Now that I have finished working with Xcode, I would describe my experience as not the best in the beginning. For starters, I couldn’t do the first three assignments on Xcode based on my experience. In the beginning of using Xcode, I was having technical issues that hindered my time of getting familiar with the IDE. Xcode requires a lot of memory storage to use the application. I quite frankly did not have enough storage space, so certain functions were not able to download/work while I was using the application. Another big thing to mention that contributed to my experience was attention to detail. While I was setting up the project, I made the same mistake multiple of times by not being precise with my actions how the instructions explained it. During the set-up portion, instead of using the iOS tab then selecting “App”, I continuously selected “App” from the multiplatform tab. This small detail created bigger problems because I was not able to use/find the storyboard interface. Instead, I was using the default interface, which didn’t replicate the instruction set up process. But once I figured out the issues that I was having, I took action to fix those issues, and it allowed me to attempt the project assignment with Xcode. Now after that very moment of fixing the issues, I could honestly say my experience of working with IDE became very good it was more simplistic after that.

Xcode presents a few advantages using the platform, for example, Xcode has integrated a GUI builder. This feature helps make your app visually appealing for the consumer without having to code. Another advantage is that Xcode has easy integration process with the Apple ecosystem. The process is seamless and doesn’t create any confusion for individuals interested in publishing the app. Xcode also has a built-in CI/CD feature for app development and testing. Another advantage is that Xcode has an abundance of tools to your disposal for creating 3D composition, ML, app analysis, and many more. And the last advantage that Xcode presents is that it has a simulator for your app creation. You get a chance to use real time testing, verifying that your features are responding the way they were intended to.

Xcode also presents a few disadvantages using the platform, for example, Xcode only supports Apple ecosystem. This makes the IDE not appealing for anyone who thought of making apps cross platform. Another disadvantage would be using the help link to find solutions to your issue. Xcode has many tutorials to help create applications or use certain functions. But a common thing I have witness is that when people come across issues with the app performance there is not many resolutions. Everyone just does the same troubleshooting procedures uninstall completely and reinstall. The third disadvantage that I have notice in my experience is that Xcode requires plenty of memory storage. To even download the app, you would need somewhere between 20-30 GB of free space. Another disadvantage is that Xcode is considered a closed platform, this term refers to the fact Xcode is not open source. So, engaging with other developers work has limitations. The final disadvantage is that Xcode file structure can be confusing for individuals at first glance. There is a learning curve for individuals not using the storyboard interface.

There are settle differences between Android Studio and Xcode. For starters, programming languages is a noticeable difference. Xcode allows for developers to use Swift programming language, and Android Studio allows for developers to use Java or Kotlin. Another difference is that Xcode only works with Apple’s operating systems, and Android Studio allows for multiplatform use.

According to Apple Inc. publishing an iOS app is a five-step process. The first step is to choose your build that you would like to submit for review. The reason for this is because each app you build can have multiple versions. The second step is to set the price point and availability, which consist of selecting regions where your app could be used and deciding if you want to allow pre-orders/downloads. The third step is a three-part procedure: enter your metadata for the app, choose to release the app manually/automatically, and submit your app for review. The fourth step is to view your app status/resolve issues. The status notifier will change based on review. If approve, the app shouldn’t take longer than a day to go live. The last step is to request promo codes, with these promo codes you can share them with users before the initial release of the app.

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