



Figure 15.1a

Start from an empty data store and the empty master view.



Figure 15.1b
Add a new instance.



Figure 15.1c
Tap in a field to enter data.



Figure 15.1d
Changes are propagated to the master view.

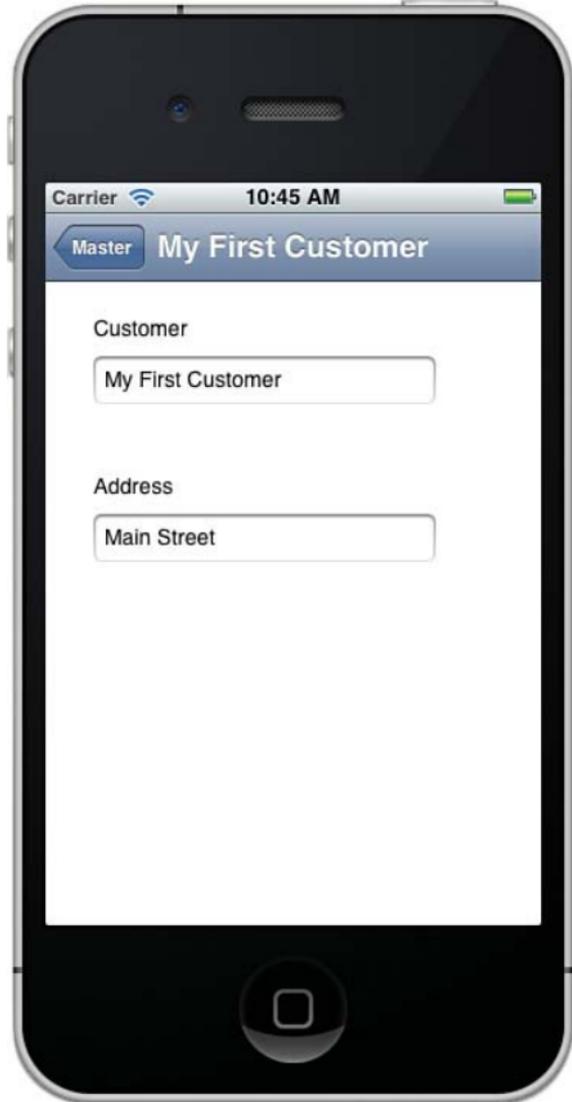


Figure 15.1e

Check that the modified data is shown on the detail view.



Figure 15.1f
Start to edit the structure.

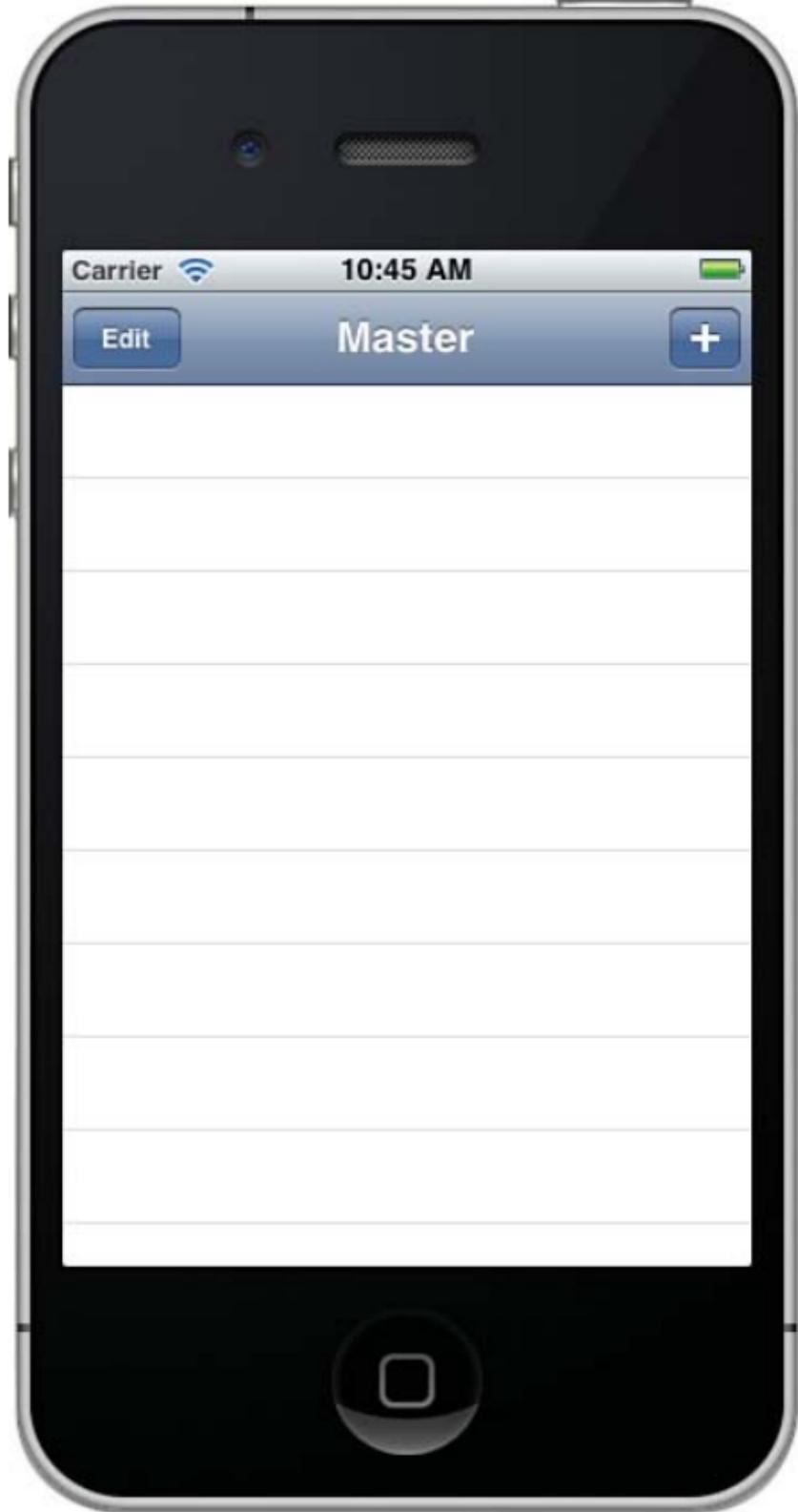
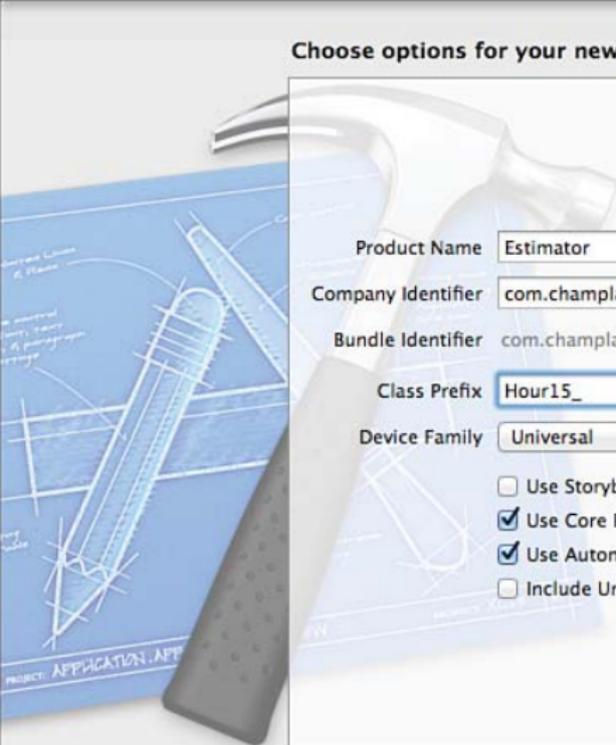


Figure 15.1g

The entity instance has been removed.

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 15.2
Create the new project.

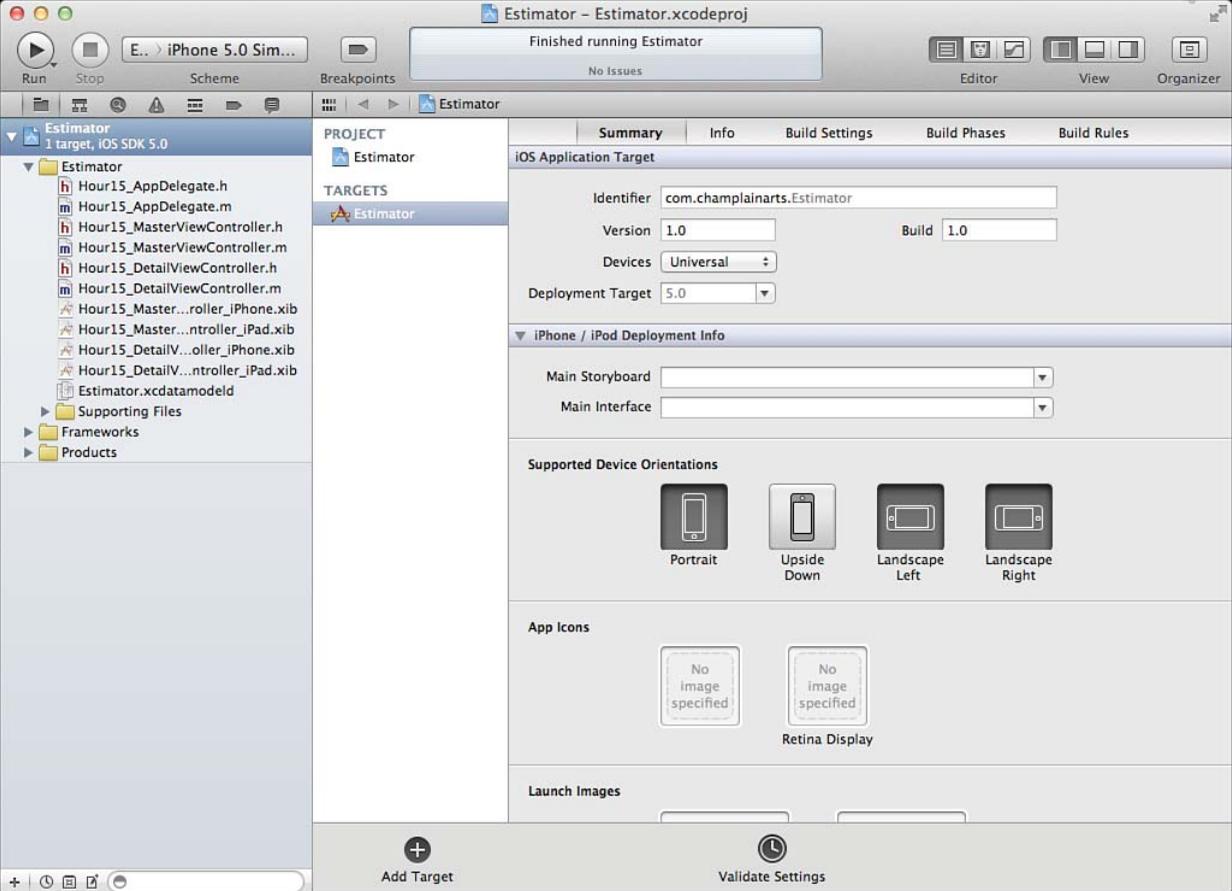


Figure 15.3

The files are named with the class prefix.

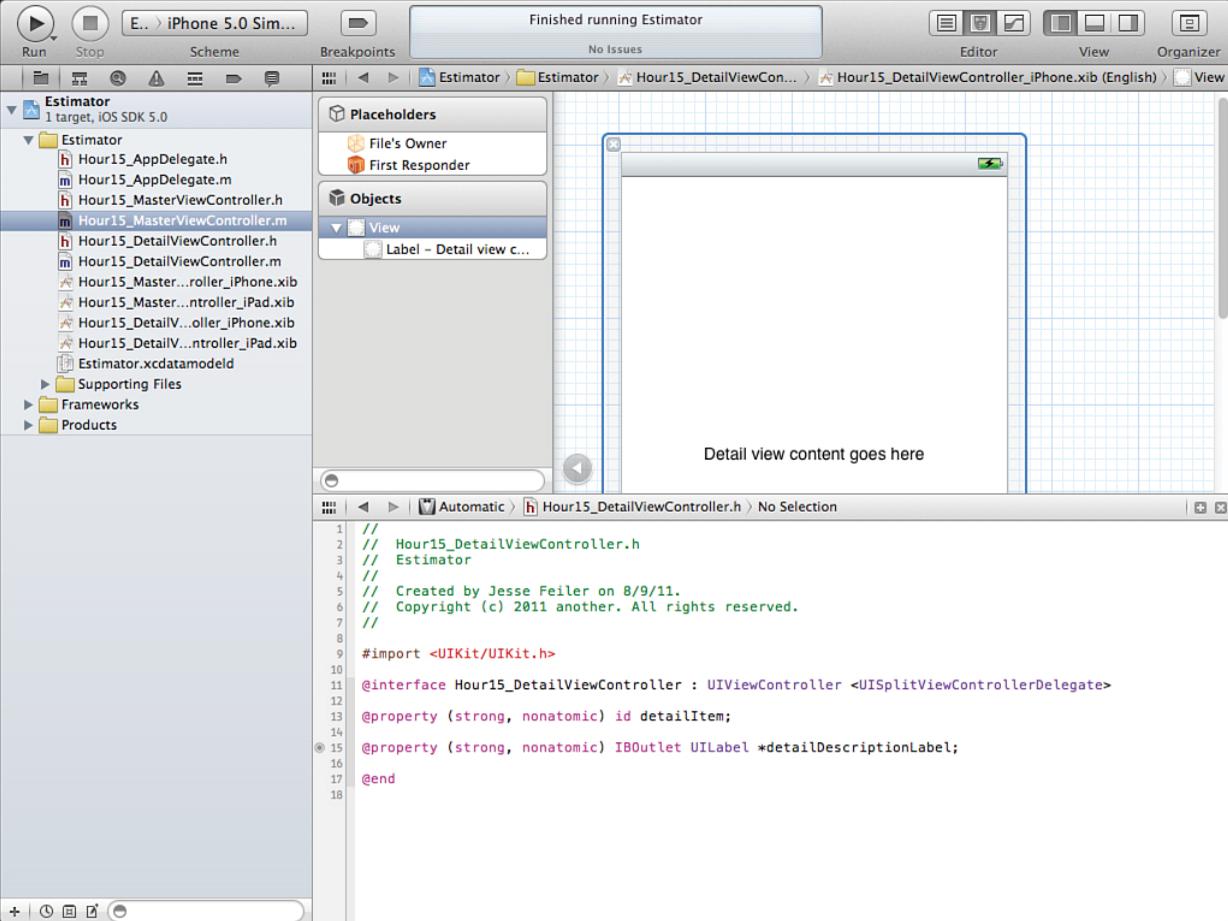


Figure 15.4
Arrange the assistant panes as you see fit.

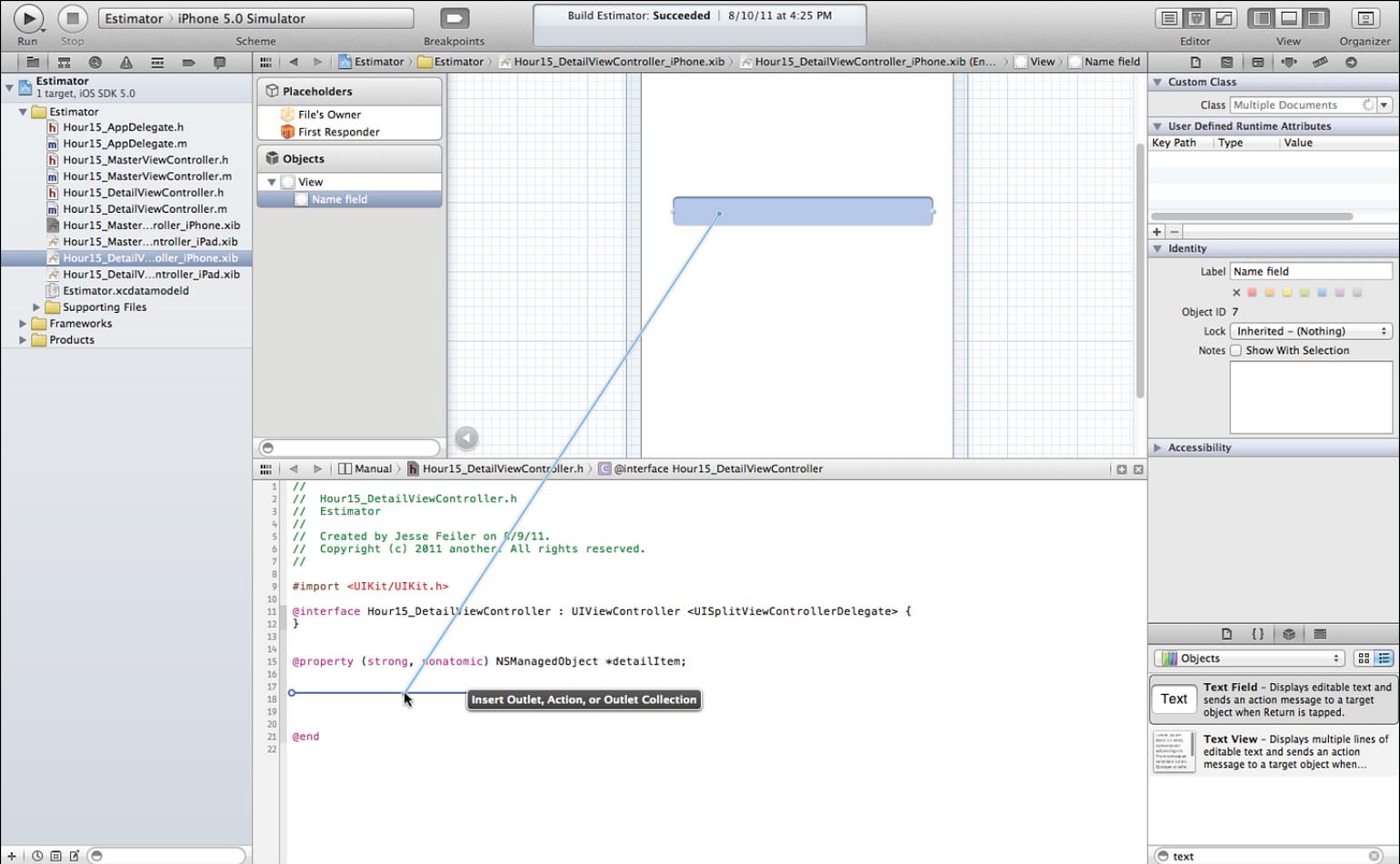


Figure 15.5
Create a new property for the name field.

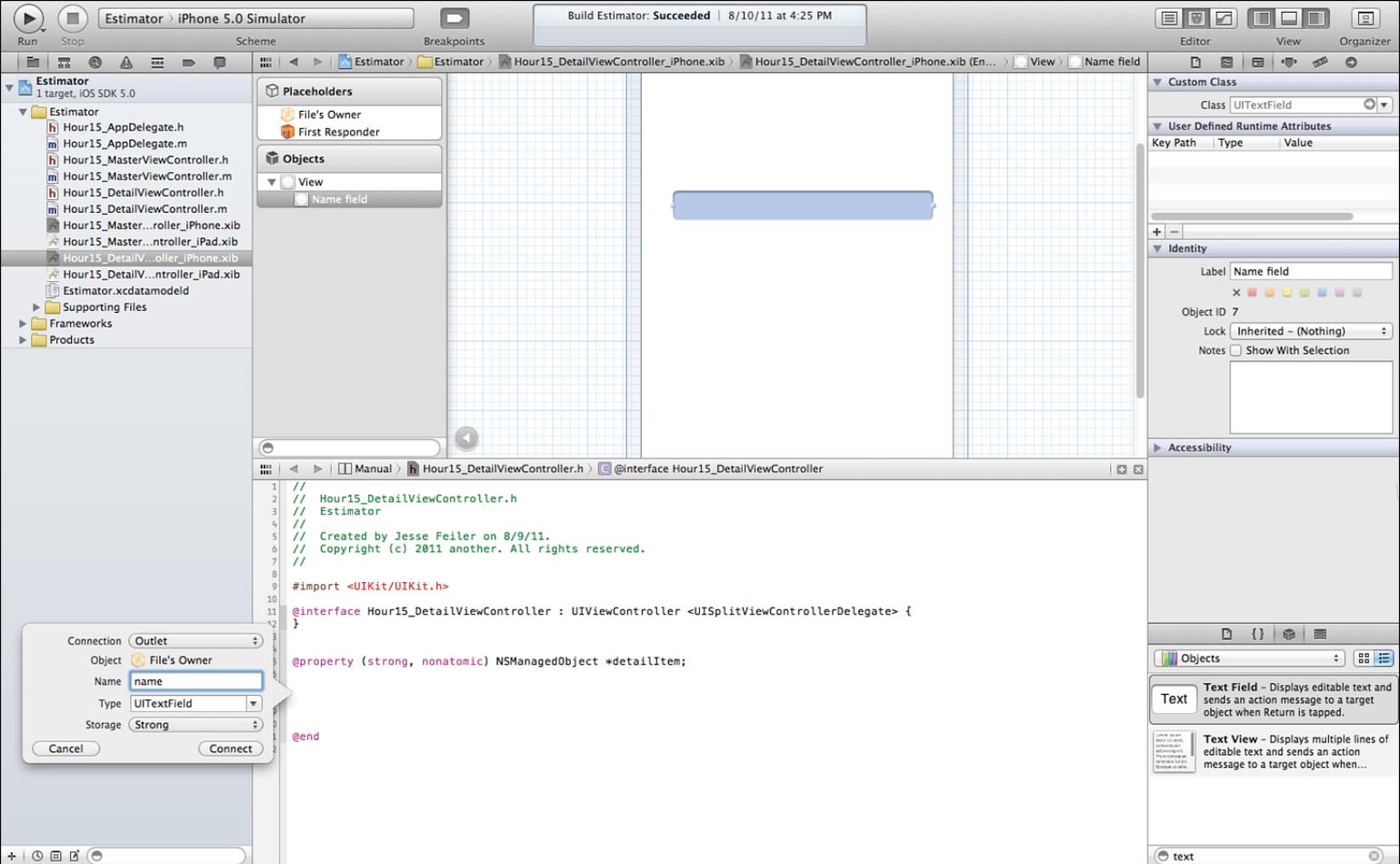


Figure 15.6
Name the new property.

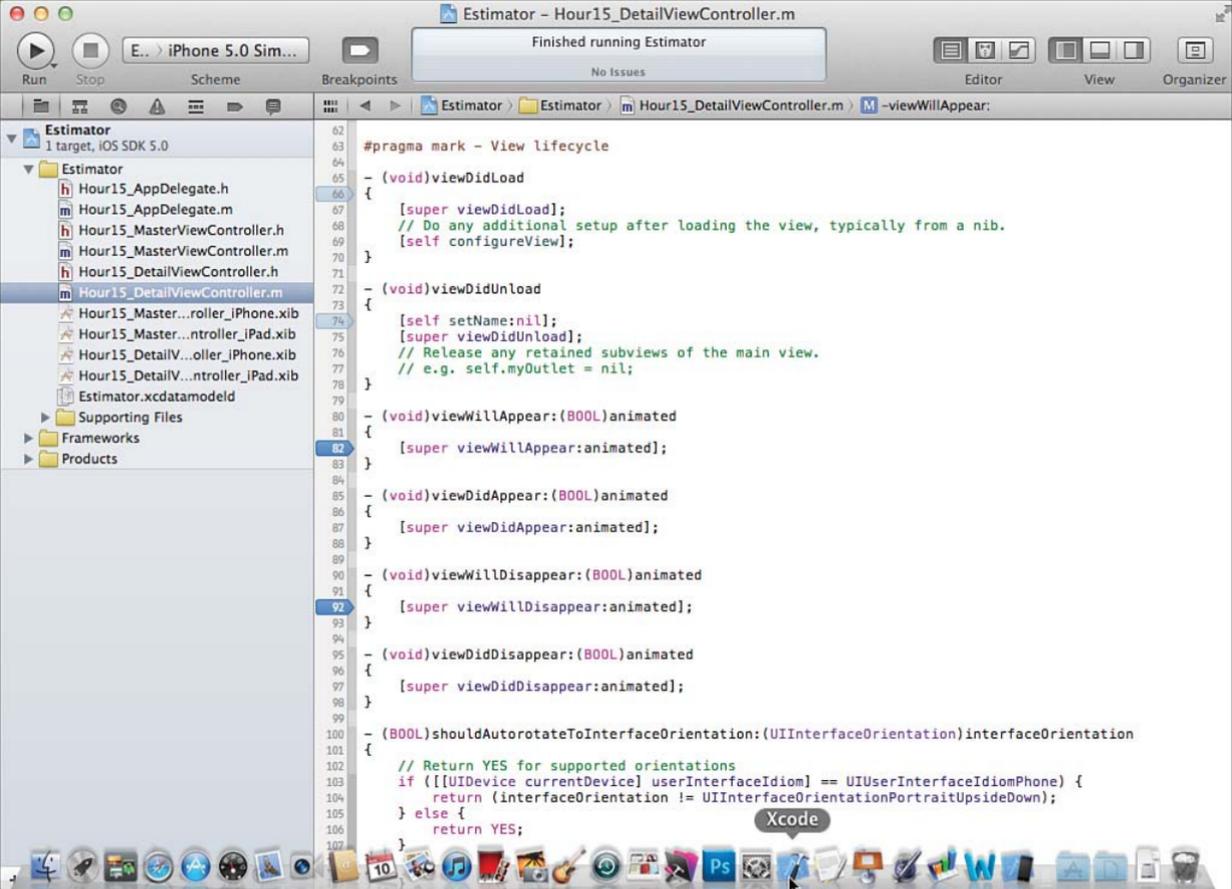


Figure 15.7
Place breakpoints in the view lifecycle code.

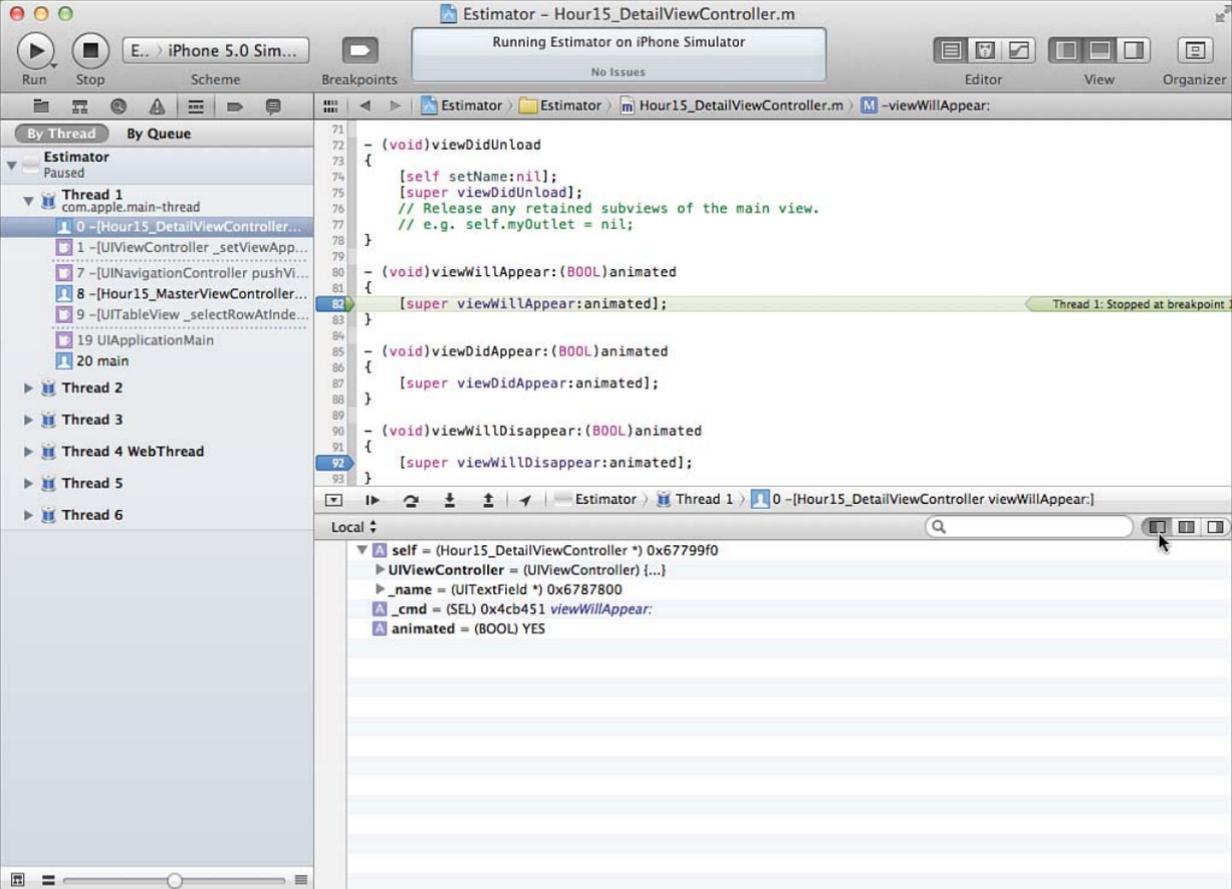


Figure 15.8
Breakpoints fire just before the line of code is executed.

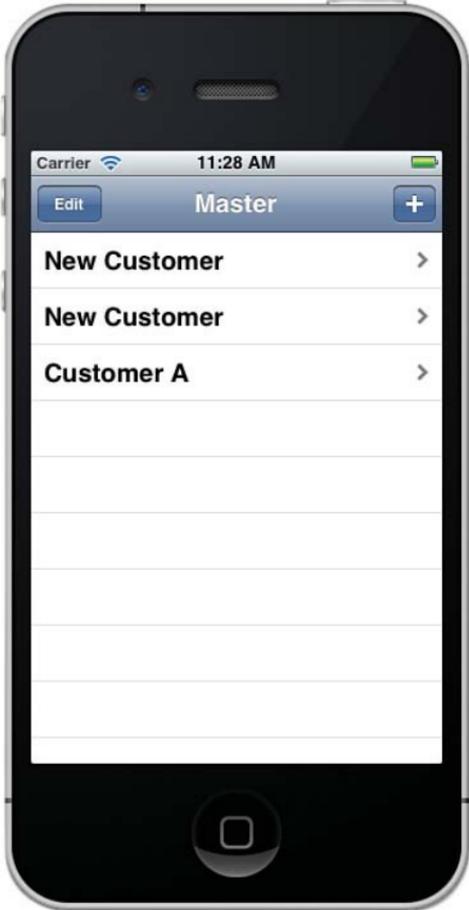


Figure 15.9
Experiment with the app.