

Figure 20.1 You can use automatic identifiers.

Name	Email
Customer A	a@mycompany.com
Customer B	a@another.com
Customer Z	z@mycompany.com



Figure 20.2 Build a Mac OS app with Core Data and bindings.

		📩 Estimator for Mac.xcodeproj
Bun Stop Scheme	64-bit Breakpoints	Xcode
	IIII < Estimator	for Mac
Ac Construction of the second se	PROJECT Estimator for Mac TARGETS	Summary Info Build Settings Build Phases Build Rules Mac OS X Application Target Application Category Business ‡ No Identifier com.champlainarts.Estimator-for-Mac Version 1.0 Build Deployment Target 10.7 ▼ App Icon Code Sign Application
		Linked Frameworks and Libraries
		▶ Entitlements
+ 0 II 2 (•	Add Target	Validate Settings

Figure 20.3 Create the project.

00	📩 Estima	ator for Mac.xcodeproj — 📄 Estimator_for_Mac.xcdatar	model		EN IS
Estimator for Mac > My I	Mac 64-bit	Running Estimator for Mac : Estimator for Mac			
Run Stop Scher	ne Breakpoints		E	Editor View	Organizer
	🔛 🔍 🔺 🕨 📩 Estimator for Mac 🤇 🦲 Es	timator for Mac > 🔃 Estimator_for_Mac.xcdatamodeld > 🐻 Estima	ator_for_Mac.xcdatamodel > No Selection		
Estimator for Mac 1 target, Mac OS X SDK 10.7	ENTITIES				
♥ ■ Estimator for Mac h Hour20_AppDelegate.h m Hour20_AppDelegate.m MainMenu.xib Estimator_for_Mac.xcdatamodeld ■ Supporting Files Frameworks Products	Customer Job FETCH REQUESTS CONFIGURATIONS CONFIGURATIONS Default CONFIGURATIONS	Customer V Attributes address city customerSince email name state zip V Relationships jobs	Job * Attributes estimate expenses job, description price rate * Relationships customer	Đ.	
	Outline Style Add Entity			Add Attribute	Editor Style
+ 0 8 6	🔺 🔢 🖆 🛓 Estimator for	Мас			

Figure 20.4 Create your data model.



Figure 20.5 Add an array controller.



Figure 20.6 Set the entity name in the Attributes inspector.



Figure 20.7 Bind the controller to the app delegate



Figure 20.8 Add a table view.



Figure 20.9 Select the table column to connect to the array controller.



Figure 20.10 Bind the column value to the array controller.



Figure 20.11 Insert an Add button.



Figure 20.12 Connect the Add button.



Figure 20.13 Run the app.