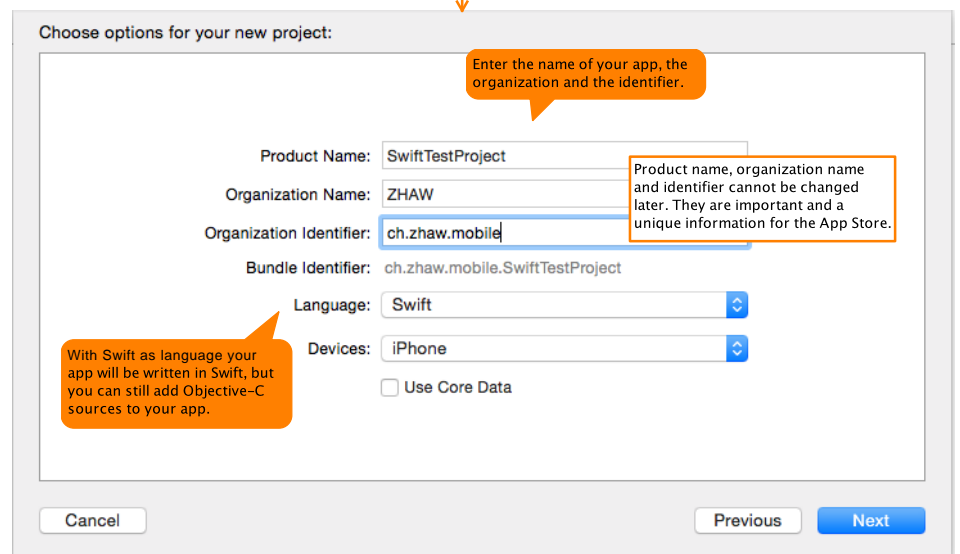
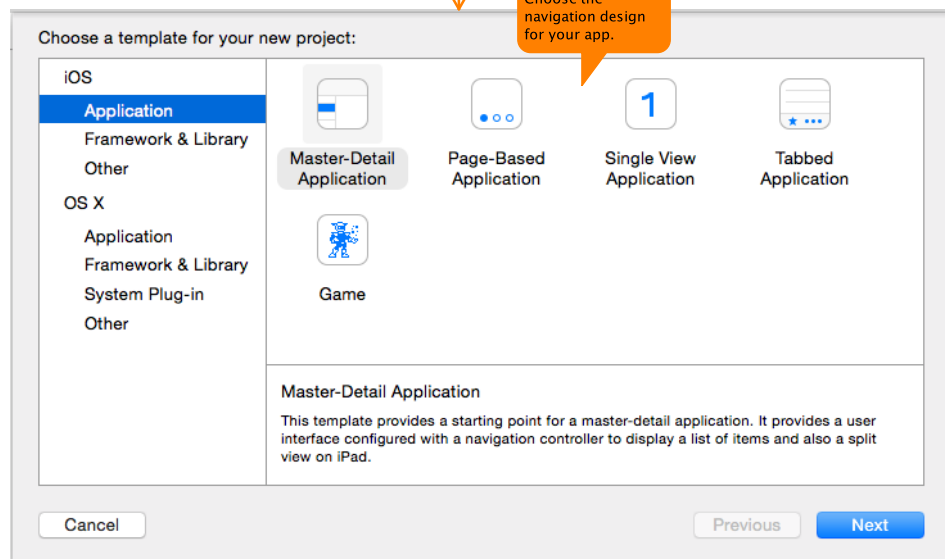
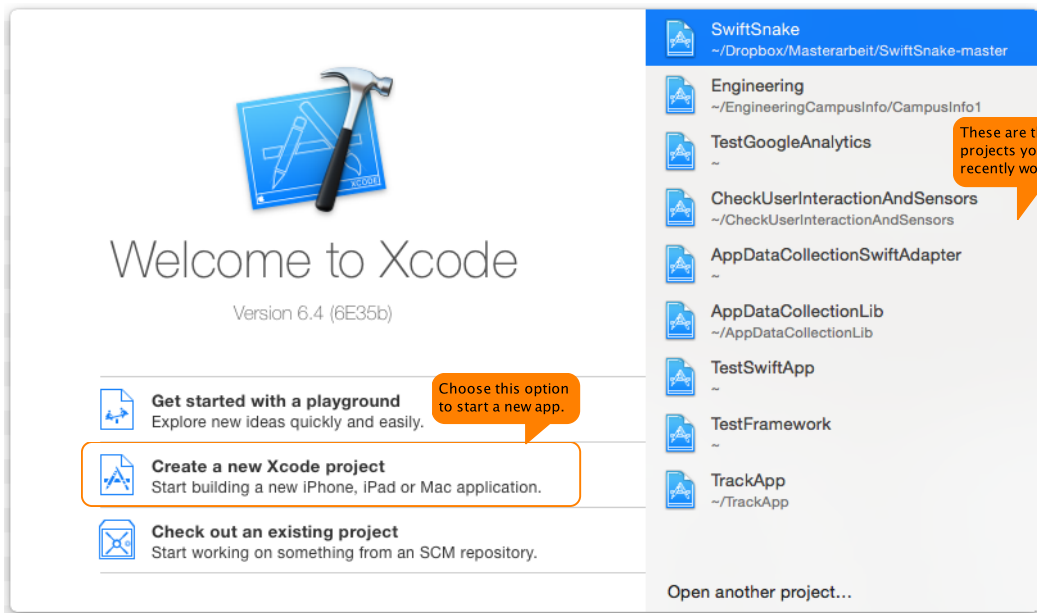


Start screens



Overview

Menu: Including file handling, editing options, project and product handling, selecting tools

Apple Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Apple's term "Toolbar": Including run and stop button, schema selection, building and testing progress, area choices

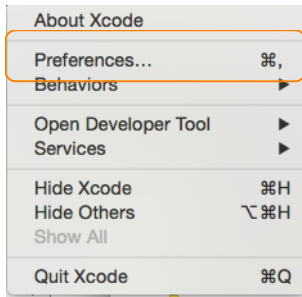
The screenshot shows the Xcode IDE interface for a project named 'SwiftTestProject'. The interface is divided into several panes:

- Left Pane (Navigation area):** Displays the project's file structure. It includes folders for 'SwiftTestProject' (containing AppDelegate.swift, MasterViewController.swift, DetailViewController.swift, Main.storyboard, Images.xcassets, LaunchScreen.xib, Supporting Files, Info.plist) and 'SwiftTestProjectTests' (containing SwiftTestProjectTests.swift, Supporting Files, Info.plist). The 'Products' folder shows 'SwiftTestProject.app' and 'SwiftTestProjectTests.xctest'.
- Top Bar:** Shows the current target 'iPhone 6', the project name 'SwiftTestProject', and the build status 'Build SwiftTestProject: Succeeded' at 14:36 on 27.07.15.
- Center Pane (Editor area):** Displays the 'Build Settings' for the 'SwiftTestProject' target. It includes sections for 'Deployment Target' (iOS Deployment Target: 8.4), 'Configurations' (Debug and Release), and 'Localizations' (English - Development Language). The 'Use Base Internationalization' checkbox is checked.
- Right Pane (Utility area):** Contains the 'Identity and Type' section (Name: SwiftTestProject, Location: Absolute, Full Path: /Users/koke/Dropbox/Arbeit/mobile_vorlesung/SwiftTestProject/SwiftTestProject.xcodeproj), 'Project Document' (Project Format: Xcode 3.2-compatible, Organization: ZHAW), 'Text Settings' (Indent Using: Spaces, Widths: 4, Tab: Indent, Wrap lines checked), and 'Source Control' (Repository, Type, Current Branch, Version, Status: No changes, Location). Below these are three cards: 'View Controller - A controller that supports the fundamental view-management model in iOS.', 'Navigation Controller - A controller that manages navigation through a hierarchy of views.', and 'Table View Controller - A controller that manages a table'.

Annotations highlight specific areas:

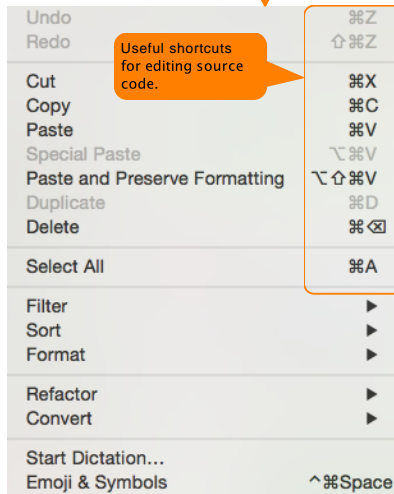
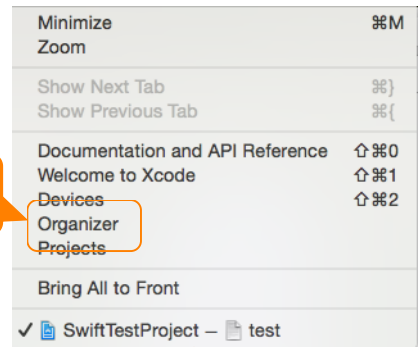
- Navigation area:** Apple's term here "Navigation area": Including list of all groups and sources. Search view, list of errors, breakpoints.
- Editor area:** Apple's term "Editor area": Including project and target settings, source editing, messages.
- Debug area:** Apple's term "Debug area": is not shown per default.
- Utility area:** Apple's term "Utility area": Including properties, selection of ui elements.

Menu

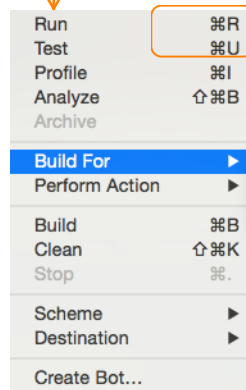
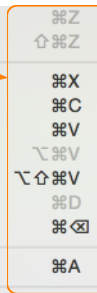


With Preferences -> Accounts you manage your apple accounts and repositories.

The organizer lists your archives. Archives are ipa-Files, which are either published in the App Store or distributing on different iOS devices outside the shop.



Useful shortcuts for editing source code.



Useful shortcuts for building, running and testing.



View options can be found in the toolbar as well.

Toolbar

Exit, minimize and maximize XCode

Start and stop running or testing

Status messages (activity viewer)

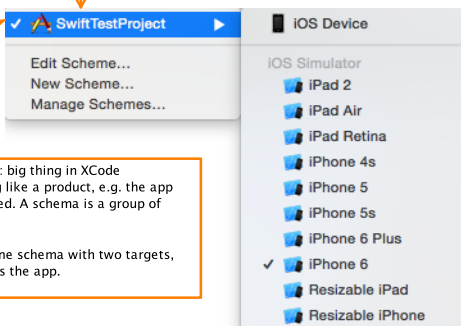
Editor configurations:
1. standard editor: one plain editor
2. assistant editor: showing a two editors view, e.g. storyboard and the viewcontroller, so ui elements and methods can be connected to each other
3. version editor: useful for comparing different versions of one source



Here you choose on which simulator or device your target runs.

Targets and schemas: big thing in XCode
A target is something like a product, e.g. the app which will be published. A schema is a group of targets.

Per default you get one schema with two targets, one test target, one is the app.

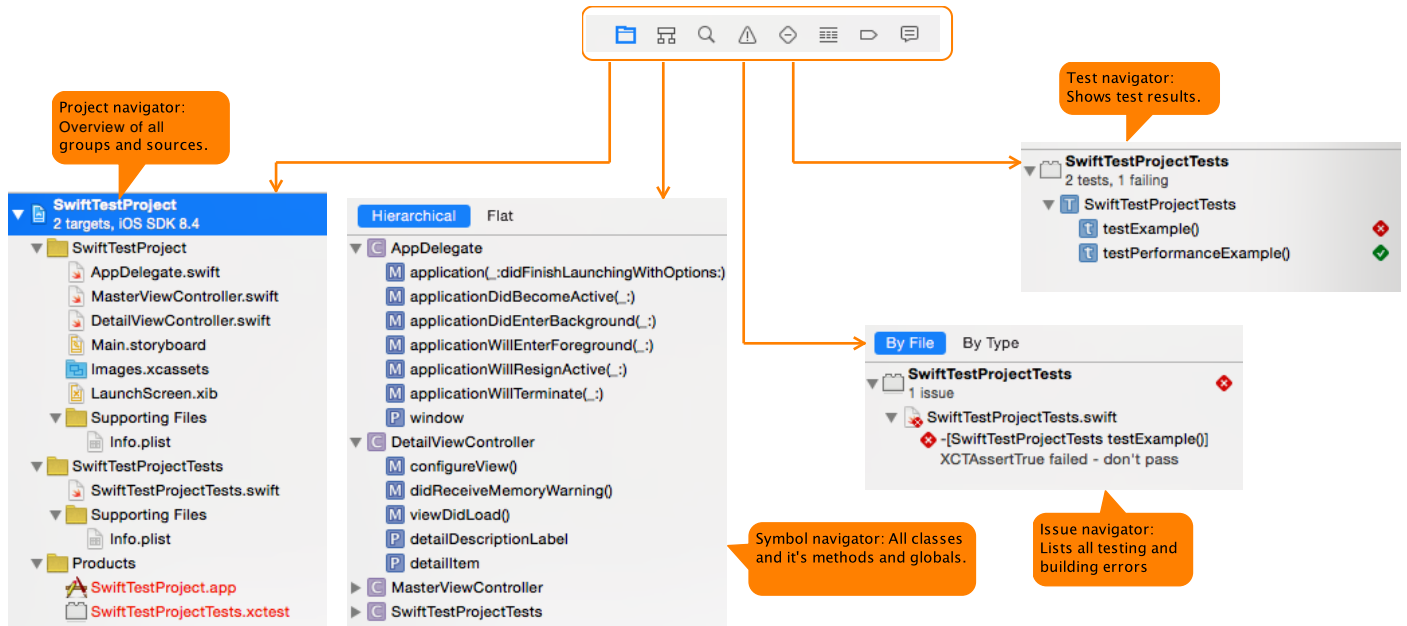


Show or hide either: navigator bar (left), debug area (below editor area) or utilities area (right)

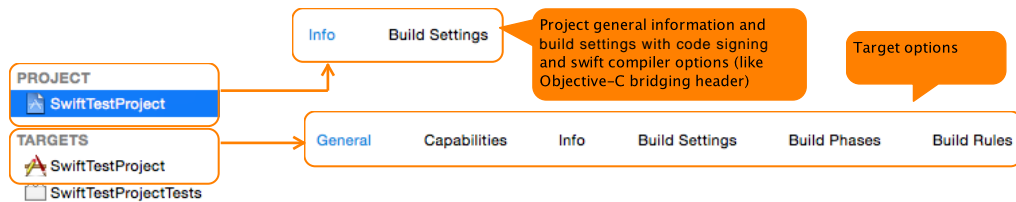
Finished running SwiftTestProject on iPhone 6

Running SwiftTestProject on iPhone 6

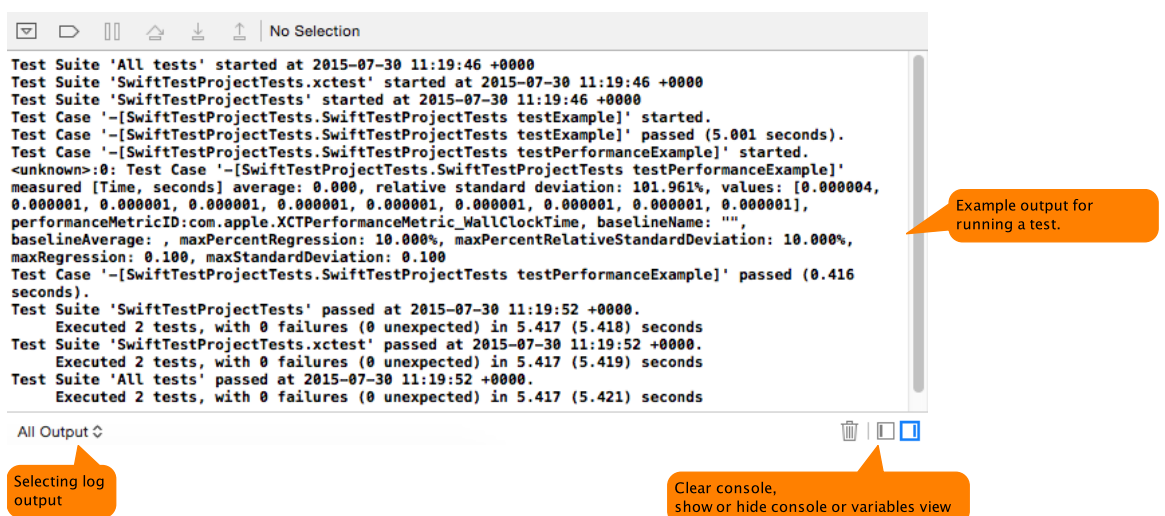
Navigation area



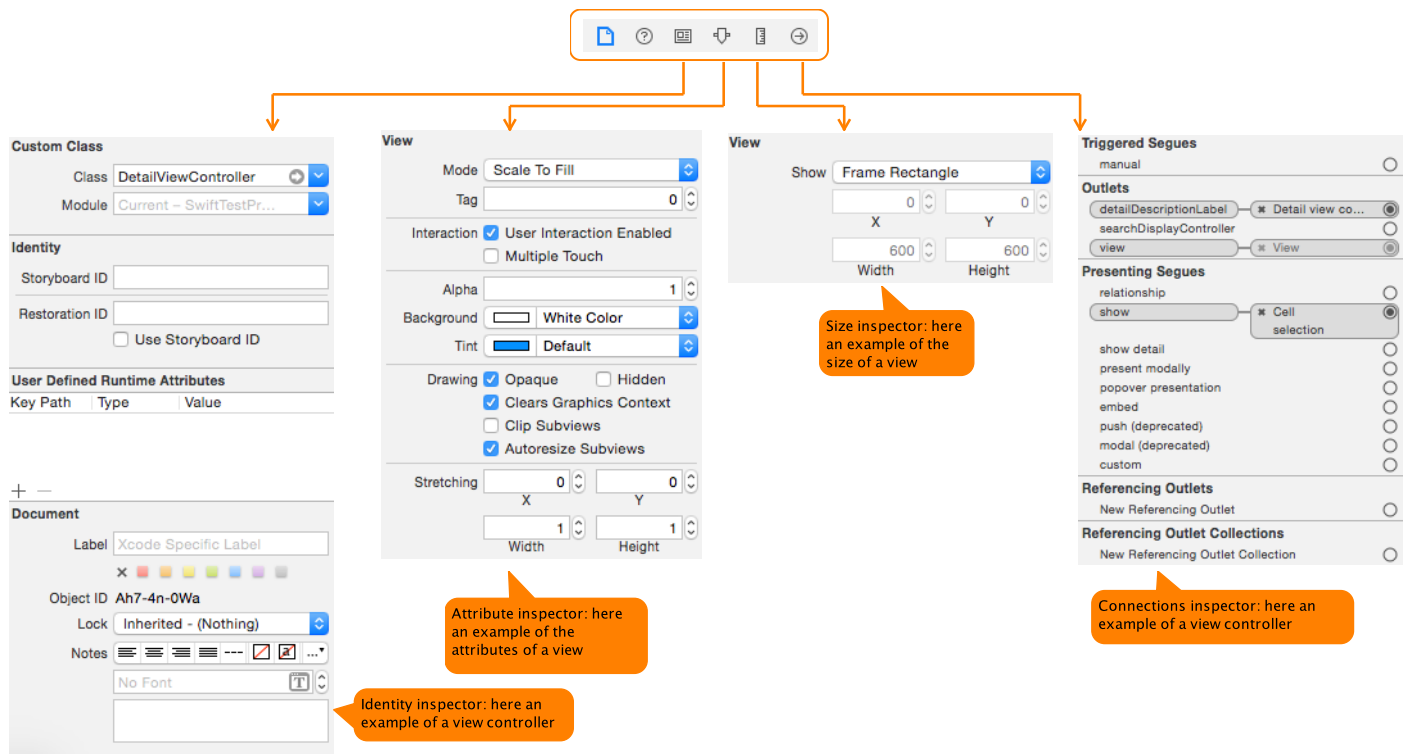
Editor area



Debug area



Utility area – inspector part



Utility area – library part

