

iPhone与iPad应用开发课程 精通iOS开发

第一讲 Hello World

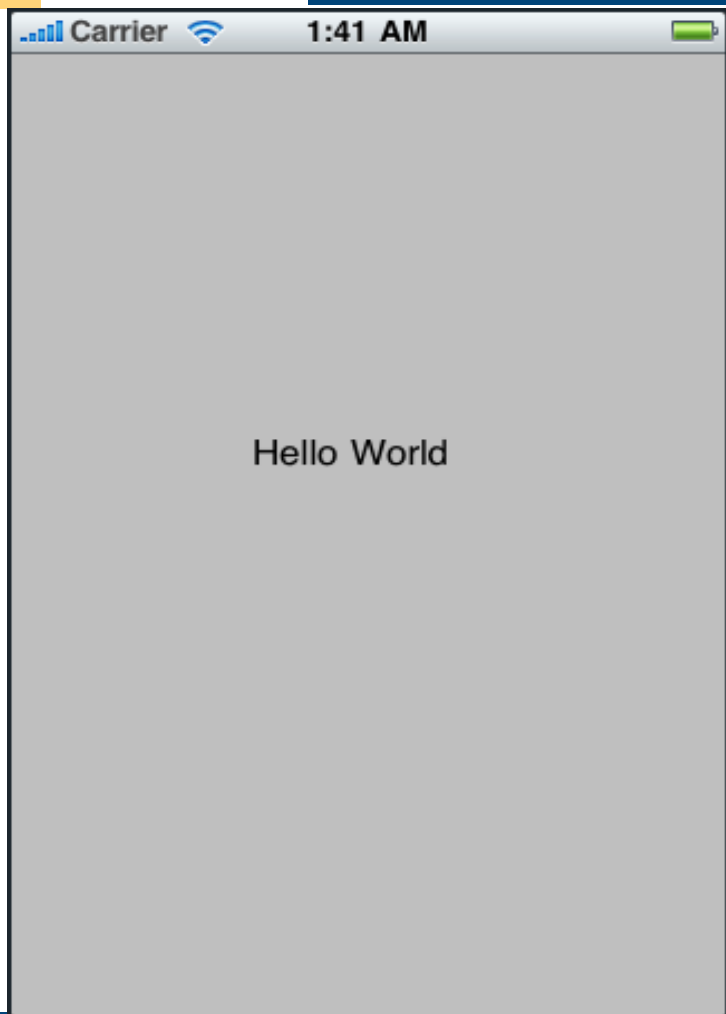
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知识要点

- ◆ 第一iPhone程序-Hello World
- ◆ iOS SDK 介绍
- ◆ 修改iPhone工程属性
- ◆ 修改iPhone工程编译属性

第一个iPhone程序



- ◆ 在iPhone屏幕上实现“Hello World”。

- 
- ◆ 选择New Project->Application->View-based Application 工程类型。

Choose a template for your new project:



iOS

Application

Library



Mac OS X

Application

Framework & Library

Application Plug-in

System Plug-in

Other

Navigation-based
ApplicationOpenGL ES
ApplicationSplit View-based
ApplicationTab Bar
Application

Utility Application

View-based
ApplicationWindow-based
Application

Product

iPhone

**View-based Application**

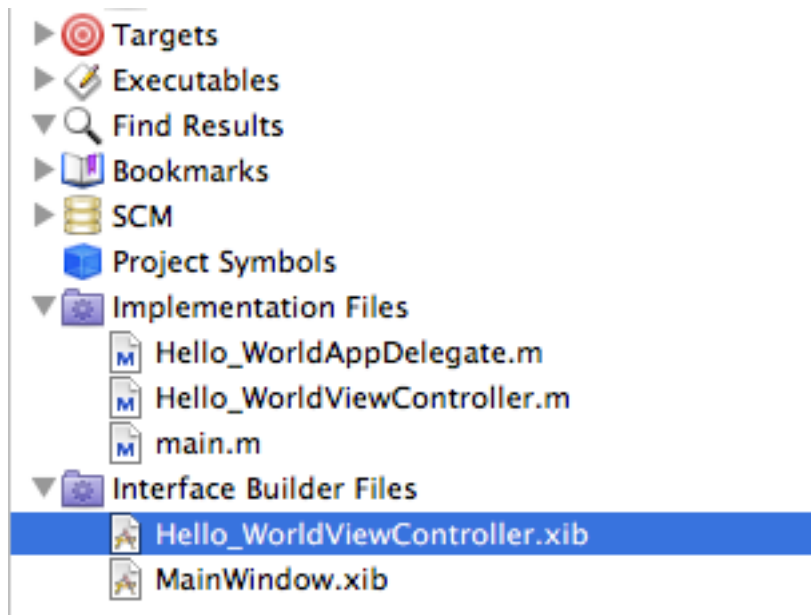
This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a nib file that contains the view.

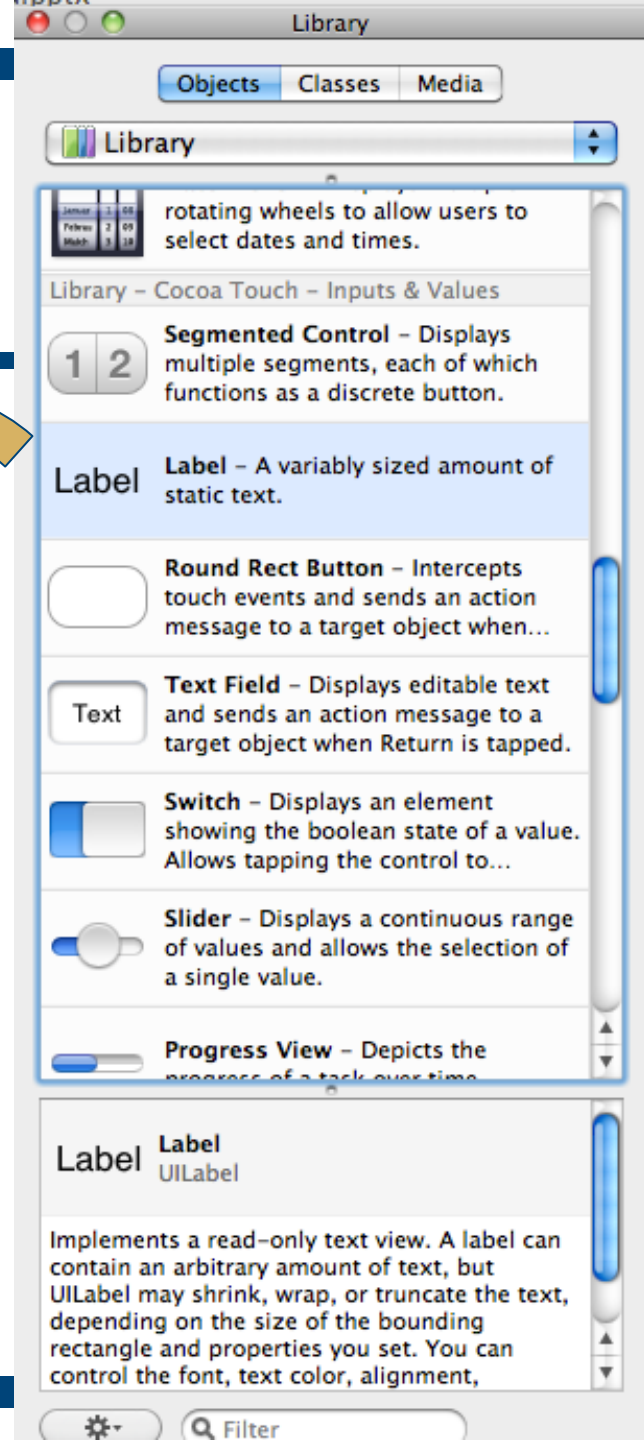
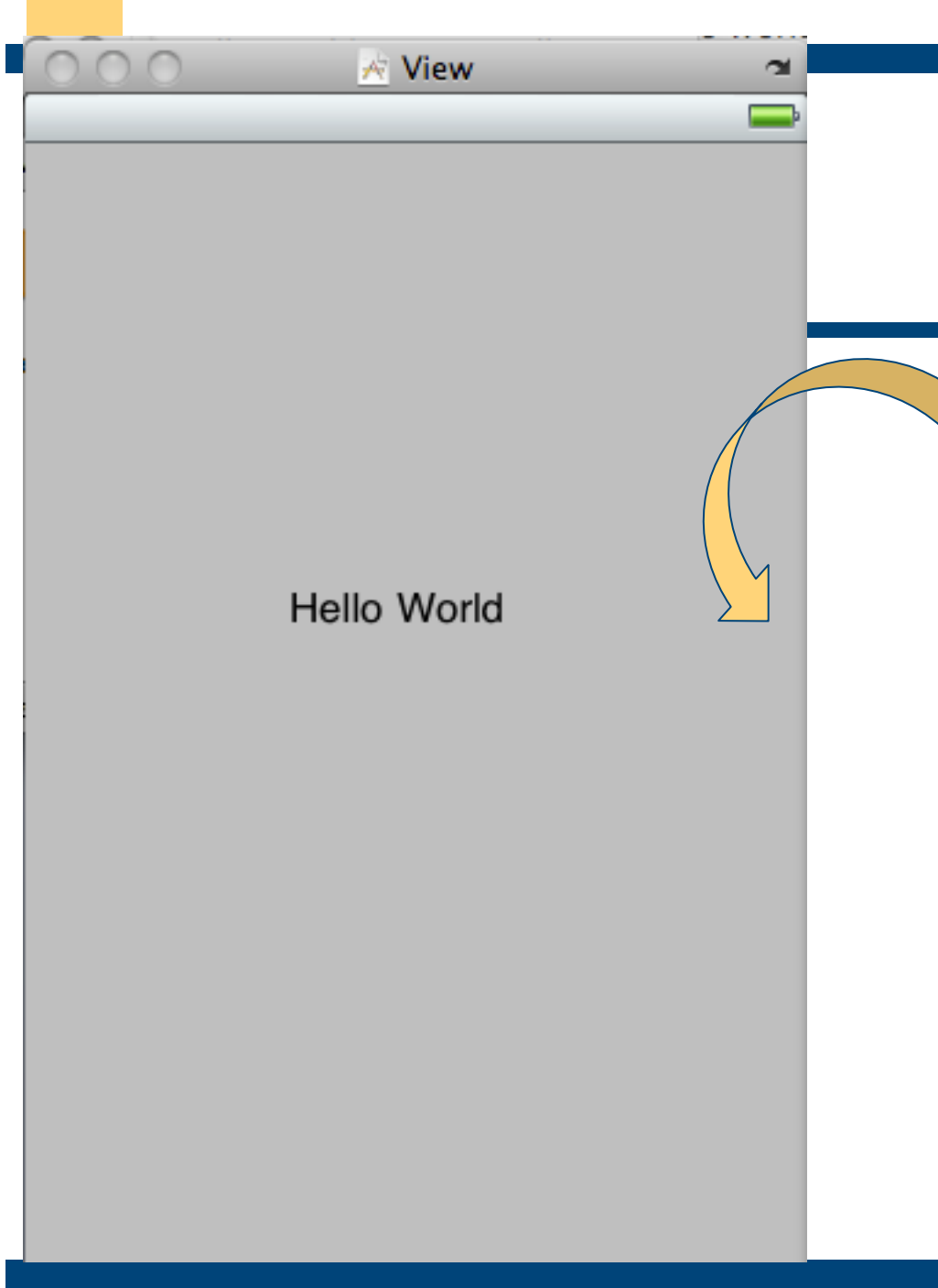
Cancel

Choose...

屏幕设计

- ◆ 双击打开Hello_WorldViewController.xib文件，打开在Interface Builder中打开NIB文件，进入屏幕设计窗口。







iOS SDK 介绍

Cocoa

Media

Core Services

Core OS

Mac OS X

Cocoa Touch

Media

Core Services

Core OS

iPhone OS

iOS SDK版本

iOS SDK是开发iPhone应用程序的工具。iOS SDK必须安装在Mac OS X操作系统之上。可以使用Xcode开发iOS，不同的Xcode版本对应不同的iOS SDK版本，不同的Xcode版本要求Mac OS X版本也不同。

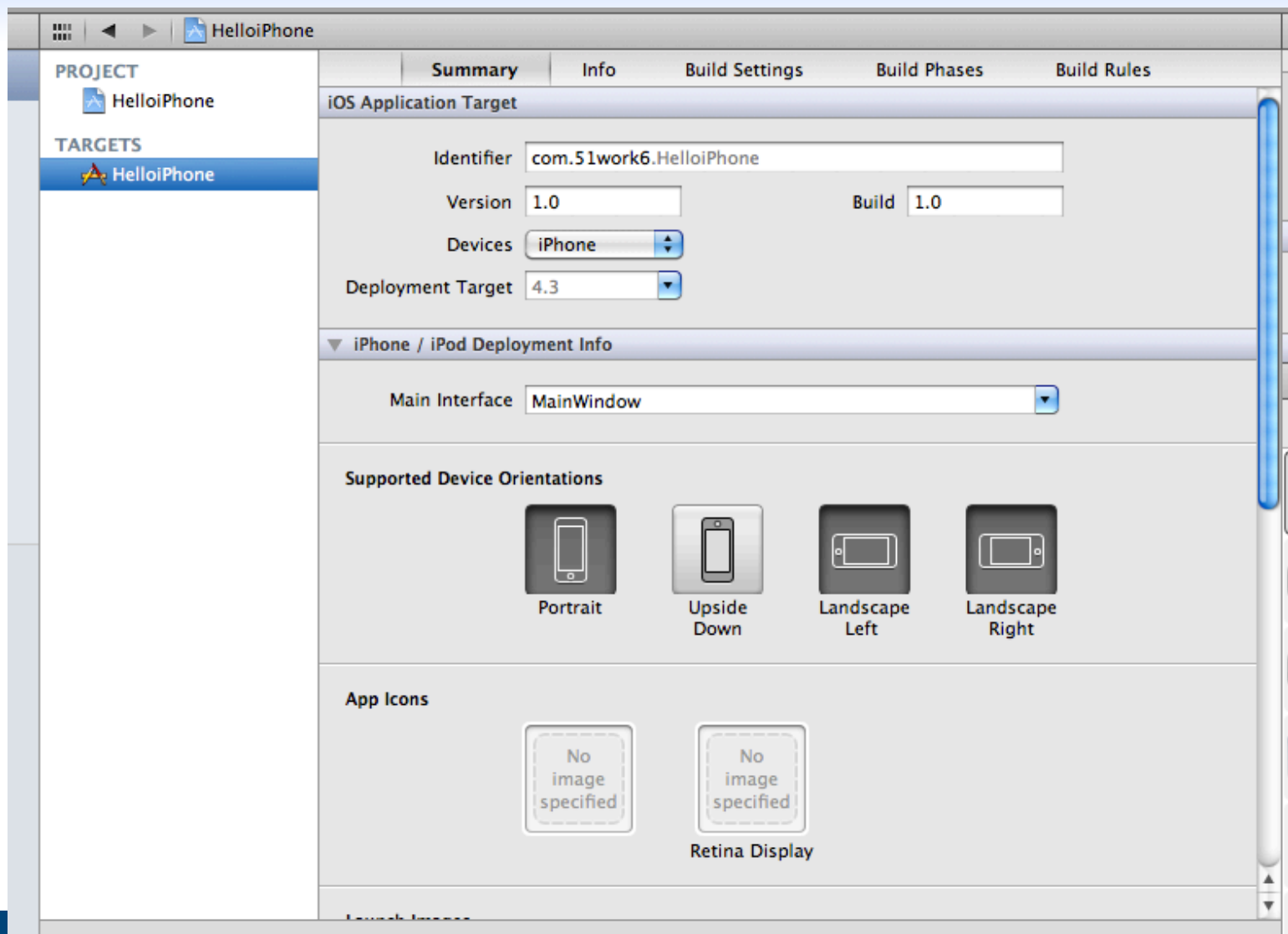
- iOS SDK 2.x
- iOS SDK 3.x Xcode3.2.3
- iOS SDK 4.x, Xcode 3.2.5或Xcode4.2
- iOS SDK 5, Xcode4.3

修改iOS工程属性

- ◆ 在工程目录下面有一个工程属性文件：
HelloiPhone-Info.plist
- ◆ 在这个文件中我们可以设置工程图标、工程国际化等信息设定。

HelloiPhone - HelloiPhone-Info.plist		
HelloiPhone > HelloiPhone > Supporting... > HelloiPhone-Info.plist > No Selection		
Key	Type	Value
Localization native development region	String	en
Bundle display name	String	\${PRODUCT_NAME}
Executable file	String	\${EXECUTABLE_NAME}
Icon file	String	
Bundle identifier	String	com.51work6.\${PRODUCT_NAME:rfc1034identifier}
InfoDictionary version	String	6.0
Bundle name	String	\${PRODUCT_NAME}
Bundle OS Type code	String	APPL
Bundle versions string, short	String	1.0
Bundle creator OS Type code	String	????
Bundle version	String	1.0
Application requires iPhone environment	Boolean	YES
Main nib file base name	String	MainWindow
Supported interface orientations	Array	(3 items)
HelloiPhone		

另一种修改iOS工程属性方法



修改为工程属性实例

- ◆ 通过为工程添加图标属性修改工程属性步骤。
- ◆ 添加图标必须是：
- ◆ 普通显示屏幕：57x57 默认命名：Icon.png，Retina显示屏幕：114x114，默认命名：Icon@2x.png。

☰

◀ ▶

📄 HelloiPhone

PROJECT

📄 HelloiPhone

TARGETS

📱 HelloiPhone

SummaryInfoBuild SettingsBuild PhasesBuild Rules

iOS Application Target

Identifiercom.51work6.HelloiPhone

Version1.0Build1.0


DevicesiPhone

Deployment Target4.3


▼ iPhone / iPod Deployment Info

Main InterfaceMainWindow


Supported Device Orientations




Portrait



Upside Down





Landscape Left



Landscape Right

App Icons





Retina Display

修改工程编译属性

- ◆ 由于iOS版本变化很快，我们需要修改工程的编译属性。可以修改编译目标，可以修改iOS基本版本。

PROJECT

HelloiPhone

TARGETS

HelloiPhone

Summary

Info

Build Settings

Build Phases

Build Rules

Basic

All

Combined

Levels

Q

Setting

HelloiPhone

▼ Architectures

Additional SDKs

Architectures

\$(ARCHS_STANDARD_32_BIT)

Base SDK

iphoneos

Build Active Architecture Only

NO

Supported Platforms

iphonesimulator iphoneos

Valid Architectures

armv6 armv7

▼ Build Locations

Build Products Path

build

Intermediate Build Files Path

\$(SYMROOT)

Per-configuration Build Products Path

\$(BUILD_DIR)/\$(CONFIGURATION)\$ (EFFECTIVE_PLATFORM_NAME)

Per-configuration Intermediate Build Files Path

\$(PROJECT_TEMP_DIR)/\$(CONFIGURATION)\$ (EFFECTIVE_PLATFORM_NAME)

Precompiled Headers Cache Path

\$(CACHE_ROOT)/SharedPrecompiledHeaders

▼ Build Options

Build Variants

normal

Compiler for C/C++/Objective-C

com.apple.compilers.llvmgcc42

Debug Information Format

dwarf-with-dsym

Enable OpenMP Support

NO

Generate Profiling Code

NO

Precompiled Header Uses Files From Build Directory

YES

Run Static Analyzer

NO

Scan All Source Files for Includes

NO

▼ Validate Built Product

<Multiple values>

Debug

NO

Release

YES

▼ Code Signing



Add Target



Modernize Project



Add Build Setting