

Table of Contents

Acknowledgments 21

Introduction 22

Getting Xcode 4	22
Accessing Other Developer Tools	23
The Book's Contents	23
Xcode Preferences	24
What the Reader Needs to Know	25
Some Things to Keep in Mind as You Read This Book	25

Chapter 1: Xcode Projects 26

Creating a Project	26
Step 1: Choose the Type of Project You Want to Create	26
Step 2: Choose a Product Name	27
Step 3: Save the Project	28
The Project's Contents	28
Application Projects	29
Cocoa Projects	29
Document and Non-Document Applications	30
Core Data Applications	30
Command-Line Tool Projects	30
Framework and Library Projects	31
Libraries	31
Frameworks	31
Bundles and XPC Services	31
Application Plug-in Projects	32
System Plug-in Projects	32
Other Projects	33
iOS Application Projects	34
Devices	35
Core Data	35
Storyboarding	35
iOS Library Projects	35
Project Window	36
Toolbar	36
Navigator	37
Project Navigator	38
Project Navigator Groups	38
Symbol Navigator	39
Filtering the Symbol Navigator's Contents	40
Search Navigator	40

4 Table of Contents

Customizing Your Search.....	41
Find Scopes	41
Find and Replace	42
Issue Navigator.....	43
Debug Navigator	43
Breakpoint Navigator	43
Log Navigator.....	43
Editor.....	44
Utility Area	44
File Inspector.....	44
Identity and Type	45
Localization	45
Target Membership	45
Text Settings	46
Source Control.....	46
Quick Help Inspector	46
Library.....	46
Debug Area	47
Adding Files and Frameworks to Your Project	47
Creating New Files for the Project.....	47
Choosing a File Type	48
Naming the File.....	48
Mac File Types.....	49
Cocoa	49
C and C++	50
User Interface	50
Core Data	50
Resource.....	50
Other	51
iOS File Types.....	51
Cocoa Touch	51
C and C++	52
User Interface	53
Core Data	53
Resource.....	53
Other	54
Fixing the Copyright Notice	54
Adding Files You've Already Created	55
Adding a Folder of Files.....	56
Adding Files to Targets.....	56
Adding Frameworks and Libraries to a Project	56
Source Trees.....	57
Removing Files from a Project.....	57
Renaming a Project.....	58
Modernizing a Project.....	58

Workspaces	58
Creating a Workspace.....	59
Adding Projects to a Workspace	59
Organizer.....	59
Opening the Organizer.....	59
Organizer for iOS Applications	60
Developer Profile	61
Provisioning Profiles.....	61
Software Images	61
Device Logs	62
Screenshots	62
Devices.....	62

Chapter 2: Editing Source Code 64

The Editor Pane	64
Jump Bar.....	64
Editor and Gutter	65
Focus Ribbon.....	65
Assistant Editor.....	66
Code Completion.....	67
Customizing Code Editing.....	67
Fonts and Colors Preferences	68
Color Themes	68
Categories	68
Setting Colors for Non-Text Items	68
Text Editing Preferences	68
Indentation Preferences	69
Tabs.....	69
Line Wrapping.....	70
Syntax-Aware Indenting.....	70
Key Bindings.....	70
Code Snippets	71
Using a Code Snippet	71
Creating a Code Snippet	72
Completion Shortcuts	72
Completion Scope	72
Placing Tokens in Your Code Snippets	73
Examining a Code Snippet.....	74
Tab Bar.....	74
Refactoring Tools.....	74
Converting Your Project to ARC.....	75
Converting to Modern Objective-C Syntax.....	76
Fix-it	77
Reading Developer Documentation	77

6 Table of Contents

Browsing Documentation	78
Searching Documentation	79
Bookmarks.....	80
Quick Help.....	80
Invoking Quick Help.....	80
What Quick Help Displays.....	81
Updating Documentation	81
Installing Third-Party Documentation.....	82
Removing Documentation Sets.....	82

Chapter 3: Creating User Interfaces for Mac Applications 83

Starting with Interface Builder	83
Creating the User Interface.....	84
Modifying the Interface	84
Selecting an Element.....	85
Selecting an Element in a Hierarchy.....	85
Moving and Resizing Elements	85
Deleting an Element	86
Changing the Text of Titles and Labels.....	86
Making Other Modifications.....	86
Making Connections	86
Testing the Interface	87
Creating a Xib File.....	87
Object List	87
File's Owner	87
First Responder	88
Application.....	88
Object Library.....	89
Controls	89
Buttons.....	89
Text Controls	90
Miscellaneous Controls	90
Formatters	91
Data Views	92
Cells	93
Layout Views.....	93
Objects and Controllers.....	94
Windows and Menus.....	95
Windows.....	95
Menus.....	96
Toolbar.....	97
Address Book.....	97
Automator	97
Disc Recorder.....	98

Image Kit	98
OSAKit	99
PDFKit.....	99
UIKit.....	99
Quartz Composer	99
SceneKit	100
WebKit	100
Custom Objects.....	100
Media Library.....	100
Inspectors.....	101
File Inspector	101
Quick Help Inspector	102
Identity Inspector.....	102
Custom Class.....	102
Identity.....	102
Tool Tip	103
Accessibility Identity	103
User Defined Runtime Attributes	103
Document.....	104
Attributes Inspector.....	104
Size Inspector	105
Sizing Controls	105
Setting an Element's Size and Position	105
Autosizing	105
Springs.....	106
Struts.....	106
Aligning Elements.....	106
Positioning Items in a Containing View	107
Sizing Windows	107
Connections Inspector	108
Bindings Inspector	108
View Effects Inspector.....	109
Turning on Core Animation Effects	109
Appearance Section	109
Content Filters	109
Background Filters.....	110
Compositing Filters.....	110
Transitions for Subviews	110
Working with Menus.....	111
Adding Menus to the Menu Bar	111
Adding Items to a Menu.....	111
Keyboard Equivalent	112
Adding Submenus	112
Creating Contextual Menus.....	112
Creating Dock Menus	113

8 Table of Contents

Attaching Menus to Buttons	113
Bindings.....	114
Creating the Model Class	114
Creating the Controller	114
Binding the Model to the Controller.....	115
Binding the View to the Controller	115
Value Transformers.....	116
Connecting to Your Classes.....	116
Grouping Objects	118
Creating a Matrix of Controls	118
Setting Tab Order	118
Toolbars	119
Adding a Toolbar	119
Image and Custom View Toolbar Items.....	119
Adding Items to the Toolbar	119
Adding Images and Labels to Toolbar Items.....	120
Split Views	120
Adding and Removing Views	121
Arranging and Sizing Subviews.....	121
Embedding a Split View	121
Dividers.....	121
Source Lists	122
Auto Layout.....	122
Turning on Auto Layout.....	122
Constraints.....	123
Editing Constraints.....	123
Content Priorities.....	124
Adding Constraints	125

Chapter 4: Creating User Interfaces for iOS Applications 126

Starting with Interface Builder	126
Creating the User Interface.....	127
Modifying the Interface	128
Selecting an Element.....	128
Selecting an Element in a Hierarchy.....	128
Moving and Resizing Elements	128
Deleting an Element	128
Changing the Text of Titles and Labels	128
Making Other Modifications	129
Making Connections	129
Testing the User Interface	129
Creating a Xib File.....	130
Object List	130
File's Owner	130

First Responder	131
Object Library	131
Controls.....	131
Data Views	132
Gesture Recognizers	133
Objects and Controllers	133
Windows and Bars.....	133
Media Library.....	134
Inspectors.....	134
File Inspector	135
Quick Help Inspector	135
Identity Inspector	136
Custom Class.....	136
Identity.....	136
User Defined Runtime Attributes	136
Document.....	137
Accessibility	137
Attributes Inspector.....	138
Size Inspector	138
Setting an Element's Size and Position	138
Autosizing	139
Springs.....	139
Struts.....	139
Aligning Elements.....	140
Positioning Items in a Containing View.....	140
Sizing Windows	140
Connections Inspector	141
Connecting to Your Classes.....	141
Grouping Objects	143
Storyboarding.....	143
Creating a Storyboard	143
The Storyboard Canvas	144
Working with Scenes and Segues.....	144
Creating a Table in Interface Builder	145
Auto Layout.....	145
Turning on Auto Layout.....	145
Constraints.....	146
Editing Constraints.....	146
Content Priorities.....	147
Adding Constraints	147

Chapter 5: Modeling Tools 149

Data Models	149
Adding a Data Model File to Your Project	149
XML Data Models.....	150
Data Model Editor	150
Top-Level Components.....	151
Detail Area	151
Bottom Area	151
Graph View	152
Adding Entities.....	152
Adding Attributes.....	153
Setting an Attribute's Name and Data Type	153
Setting Additional Attribute Information.....	154
Adding Relationships	154
Adding Fetched Properties	156
Adding Fetch Requests.....	156
Editing the Fetch Request's Predicate with the Predicate Builder	156
Data Model Inspector for Fetch Requests.....	157
Advanced Checkboxes	158
Setting Information Dictionary Entries.....	158
Adding Configurations	159
Versioning	159
Advanced Checkboxes for Attributes and Relationships	160
Synchronizing Data Models.....	160
Syncing an Entity.....	160
Syncing an Attribute	161
Syncing a Relationship	161
Creating Source Code.....	162
Mapping Models	163
Versioned and Non-Versioned Data Models	163
Adding a New Version of Your Data Model	163
Adding a Mapping Model to Your Project.....	164
Mapping Model Editor	165
Entity Mappings.....	165
Property Mappings	166
Changing Attribute Mapping Data	166
Changing Relationship Mapping Data	167
Creating a User Dictionary	167
Migrating the Data.....	167
Enabling Automatic Migration	167
Migrating a Document-Based Application	168
Migrating a Regular Application	168

Chapter 6: Building Projects 169

Project Editor	169
Targets.....	169
Inspecting and Configuring Target Settings	170
Summary.....	170
Mac Target Summary.....	170
iOS Target Summary.....	172
Version and Build Numbers	174
Adding an Icon to Your Application.....	174
Info	176
Custom Target Properties.....	176
Document Types	177
iOS Document Types	177
Exported and Imported UTIs	178
URL Types.....	179
Services	180
Build Settings	180
Target Build Phases.....	181
Target Dependencies.....	181
Adding Build Phases	182
Reordering Build Phases	183
Build Rules.....	183
Adding Targets	183
Aggregate Targets.....	184
Unit Testing Bundles.....	184
Adding a Target Dependency	184
Configuring the Unit Test Bundle.....	185
Adding Unit Testing Classes	185
Writing and Running Unit Tests.....	186
Project Settings.....	186
Deployment Target.....	187
What Should My Deployment Target Be?.....	187
Deployment Targets and SDKs.....	188
When Should You Use an Earlier SDK?	188
Build Configurations	189
Localizations	190
Xcode Build Settings.....	190
Architectures	191
Build Locations	193
Build Options.....	193
Picking a Compiler.....	194
Code Signing.....	194
Code Signing iOS Applications	195
Code Signing Mac Applications	195
Creating a Code Signing Identity	196

12 Table of Contents

Code Signing Build Settings	196
Deployment	197
Deployment Target.....	197
Targeted Device Family.....	197
Stripping Symbols	197
Kernel Module	198
Linking.....	198
Packaging.....	199
Search Paths	199
Unit Testing	199
Versioning.....	200
Code Generation.....	200
Optimization Level	201
Generate Debug Symbols	201
Language.....	201
Choosing the Language Compiler	201
Choosing the Language Standard	202
Enabling Exception Handling.....	202
Setting Compiler Flags	202
Enabling Objective-C Automatic Reference Counting	202
Preprocessing.....	203
Warnings.....	203
Data Model Version Compiler	204
Interface Builder Compiler	204
Static Analyzer	204
Conditional Build Settings	205
Adding Your Own Build Settings.....	205
Configuration Settings Files	206
Creating a Configuration Settings File	206
What Goes in a Configuration Settings File?.....	207
Telling Your Project to Use a Configuration Settings File.....	208
Overriding the Configuration Settings File.....	208
Compiling Your Program	208
Schemes	208
Choosing a Scheme.....	209
Opening the Scheme Editor.....	209
Build.....	210
Run.....	210
Test.....	211
Profile	211
Analyze	211
Archive	212
Pre and Post-Actions	212
Adding and Managing Schemes.....	212
Precompiled Headers	213

Cleaning Targets.....	214
Building Your Project	214
Where's My Application?	215
Seeing More Build Details	216
Message Bubbles.....	216
Opening the Build Results Window	216
Showing the Build Transcript.....	217
Filtering the Build Results.....	217
Customizing Xcode Behaviors	218
Tips for Correcting Build Errors	218
Add All Necessary Frameworks	218
Include Necessary Header Files.....	219
The Error May Not Be Where Xcode Says It Is.....	219
One Error Can Cause Multiple Syntax Errors.....	219
Look for Typographical Errors	220
Check Function Arguments.....	220
Building for Unsupported Languages	220
Static Analysis.....	221
Generating Output Files	222
Creating Applications that Run on iPhones and iPads	223
Creating a New Universal Project	223
Upgrading an Existing iPhone Project	223
Universal Application Build Settings	223
Creating Two Device-Specific Applications	224

Chapter 7: Debugging 225

Before You Debug	225
Configuring Your Scheme for Debugging.....	225
Info	225
Arguments.....	226
Options.....	226
Diagnostics	227
Memory Management.....	227
Logging.....	227
Debugger.....	228
Setting Environment Variables for Debugging.....	228
Choosing a Debugging Format.....	230
Breakpoints.....	231
Setting Breakpoints	231
Breakpoint Actions	232
Debugger Command.....	233
Log.....	233
Sound.....	233
Shell Command.....	233

14 Table of Contents

AppleScript	234
Capture OpenGL ES Frame.....	234
Sharing Breakpoints	234
Launching the Debugger	234
Opening a Separate Console Window	235
Debug Bar	235
Debug Navigator	236
Floating Debugger Window	237
Variables View	237
Setting Watchpoints.....	238
Custom Data Formatters	239
Datatips.....	240
Using Datatips	240
Using Step Controls in the Editor.....	240
Viewing Shared Libraries.....	241
Tracking Expressions.....	241
Viewing Dynamic Arrays.....	242
Stepping Through Your Code	242
Viewing Memory	243
OpenGL ES Debugging	245
Enabling OpenGL ES Frame Capture.....	245
Capturing the Frame When Reaching a Breakpoint	245
Capturing the Frame	245
Framebuffer Area	246
Debug Navigator	247
Variables View	247
Assistant Editor	248
Labeling OpenGL ES Objects in the Debugger.....	249
Using the GDB Console.....	249
Stopping Program Execution	249
Setting Breakpoints.....	250
Setting Watchpoints.....	251
Setting Catchpoints.....	251
Examining Your Breakpoints	251
Setting Conditional Breakpoints.....	251
Disabling and Deleting Breakpoints	253
Command Lists.....	255
Examining Data	256
Examining Dynamic Arrays	256
Displaying Data Automatically	257
Executing Shell Commands.....	259
Defining Your Own Commands	259
Conditional Commands.....	260
Documenting Your Commands	261
Reading Commands from a File.....	262

Command Hooks	263
Using the LLDB Console	264
Getting Help.....	264
Setting Breakpoints	265
Setting Watchpoints	265
Examining Breakpoints	266
Disabling and Deleting Breakpoints.....	267
Breakpoint Commands	268
Command Aliases.....	269
Examining Variables.....	269
Examining Memory.....	271
Executing Shell Commands.....	271
LLDB Expressions	273
Logging.....	274

Chapter 8: Version Control 275

Creating a Repository	276
Creating a Local git Repository	276
Creating a Local Subversion Repository	276
Creating a Remote git Repository	276
Creating a Remote Subversion Repository	277
How Many Repositories Should You Make?	277
Ignoring Files	277
Naming the Ignore File	278
What Files Should Be Ignored?	278
What to Do with the Ignore File?	278
Configuring the Repository for Xcode.....	279
Cloning Repositories	280
Repositories Window	280
Repository List	281
Detail View.....	281
History.....	282
Importing Your Project to the Repository.....	282
Importing to a git Repository	282
Importing to a Subversion Repository	283
Checking Out Files from a Subversion Repository	284
Seeing Which Files Have Changed in Your Project.....	284
Adding Files to the Repository	285
Removing Files from the Repository	286
Seeing the Changes You Made to a File	286
Committing Changes You Made.....	287
Discarding Changes	288
Viewing Annotations.....	288
Viewing a File's Revisions	289

16 Table of Contents

Branching	289
Creating a Branch	290
Removing a Branch.....	290
Switching Branches.....	290
Merging	291
Tracking Branches.....	291
Pushing and Pulling	292
Snapshots.....	292
Taking a Snapshot.....	293
Looking at a Project's Snapshots	293
Restoring a Snapshot.....	293
Deleting Snapshots	294
Accessing Your Snapshots	294

Chapter 9: Instruments 295

Tracing From Xcode	295
Creating and Setting up a Trace Document.....	296
Creating a Trace Document.....	296
Mac OS X Templates	296
iOS Templates	297
iOS Simulator Templates.....	298
Trace Document Window	298
Adding and Removing Instruments	299
Customizing the Track Pane	299
Showing the Detail View.....	300
Running a Trace	300
Determining What to Trace	300
Choosing a Program to Trace	301
Tracing	301
Recording Options.....	302
Alternate Trace Document Views	302
Examining Trace Results	302
Track Pane	303
Detail View.....	303
Console	303
Source View.....	304
Searching in the Detail View	305
Extended Detail View.....	305
Filtering Information	306
Filtering by Time.....	306
Searching	306
Flagging Samples.....	307
Call Tree Data Mining	307
Call Tree Checkboxes.....	308

Call Tree Constraints	309
Specific Data Mining	309
Data Mining Inside the Call Tree	310
Call Tree Tips.....	310
Run Browser	311
Exporting Trace Data.....	311
Instrument-Specific Results.....	311
Leaks	311
Before You Trace.....	312
Leaked Blocks	312
History	313
Call Tree.....	313
Cycles and Roots.....	314
Track Pane.....	315
Allocations	315
Before You Trace.....	315
Statistics	316
Object Summary	316
Instances	317
History	318
Call Trees	318
Objects List	319
Heapshots	319
Time Profiler	321
Call Tree.....	321
Finding Heavy Paths	322
Focusing on a Subtree	322
Finding Where a Function Spends Its Time	323
Sample List.....	323
Strategy Bar	324
OpenGL ES Analyzer	325
Expert.....	325
Frame Statistics.....	326
Trace	327
Call Trees	327
API Statistics.....	328
Single Frame Navigation.....	328
Overriding the Pipeline	328
Activity Monitor.....	329
Summary.....	329
Parent Child	330
Samples.....	330
Trace Highlights	331
Creating a Custom Instrument	331
Parts of an Instrument	331

18 Table of Contents

Parts of a Probe	332
Determining When the Probe Fires.....	332
Performing the Action.....	334
Custom Instrument Example	334
Start.....	334
DATA	335
BEGIN.....	335
First Probe	335
Second Probe.....	336
Running a Trace.....	336
Improvements to the Custom Instrument	337
Editing an Instrument	337

Chapter 10: Command-Line Debugging Tools 338

A Command Line Primer.....	338
Executing Commands as root.....	338
Navigating Directories	338
Getting Help.....	340
Finding Your Application's Process ID	340
fs_usage	340
Running fs_usage.....	341
What fs_usage Tells You	341
fs_usage Options	343
-e Option	343
-f Option	344
-w Option	344
sc_usage	345
What sc_usage Tells You.....	345
Program Summary Information.....	345
System Call List	346
sc_usage Options.....	347
-c Option	347
-e Option	348
-E Option	348
-l Option	348
-s Option.....	349
vmmmap.....	349
What vmmmap Tells You.....	349
Non-Writable Memory Regions.....	349
Region Purpose.....	350
Permissions	351
Sharing Modes.....	351
Writable Memory Regions.....	352
Summary Report.....	353

vmmap Options.....	353
-d Option	354
-w Option	354
-resident Option	354
-pages Option	355
-interleaved Option	355
-submap Option	355
-allSplitLibs Option	355
-noCoalesce Option	356
-v Option	356
heap	356
heap's Output	356
heap Options.....	357
-guessNonObjects Option	358
-sumObjectFields Option	358
-showSizes Option	358
-addresses Option	358
leaks	359
Running leaks	359
What leaks Tells You.....	359
leaks Options.....	360
-nocontext Option.....	360
-nostacks Option	360
-exclude Option	361
malloc_history	361
Running malloc_history	361
Running malloc_history on a Specific Memory Area	362
Showing All Allocation Events.....	362

Chapter 11: OpenGL Tools 363

OpenGL Profiler.....	363
Choosing a Program to Profile	364
Custom Pixel Formats	364
Setting Environment Variables.....	365
Remote Profiling.....	365
Setting Breakpoints	366
Multithread Control	367
Breakpoint Actions	367
Profiling Your Program	367
Viewing the Profiling Data	368
Trace Window	368
Statistics Window	369
Buffers Window.....	369
Resources Window.....	370

Textures and Renderbuffers	370
Programs and Shaders.....	371
Scripts Window	371
Breakpoints Window	372
Pixel Format Window	372
Messages Window.....	372
OpenGL Driver Monitor.....	373
Getting Started.....	373
Customizing the Graph.....	374
Table View	374
Renderer Info.....	375
OpenGL Shader Builder	375
Creating a Project	376
Adding Shaders.....	377
Writing a Shader.....	378
Adding Textures	378
Looking at Variables.....	378
Compiling a Project.....	379
Testing a Shader.....	380
Benchmarking	380
Window Layouts.....	380
Using Your Shaders in an OpenGL Program	380
Creating a Shader	381
Creating a Shader Object.....	381
Loading a Shader	382
Reading Shader Source	382
Compiling the Shader	382
Creating a Program Object.....	383
Cleanup	383
OpenGL ES Performance Detective	384
Before You Run Performance Detective	384
Running Performance Detective.....	384
Viewing the Results	385