Choose options for your new project:

Product Name	Mac OS Library App
Company Identifier	com.champlainarts
Bundle Identifier	com.champlainarts.Mac-OS-Library-App
Class Prefix	Hour17_
App Store Category	Productivity \$
Xt	Create Document-Based Application
Document Extension	
	Use Core Data
	Include Unit Tests
	Include Spotlight Importer

Figure 17.1 Create a document-based Mac OS app.

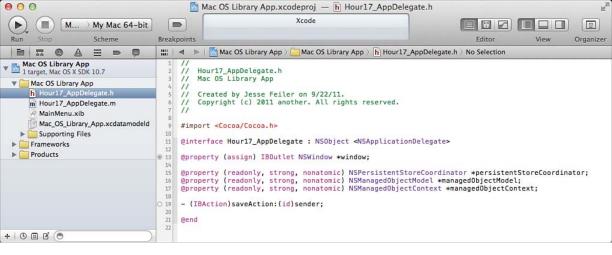


Figure 17.2 The app delegate is created.

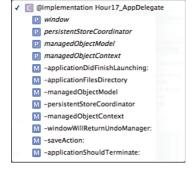


Figure 17.3 Use the jump bar in Xcode to see the structure of the implementation file. Choose a template for your new project:

ios		-	3.1	
Application			# D	
Framework & Library Other	Document-Based	Master-Detail	OpenGL Game	Page-Based
Mac OS X	Application	Application	opende dame	Application
Application Framework & Library Application Plug-in System Plug-in Other	1 Single View Application	Tabbed Application	Utility Application	Empty Application
		5		
	Empty Ar	oplication		

Figure 17.4 Choose an iOS template that uses Core Data.



Figure 17.5

Use the jump bar to see the structure of the implementation file.

Choose options for your new project:

Product Name	Sample Document Based Mac OS App
Company Identifier	com.champlainarts
Bundle Identifier	com.champlainarts.Sample-Document-Based-Mac-OS-
Class Prefix	Hour17_
App Store Category	Productivity \$
	Create Document-Based Application
Document Extension	mydoc
	☑ Use Core Data
	☑ Use Automatic Reference Counting
	🖸 Include Unit Tests
	Include Spotlight Importer

Figure 17.6 Create a document-based Mac OS app.

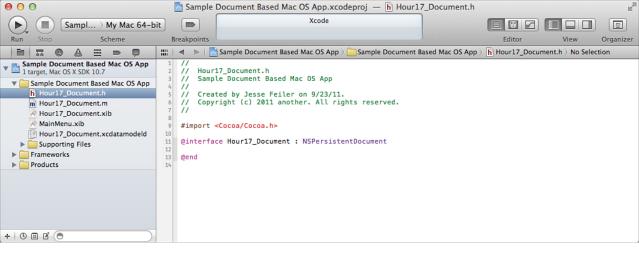


Figure 17.7 The project files are created by Xcode.

000		Sample Document Based Mac OS App.	xcodeproj					H ₂₁			
Sample Doc) My Mac	: 64-bit	Xcode									
				in the second second				10000			
Run Stop Scheme	Breakpoints				Editor	r Vie	w	Organizer			
	🔛 🔺 🕨 🔂 Sample Do	cument Based Mac OS App									
Sample Document Based Mac OS App 1 target, Mac OS X SDK 10.7	PROJECT	Summary Info	Build	d Settings Buil	ld Phases	Build Rules					
Sample Document Based Mac OS App	Sample Document Ba	V Custom Mac OS X Application Target Prope	V Custom Mac OS X Application Target Properties								
h Hour17_Document.h	TARGETS	Key	Туре	Value							
M Hour17_Document.m		Bundle versions string, short	String	1.0							
Hour17_Document.xib	A Sample Document Ba	Bundle identifier	String	com.champlaina	rts.\${PRODUCT_	NAME:rfc1034id	entifier}				
🖂 MainMenu.xib		InfoDictionary version	String	6.0							
Hour17_Document.xcdatamodeld		Application Category	String	Productivity							
Supporting Files		Bundle version	1								
🕨 🧱 Frameworks		Executable file	String		\${EXECUTABLE_NAME}						
Products		Principal class	String	NSApplication							
		Bundle creator OS Type code	String	7777							
		Icon file	String								
		Main nib file base name	String	MainMenu							
		Bundle OS Type code	String	APPL							
		Minimum system version	String	\${MACOSX_DEPLOYMENT_TARGET}							
		Localization native development region	String	en							
		Copyright (human-readable)	Copyright © 201	1 another. All ri	ghts reserved.						
		Bundle name	String	S{PRODUCT_NAM	ME}						
		▼ Document Types (3)									
		Binary									
		SQLite						Del			
		►									
		Exported UTIs (0)									
		▶ Imported UTIs (0)									
		▶ URL Types (0)									
		Services (0)									
	Đ						G.				
	Add Target	Vali	date Setting	s			Add				

Figure 17.8 Delete unnecessary document types.

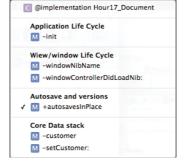


Figure 17.9

Review the implementation file structure from the jump bar.

iOS Simulator - iPad / iOS 5.0 (9A5274d)

Carrier 😌		4:41 PM 100% P					
Master	+	Rex the Wonder Dog					
Jesse Feiler							
Rex the Wonder Dog	Name	Rex the Wonder Dog					
	Email	rex@champlainants.com					
	Address	34 MatDonough Street					
	City	Platsburgh					
	State/Province	New York					
	Postal Code	12902					

Figure 17.10 Use a split view controller on iPad.

Name	Jesse Feiler	
Email	jfeiler@northcountryconsulting.com	
Address	32 MacDonough Street, #1	
City	Plattsburgh	
State/Province	NY	
Postal Code	12901	

Figure 17.11

The same data can be viewed and edited on Mac OS.

0 0		📩 Sample D	ocument Base	d Mac OS App.x	codeproj — 🕤 Hour1	7_Document.xcdatamo	del		R _M
Sample D	oc) My Mac	64-bit			d Today at 9:06 AM				
Run Stop	Scheme	Breakpoi	nts	No	Issues		Editor	View	Organizer
		📖 🔹 🕨 🔂 :	Sample Documer	nt Based Mac OS Ap	op > 🚞 Sample Documen	> 🕑 Hour17_Docume	> 🔂 Hour17_Documen	t.xcdatamodel $ angle$	No Selection
Sample Document Base 1 target, Mac OS X SDK 10.	d Mac OS App 7	ENTITIES		Attributes					
🔻 🚞 Sample Document Bas		FETCH REQUESTS	5	Attribute	🔺 Туре				
h Hour17_Document. M Hour17_Document.		CONFIGURATION	S						
Hour17_Document.									
A MainMenu.xib				+ -					
(Hour17_Document	Show in Fir	nder		_					
Supporting Files		External Editor			Destination	Inverse			
Frameworks Products	Open As			1					
	New File				-				
	New Projec								
	New Group				25				
	New Group from Selection				▲ Predi	icate			
	Sort by Na	me							
	Sort by Typ	be							
	Add Files t	o "Sample Docu	ment Based M	lac OS App"					
	Delete								
	Source Cor	ntrol	×.	I	•				
	Project Nav	vigator Help			•				
			Đ.					e . e	
		Outline Style	Add Entity				Add		ditor Style
+ 🛈 🖻 🖻 🕒		outline Style	riad criticy				Auu	Filling L	antor style

Figure 17.12 Delete the existing data model.



Do you want to permanently delete the file "Hour17_Document.xcdatamodel" from disk, or only remove the reference to it?

This operation cannot be undone. Unsaved changes will be lost.



Remove Reference Only



Figure 17.13 Removing only the references is safest unless you already have a copy of the file.

0 0		📩 Sample Docume	ent Based Ma	c OS App.xcoc	leproj — 🗊 Hou	r17_Document.xcdata	model		R ₀
Run Sto		64-bit Breakpoints	Analy	ze Succeeded	Today at 9:06 AM		Editor		
Run Sto	p Scheme		Document Rase	ed Mac OS Ann	Sample Docume	n) 🕐 Hour17_Docume		View	Organizer No Selection
	Document Based Mac OS App Mac OS X SDK 10.7	ENTITIES		Attributes	Sumple Bocume	/ E Hourt _ bocane			no selection
I target, Same Ho Ho Su Ho Su Fram Prod	Show in Finder	ion	S Ang"			Inverse			
+ 0 0 0			B. Entity				Add		ittor Style

Figure 17.14 Add the other data model file to the project.