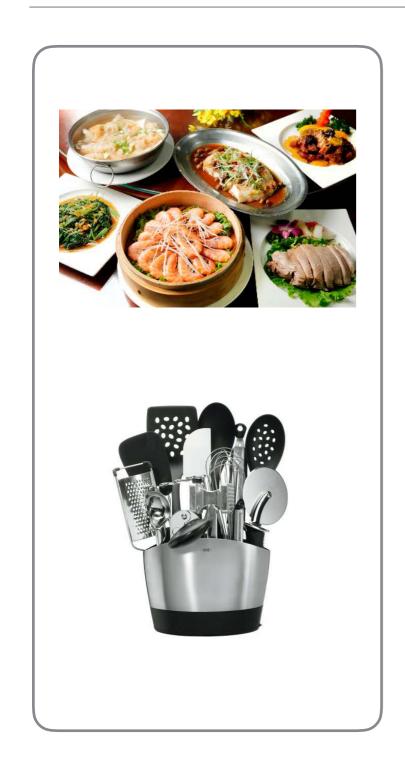
## iOS 從零開始 記能XCOde

蔡智強 Denny Tsai

denny@hpd.io https://iosdev.hpd.io



## Xcode是什麼



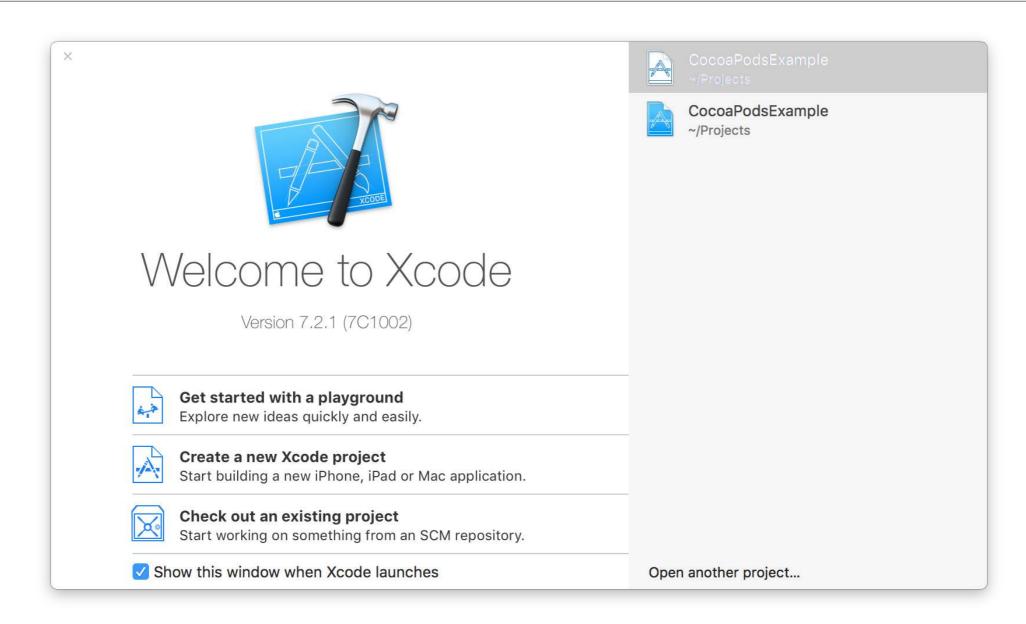




#### Xcode是什麼

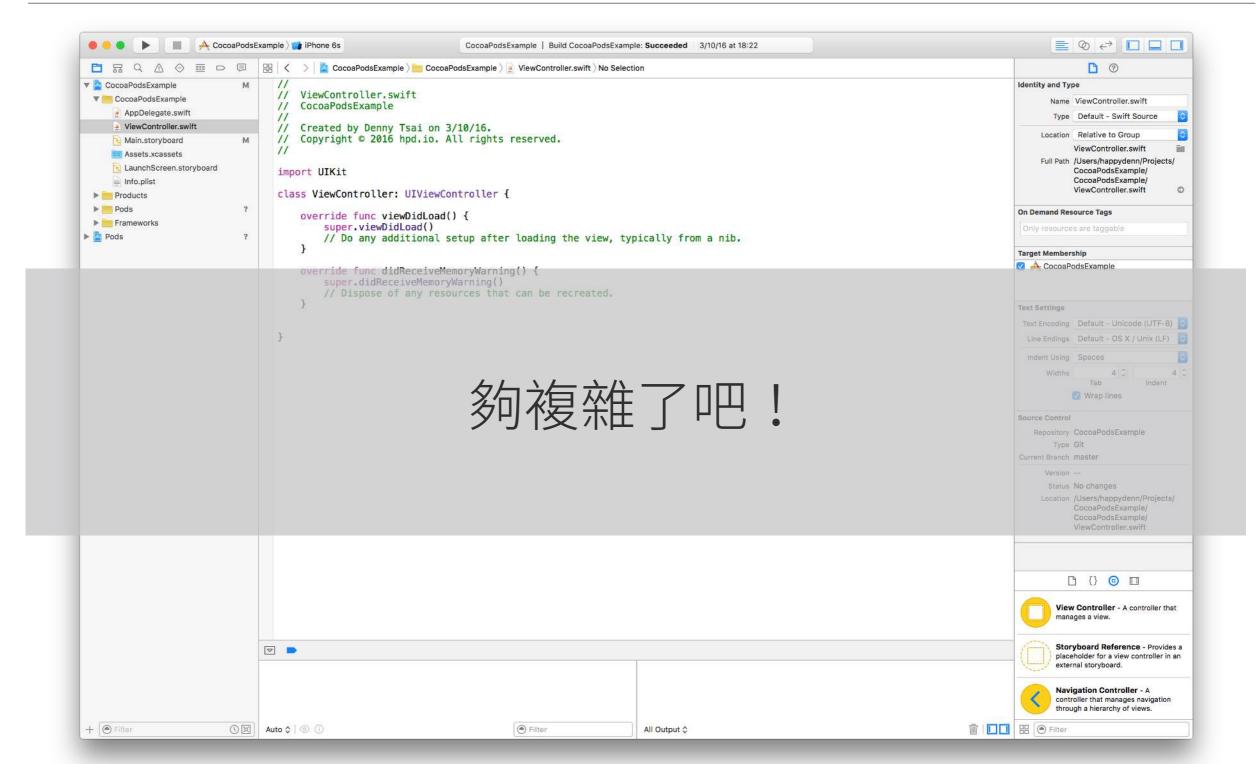
- · Apple設計的整合開發環境 (Integrated Development Environment)
- · iOS & Mac apps
- ·接下來的課程大家都會被困在這裡面
- · Where amazing things happen!

### Xcode長怎樣

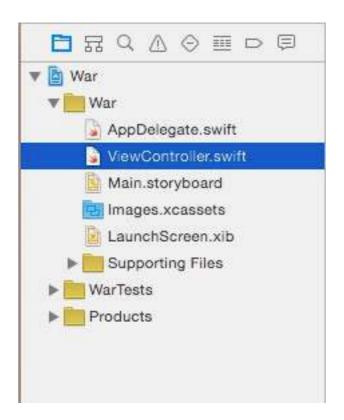


起始畫面

### Xcode長怎樣

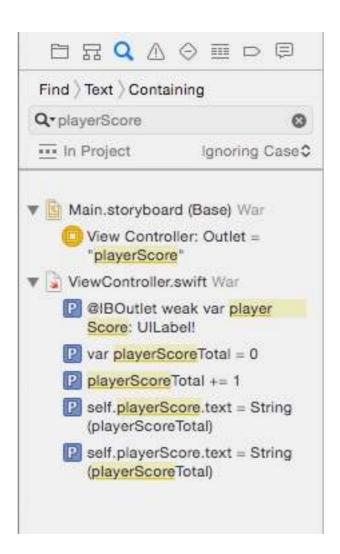


# Navigator



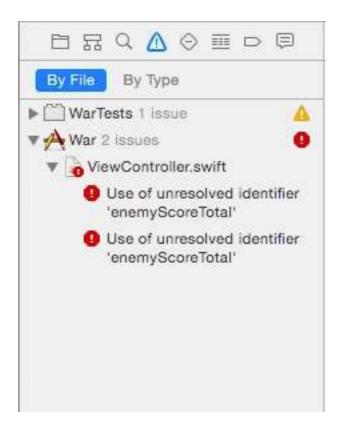
Project navigator

## Navigator



Search navigator

# Navigator



Issue navigator

#### Editor

```
// ViewController.swift
  // CocoaPodsExample
 // Created by Denny Tsai on 3/10/16.
// Copyright © 2016 hpd.io. All rights reserved.
//
  import UIKit
  class ViewController: UIViewController {
     override func viewDidLoad() {
         super.viewDidLoad()
         // Do any additional setup after loading the view, typically from a nib.
     override func didReceiveMemoryWarning() {
         super didReceiveMemoryWarning()
         // Dispose of any resources that can be recreated.
```

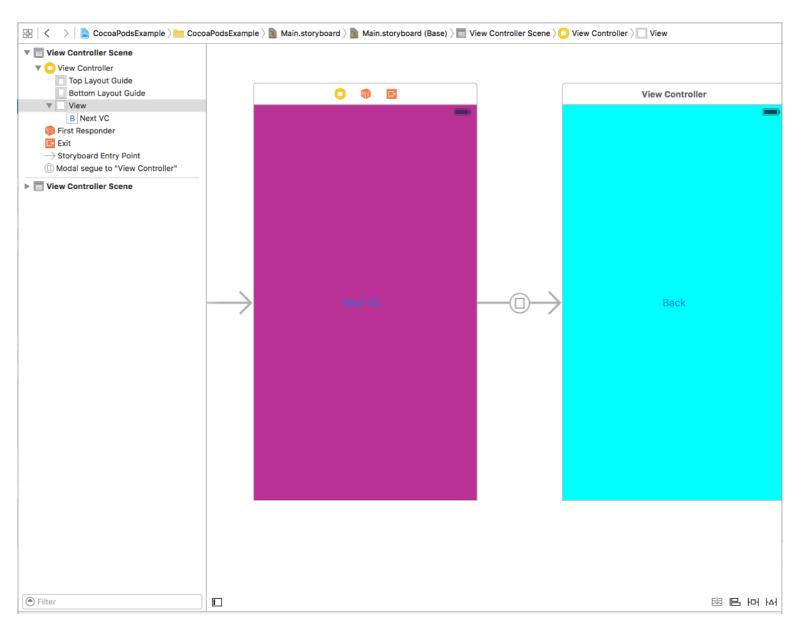
主要的程式碼都在這裡寫的

#### Editor

```
🔡 🔇 > 🔼 CocoaPodsExample ) 🔤 CocoaP...xample ) 遂 ViewController.swift (Interface)
                                                                                                                                           |+ \times
  // ViewController.sw
// CocoaPodsExample
       ViewController.swift
                                                                               ViewController.swift
                                                                           // CocoaPodsExample
  // Created by Denny Tsai on 3/10/16.
// Copyright © 2016 hpd.io. All rights reserved.
//
                                                                               Created by Denny Tsai on 3/10/16.
Copyright © 2016 hpd.io. All rights reserved.
  import UIKit
                                                                           import UIKit
  class ViewController: UIViewController {
                                                                           internal class ViewController : UIViewController {
       override func viewDidLoad() {
    super viewDidLoad()
                                                                                override internal func viewDidLoad()
           // Do any additional setup after loading the view,
                                                                                override internal func didReceiveMemoryWarning()
                typically from a nib.
       override func didReceiveMemoryWarning() {
            super.didReceiveMemoryWarning()
           // Dispose of any resources that can be recreated.
```

Assistant editor

#### Editor



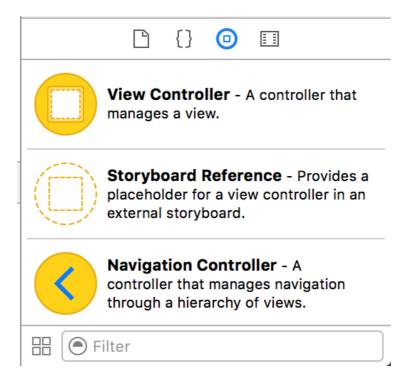
Storyboard editor

### Utilities

	9 😐 💠 🛚 (	9	
Button			
Type	Custom		٥
State Config Title	Default		0
	Plain		٥
	Default Title		
+ Font	System 18.0	T	0
Text Color	Default		0
Shadow Color			\$
Image	dealbutton		¥
Background	Default Background In	nage	v
Shadow Offset	00	0	0
	Width Hei	ght	
	Reverses On Highlig	ght	
Drawing	Shows Touch On Hi	ghlight	
	Highlighted Adjusts	Image	
	Disabled Adjusts Im	age	
Line Break	Truncate Middle		\$
Edge	Content		0
Inset	0 0	0	*
	Left To	op	

Inspector

#### Utilities



Library

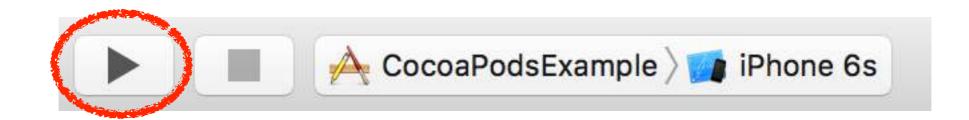
## Debug



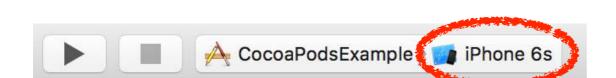
左邊可以看到目前breakpoint的變數,右邊是console

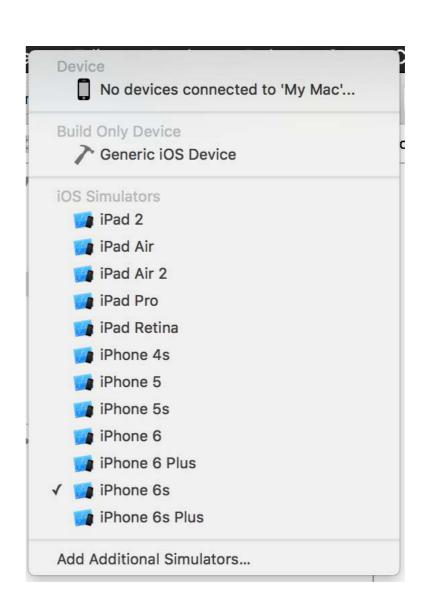


左半邊是執行的指令、中間是顯示目前狀態、右邊是切換按鈕



Run按鈕:執行app





切換執行的裝置,包括實機和各種模擬器



右上角切換編輯器的按鈕



在Toolbar的最右邊,可以切換不同區域的顯示

### Xcode介面總結

- · Navigator: 以不同的面向來瀏覽目前的project。包含列出所有檔案、搜尋、錯誤和問題等等。
- · Editor: 寫程式和編輯app介面的最主要區域。
- · Utilities: 主要比較常用在編輯app介面的時候,做出各種細項調整。
- · Debug: 在app執行的時候可以方便作各種debug動作。
- · Toolbar: 執行app、進行裝置切換、和畫面區域切換。