iOS 從零開始 記能XCOde

蔡智強 Denny Tsai

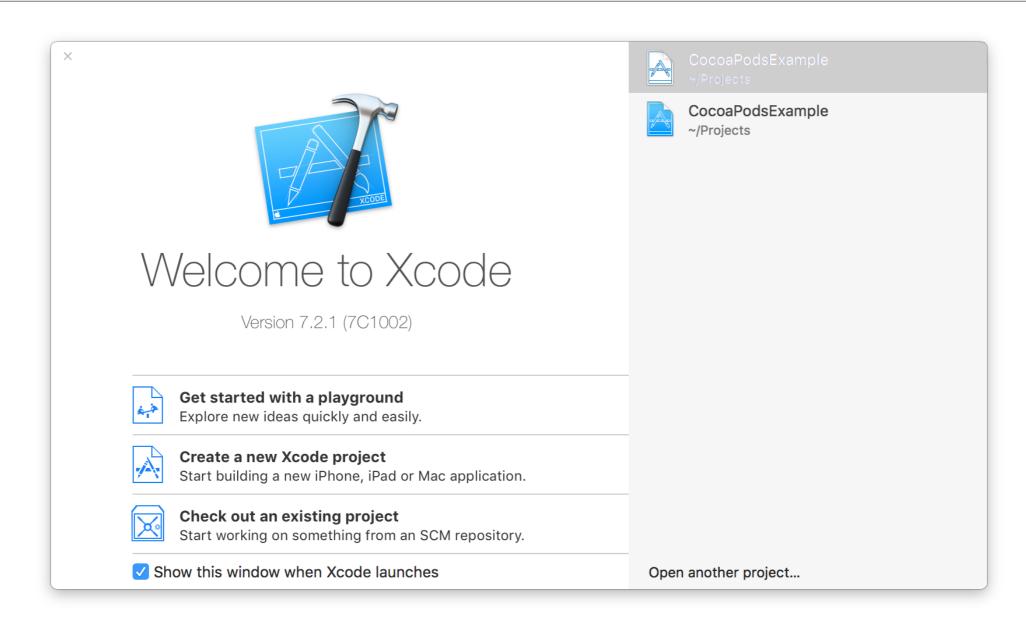
denny@hpd.io https://iosdev.hpd.io



Xcode是什麼

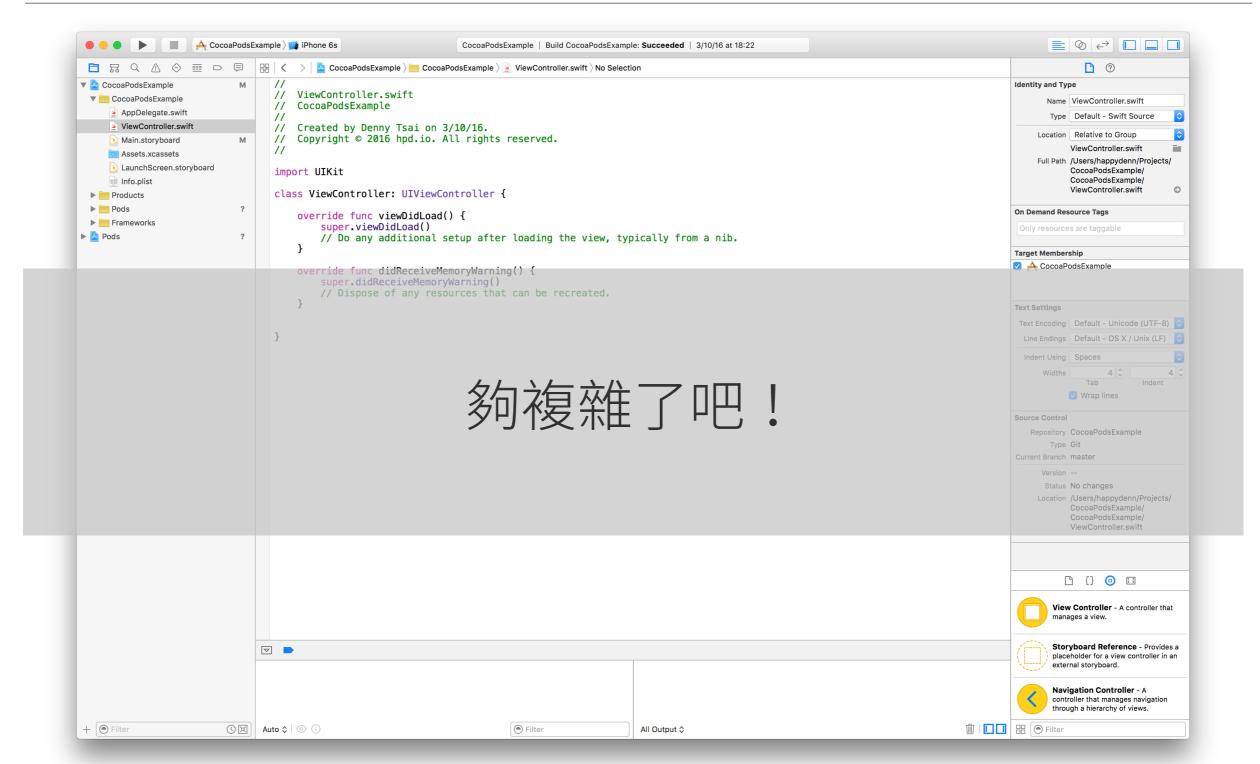
- · Apple設計的整合開發環境 (Integrated Development Environment)
- · iOS & Mac apps
- ·接下來的課程大家都會被困在這裡面
- · Where amazing things happen!

Xcode長怎樣

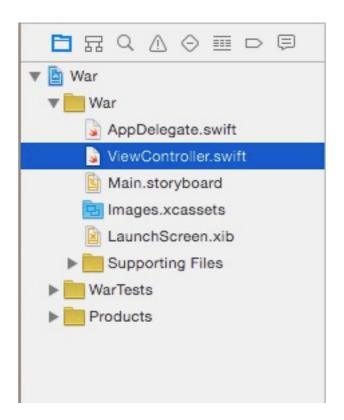


起始畫面

Xcode長怎樣

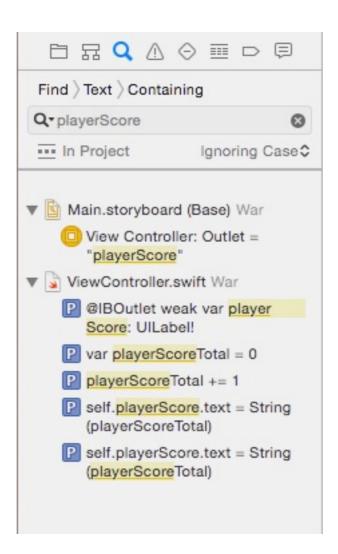


Navigator



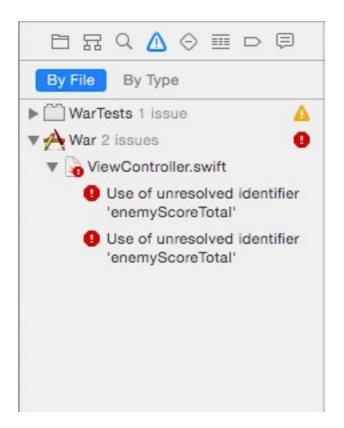
Project navigator

Navigator



Search navigator

Navigator



Issue navigator

Editor

```
🔡 🔇 > 🚨 CocoaPodsExample > CocoaPodsExample > ViewController.swift > No Selection
  // 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.
```

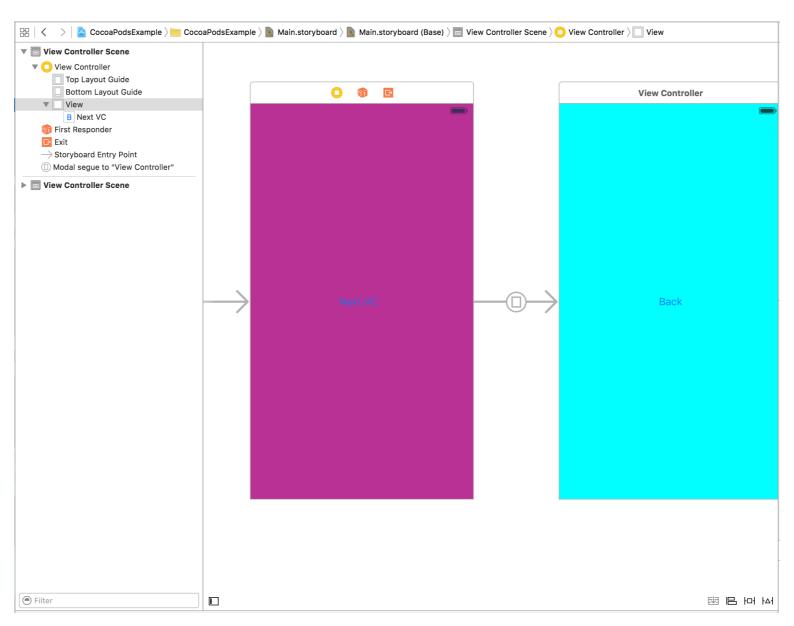
主要的程式碼都在這裡寫的

Editor

```
🔡 🔇 > 🙎 CocoaPodsExample 🔪 CocoaP...xample ) 👱 ViewController.swift (Interface)
                                                                                                                                                        |+ \times
   // ViewController.swift
// CocoaPodsExample
                                                                                       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()
   // Do any additional setup after loading the view,
                                                                                        override internal func viewDidLoad()
                                                                                       override internal func didReceiveMemoryWarning()
                  typically from a nib.
       override func didReceiveMemoryWarning() {
    super didReceiveMemoryWarning()
             // Dispose of any resources that can be recreated.
```

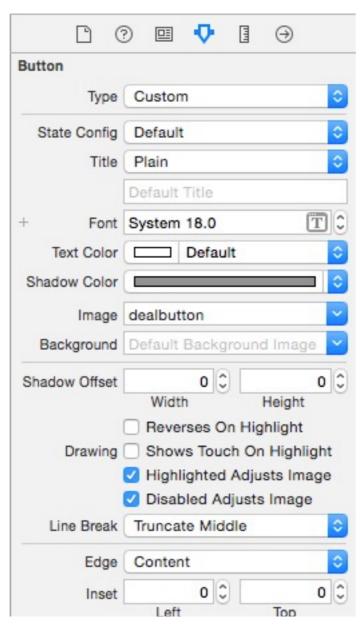
Assistant editor

Editor



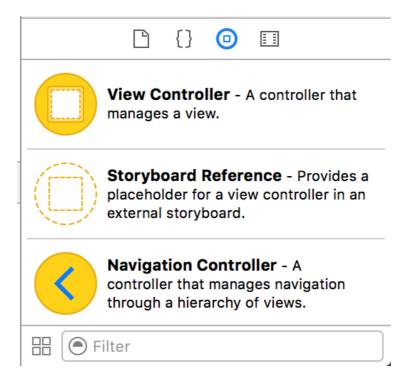
Storyboard editor

Utilities



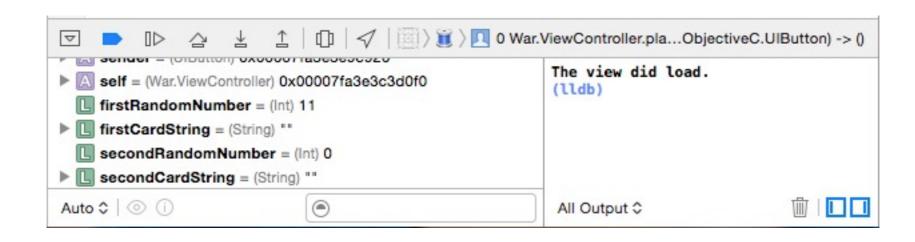
Inspector

Utilities



Library

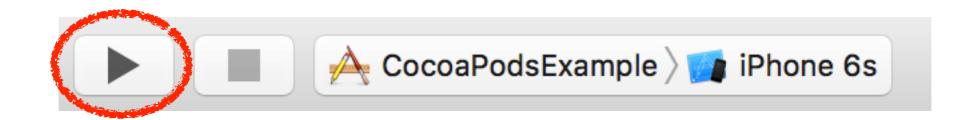
Debug



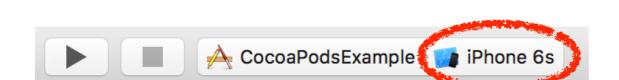
左邊可以看到目前breakpoint的變數,右邊是console

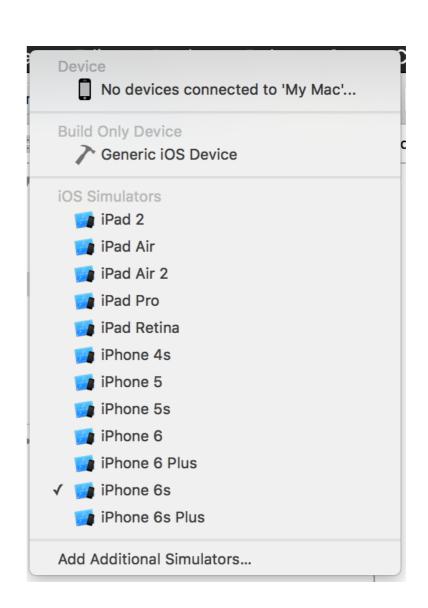


左半邊是執行的指令、中間是顯示目前狀態、右邊是切換按鈕



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。