

General Knowledge

iOS Development Toolbox



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Jan Koum
WHATSAPP

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

#STARTUPQUOTE · 16

STARTUPQUOTE.COM

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,
I think there are **too many things** for us to learn everyday.

“ What I’m most scared of, though, is being left behind. “

<https://the-pastry-box-project.net/ed-finkler/2014-july-6>

“ So Many Things To Do, So Little Time “

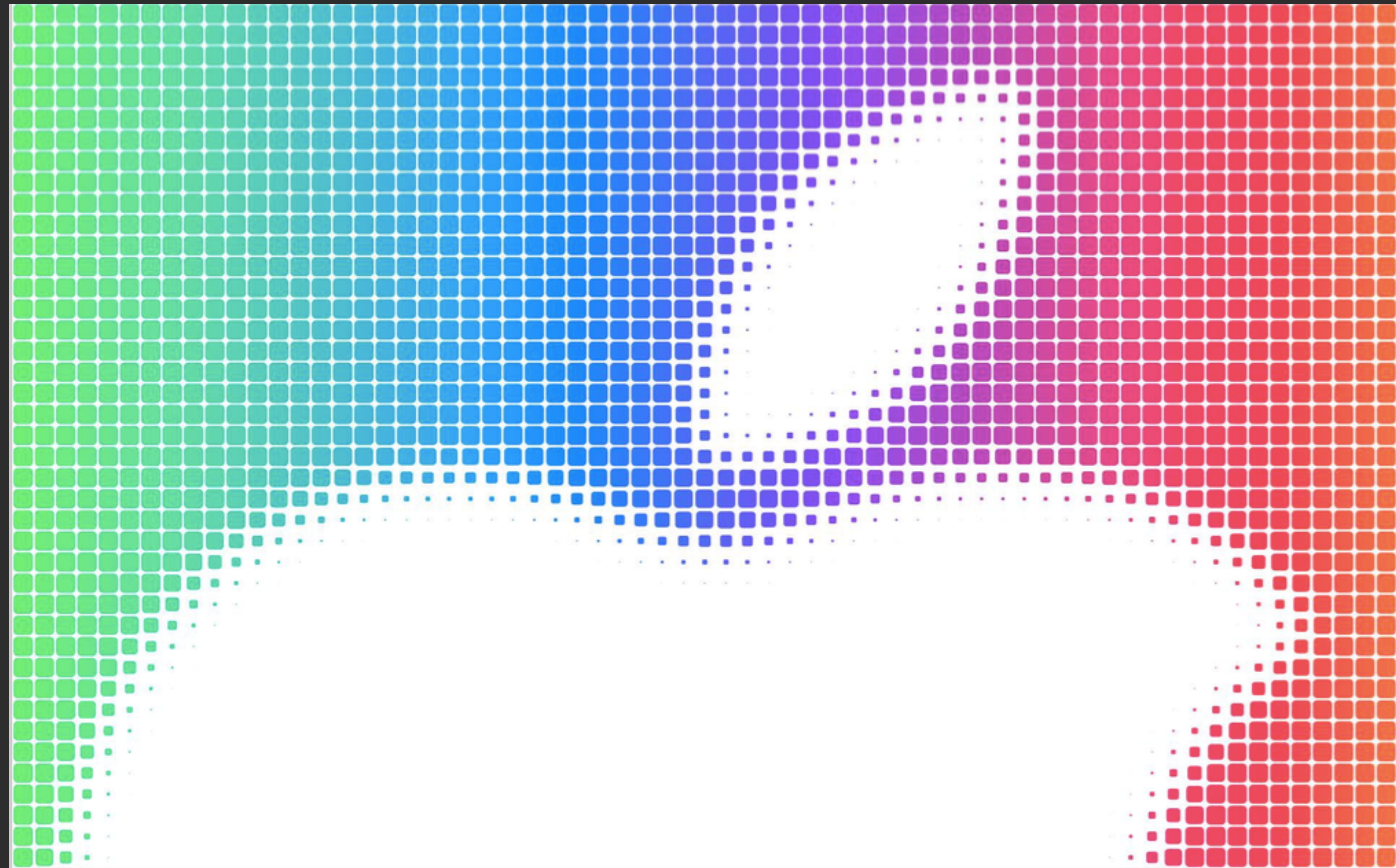
“ So Many Things To Do, So Little Time “

“ But while the **rapid changes** in our industry seemed like only an **opportunity** in the past, they now feel like an opportunity, (because they still are), but also like a **sort of burden...**

I would love to **learn more** stuff and **make new things**, but the main problem is **time**. “

<http://blog.inferis.org/blog/2014/07/09/obsolete/>

WWDC 2014





iOS 8 for Developers

<https://developer.apple.com/ios8/>

WWDC 2014

Functional patterns

Protocols and extensions on structs

Pattern matching

Clear mutability syntax

Read-Eval-Print-Loop (REPL)

Multiple return types

Operator overloading

Int overflow checking

Concise syntax

Object orientation

Native collections

Interactive playground

Trailing closures

Fast iteration

Namespaces Generics

Pattern matching

User defined operators

Type inference

Tuples

Compile to native code

Swift-specific optimizer

Array bounds checking

Closures Optional types



WWDC 2014

iOS 8 capabilities Triggers for bots Tools for app extensions Async testing API
Localization preview Profile guided optimization Localization export and import
Network and disk I/O gauges Performance testing
Universal storyboards New instruments UI
Custom fonts for iOS Performance tools for Metal
Template image support Storyboards for OS X
REPL Queues debugging Playgrounds Bots 2.0
SpriteKit scene editor Custom views in interface builder Custom simulators
Vector art support Launch images via Storyboards Profiling tests in instruments



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

We all have works to do



... and life to enjoy!



“ It’s not about destination, it’s about the journey ”

- Ralph Waldo Emerson

You don’t have to learn all those things. But what’s you benefit from learning new things?

Quick Adaptability, Advantage of early knowledge, Play first, Acquired New Skill

... Or, At least you tried.

So, how do we make the most out of them?

The answer, to me 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'.



icon from
https://www.iconfinder.com/icons/61840/saw_tool_box_toolbox_tools_icon#size=256

Tools for Toolbox

- * GitHub (github.com) — just create a repo and create a README file
- * Gist (gist.github.com) — for quick thoughts
- * Evernote ([evenote.com](https://evernote.com)) — good note taking app
- * Notes (native in Mac OS)
- * any text editor.

Toolbox Formatting

Plain text or if you know Markdown, we can write it down, like this

Such cool, much awesome, very amazing

+ [Wow title] (<http://foo.com>) – much description

...

section item



icon from
https://www.iconfinder.com/icons/61840/saw_tool_box_toolbox_tools_icon#size=256

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

- + [GihubArchive](http://www.githubarchive.org/)
- + [Github Explore](https://github.com/explore/subscribe)

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)
- + [RayWenderlich](<http://www.raywenderlich.com/>)

Screencast

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

Twitter

Twitter

- + [@mathtt](<http://twitter.com/@mathtt>)
- + [@steipete](<http://twitter.com/@steipete>)
- + [@nicklockwood](<http://twitter.com/@nicklockwood>)

Great way to connect with world wide developers, you can ask them questions or just talk

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

Podcast

- + [NSBrief](http://nsbrief.com/)
- + [Cocoaradio](http://feedpress.me/cocoaradio)
- + [Effective Programming](<https://itunes.apple.com/us/podcast/effective-programming/id878947397?mt=2>)

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]

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/>)

<https://github.com/defunkt/gist>

“ Potentially the best command line gister. ”

Demo time

* use `gist` from command line for your thought

+ [CocoaPods](<http://cocoapods.org/>) - the one and only dependency management tool for Cocoa(Touch) projects

pod try, pod search, pod init, pod install, pod outdate, pod lint, cat Podfile

Demo time

* some quick cocoapods trick

pod try, pod search, pod init, pod install, pod outdate, pod lint, cat Podfile



Alcatraz

The package manager for Xcode



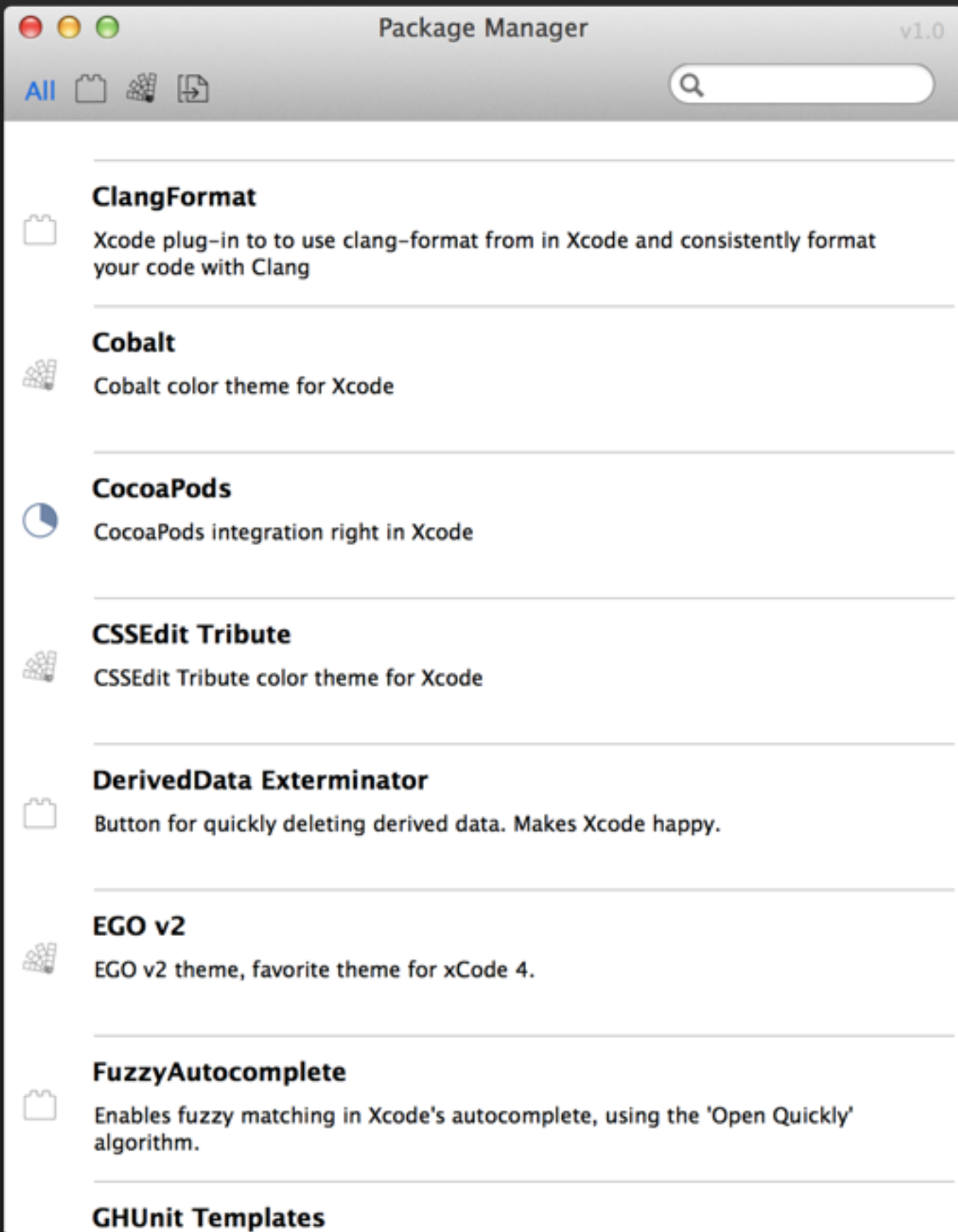
<http://alcatraz.io/>

<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
```



All



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/>

Summary

- * Small things first
- * Group by categories
- * Learn by Doing
- * Make use of your tools
- * Explore everyday (or every weekend)
- * Relax, Take it easy
- * Learn from the others

Thanks!

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

Question?