

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

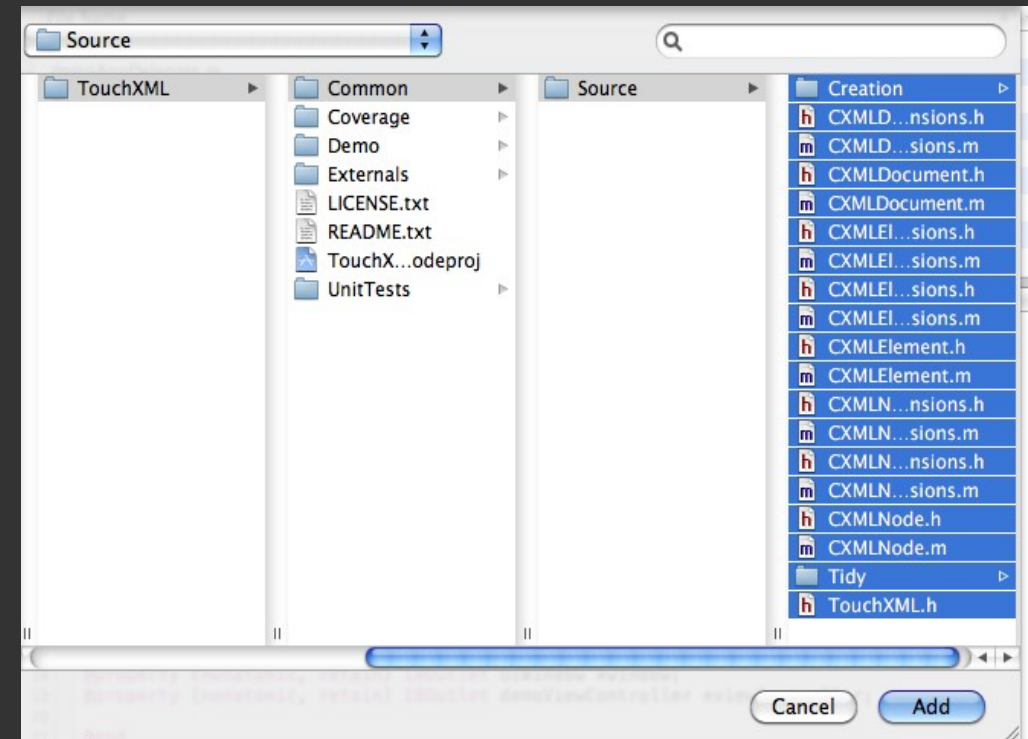
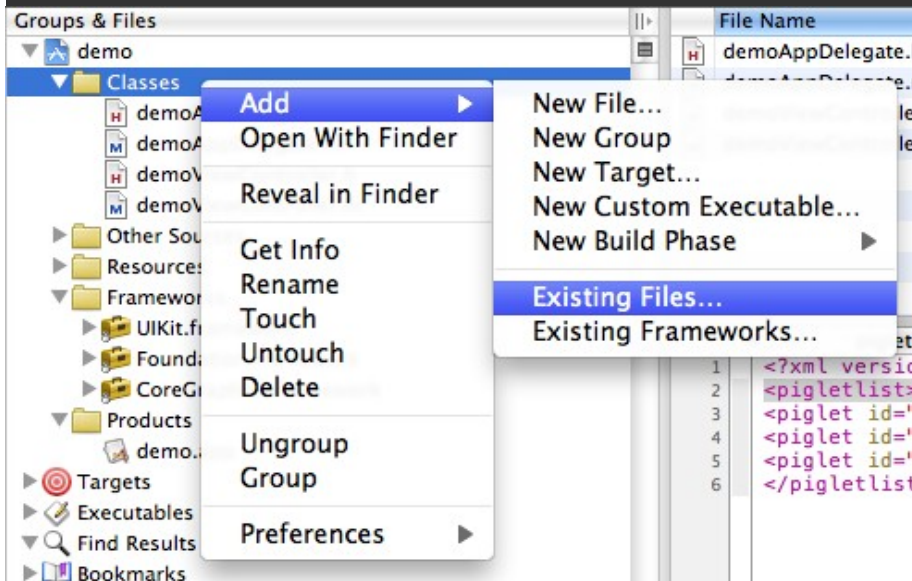


Using Hudson build server
(it has Chuck Norris plug-in)

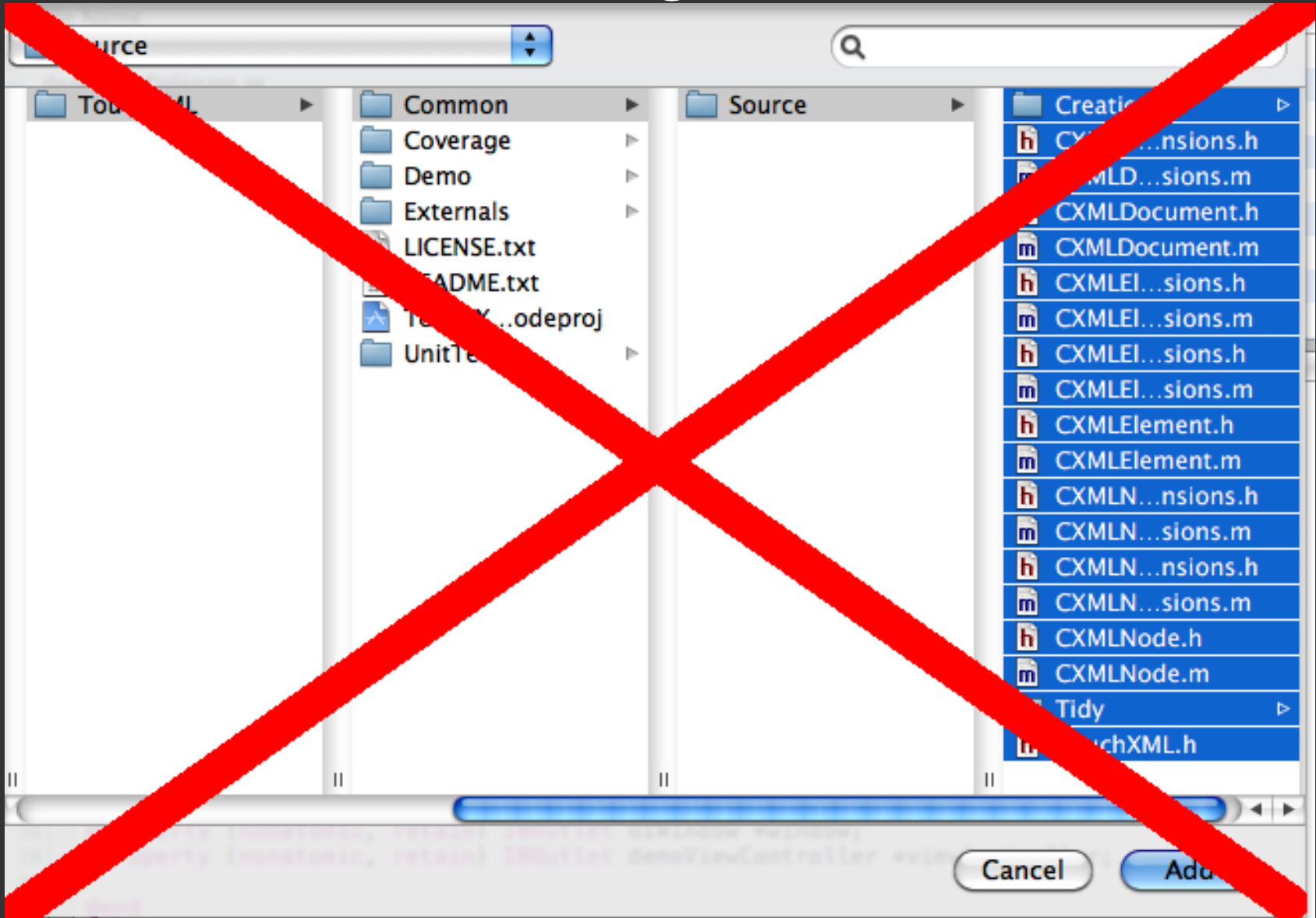


Running applications on simulator
without xCode

“Commonly used” Project organization



Wrong !!!



Contacts