

# iContinuousIntegration



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# What's covered



Managing shared projects with xCode



Building a project without xCode GUI



Creating “universal binary” libraries



Deploying project and libraries for QA

# More FUN for developers



Unit testing with GHUnit

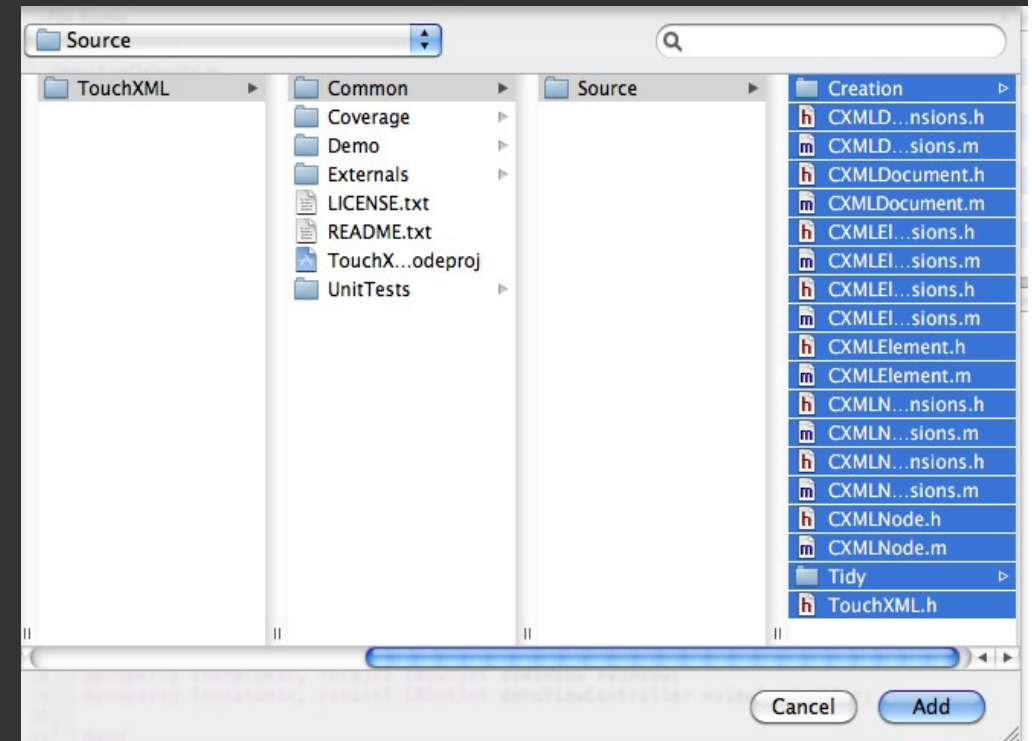
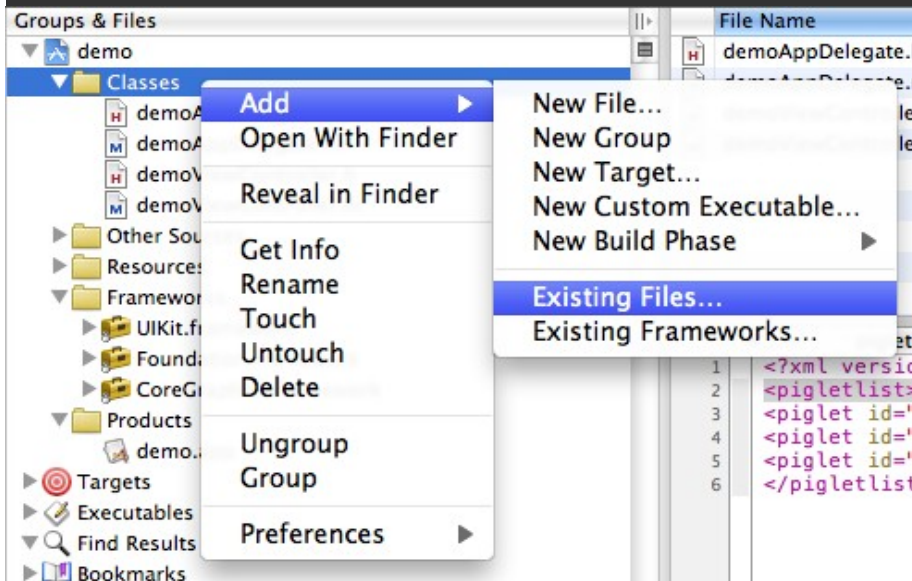


Using Hudson build server  
( it has Chuck Norris plug-in )

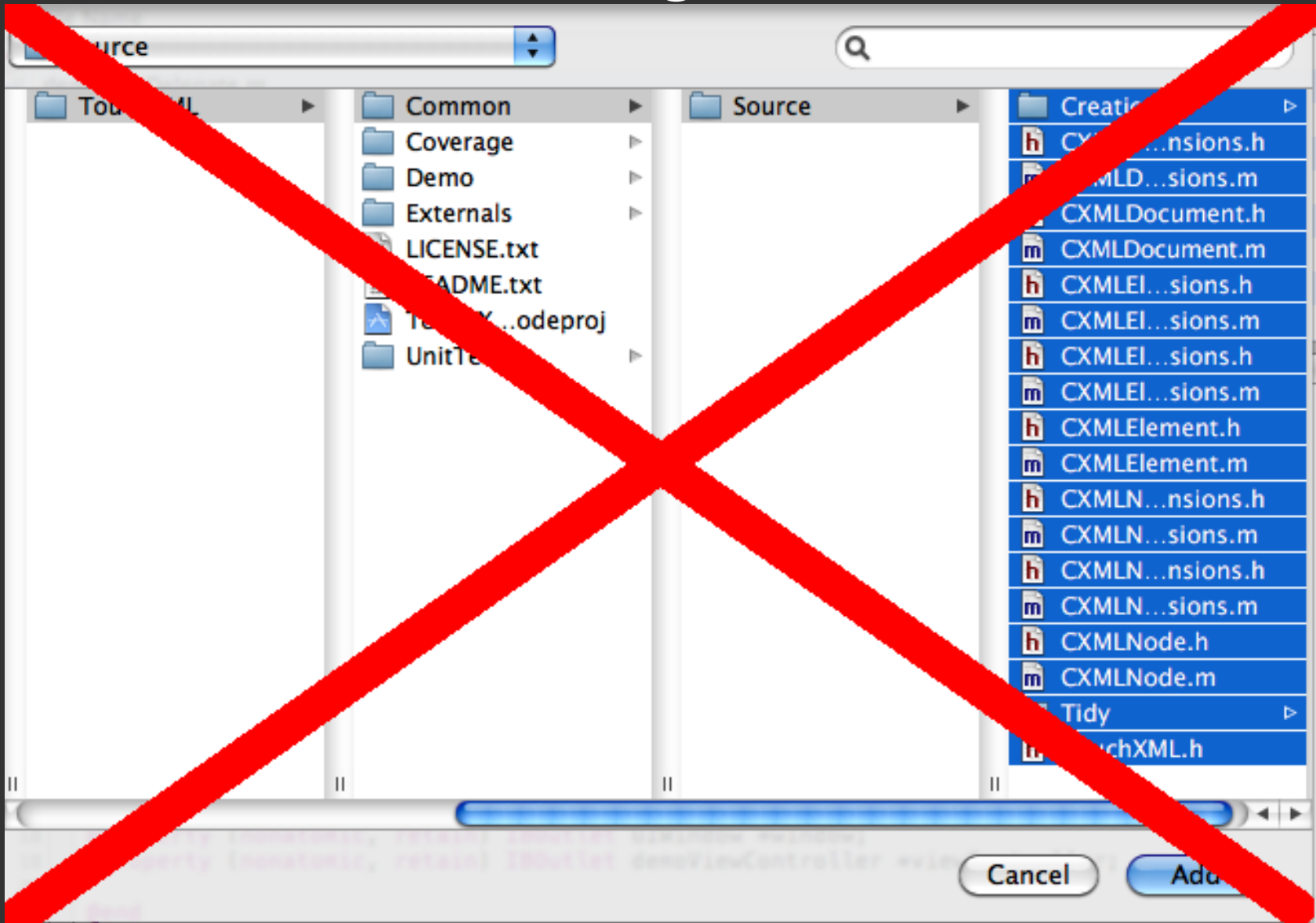


Running applications on simulator  
without xCode

# “Commonly used” Project organization



# Wrong !!!



ONE Product,  
ONE **XCODE** PROJECT

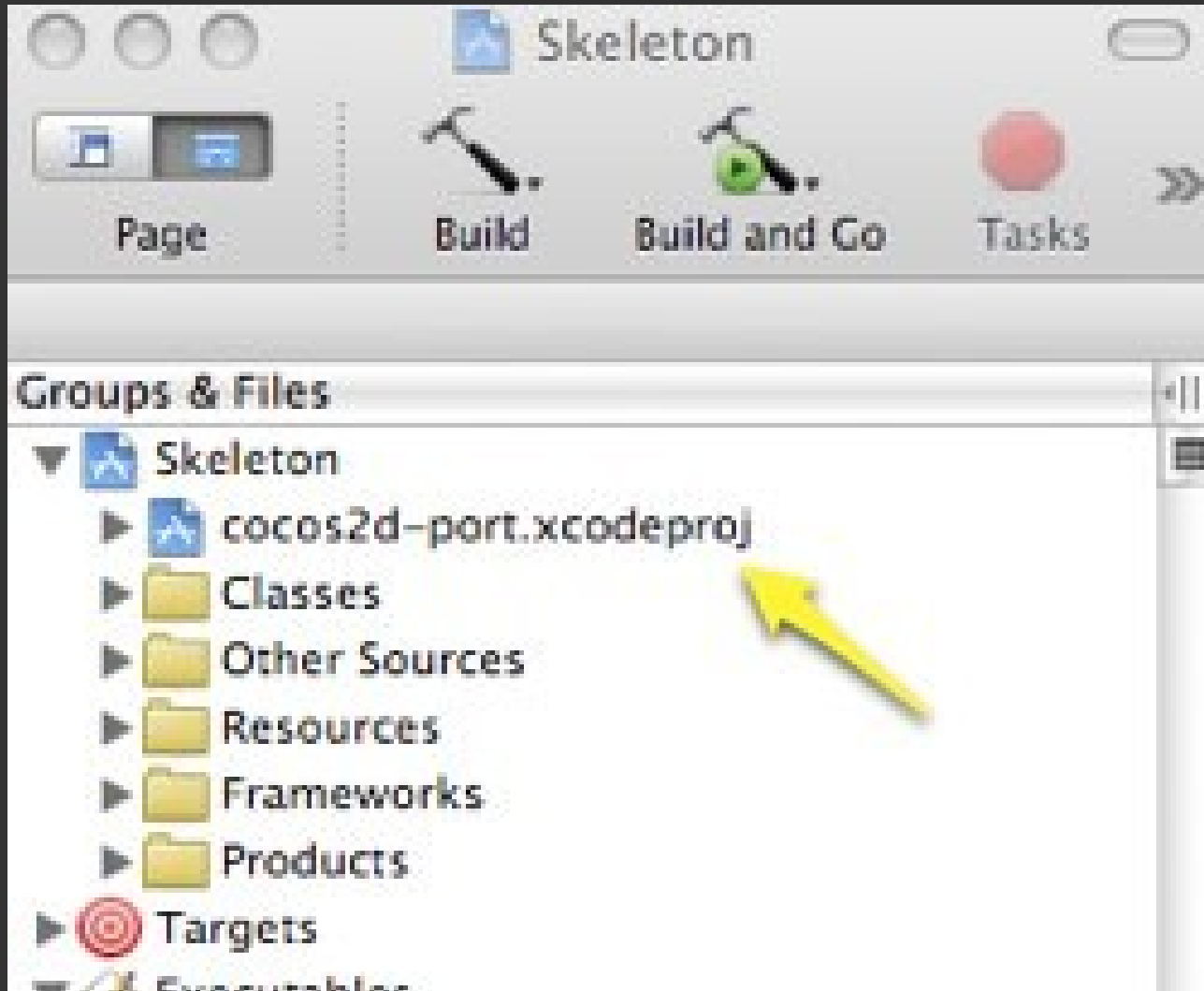


# Library project howto



Easy, Modular Code Sharing Across iPhone Apps: Static Libraries and Cross-Project References

# Library project howto



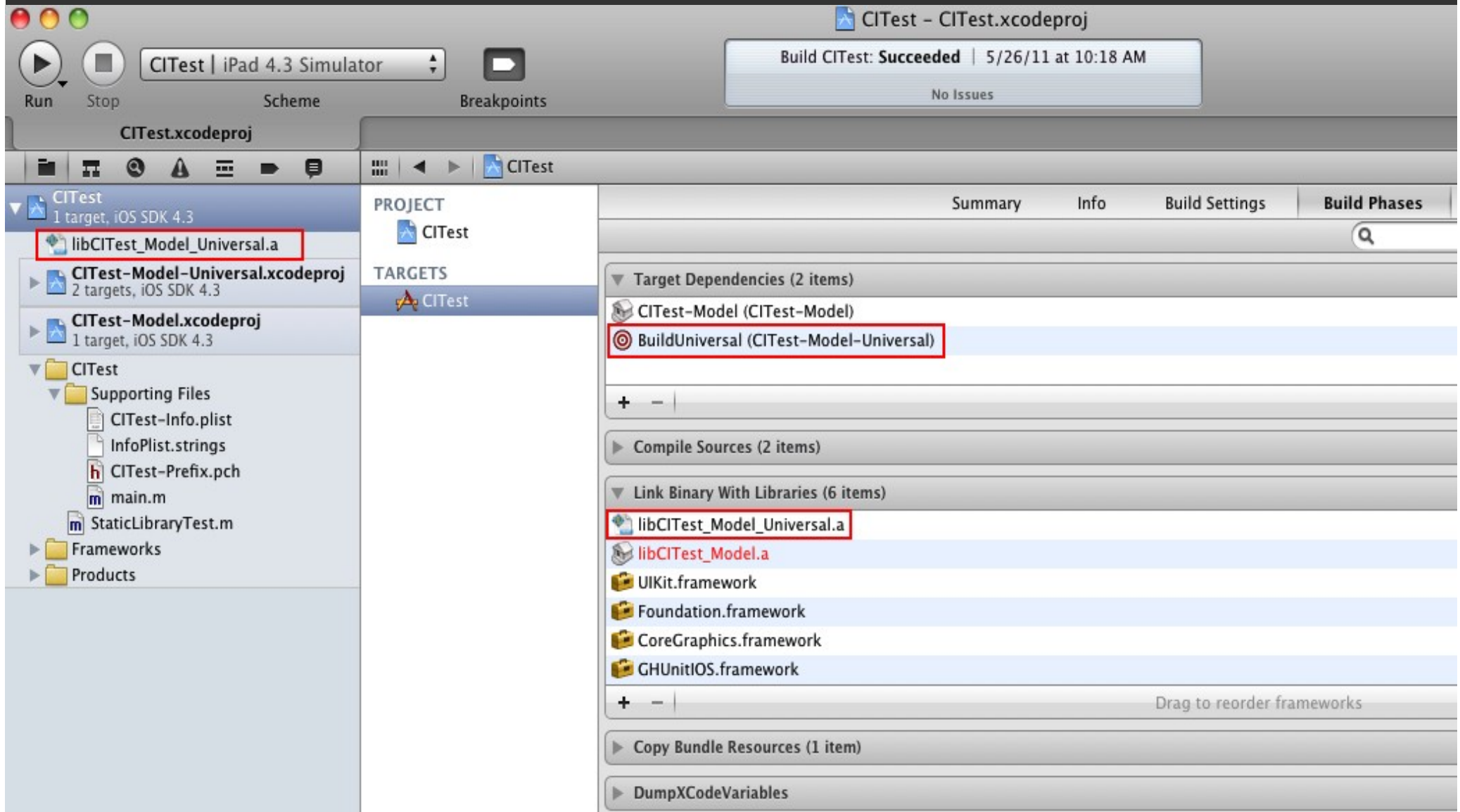
!!!!!! Note !!!!!

Some more adjustments are still required.

!!!!!! Note !!!!!



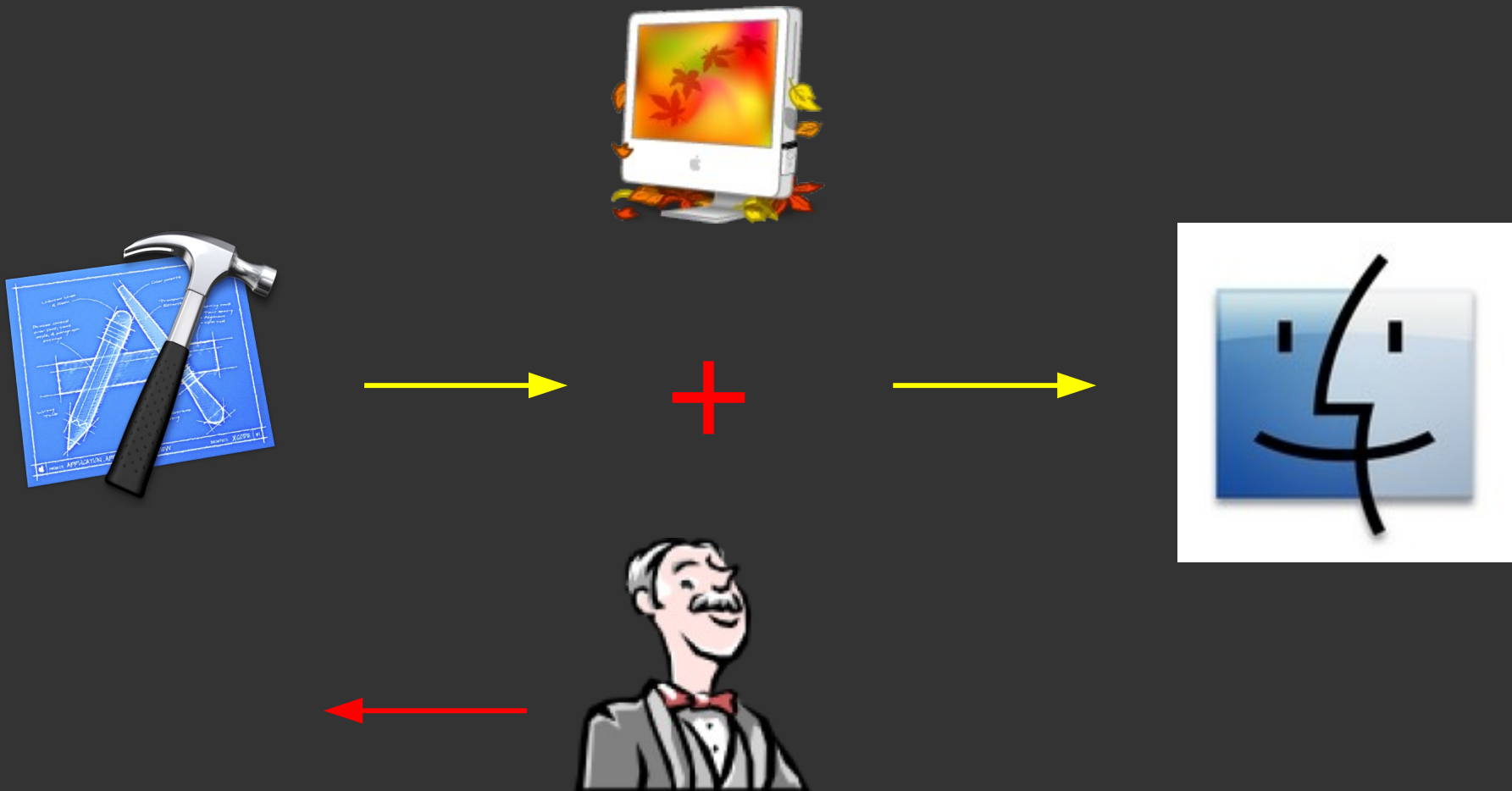
# Setting up dependencies



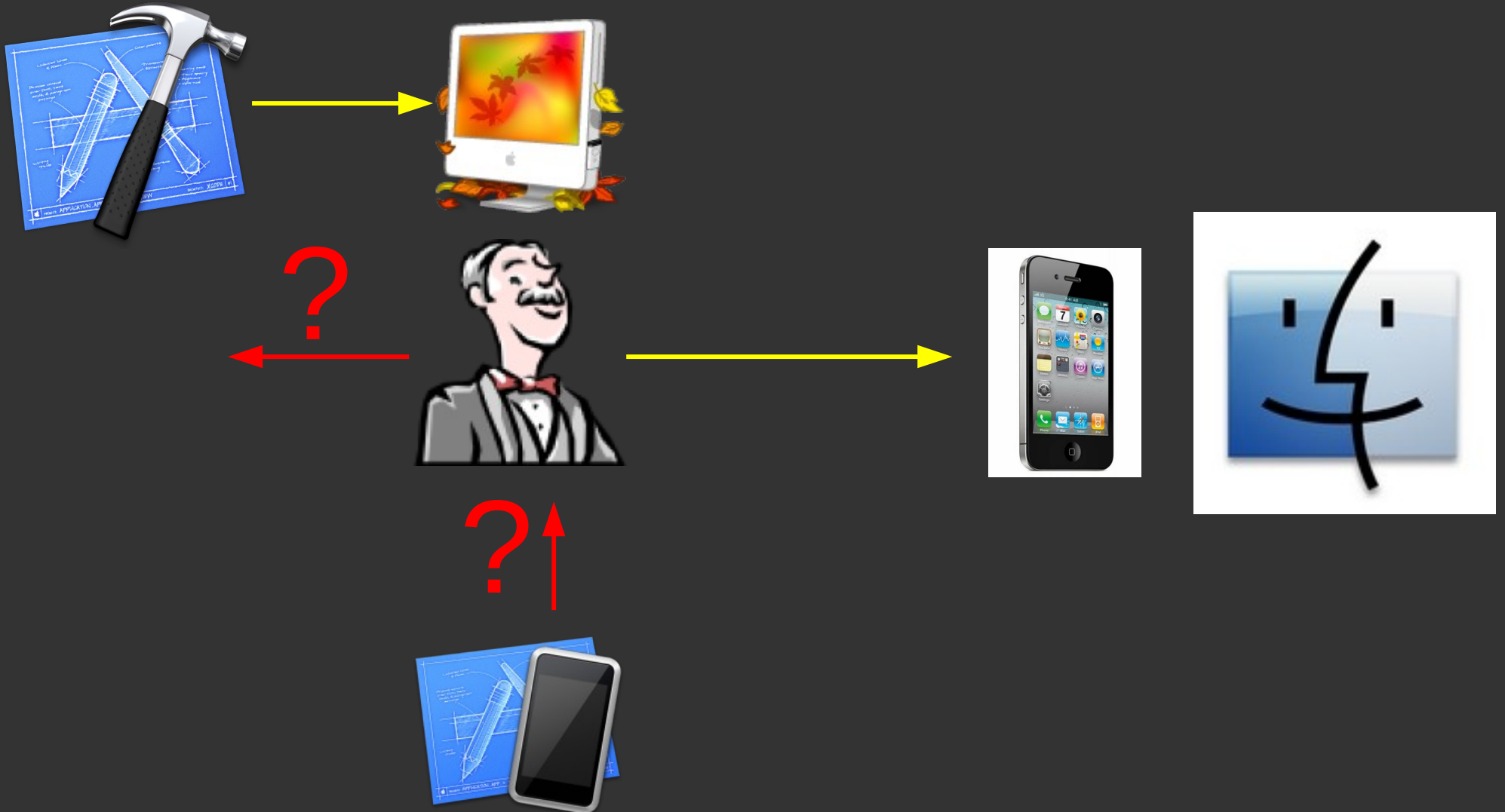
# Deployment : Desktop vs. mobile



# Desktop applications



# Mobile



# Mobile QA



\*.ipa



# Contacts