

Figure 11.1

Use the Option key to add the Library folder to the Go menu.

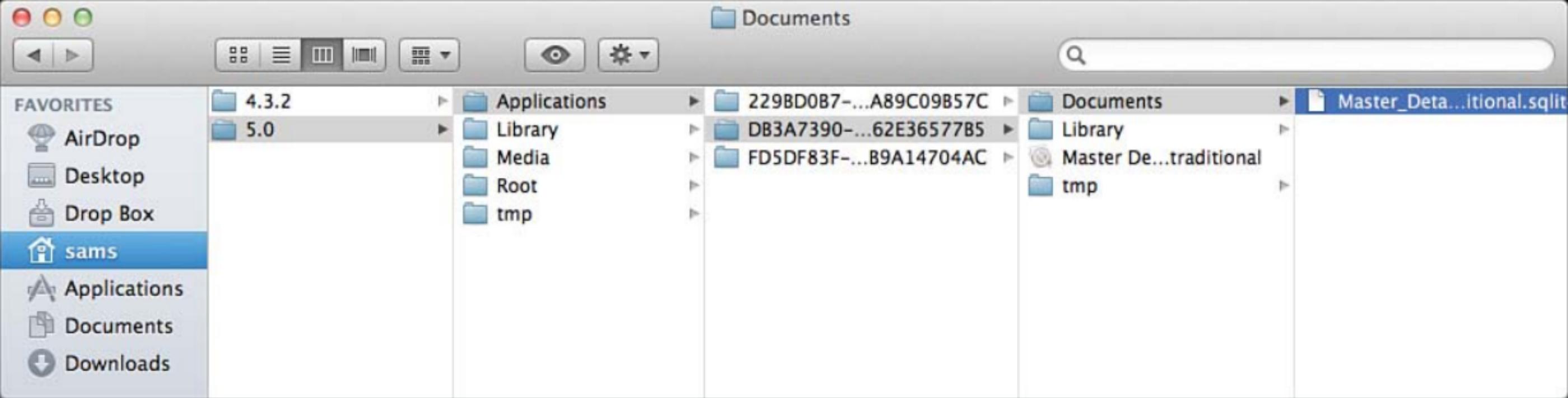


Figure 11.2
Explore the sandbox.

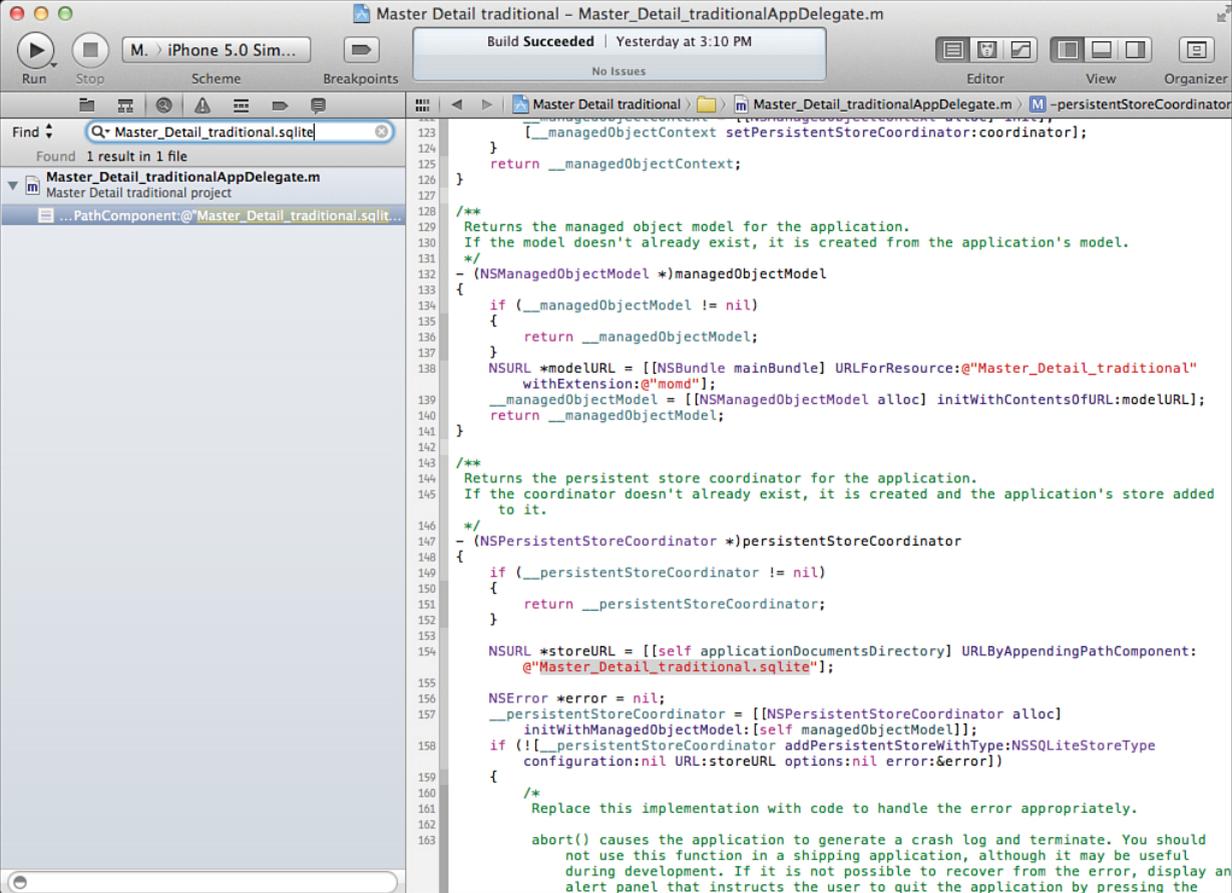


Figure 11.3

Find the Core Data file creation code in your app from the filename.

Choose a template for your new project:

The screenshot shows the Xcode project creation dialog. On the left, a sidebar lists platform and category options. The 'iOS' platform is selected, and under it, 'Application' is chosen. The main area displays a grid of application templates. The 'Master-Detail Application' template is highlighted with a blue border and a blue label. Below the grid, a detailed description for the selected template is provided. At the bottom, there are three buttons: 'Cancel', 'Previous', and 'Next'.

Platform	Category	Template Name	Icon Description
iOS	Application	Master-Detail Application	Icon showing a list view and a detail view.
		OpenGL Game	Icon showing a game controller and a target.
		Page-Based Application	Icon showing a rolled-up document.
	Framework & Library	Tabbed Application	Icon showing a list of tabs.
		Utility Application	Icon showing a wrench and a screwdriver.
		Empty Application	Icon showing a dashed rectangular box.
	Other	Single View Application	Icon showing a square with the number 1 inside.
		Application Plug-in	Icon showing a star and a list.
		System Plug-in	Icon showing a list of items.
		Other	Icon showing a list of items.

Master-Detail Application

This template provides a starting point for a master-detail application. It provides a user interface configured with a navigation controller to display a list of items and also a split view on iPad.

Buttons: Cancel, Previous, Next

Figure 11.4
Create a new project.

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 11.5
Name the new project and set options.

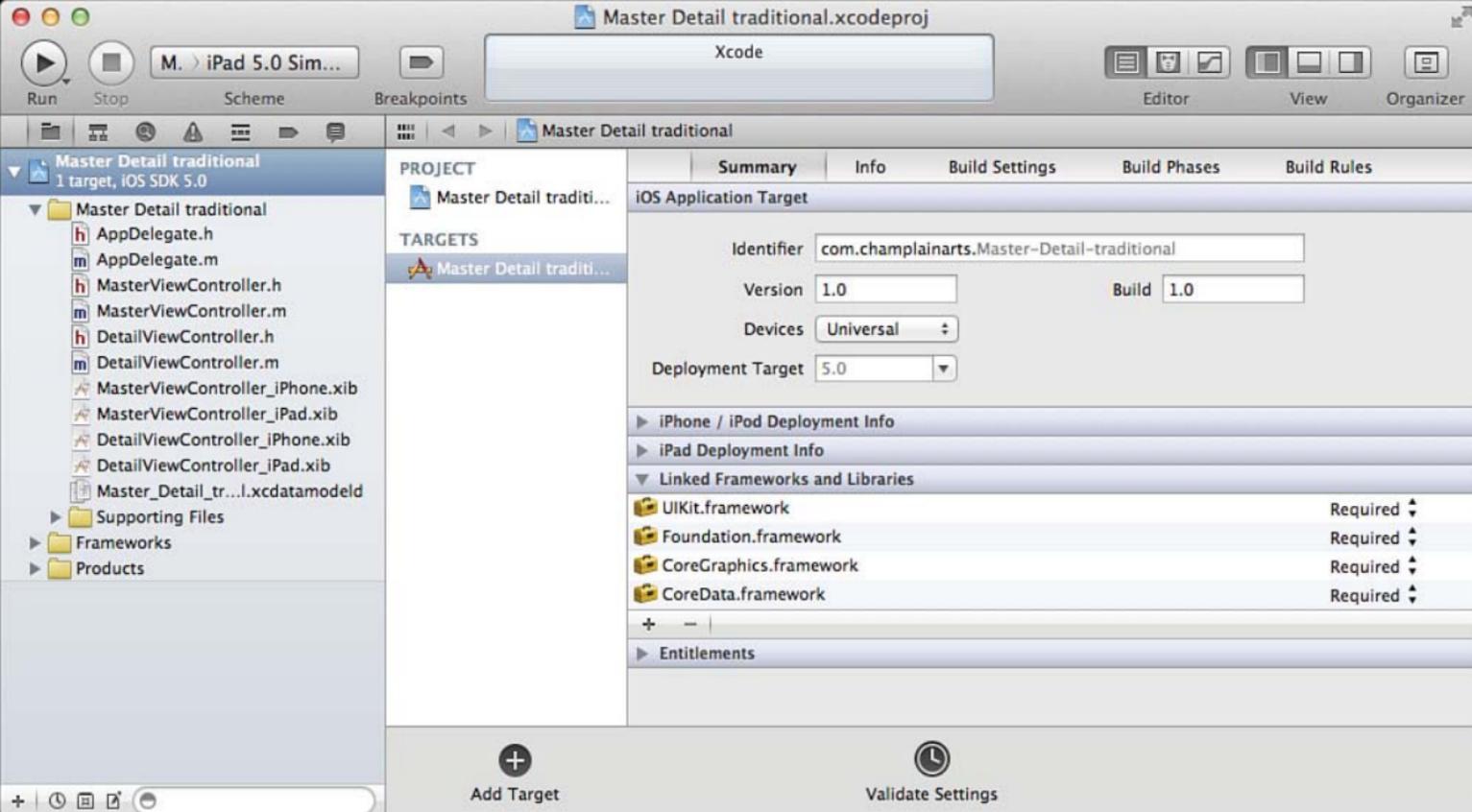


Figure 11.6
Check out the project.



Figure 11.8

Change the scheme to build for iPhone.

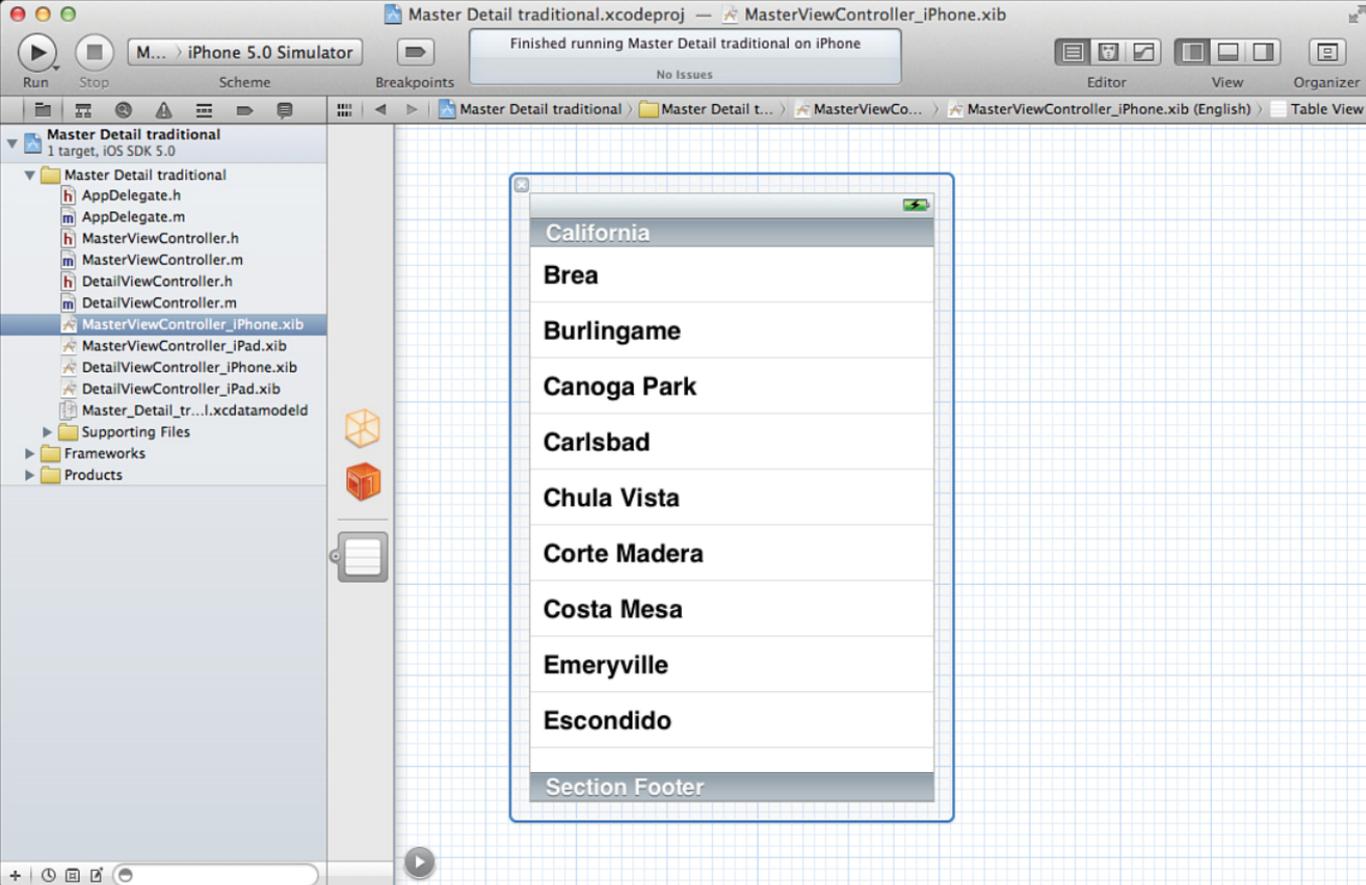


Figure 11.9
Start to work with the Interface Builder editor.

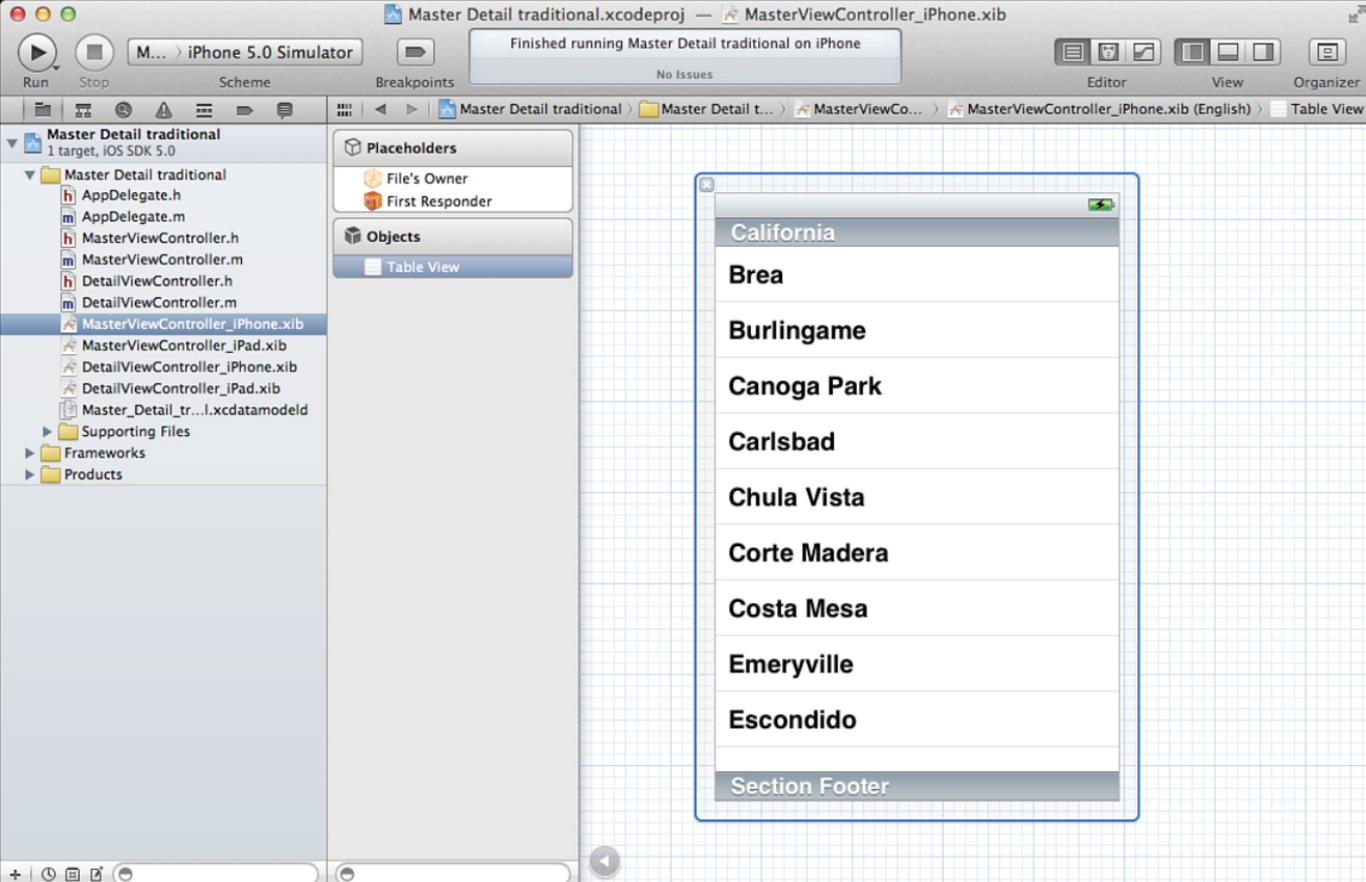


Figure 11.10
Open the document structure area.

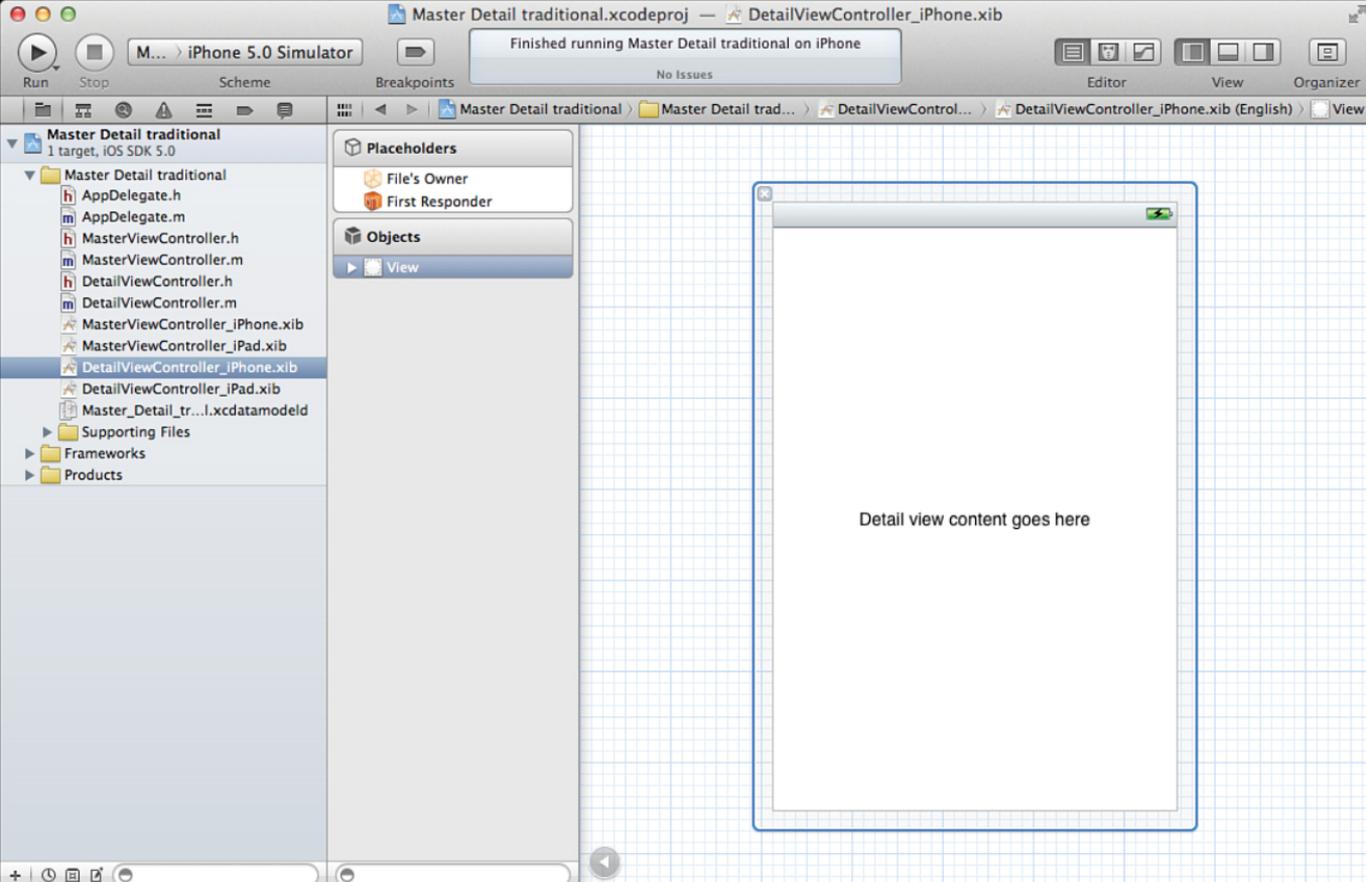


Figure 11.11
Detail views display the data.

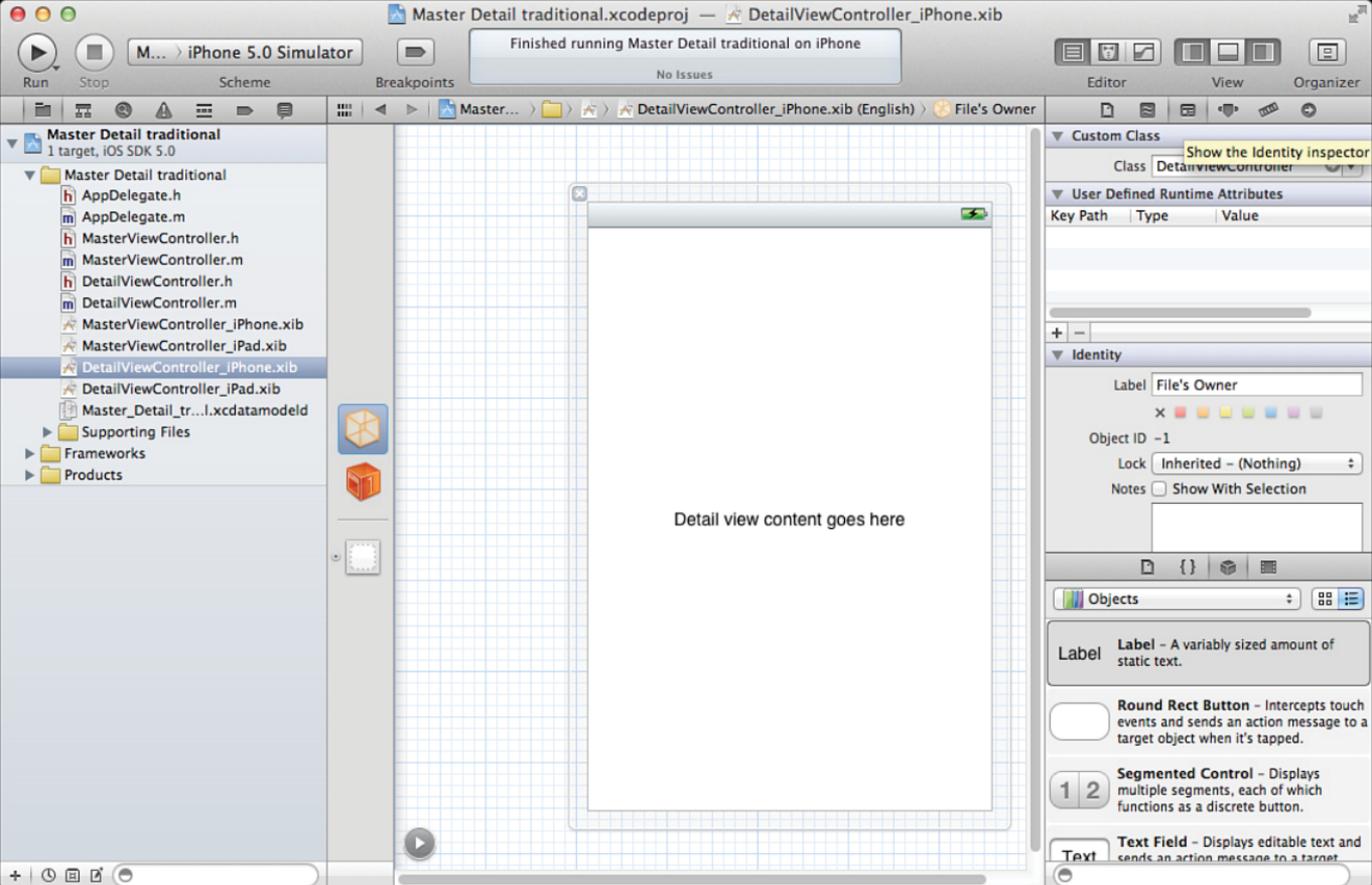


Figure 11.12
Set File's Owner.

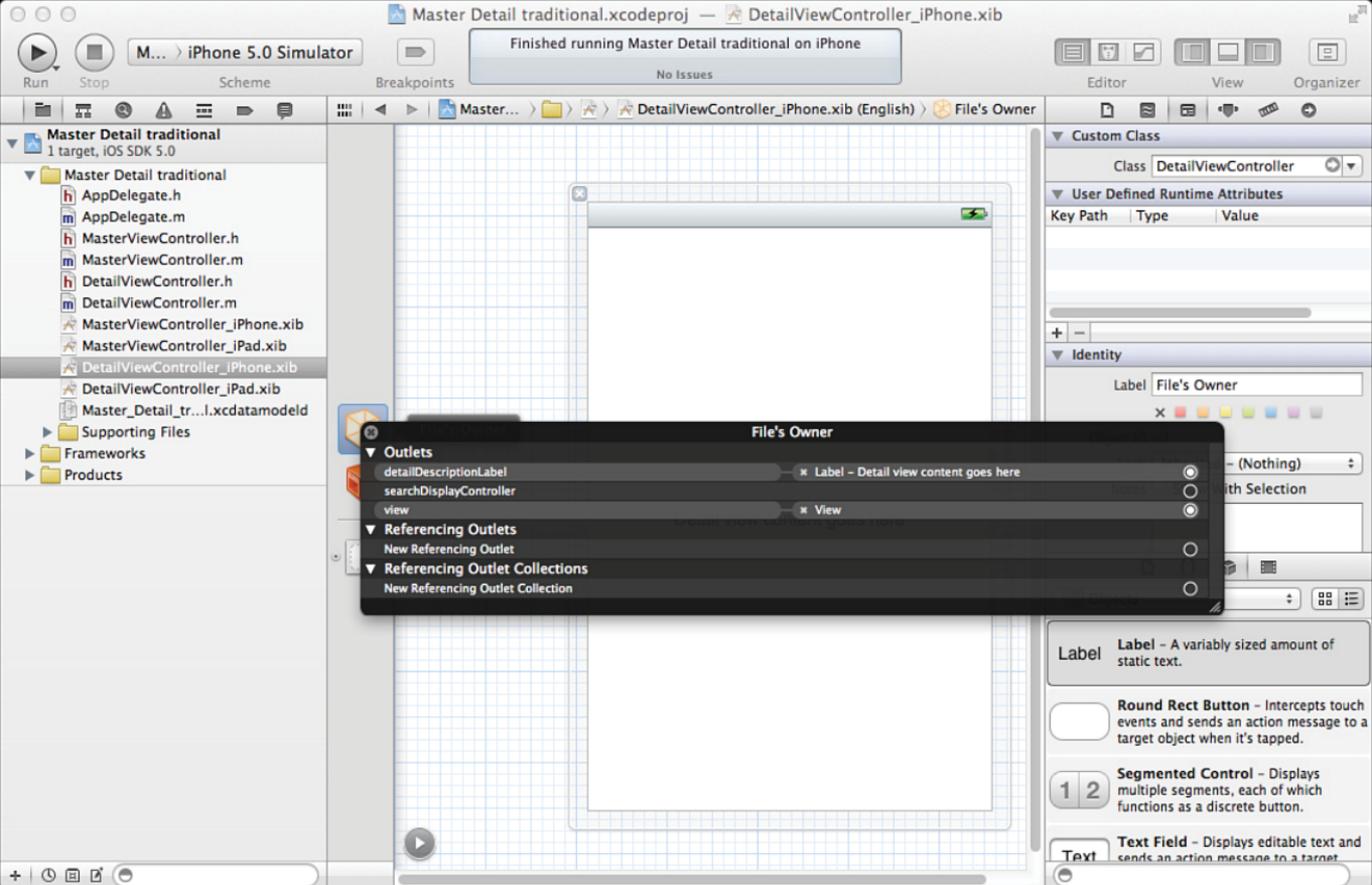


Figure 11.13

You will be able to connect interface elements to their corresponding code objects.

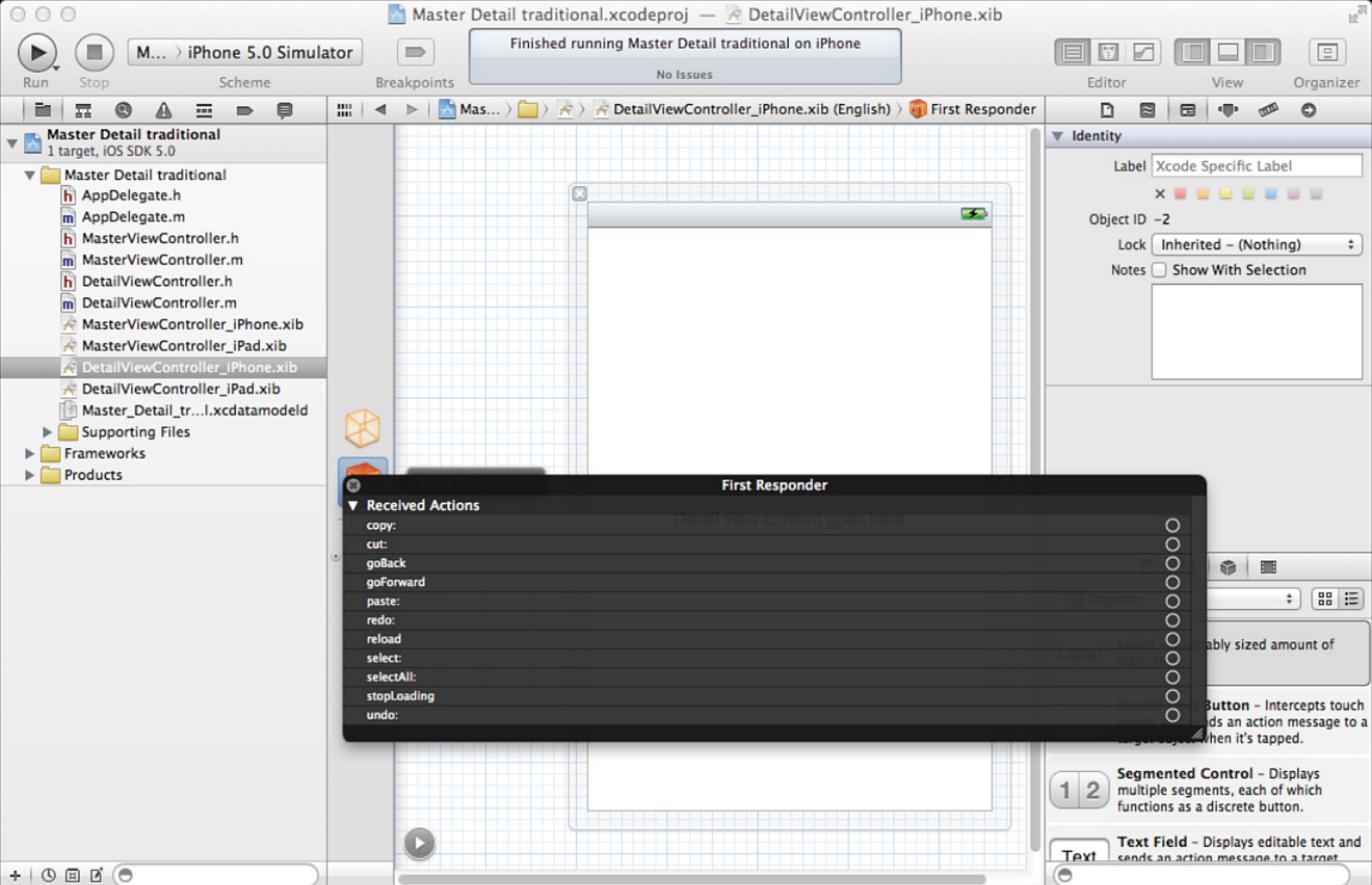


Figure 11.14
View the list of first responder actions.

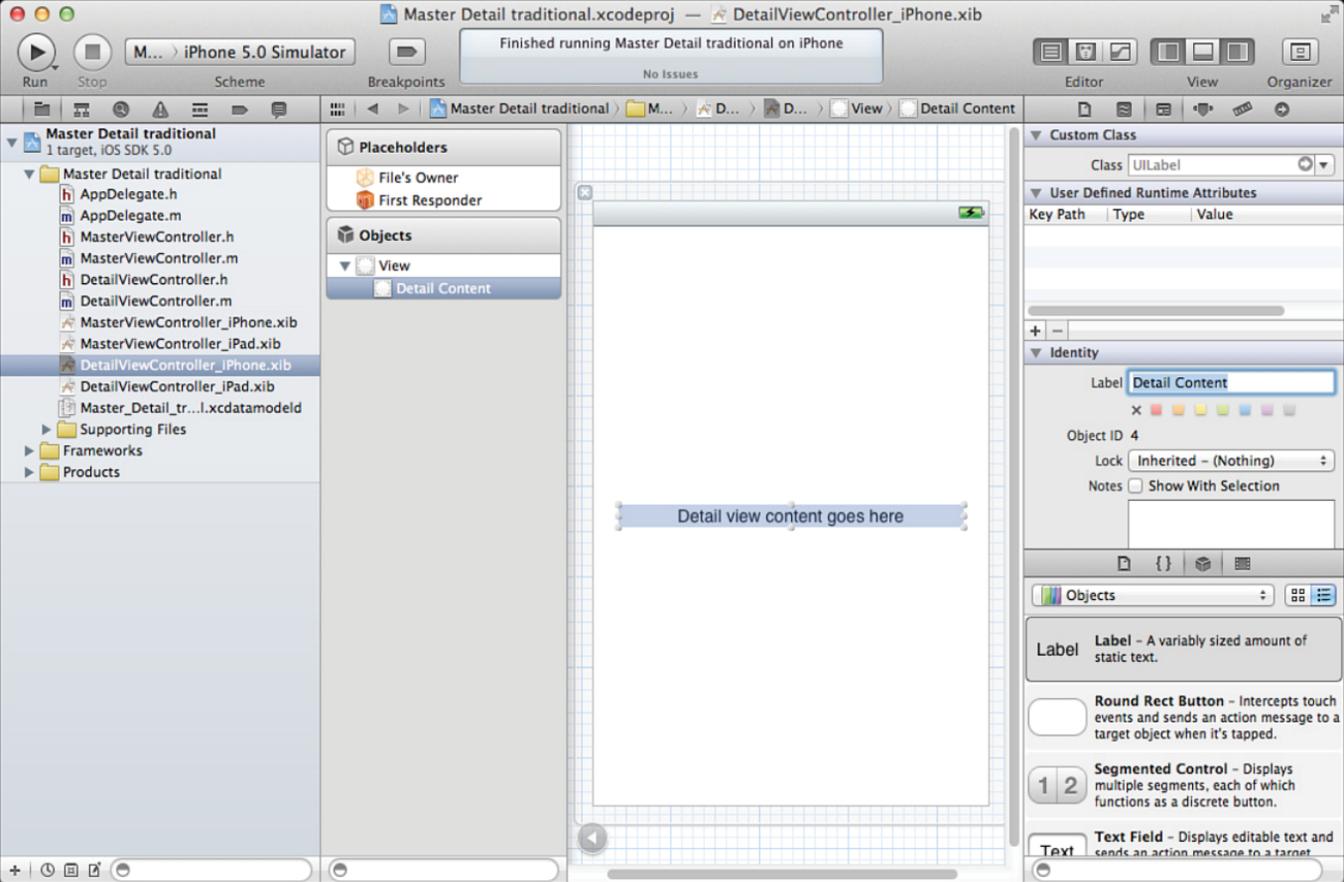


Figure 11.15
Use the Identity inspector.