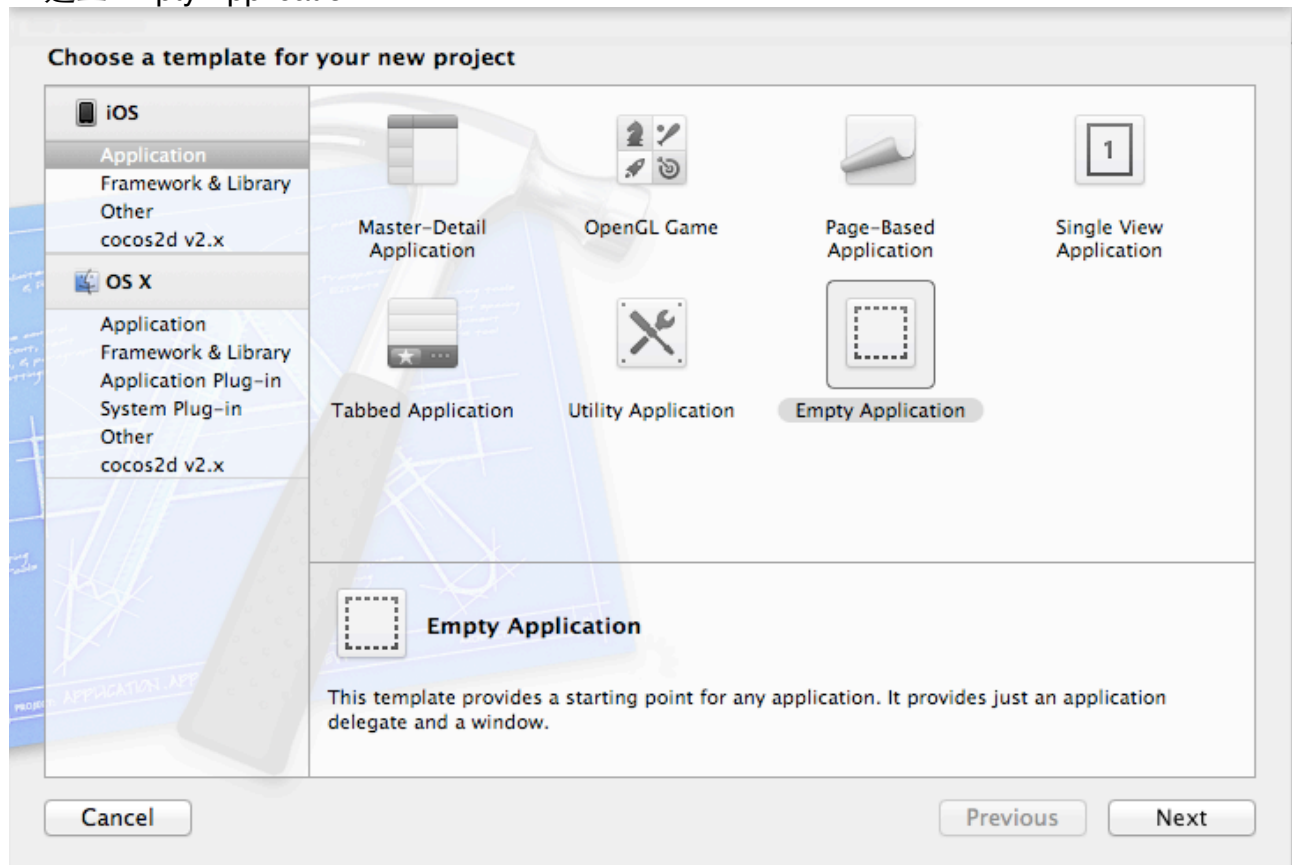


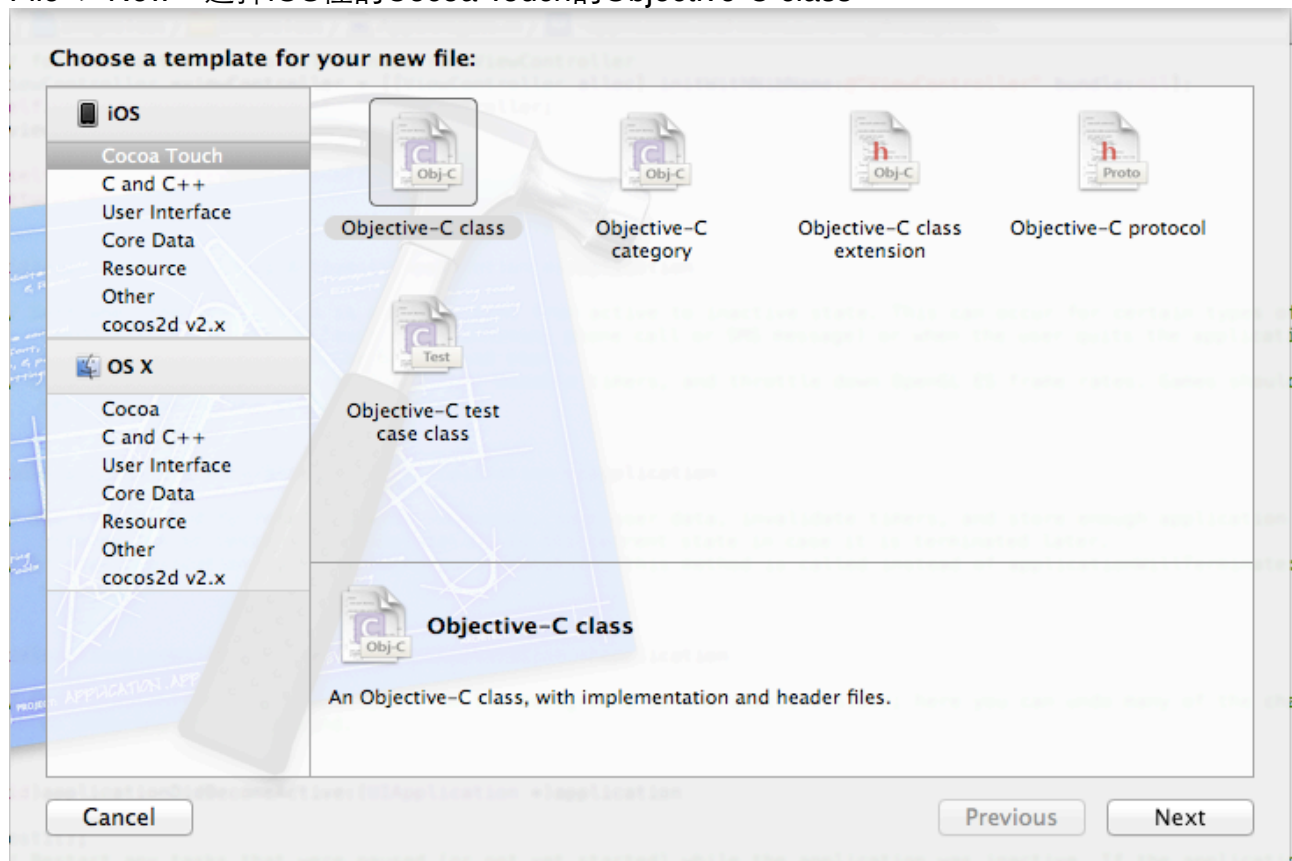
Empty Application to Single View Application

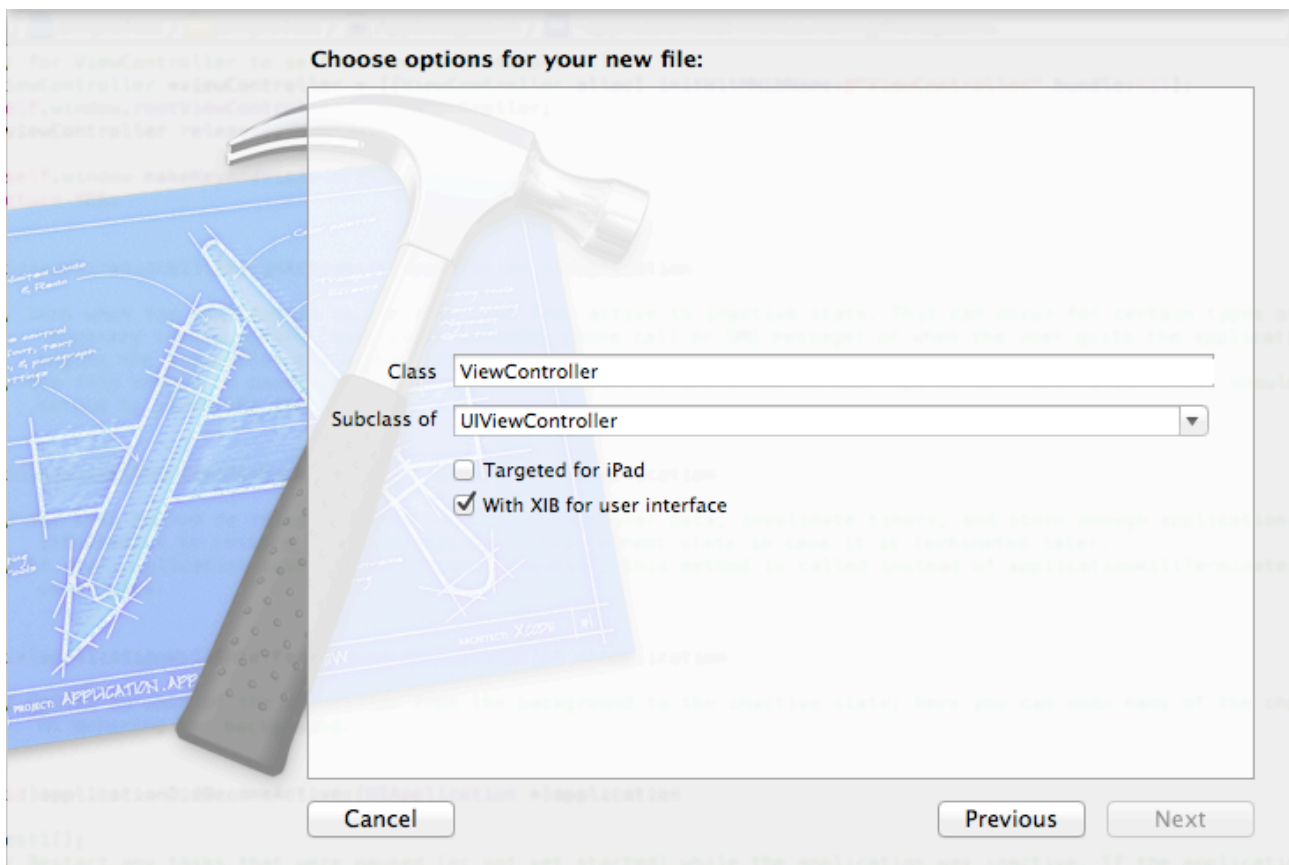
1. 建立Empty Application



2. 加一個新的ViewController class繼承UIViewController

File -> New, 選擇iOS裡的Cocoa Touch的Objective-C class





Class: 名稱自己喜歡的就好

Subclass of: 選UIViewController

如果要Xcode產生XIB檔就把With XIB for user interface打勾

按Next選擇檔案要放的group之後按finish就會產生ViewController.h, ViewController.m和ViewController.xib三個檔案。

3. 在AppDelegate class設定rootViewController

在AppDelegate.m裡didFinishLaunchingWithOptions的event裡在視窗顯示出來那個message送給self.window之前加上下列程式碼

```
ViewController *viewController = [[ViewController alloc]
initWithNibName:@"ViewController" bundle:nil];
self.window.rootViewController = viewController;
[viewController release];
```

透過設定Nib檔案名稱的那個初始化method來做這件事情。

記得用".",就是使用setter/getter，因此自己產生的ViewController物件要傳送release message給他。viewController接下來的控制就交給self.window物件自己搞定。那個method完整的程式碼如下

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[[UIWindow alloc] initWithFrame:[UIScreen
 mainScreen] bounds]] autorelease];
    // Override point for customization after application launch.
    self.window.backgroundColor = [UIColor whiteColor];
```

```

        // for ViewController to self.window.rootViewController
        ViewController *viewController = [[ViewController alloc]
initWithNibName:@"ViewController" bundle:nil];
        self.window.rootViewController = viewController;
        [viewController release];

        [self.window makeKeyAndVisible];
        return YES;
}

```

就醬子Empty Application project就變成Single View Application project～
 一般習慣的做法會把自己放進去Xcode產生程式碼中間那些程式碼再抽出來(extract method)，所以會像這樣

```

-(void)initApp {
    // for ViewController to self.window.rootViewController
    ViewController *viewController = [[ViewController alloc]
initWithNibName:@"ViewController" bundle:nil];
    self.window.rootViewController = viewController;
    [viewController release];
}

- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[[UIWindow alloc] initWithFrame:[[UIScreen
 mainScreen] bounds]] autorelease];
    // Override point for customization after application launch.
    self.window.backgroundColor = [UIColor whiteColor];

    [self initApp];

    [self.window makeKeyAndVisible];
    return YES;
}

```