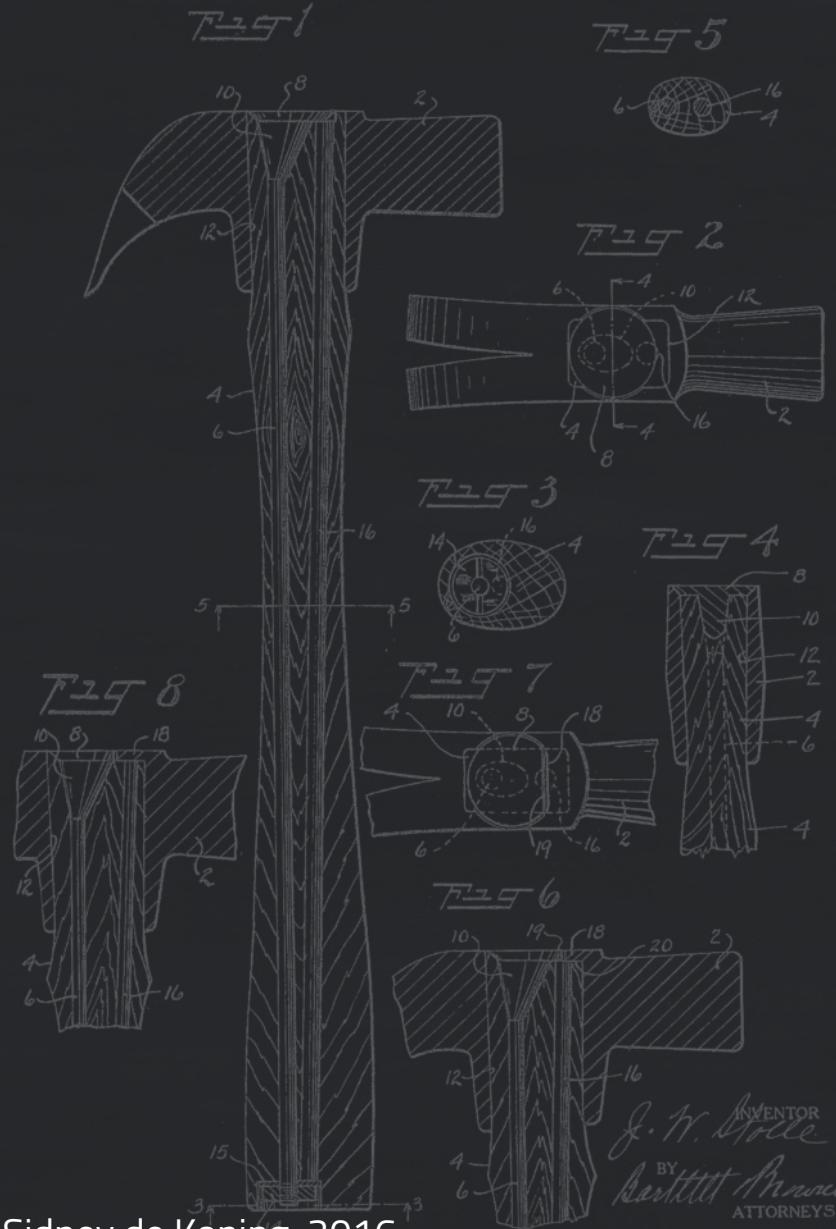


Xcode Hidden Gems

JOHN WILLIAM STOLLE, OF DANBURY, CONNECTICUT, ASSIGNOR TO THE DANBURY UNBREAKABLE TOOL CORPORATION, OF DANBURY, CONNECTICUT, A CORPORATION OF CONNECTICUT.

HAMMER.

Loving the most hated IDE again (Or bending Xcode to your will)



Topics

- Keybindings
- Themes & Fonts
- Behaviours
- Breakpoints
- Search
- Snippets & Text expanding
- Source Editor Extension (Plugins)
- External tools: SwiftLint & depcheck





Keybindings

The Most essential ones:

`⌘↑O` - Quick Open File

`⌘t` - new tab

`⌘o` / `⌘⌥o` - toggle left/right panel

`⌘↖↔` / `⌘↔` - Split Code / Single code View

`⌘⇧Y` - toggle console

`⌘⇧J` - Jump to current file

`⌘↖⇧F` - Find and Replace all in Workspace.

`⌘G` - Cycle search results

`ctrl⌘J` - Look at header / implementation

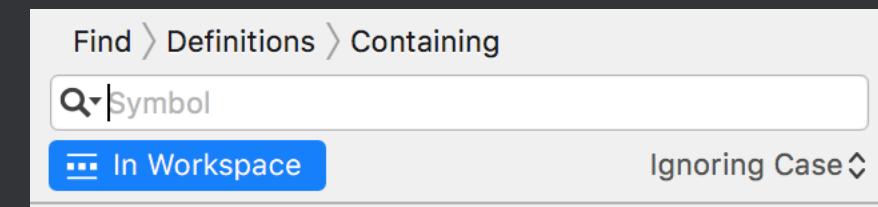
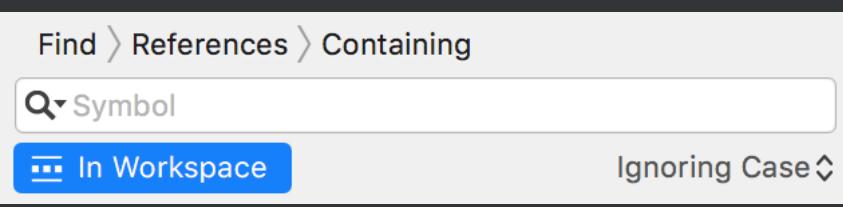
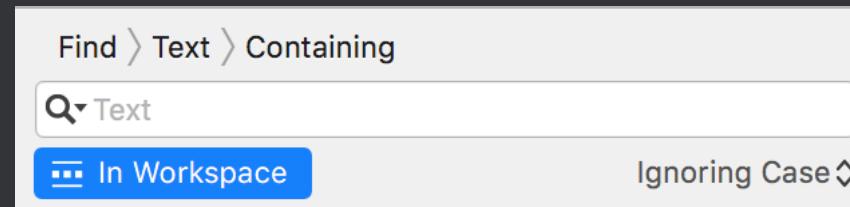
`⌘[` or `⌘]` - Move line [up/down].

Demo!

More here cheatsheetapp.com

Search

- Find text, references and definitions
- Delete results with backspace, so less clutter



Demo!

Themes

Find them on codethemes.net

Path:

~/Library/Developer/Xcode/UserData/FontAndColorThemes

Demo!

```
implement debug code

on: UIButton {
    hCount = 0
    e: String

    tle: String = "Done") {
        .title = title
    }
}
```

Monoguy

```
#if DEBUG
    // TODO: implement debug code
#endif

class MyButton: UIButton {
    var touchCount = 0
    var title: String

    init (title: String = "Done") {
        self.title = title
    }
}
```

Mangold

```
#if DEBUG
    // TODO: implement debug code
#endif

class MyButton: UIButton {
    var touchCount = 0
    var title: String

    init (title: String = "Done") {
        self.title = title
    }
}
```

Kellys

```
implement debug code

on: UIButton {
    hCount = 0
    e: String

    tle: String = "Done") {
        .title = title
    }
}
```

Humane

```
#if DEBUG
    // TODO: implement debug code
#endif

class MyButton: UIButton {
    var touchCount = 0
    var title: String

    init (title: String = "Done") {
        self.title = title
    }
}
```

Glitter Bomb

```
#if DEBUG
    // TODO: implement debug code
#endif

class MyButton: UIButton {
    var touchCount = 0
    var title: String

    init (title: String = "Done") {
        self.title = title
    }
}
```

GitHub

```
implement debug code

on: UIButton {
    hCount = 0
    e: String

    tle: String = "Done") {
        .title = title
    }
}
```

Theme Dark

```
#if DEBUG
    // TODO: implement debug code
#endif

class MyButton: UIButton {
    var touchCount = 0
    var title: String

    init (title: String = "Done") {
        self.title = title
    }
}
```

Flat Theme Light

```
#if DEBUG
    // TODO: implement debug code
#endif

class MyButton: UIButton {
    var touchCount = 0
    var title: String

    init (title: String = "Done") {
        self.title = title
    }
}
```

Ego 1

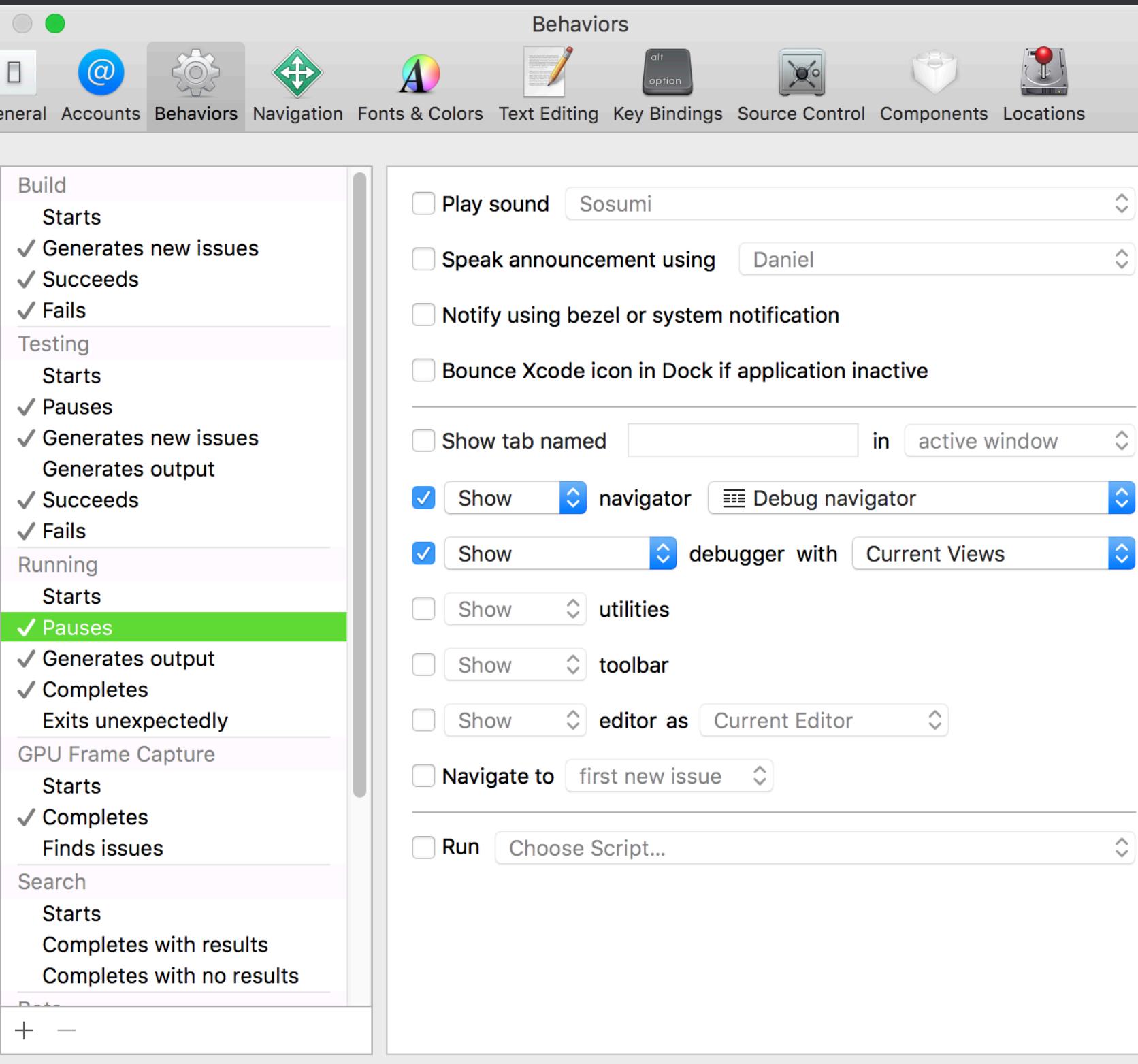
Fonts

Use a font that is readable. Maybe one that uses ligatures?

- Fira Code
- Monoid
- Hasklig
- Fixedsys

More on programmingfonts.org/list

Demo!



Behaviours

Adaptive Xcode UI.

Demo!

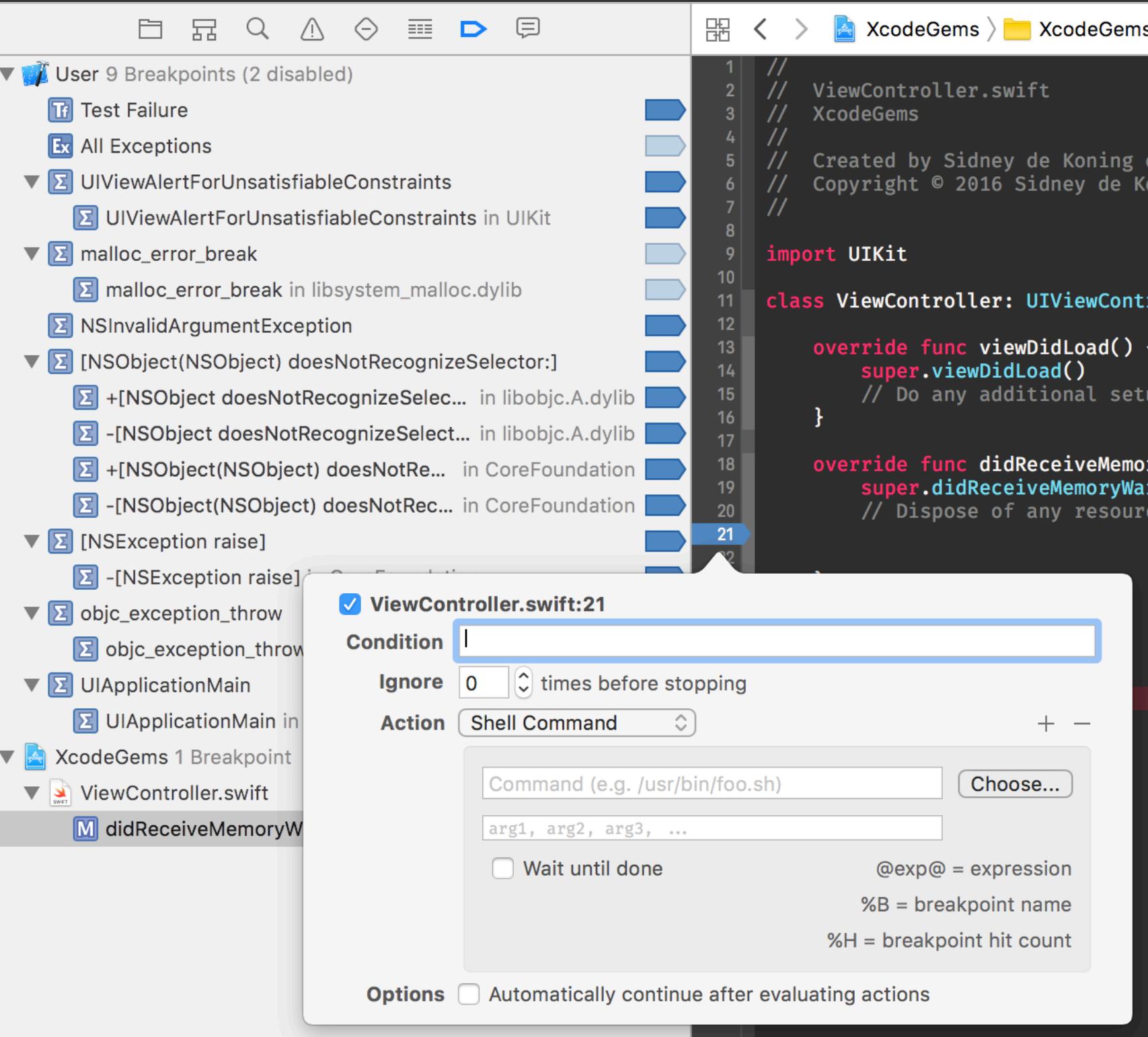
Breakpoints

- User breakpoints (for all projects)
- Project breakpoints

Path:

~/**Library/Developer/Xcode/UserData/xcdebugger**

Demo!

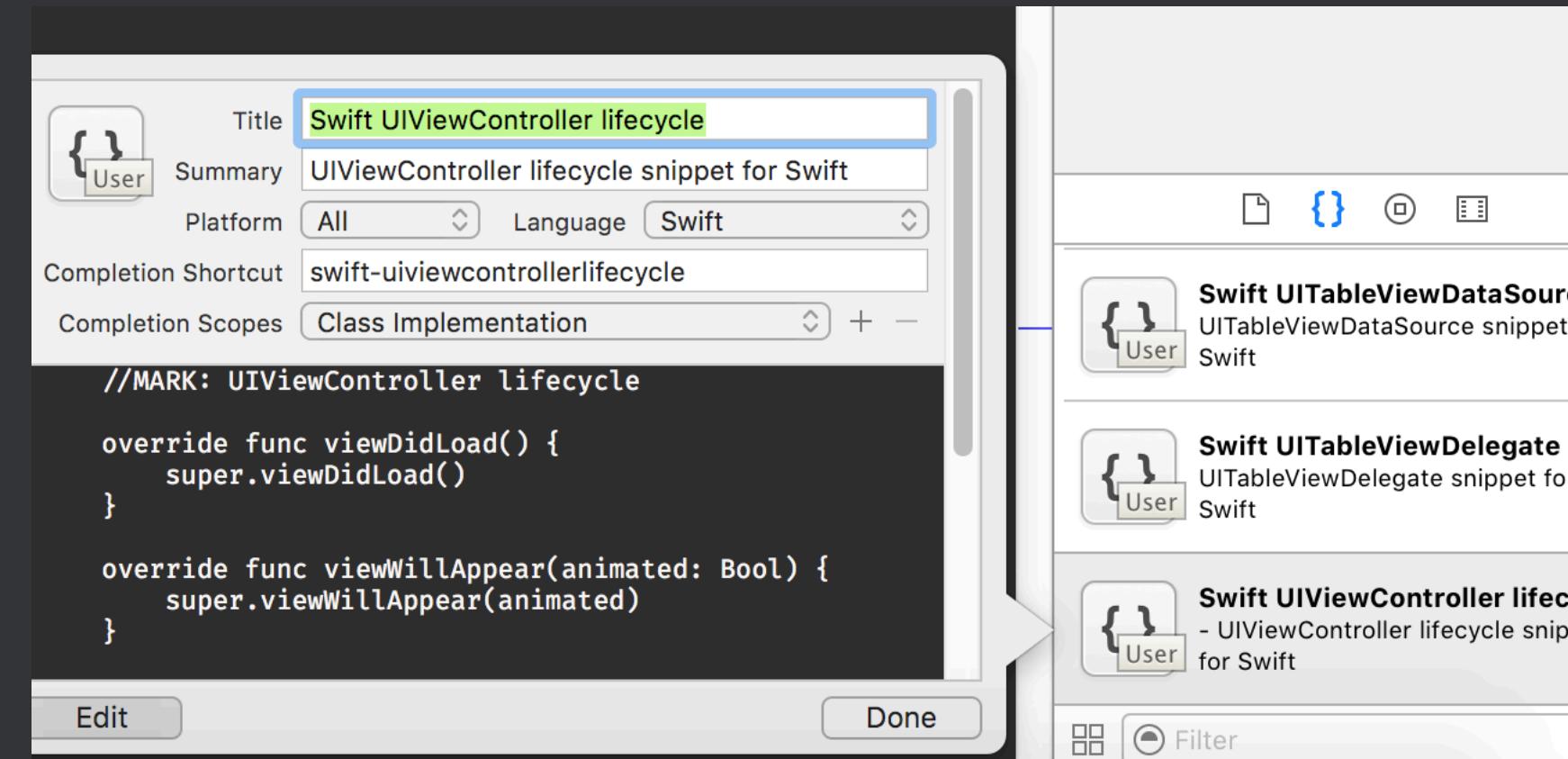


Snippets - Text expanding

- Native to macOS (**Preferences + Edit**
⇒ **Format** ⇒ **Substitutions**)
- Xcode - Drag drop code to create snippet
- Snippets can be shared in team.

Path:

~/Library/Developer/Xcode/UserData/CodeSnippets

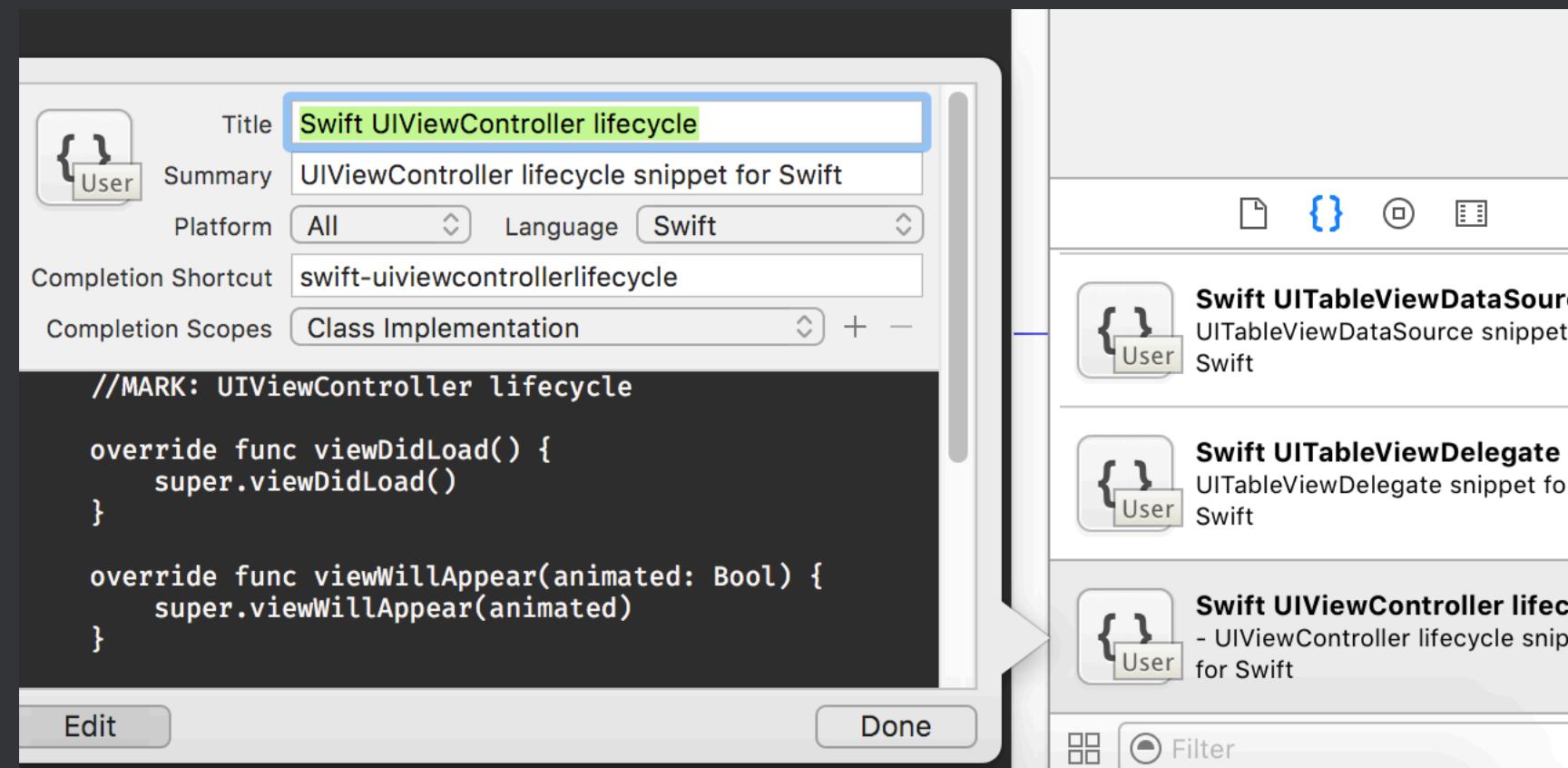


Demo!

Snippet Sharing

```
cd ~/Library/Developer/Xcode/UserData  
rm -R CodeSnippets  
ln -s {location_of_repo}/ios_codesnippets CodeSnippets
```

Full explanation bit.ly/xcsnippets



Plugins

Let's create a plugin.

XCSourceEditorCommandInvocation

- buffer
- lines
- selection

```
// ViewController.swift
// XcodePluginTest
//
// Created by Sidney de Koning on 14/10/2016.
// Copyright © 2016 Sidney de Koning. All rights reserved.

import Cocoa

class ViewController: NSViewController {

    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
    }

    func myTest(with: String) -> Bool {
        return with.isEmpty
    }

    override var representedObject: Any? {
        didSet {
            // Update the view, if already loaded.
        }
    }
}
```

```
Loading configuration from '.swiftlint.yml'
Correcting Swift files in current working directory
Correcting 'CustomDialogWindow.swift' (1/134)
Correcting 'CancelOrderAlertView.swift' (2/134)
Correcting 'GenericSingleButtonAlertView.swift' (3/134)
Correcting 'MealOrderPassengerDeleteAlertView.swift' (4/134)
Correcting 'MealOrderPassengersSelectionAlertView.swift' (5/134)
Correcting 'NewOrderNoServiceView.swift' (6/134)
Correcting 'AppDelegate.swift' (7/134)
Correcting 'MultiStateToggleButton.swift' (8/134)
Correcting 'RoundedCornerButton.swift' (9/134)
Correcting 'CompanyInfoCell.swift' (10/134)
Correcting 'CompanyTCCell.swift' (11/134)
Correcting 'DepartureDurationCell.swift' (12/134)
Correcting 'EmptyMyOrderCell.swift' (13/134)
Correcting 'EmptyOrdersCell.swift' (14/134)
Correcting 'FlightInfoCell.swift' (15/134)
Correcting 'FlightInfoNoDateHeader.swift' (16/134)
Correcting 'LineCell.swift' (17/134)
Correcting 'MealPreviewCell.swift' (18/134)
Correcting 'MealQualifierCell.swift' (19/134)
Correcting 'MealQualifierHeader.swift' (20/134)
Correcting 'MealsLeftHeaderCell.swift' (21/134)
Correcting 'MyMealPassengerCell.swift' (22/134)
Correcting 'MyMealPreviewCell.swift' (23/134)
Correcting 'MyOrderTextHeaderCell.swift' (24/134)
Correcting 'MyOrderTotalAmountCell.swift' (25/134)
Correcting 'PassengerMealCheckCell.swift' (26/134)
Correcting 'PassengerMealHeaderCell.swift' (27/134)
Correcting 'PassengerSelectionTableViewCell.swift' (28/134)
Correcting 'PaymentCompleteViewCell.swift' (29/134)
Correcting 'SkipButtonViewCell.swift' (30/134)
Correcting 'SpacerCell.swift' (31/134)
Correcting 'SpacerTableViewCell.swift' (32/134)
Correcting 'YourOrderButtonViewCell.swift' (33/134)
Correcting 'YourOrderCell.swift' (34/134)
Correcting 'YourOrderTextHeaderCell.swift' (35/134)
Correcting 'Configuration.swift' (36/134)
Correcting 'ComponentStyle.swift' (37/134)
Correcting 'GTMConstants.swift' (38/134)
```

External tools

- SwiftLint (github.com/realm/SwiftLint)
- depcheck (github.com/wojteklu/depcheck)

The End.

Thank you!

All code will be on github.com/funky-monkey/XcodeGemsTalk

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@iheartswiftlang

