

Choose a template for your new project:

The screenshot shows the Xcode project creation dialog. On the left is a sidebar with two main sections: 'iOS' and 'Mac OS X'. Under 'iOS', the options are 'Application', 'Framework & Library', and 'Other'. Under 'Mac OS X', the options are 'Application', 'Framework & Library', 'Application Plug-in', 'System Plug-in', and 'Other'. The 'Application' option under 'Mac OS X' is currently selected. The main area displays three templates: 'Cocoa Application' (with a pencil icon and a blue highlight), 'Cocoa-AppleScript Application' (with a document icon), and 'Command Line Tool' (with a terminal icon). At the bottom, there is a larger view of the selected 'Cocoa Application' template, showing its icon and the text: 'Cocoa Application' and 'This template builds a Cocoa-based application written in Objective-C.' At the bottom of the dialog are three buttons: 'Cancel', 'Previous', and 'Next'.

iOS

- Application
- Framework & Library
- Other

Mac OS X

- Application**
- Framework & Library
- Application Plug-in
- System Plug-in
- Other

Cocoa Application

Cocoa-AppleScript Application

Command Line Tool

Cocoa Application

This template builds a Cocoa-based application written in Objective-C.

Cancel Previous Next

Figure 5.1
Create a Cocoa application.

Choose options for your new project:

Product Name

Company Identifier

Bundle Identifier

App Store Category

Create Document-Based Application

Document Class

Document Extension

Use Core Data

Include Unit Tests

Include Spotlight Importer

Cancel

Previous

Next

Figure 5.2
Name the new app.

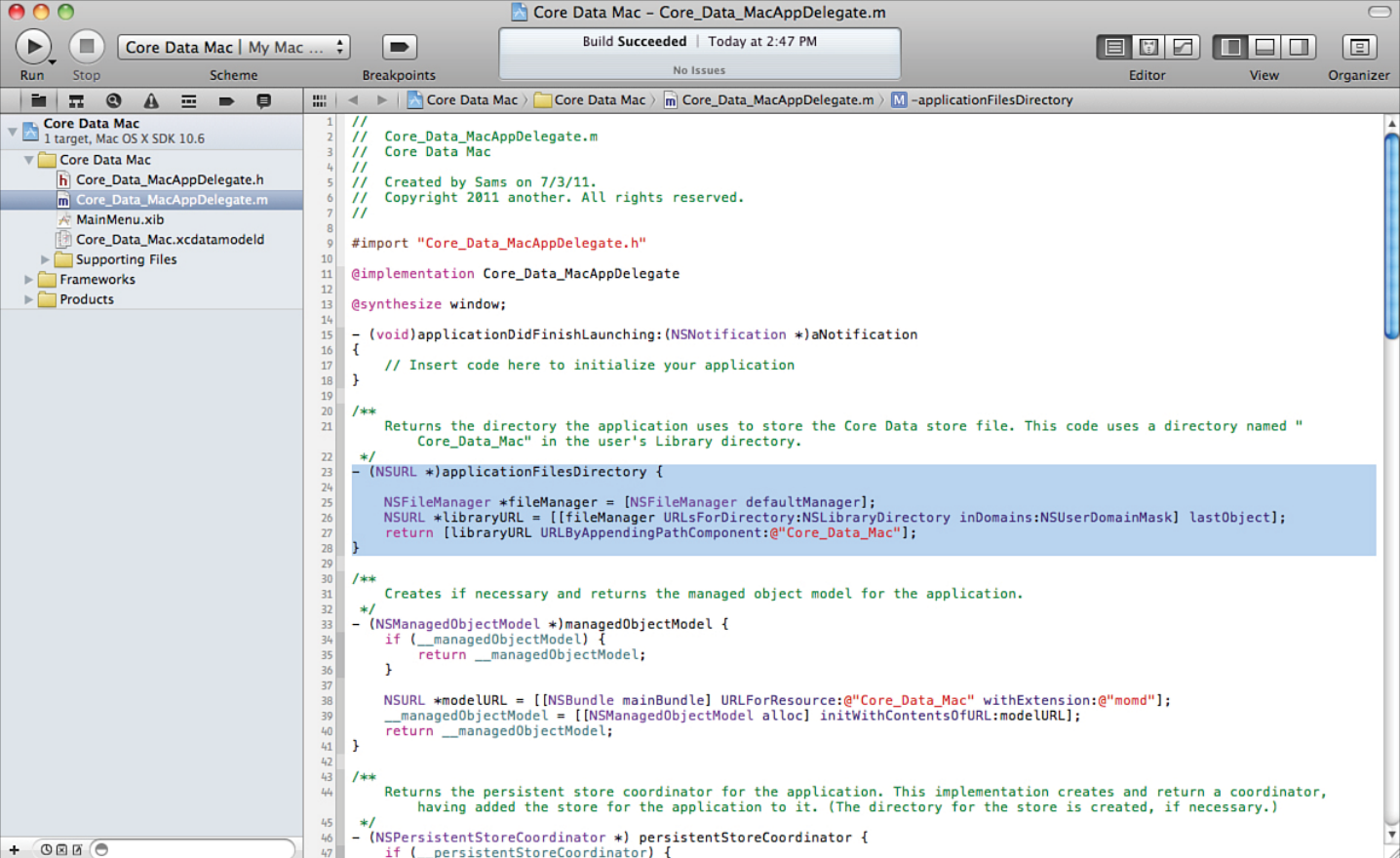


Figure 5.3

The code for the default filename and location is created by Xcode.

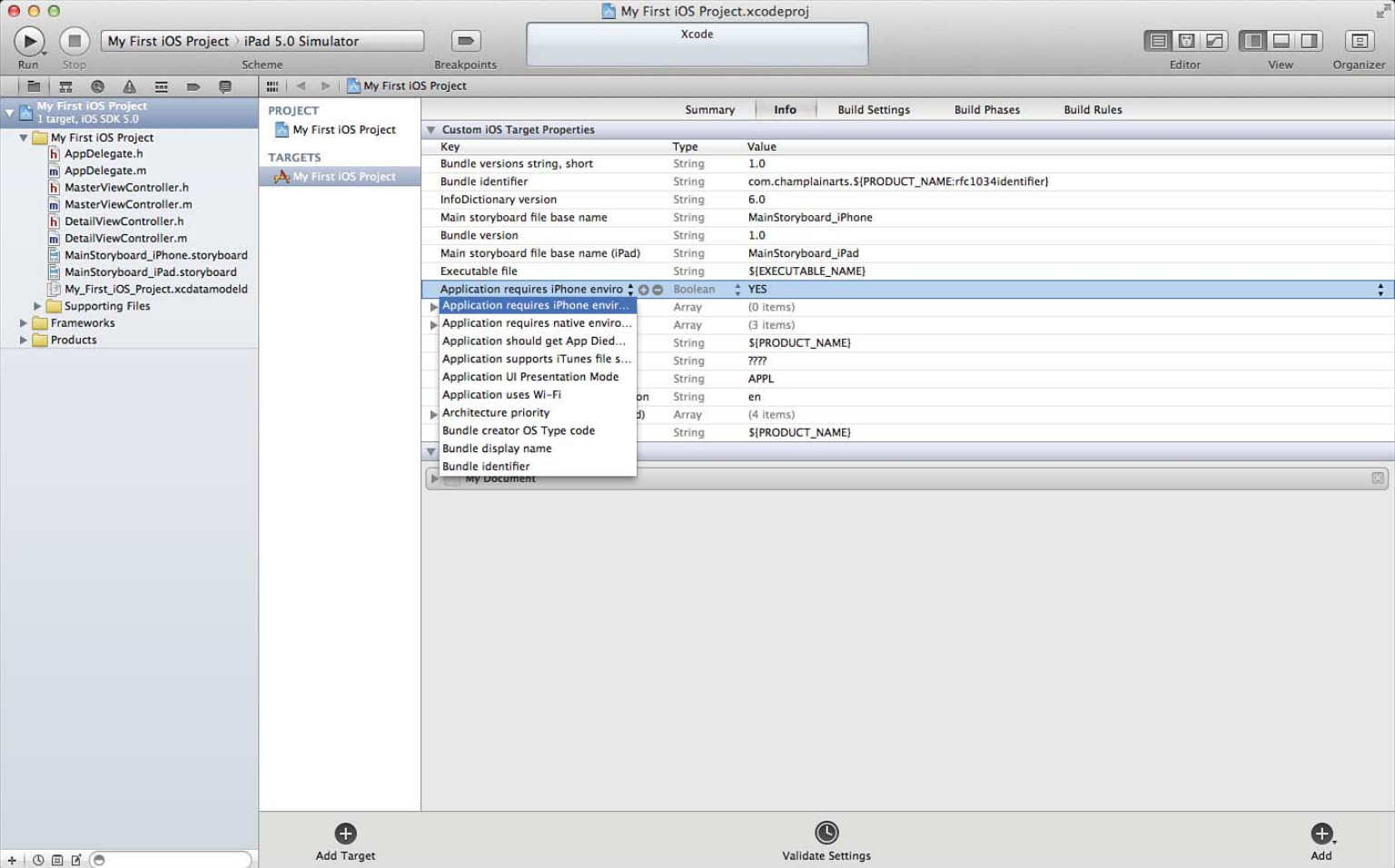


Figure 5.4
Set the app to support iTunes File Sharing.