

General Knowledge

# iOS Development Toolbox



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Jan Koum  
WHATSAPP

I want to do  
one thing,  
and do it well. ✓

#STARTUPQUOTE · 16

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## Everything You Know Is Wrong

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On an innovative system like the Macintosh, programs don't look quite the way they do on other systems. For example, instead of carrying out a sequence of steps in a predetermined order, your program is driven primarily by user actions (such as clicking and typing) whose order cannot be predicted. You'll probably find that many of your preconceptions about how to write applications don't apply here. Because of this, and because of the sheer volume of information in Inside Macintosh, it's essential that you read the Road Map \*\*\* (the rest of this manual) \*\*\*. It will help you get oriented and figure out where to go next.

“ Everything You Know Is Wrong ”





Kyle Van Essen

@kyleve

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# Making software is hard

(developer perspective)

...using them  
should be easy

(apps are for users to **use, enjoy**)

# Agenda

- ★ Reading
- ★ Screencast
- ★ Podcast
- ★ Make use of social media (Twitter) to reach out to other developers
- ★ The tools

As mobile software developers,  
there are too many things for us to learn everyday.



Being able to keep track of what's new in technology today is really difficult.

It's daunting, not to say an impossible task, but we can't help but have to keep being updated.

Unless we want to be left behind.

Besides, information overload should be avoided.

We all have works to do



... and life to enjoy!



So, how we manage to find informations, how we can separate them into smaller priorities/categories, or how we use our tools to make the most of them?

But the answer, is that, we just need to learn what matters us the most, and better group them in a list or something like that. I call it 'toolbox'.



Here is my a list of my iOS development toolbox that helps me everyday.

I hope it useful for you!

Let's get started! 🚀

# Reading

## ## Must Read ##

- + [Hacker News](https://news.ycombinator.com/) -- words!
- + [objc.io](http://www.objc.io/subscribe.html) -- Advanced topics in Objective-C development. Don't forget to subscribe!

## ## Newsletter ##

- + [iOS Goodies](http://ios-goodies.tumblr.com/rss), [IFTTT recipe](https://ifttt.com/recipes/143200-ios-goodies-blog)
- + [GithubArchive](http://www.githubarchive.org/)
- + [Github Explore](https://github.com/explore/subscribe)
- + [StackExchange Programmers Weekly](http://stackexchange.com/newsletters)
- + [StackExchange StackOverflow Weekly](http://stackexchange.com/newsletters)

## ## Academic Papers ##

- + [Papers We Love](https://github.com/papers-we-love/papers-we-love)

## ## Blogs/sites ##

- + [NSHipster](http://nshipster.com/) -- NSHipster is a journal of the overlooked bits in Objective-C and Cocoa. Updated weekly. By [Matt Thompson](https://github.com/mattdt).
- + [NSBlog](https://www.mikeash.com/pyblog/) [by Mike Ash](https://github.com/mikeash)
- + [iOSDeveloperTips](http://iosdevelopertips.com/)
- + [Alex Curylo's blog](http://www.alexcurylo.com/blog/)
- + [TeehanLax's blog](http://www.teehanlax.com/blog/)
- + [RayWenderlich](http://www.raywenderlich.com/)
- + [Mobile Tuts+](mobile.tutsplus.com/)
- + [Cocoacontrols.com](http://cocoacontrols.com/)
- + [idevblogaday](idevblogaday.com/)
- + [The Codist](http://thecodist.com/)

# Screencast

- [NSScreencast](<http://nsscreencast.com/>)

# Twitter is your friend

## Twitter ##

- + [@mikeash](http://twitter.com/@mikeash)
- + [@mattt](http://twitter.com/@mattt)
- + [@patio11](http://twitter.com/@patio11)
- + [@ctp](http://twitter.com/@ctp)
- + [@casademora](http://twitter.com/@casademora)
- + [@steipete](http://twitter.com/@steipete)
- + [@nicklockwood](http://twitter.com/@nicklockwood)
- + [@Jury](http://twitter.com/@Jury)
- + [@joshaber](http://twitter.com/@joshaber)
- + [@AshFurrow](http://twitter.com/@AshFurrow)
- + [@Javi](http://twitter.com/@Javi) and [@NachoSoto](http://twitter.com/@NachoSoto)
- + [@uliwitness](http://twitter.com/@uliwitness)
- + [@stroughtonsmith](http://twitter.com/@stroughtonsmith)
- + [@rob\_rix](http://twitter.com/@rob\_rix)
- + [@codinghorror](http://twitter.com/@codinghorror)
- + [@tonyarnold](http://twitter.com/@tonyarnold)
- + ... more, read [this thread](https://news.ycombinator.com/item?id=7614778) on Hacker News.
- + (... your Twitter handle here!)

# Podcast

“ Not only are podcasts a great way to stay connected to the development community, they’re also a way to stay productive in your downtime. “



## ## Podcast ##

- + [Pod5](http://pod5.io/)
- + [NSBrief](http://nsbrief.com/)
- + [iphreaksshow](http://iphreaksshow.com/)
- + [ThoughtBot Build Phase](http://podcasts.thoughtbot.com/buildphase)
- + [JellyStyle MobileCouch](http://jellystyle.com/podcasts/mobilecouch)
- + [RayWenderlich](http://www.raywenderlich.com/)
- + [Springboard Show](http://springboardshow.com/)
- + [iOS podcast](http://mikebuss.com/2014/03/22/ios-podcasts/)
- + [NSPodcast](https://github.com/lukabratos/NSPodcasts)
- + [Cocoaradio](http://feedpress.me/cocoaradio)
- + [Effective Programming](https://itunes.apple.com/us/podcast/effective-programming/id878947397?mt=2)

+ [CocoaPods](<http://cocoapods.org/>)

# Tools

## ## Objective-C IDE ##

- + [Xcode](https://developer.apple.com/xcode/)
- + [AppCode](http://www.jetbrains.com/objc/) by JetBrains

## ## Text Editor ##

- + [SublimeText](http://www.sublimetext.com/dev)
- + [MacVim](MacVim)

## ## Terminal ##

- + [iTerm](www.iterm2.com) + [oh-my-zsh](https://github.com/robbyrussell/oh-my-zsh)
- + [A Beautiful Productive Terminal Experience](<http://mikebuss.com/2014/02/02/a-beautiful-productive-terminal-experience/>)

## ## Caching ##

+ [TMCache](https://github.com/tumblr/TMCache) -- Fast parallel object cache for iOS and OS X.

## ## Testing ##

+ [Kiwi](https://github.com/allending/Kiwi) -- BDD for iOS.

+ [KIF](https://github.com/kif-framework/KIF) -- Keep It Functional - An iOS Functional Testing Framework.

## ## Functional Reactive Programming for Cocoa(Touch) ##

+ [ReactiveCocoa](https://github.com/ReactiveCocoa/ReactiveCocoa) -- A framework for composing and transforming streams of values.

## ## Model ##

+ [Mantle](https://github.com/MantleFramework/Mantle) -- Model framework for Cocoa and Cocoa Touch

+ [Overcoat](https://github.com/gonzalezreal/Overcoat) — Overcoat is a small but powerful library that makes creating REST clients simple and fun. It provides a simple API for making requests and mapping responses to model objects.

## ## Kits/Helpers ##

+ [BlocksKit](https://github.com/pandamonium/BlocksKit) -- The Objective-C block utilities you always wish you had.

+ [QSKit](https://github.com/quartermaster/QSKit) -- Q Branch's collection of Cocoa categories and utilities.

## ## In-app tools ##

### ### Rating prompt ###

+ [iRate](https://github.com/nicklockwood/iRate) -- A handy class that prompts users of your iPhone or Mac App Store app to rate your application after using it for a while

### ### Share kit ###

+ [OvershareKit](https://github.com/overshare/overshare-kit) -- A soup-to-nuts sharing library for iOS.

### ### Settings kit ###

+ [InAppSettingsKit](https://github.com/futuretap/InAppSettingsKit) -- This iOS framework allows settings to be in-app in addition to or instead of being in the Settings app.

### ### Feedback view ###

+ [QBFeedback](https://github.com/questbeat/QBFeedback) -- QBFeedback is the library for getting feedbacks from the users easily.

+ [CTFeedback](https://github.com/rizumita/CTFeedback) -- CTFeedback is a library to send feedback for iOS 6.0+.

### ### Head Up Display (HUD) ###

+ [SVProgressHUD](https://github.com/samvermette/SVProgressHUD) -- A clean and lightweight progress HUD for your iOS app.

## ## Icon fonts ##

+ [ion icons](http://ionicons.com/) -- The premium icon font for Ionic Framework. ([Objective-C port](https://github.com/TapTemplate/ionicons-iOS))

+ [FontAwesome](http://fontawesome.github.io/Font-Awesome/) -- The iconic font designed for Bootstrap.

## ## Analytics tools ##

### ### Free ###

- + [Google Analytics]([www.google.com/analytics/](http://www.google.com/analytics/)) (my personal favorite)
- + [Flurry]([www.flurry.com](http://www.flurry.com))

### ### Paid ###

- + [MixPanel](<https://mixpanel.com/>) -- The most advanced analytics platform ever for mobile and the web.
- + [HockeyApp]([hockeyapp.net/](http://hockeyapp.net/)) -- HockeyApp is the best way to collect live crash reports, get feedback from your users, distribute your betas, and analyze your test coverage.

## ## Crash reporting tools ##

- + [Crashlytics](<https://crashlytics.com/>) -- The world's most powerful, yet lightest weight crash reporting solution.

## ## Logging ##

- + [CocoaLumberjack](<https://github.com/CocoaLumberjack/CocoaLumberjack>) -- A fast & simple, yet powerful & flexible logging framework for Mac and iOS
- + [NSLogger](<https://github.com/fpillet/NSLogger>) -- A modern, flexible logging tool.

## ## Customers service/support/assist ##

- + [UserVoice](<https://www.uservoice.com/>) -- Feedback & Online Help Desk Software.
- + [Apptentive]([www.apptentive.com/](http://www.apptentive.com/)) -- In-App Feedback & Rating Prompts.



# Alcatraz

The package manager for Xcode



<http://alcatraz.io/>

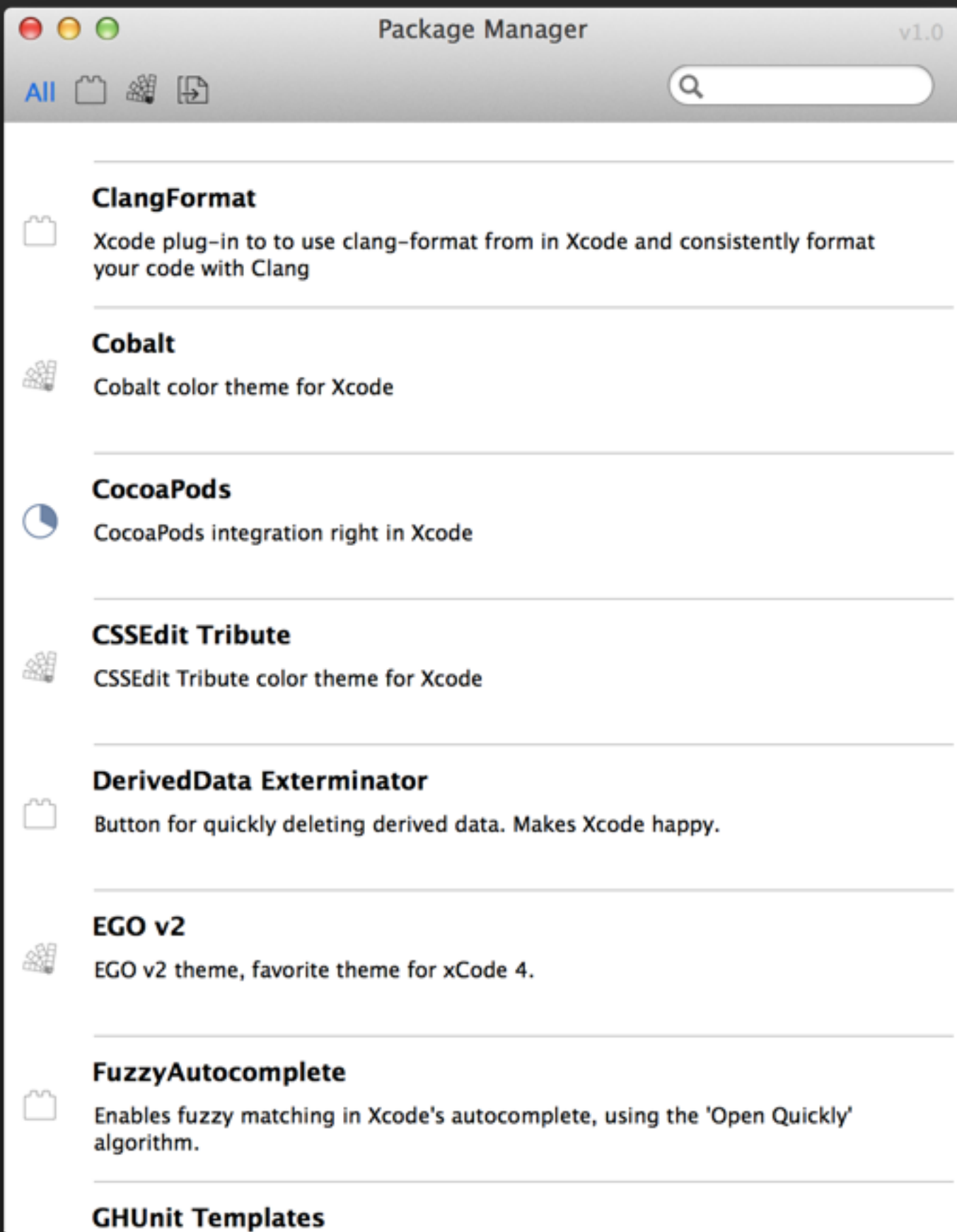
<https://github.com/supermarin/Alcatraz>



“Alcatraz is an open-source package manager for Xcode 5. It lets you discover and install plugins, templates and color schemes without the need for manually cloning or copying files. It installs itself as a part of Xcode and it feels like home.”

## Quick install

```
$ curl -fsSL https://raw.githubusercontent.com/supermarin/Alcatraz/master/Scripts/install.sh | sh
```



### ClangFormat



Xcode plug-in to to use clang-format from in Xcode and consistently format your code with Clang

### Cobalt



Cobalt color theme for Xcode

### CocoaPods



CocoaPods integration right in Xcode

### CSSEdit Tribute



CSSEdit Tribute color theme for Xcode

### DerivedData Exterminator



Button for quickly deleting derived data. Makes Xcode happy.

### EGO v2



EGO v2 theme, favorite theme for xCode 4.

### FuzzyAutocomplete



Enables fuzzy matching in Xcode's autocomplete, using the 'Open Quickly' algorithm.

### GHUnit Templates

# Xcode Plugins

## Plugins ##

- + Uncrustify: [plugin](https://github.com/benoitsan/BBUncrustifyPlugin-Xcode), [app](https://github.com/ryanmaxwell/UncrustifyX)
- + [Dash](http://kapeli.com/dash)
- + [Alcatraz](supermarin.github.io/Alcatraz)
- + [CodePilot](https://github.com/macroscope/CodePilot)
- + [ClangFormat](https://github.com/travisjeffery/ClangFormat-Xcode)
- + [Cocoapods Xcode plugin](https://github.com/kattrali/cocoapods-xcode-plugin)
- + [FuzzyAutoComplete](https://github.com/chendo/FuzzyAutocompletePlugin)
- + [JDPluginManager](https://github.com/jaydee3/JDPluginManager)
- + [KSImageName](https://github.com/ksuther/KSImageNamed-Xcode)
- + [Lin](https://github.com/questbeat/Lin-Xcode5)
- + [ColorSense](https://github.com/omz/ColorSense-for-Xcode)
- + [Dash Plugin for Xcode](https://github.com/omz/Dash-Plugin-for-Xcode)
- + [VVDocument-Xcode](https://github.com/onevc/VVDocumenter-Xcode)
- + [XcodeColors](https://github.com/robbiehanson/XcodeColors)
- + [Hex Color picker](http://wafflesoftware.net/hexpicker/)
- + [Best Xcode Plugins -- blog](http://iosdevtips.co/post/82232620790/best-xcode-plugins)
- + [Xcode Plugins -- NSHipster](http://nshipster.com/xcode-plugins/)

### ### References ###

- + What's in my iOS toolbox: [part 1](<http://edsancha.com/blog/2014/01/28/whats-in-my-ios-toolbox.html>), [part 2] (<http://edsancha.com/blog/2014/02/03/whats-in-my-ios-toolbox-2.html>) by Eduardo Diaz Sancha.
- + [iOS Dev Toolbox](<http://ios.devtools.me/>)
- + [Recommended Toolbox for iOS](<http://www.fantageek.com/1021/recommended-toolbox-for-ios/>)
- + [Resources for Mac and iOS Developers](<http://www.davemark.com/?p=1829>)
- + [The iOS developers Toolbelt](<http://benscheirman.com/2013/08/the-ios-developers-toolbelt/>) by [Ben Scheirman](<https://github.com/subdigital>).
- + [iOS Project Catalogue](<https://github.com/stanislaw/iOS-Projects-Catalogue>) by [Stanislaw Pankevich](<https://github.com/stanislaw>).
- + [iOS Topics and Reference](<https://github.com/2359media/ios-dev-guide/blob/master/iOS%20Topics%20and%20References.md>) by [Phat Le](<https://github.com/phatle>).
- + [iOS Dev Tools](<https://github.com/EvgenyKarkan/iOSDevTools>) by [Evgeny Karkan](<https://github.com/EvgenyKarkan>).
- + [iOS Apprentice](<https://medium.com/ios-apprentice/ba312d12577d>) by [James Tang](<https://github.com/jamztang>)
- + [iOS: Tools of the Trade](<http://code.tutsplus.com/articles/ios-tools-of-the-trade--cms-19820>)
- + iOS Dev Tools by Krzysztof Zabłocki [slide](<https://speakerdeck.com/krzysztofzablocki/ios-developer-tools-at-london-alttechtalk>) | [blog post](<http://www.merowing.info/2014/02/ios-developer-tools/>)
- + [Mobile App Development Resources Guide](<http://joppar.com/mobile-app-development-resources-guide/>)
- + [Worthy iOS Library](<http://bpoplauschi.wordpress.com/2013/11/06/worthy-ios-libraries/>)
- + [Worthy iOS Development Tools](<http://bpoplauschi.wordpress.com/2014/03/07/worthy-ios-development-tools/>)

# Bonus

## ## Swift ##

- + <http://www.swifttoolbox.io>
- + <http://www.raywenderlich.com/74438/swift-tutorial-a-quick-start>
- + <http://mjtsai.com/blog/2014/06/04/swift-links/>
- + <https://github.com/grant/swift-cheat-sheet>
- + <http://www.raywenderlich.com/74138/swift-language-faq>
- + <http://www.raywenderlich.com/73967/swift-cheat-sheet-and-quick-reference>
- + <http://www.alexcurylo.com/blog/2014/06/03/swift-reactions/>

# Thanks!



<https://github.com/vinhnx/iOS-Toolbox>