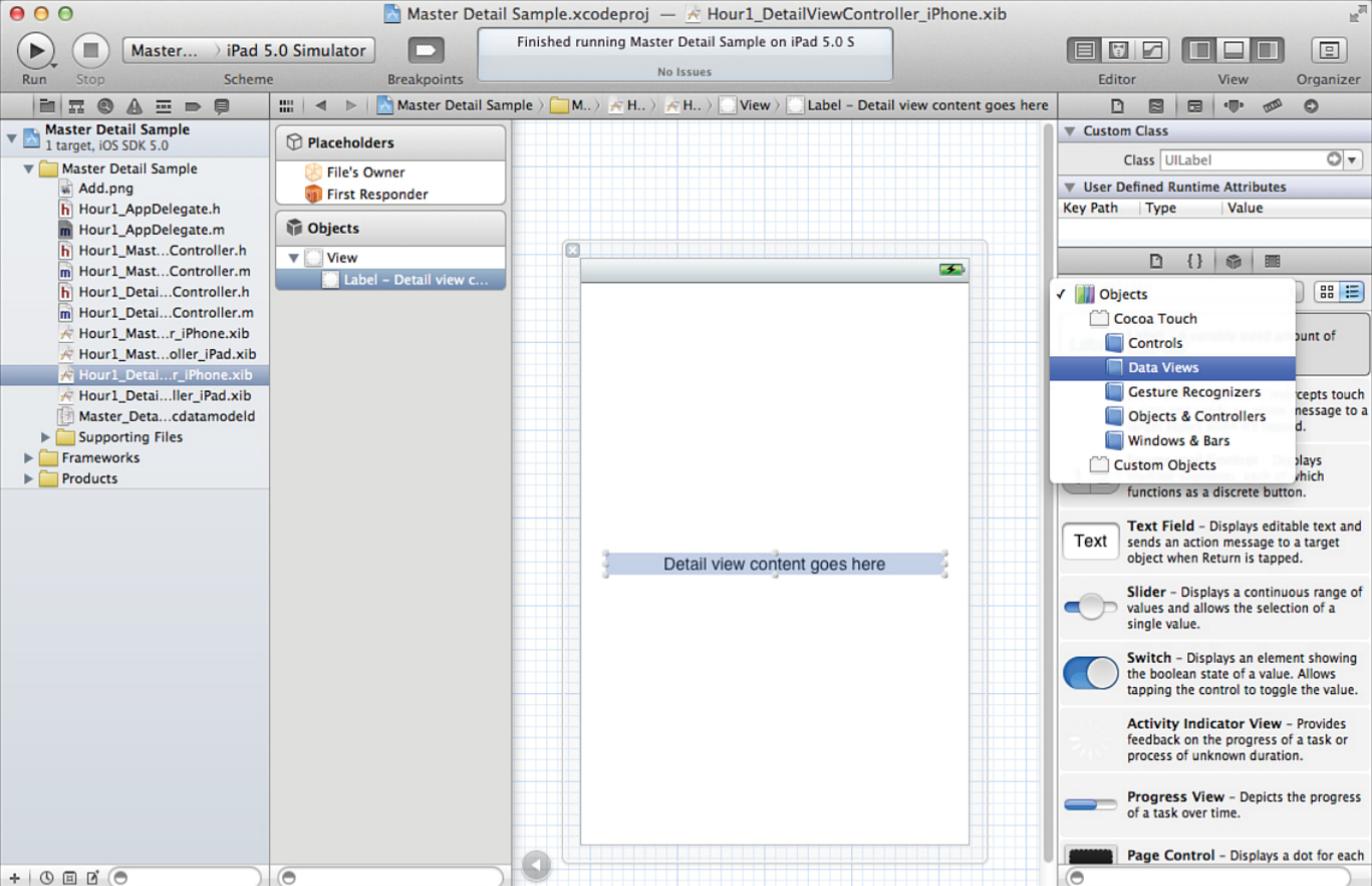


Figure 1.29

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

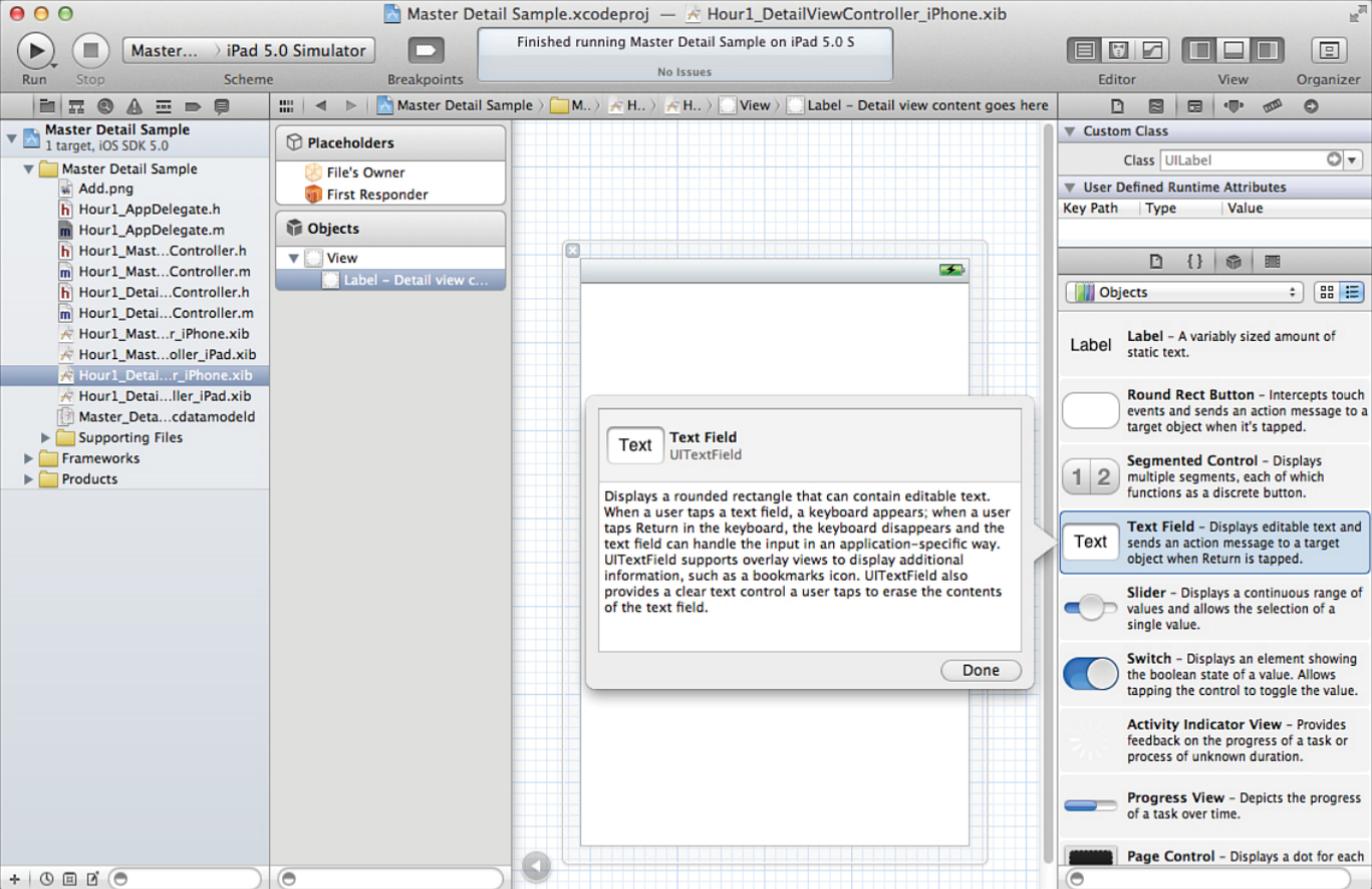


Figure 1.30  
Select an item in the library to see its description.

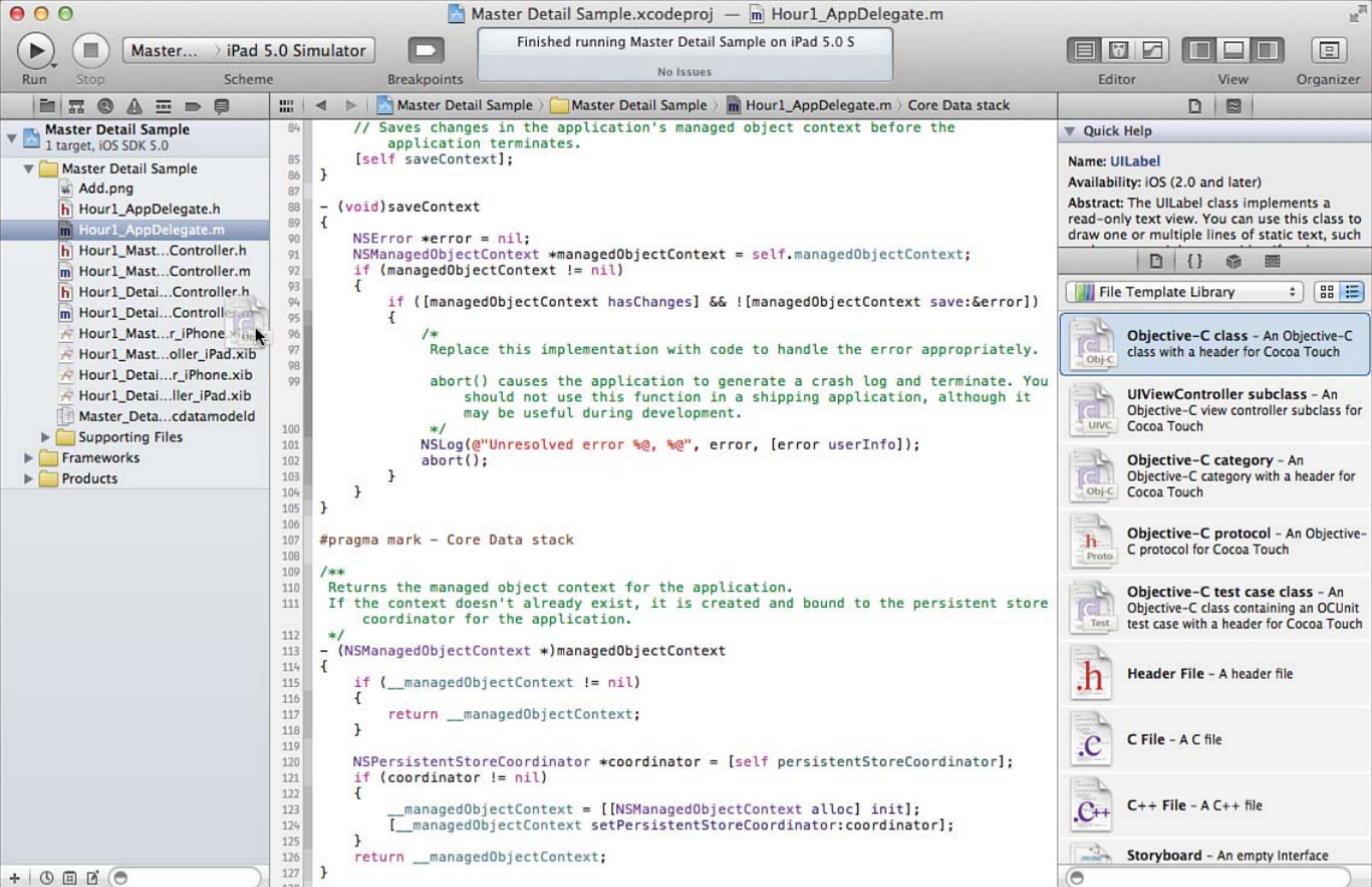


Figure 1.31  
Use a file template.

Choose a template for your new file:

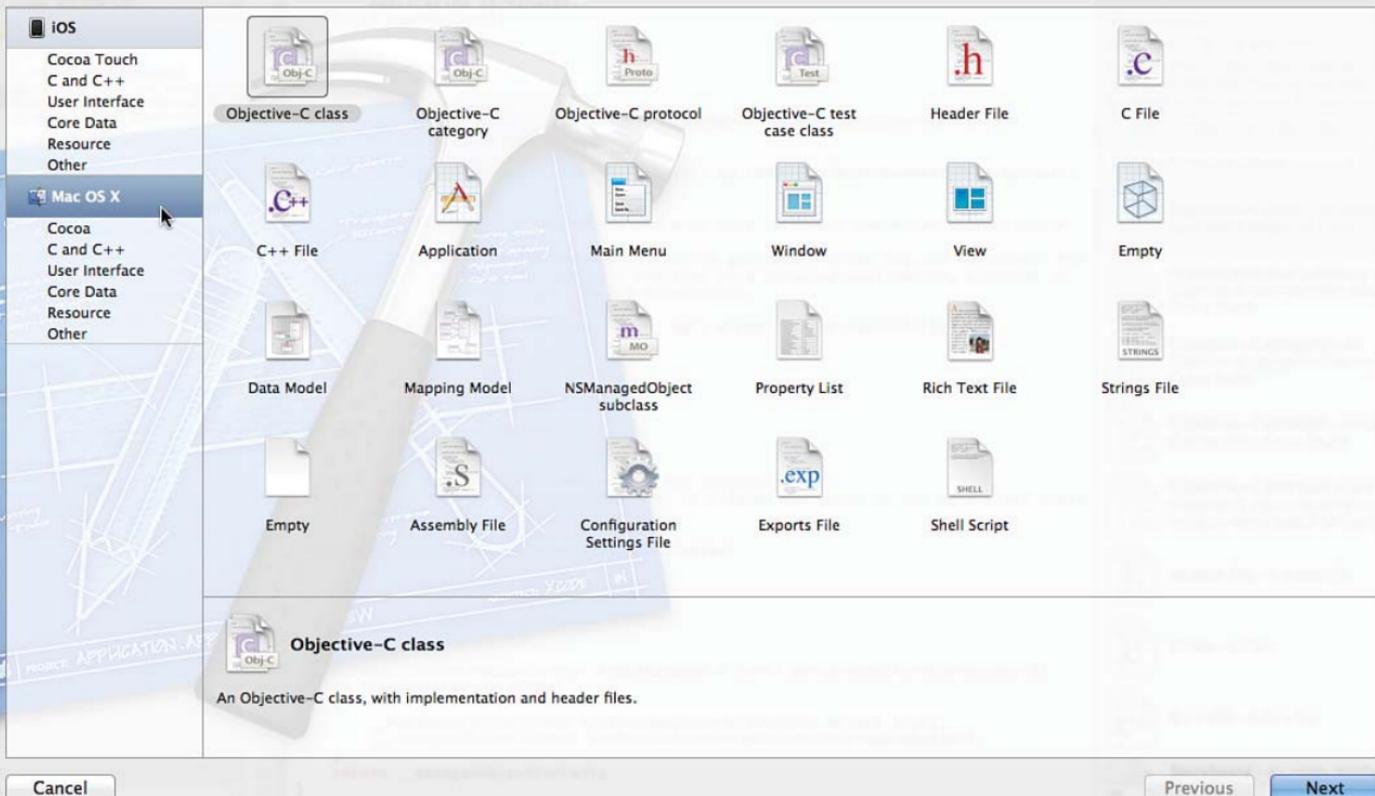


Figure 1.32

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

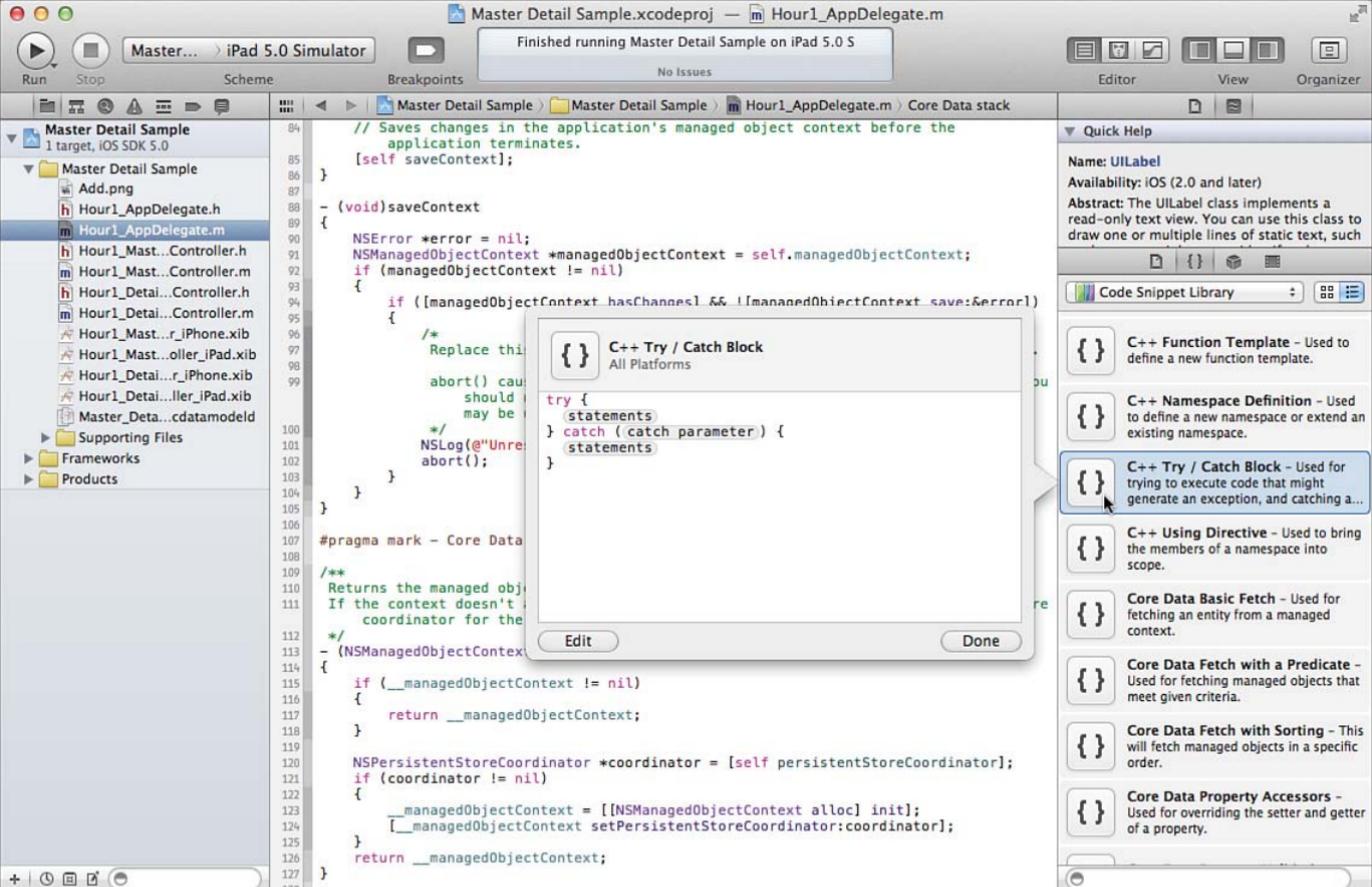


Figure 1.33  
Select a snippet to see its contents.

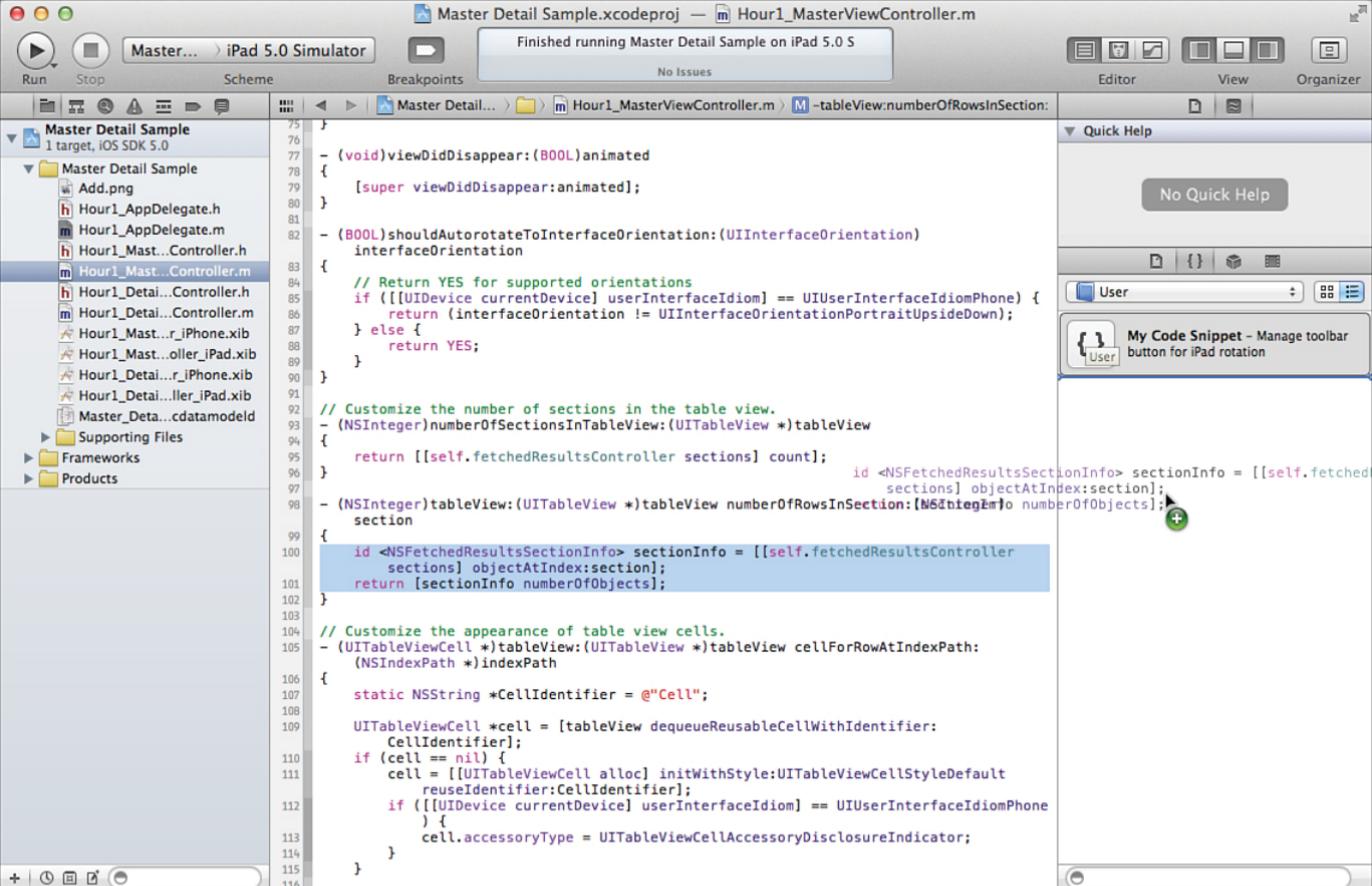


Figure 1.34  
Drag the code into the library.

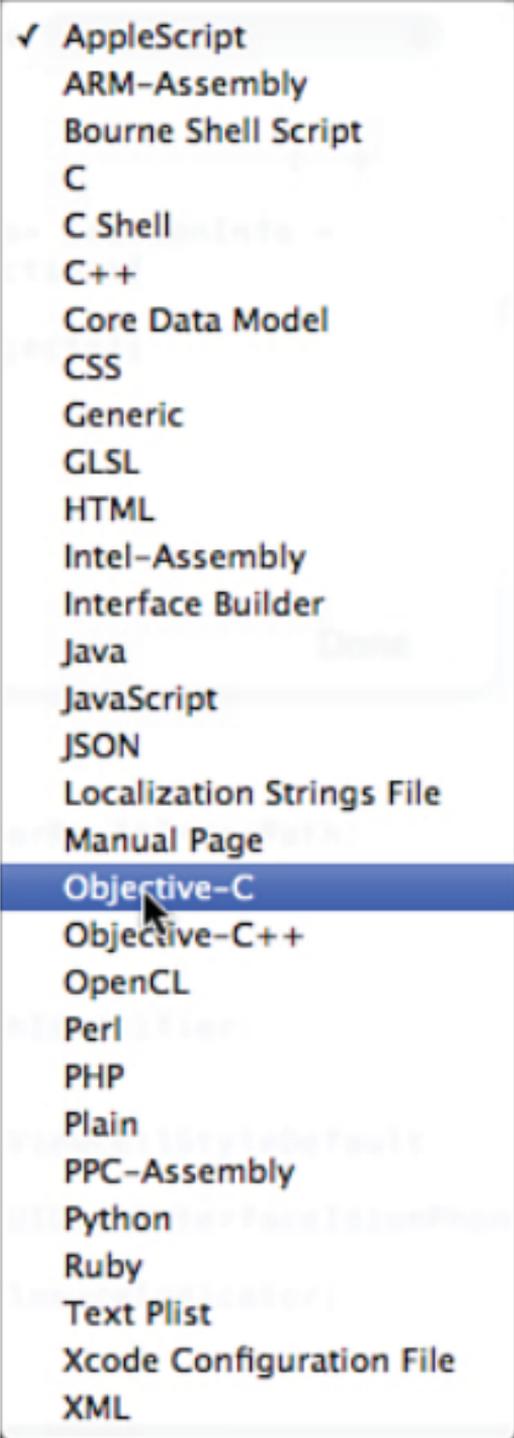


Figure 1.35

Identify the snippet language.

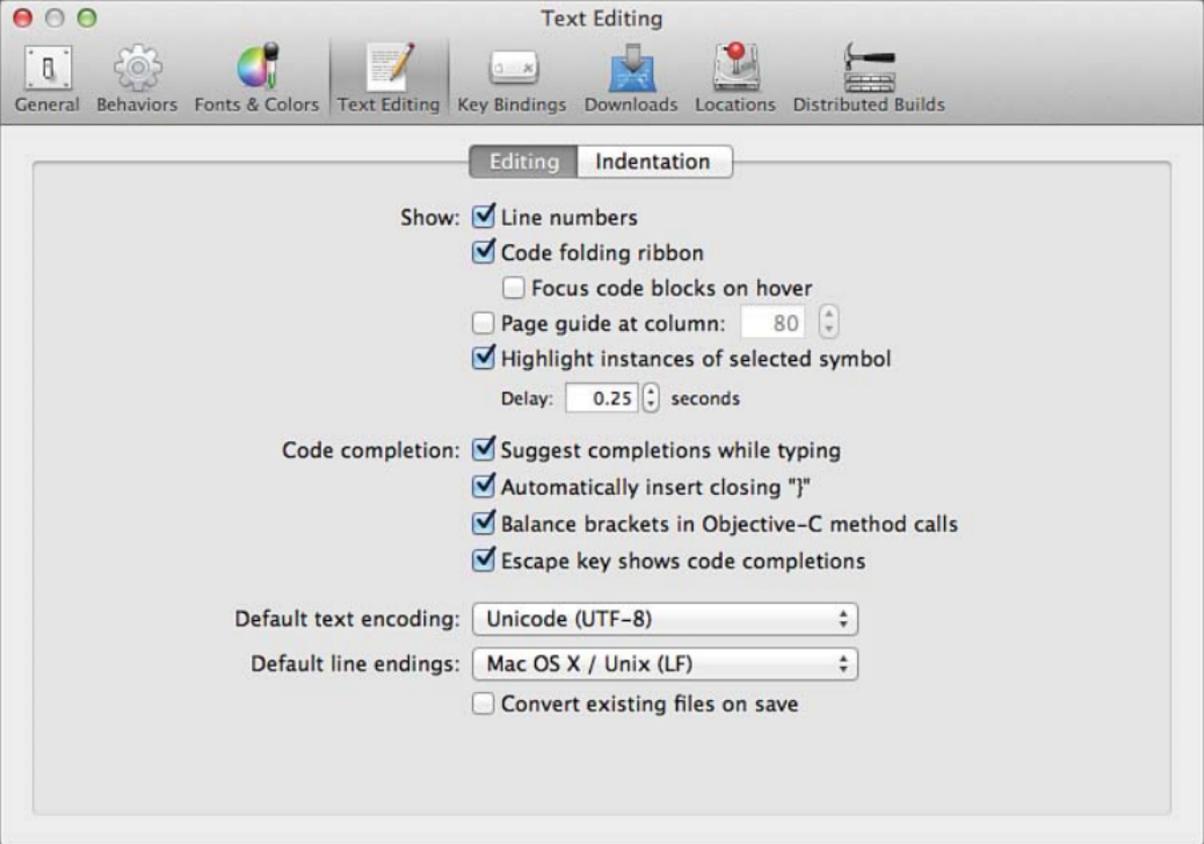


Figure 1.36  
Set editing preferences.

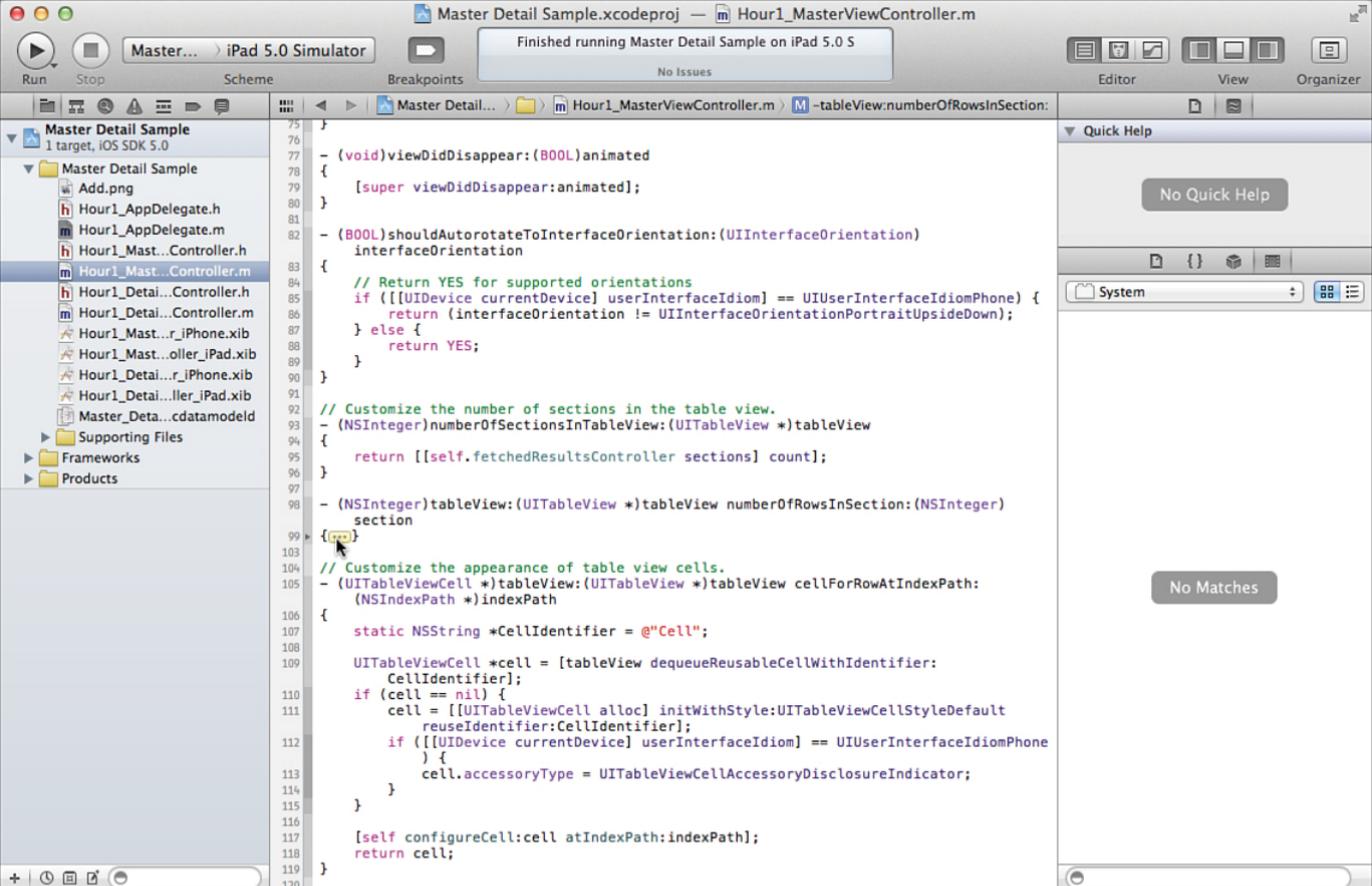


Figure 1.37  
Highlight blocks of code by hovering over them.

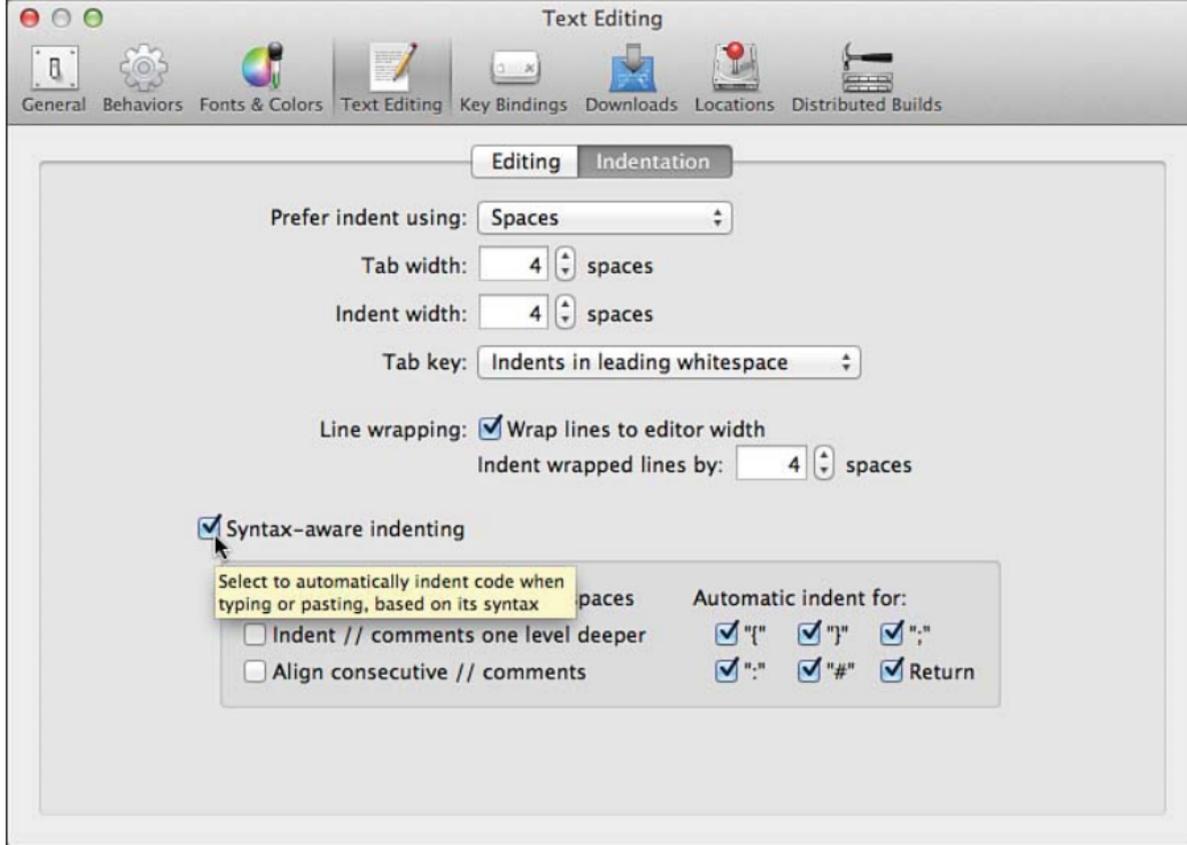


Figure 1.38

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

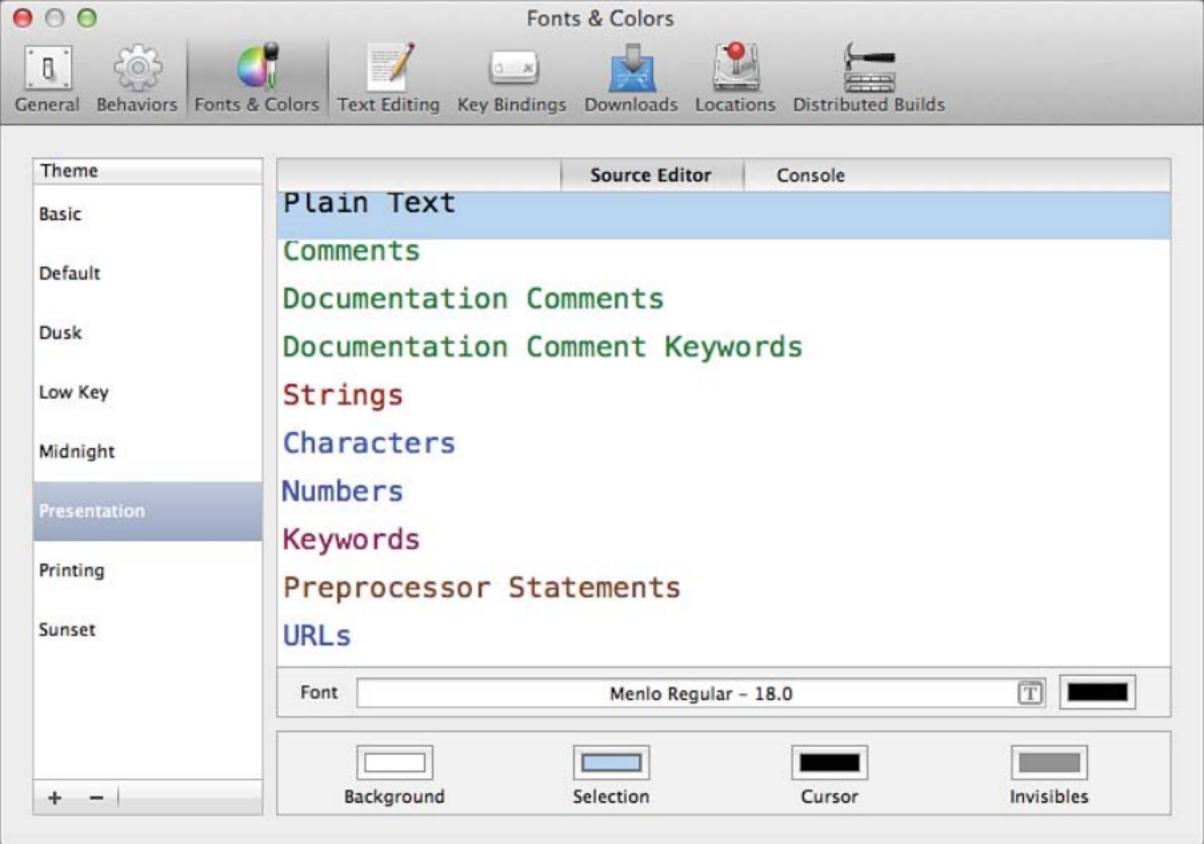


Figure 1.39  
Set Fonts & Colors.



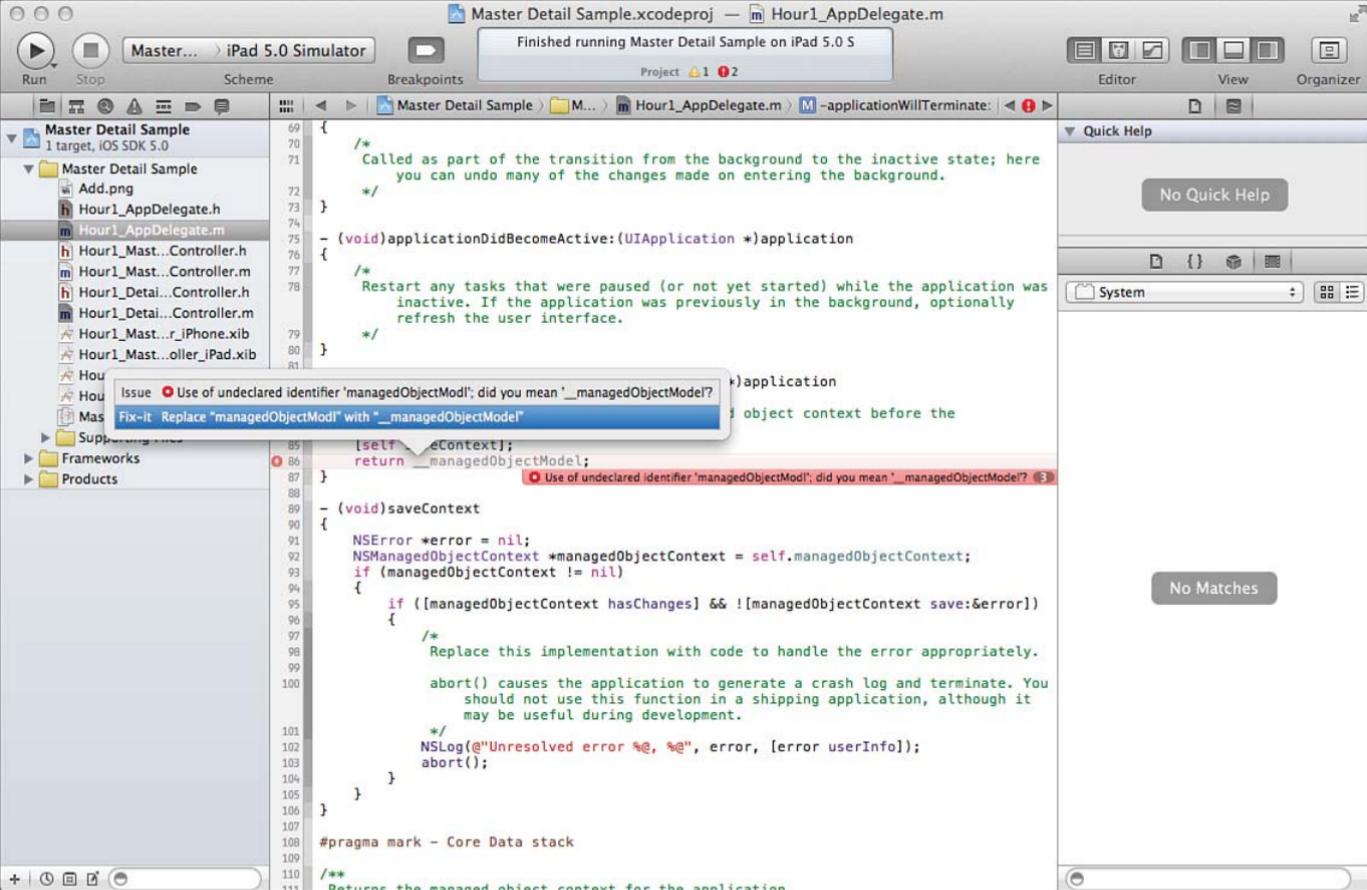


Figure 1.41  
Use Fix-It.

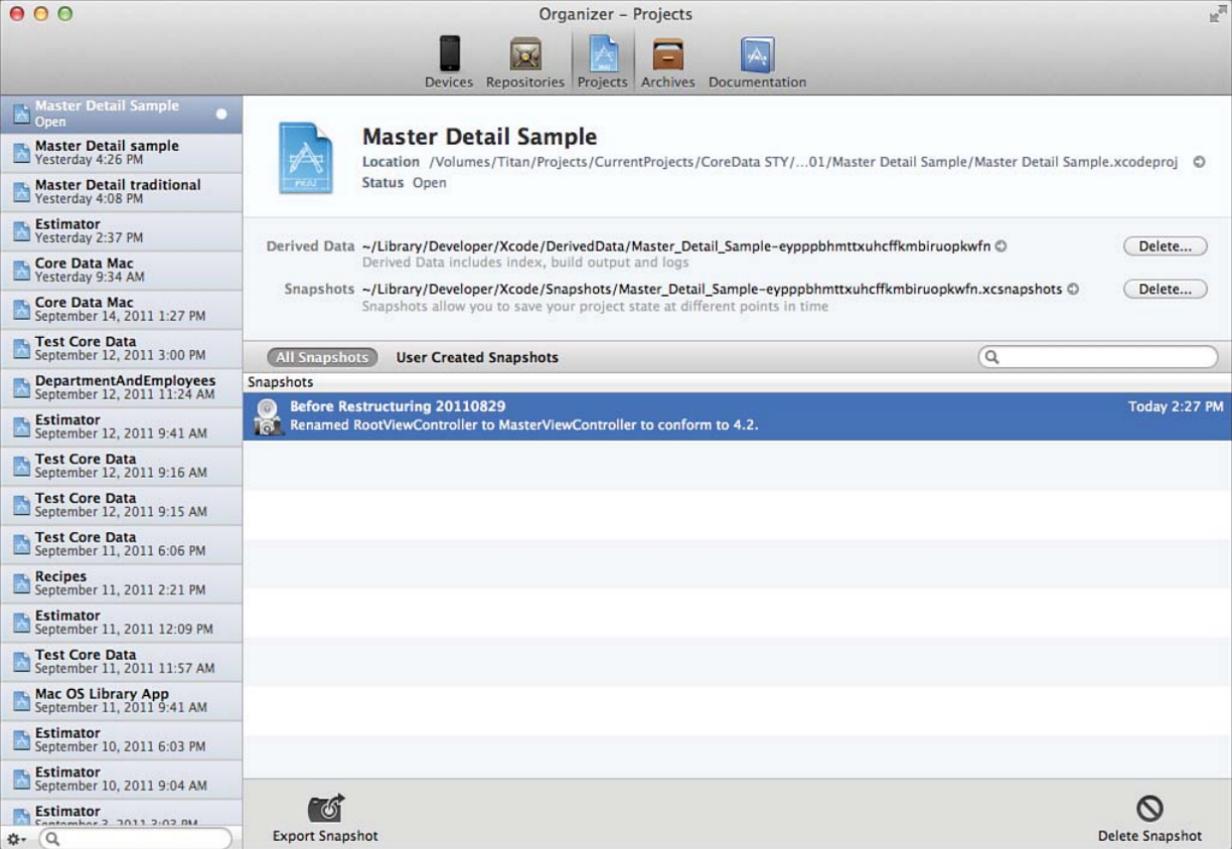


Figure 1.42

The Organizer window keeps track of files in repositories and archives, projects, devices, and documentation.

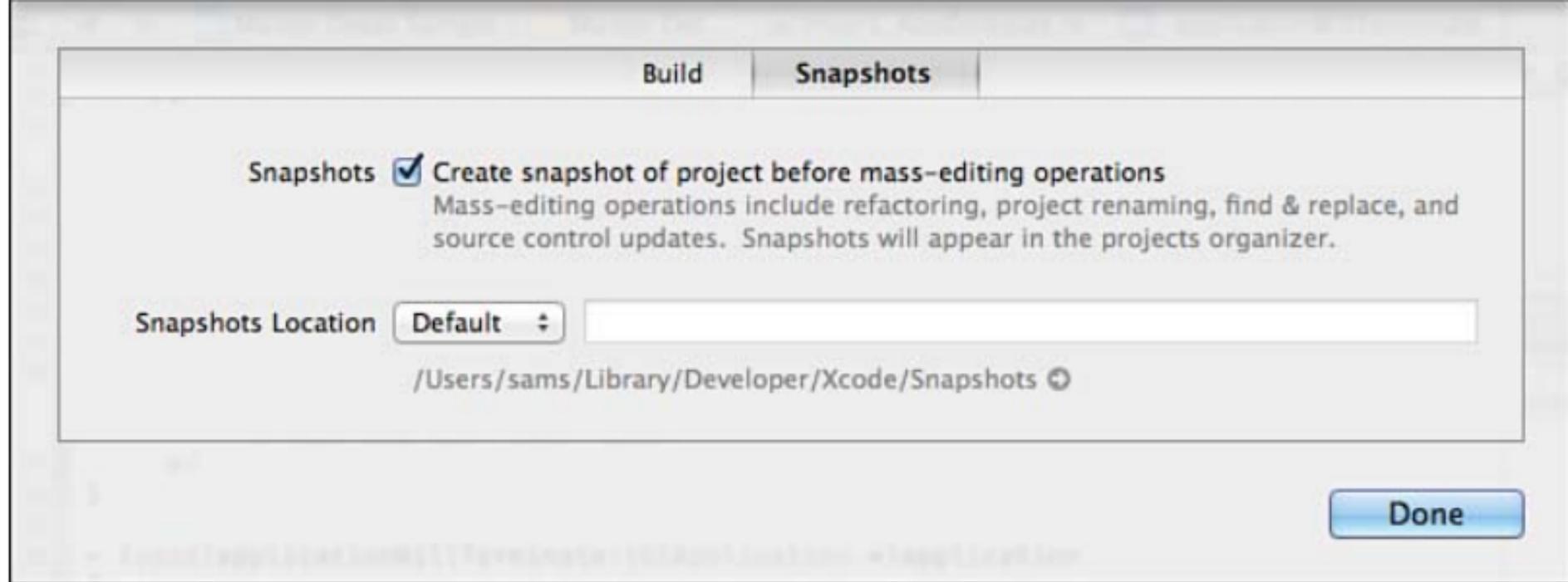


Figure 1.43

Use snapshot at critical moments in restructuring your project.