

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.

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Figure 15.1e Check that the modified data is shown on the detail view.



Figure 15.1f Start to edit the structure.

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Edit	Master	+

Figure 15.1g The entity instance has been removed.

Choose options for your new project:

	Product Name	Estimator	
A	Company Identifier	com.champlainarts	
	Bundle Identifier	com.champlainarts.Estimator	
	Class Prefix	Hour15_	-
	Device Family	Universal +	
		Use Storyboard	
1.3		🗹 Use Core Data	
1.		Use Automatic Reference Counting	
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		Use Automatic Reference Counting Include Unit Tests	

Figure 15.2 Create the new project.

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Run Ston Scheme	Breakpoints	Finished running Estimator No Issues	E E C E
	IIII ⊲ ▶ Katimator		Canton New Organizer
 Estimator Estimator Estimator Hour15_AppDelegate.h Hour15_AppDelegate.m Hour15_MasterViewController.h Hour15_DetailViewController.m Hour15_DetailViewController.piPhone.xib Hour15_DetailVntroller_iPad.xib Supporting Files Frameworks Products 	Itti Image: Constraint of the second secon	Summary Info Build Settings IOS Application Target Identifier com.champlainarts.Estimator Version 1.0 0 Devices Universal 1 Deployment Target 5.0 ▼ IPhone / iPod Deployment Info Main Storyboard 0 Main Interface 0 0 Portrait Upside 0 App Icons No No	Build Phases Build Rules
		image specified Retina Display	
		Launch Images	
+ 0 = 2 0	Add Target	Validate Settings	

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.

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► (■ E > iPhone 5.0 Sim	Running Estimator on iPhone Simulator		
Run Stop Scheme	Breakpoints	Editor	View Organizer
By Thread By Queue Estimator Paused Image: Complement of the set of the	<pre>71 - (void)viewDidUnload 72 { 73 { 74 [self setName:nil]; 75 [super viewDidUnload]; 76 // Release any retained subviews of the main view. 77 // e.g. self.myOutlet = nil; 78 } 79 - (void)viewWillAppear:(BOOL)animated 81 { 82 [super viewWillAppear:(BOOL)animated 83 } 84 } 85 - (void)viewDidAppear:(BOOL)animated 86 { 87 [super viewDidAppear:(BOOL)animated 88 } 99 - (void)viewWillDisappear:(BOOL)animated 91 { 92 [super viewWillDisappear:animated]; 93 } 91 - (***********************************</pre>	DetailViewController viewWill	Thread 1: Stopped at breakpoint Appear.]
	Local \$ ▼ ▲ self = (Hour15_DetailViewController *) 0x67799f0 ▶ UIViewController = (UIViewController) {} ▶ _name = (UITexTrield *) 0x6787800 ▲ _cmd = (SEL) 0x4cb451 <i>viewWillAppear</i> : ▲ animated = (BOOL) YES	(Q.	

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



Figure 15.9 Experiment with the app.