Intro to Xcode

Part Two

Interface Builder

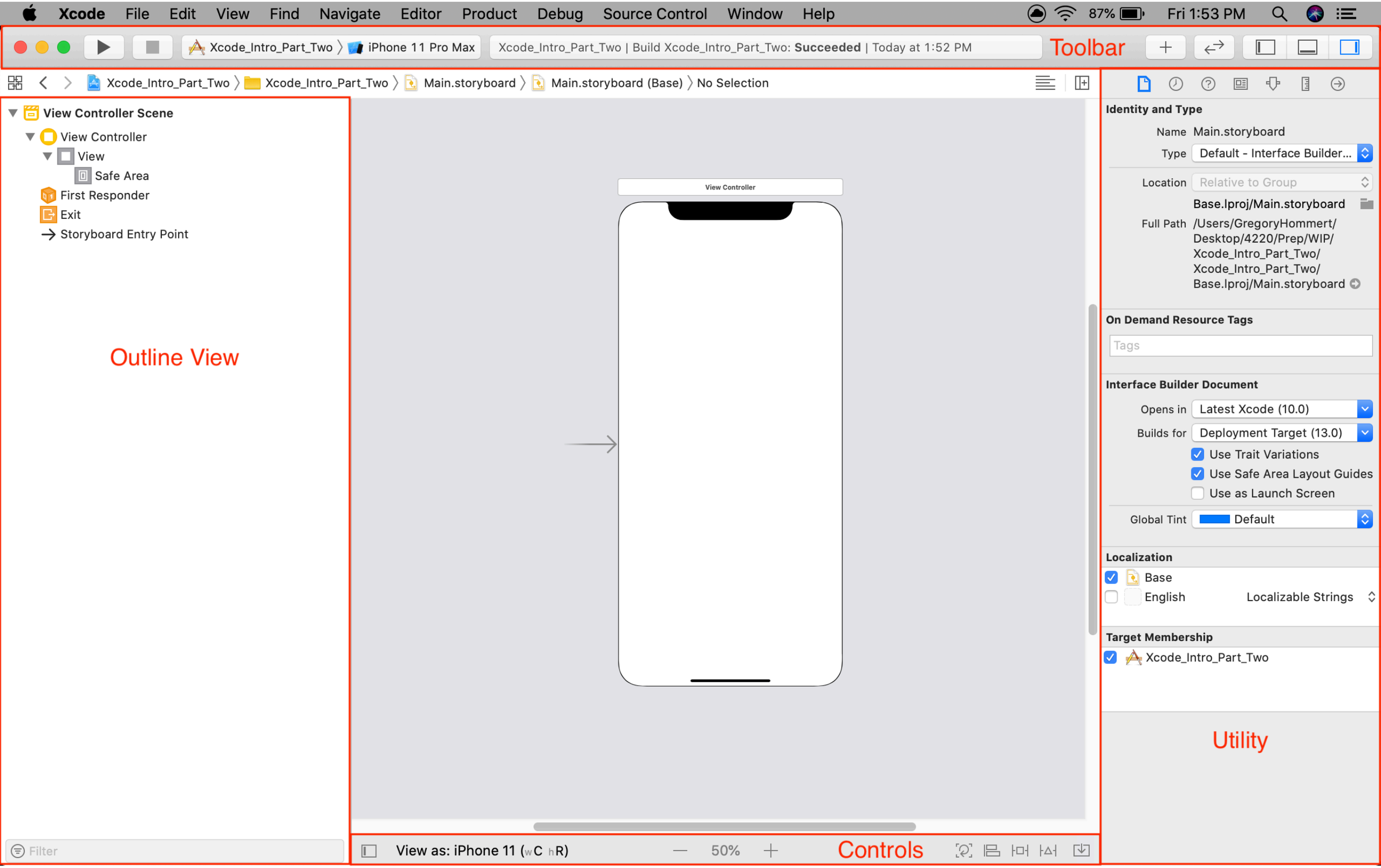
Interface Builder works with two types of files:

1. **Storyboards**: allow developers to represent entire workflows and scenes in one file

2. **XIBs** (formerly NIBs):

    - Files used before Storyboards
    - Typically one XIB per View Controller
    - Harder to work with multiple controllers and complex views still useful in certain circumstances

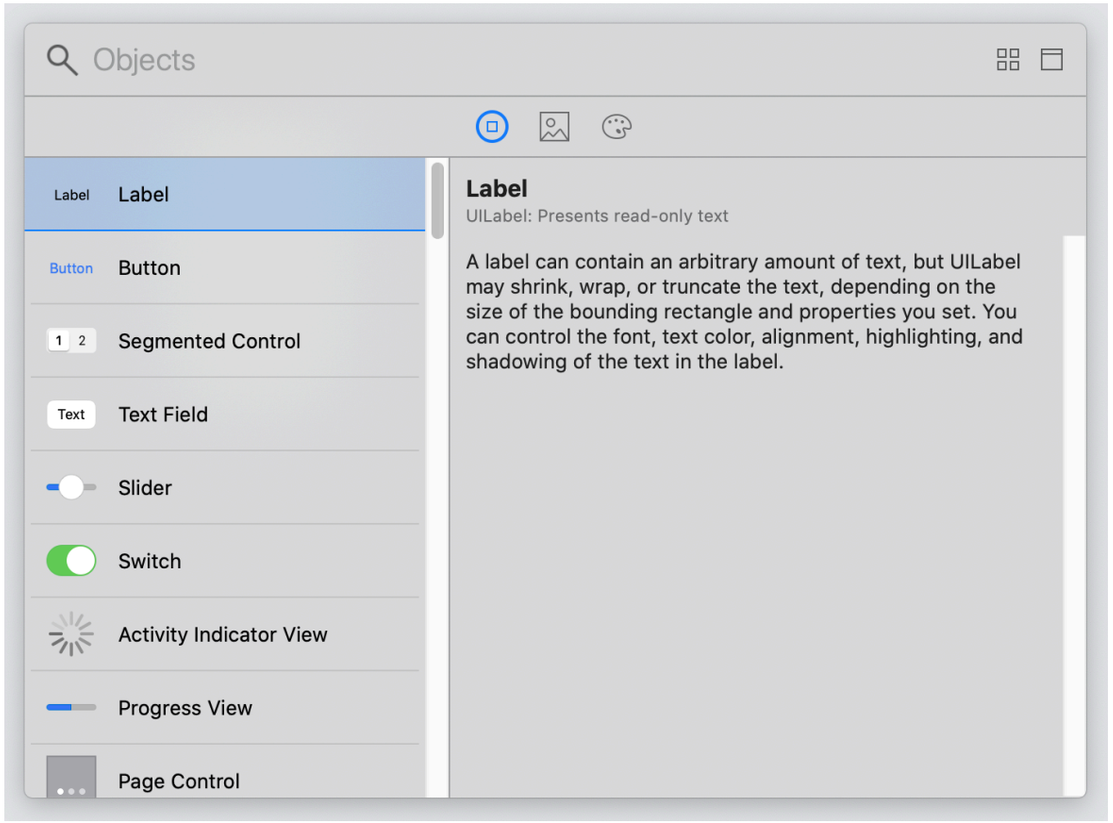
Overview


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
87% Fri 1:53 PM
Xcode_Intro_Part_Two 〉 iPhone 11 Pro Max
Xcode_Intro_Part_Two | Build Xcode_Intro_Part_Two: Succeeded | Today at 1:52 PM
Toolbar
Xcode_Intro_Part_Two 〉 Xcode_Intro_Part_Two 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 No Selection
View Controller Scene
View Controller
View
Safe Area
First Responder
Exit
Storyboard Entry Point
Outline View
View Controller
Identity and Type
Name Main.storyboard
Type Default - Interface Builder...
Location Relative to Group
Base.lproj/Main.storyboard
Full Path /Users/GregoryHommert/Desktop/4220/Prep/WIP/Xcode_Intro_Part_Two/Xcode_Intro_Part_Two/Base.lproj/Main.storyboard
On Demand Resource Tags
Tags
Interface Builder Document
Opens in Latest Xcode (10.0)
Builds for Deployment Target (13.0)
Use Trait Variations
Use Safe Area Layout Guides
Use as Launch Screen
Global Tint Default
Localization
Base
English Localizable Strings
Target Membership
Xcode_Intro_Part_Two
Utility
Filter
View as: iPhone 11 (wC hR)
50%
Controls

Areas

Toolbar

- Library:

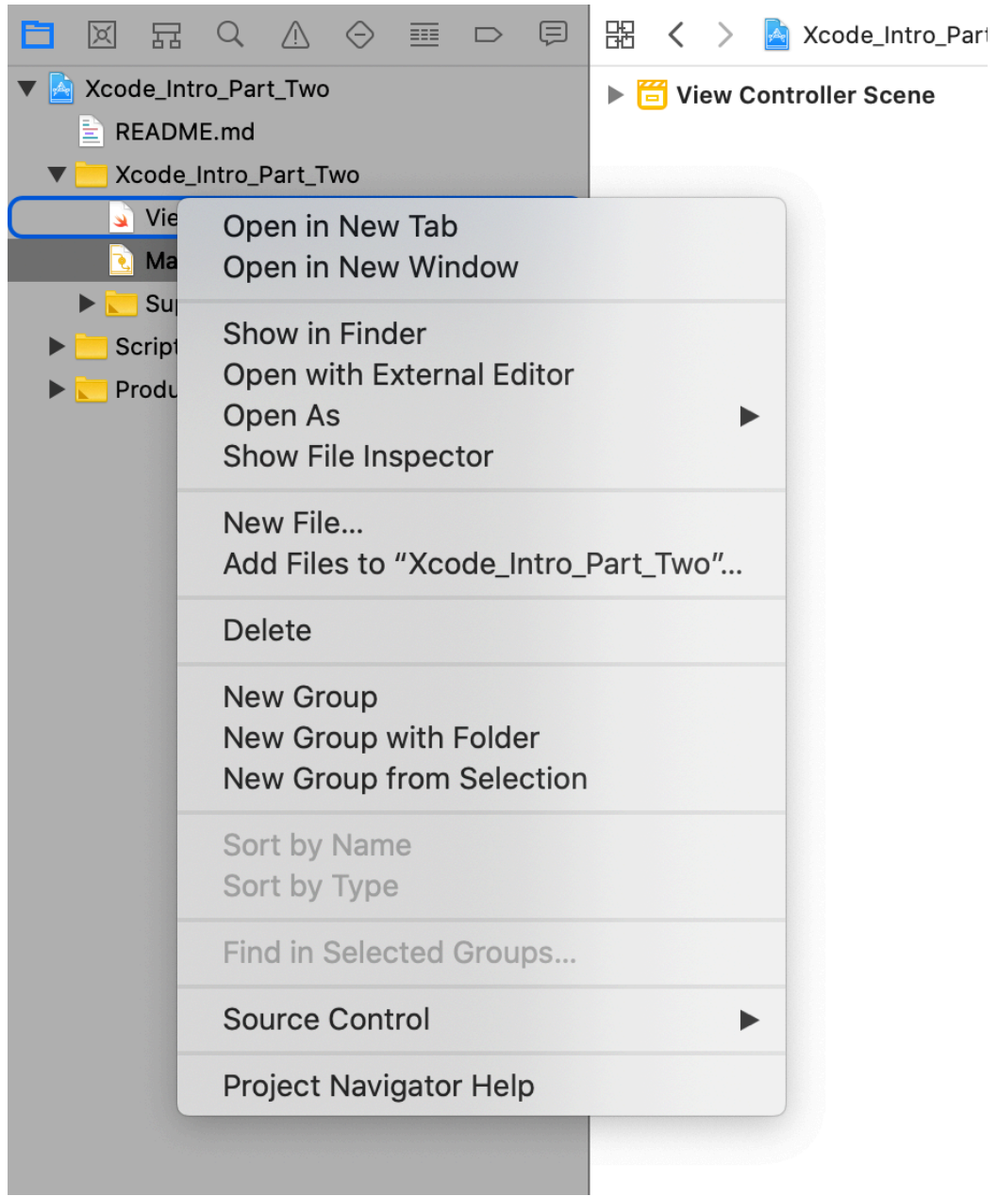


- Displays a pane that can be searched for user interface elements (buttons, labels, etc)

- Drag and drop items onto the view to use them

Project Navigator

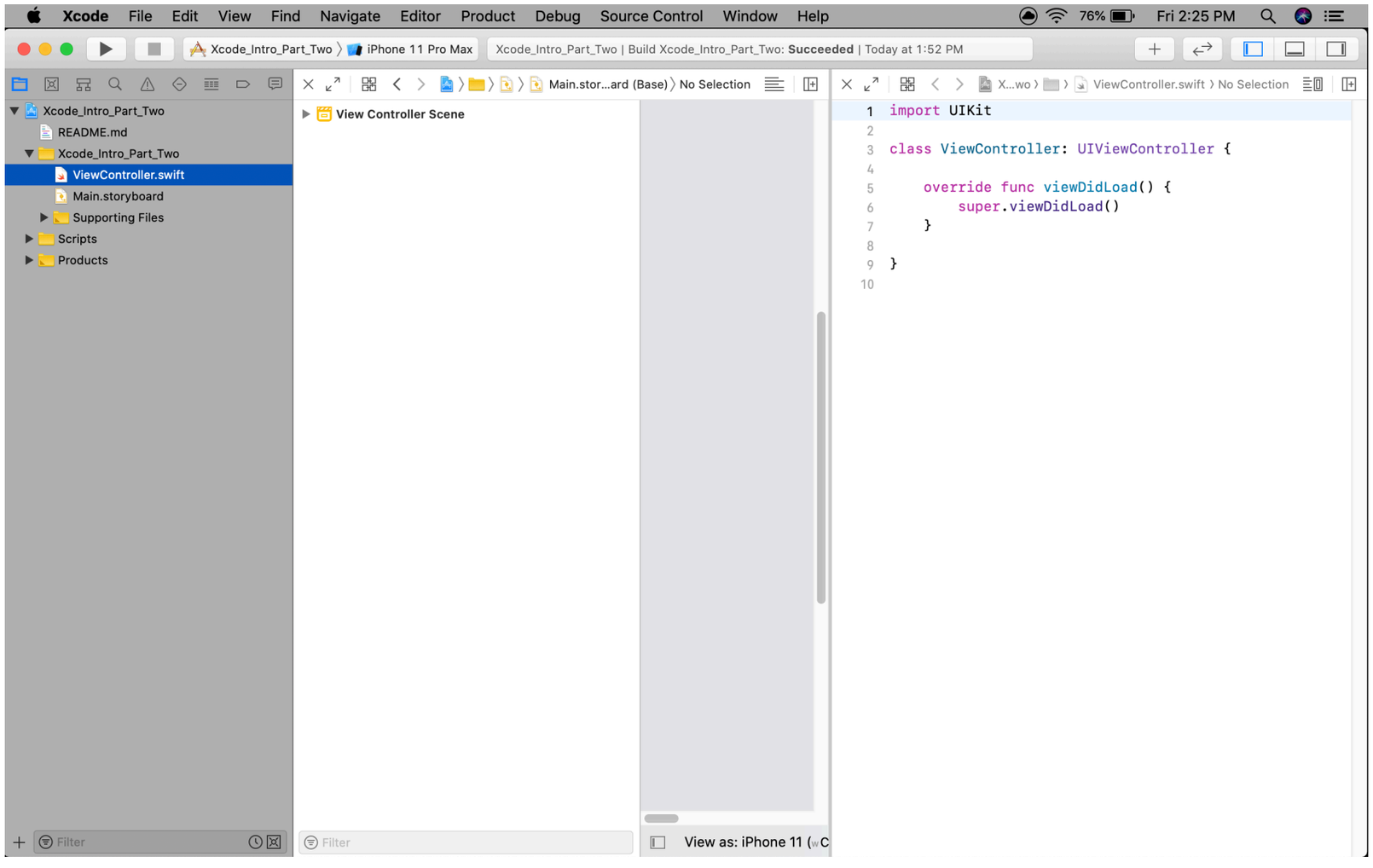
- **Right-click** a file to see a list of options



Assistant Editor

- **Option-click** a file in the Project navigator to view it side-by-side with the currently selected file

- Useful for connecting elements in a Storyboard file to a View or ViewController

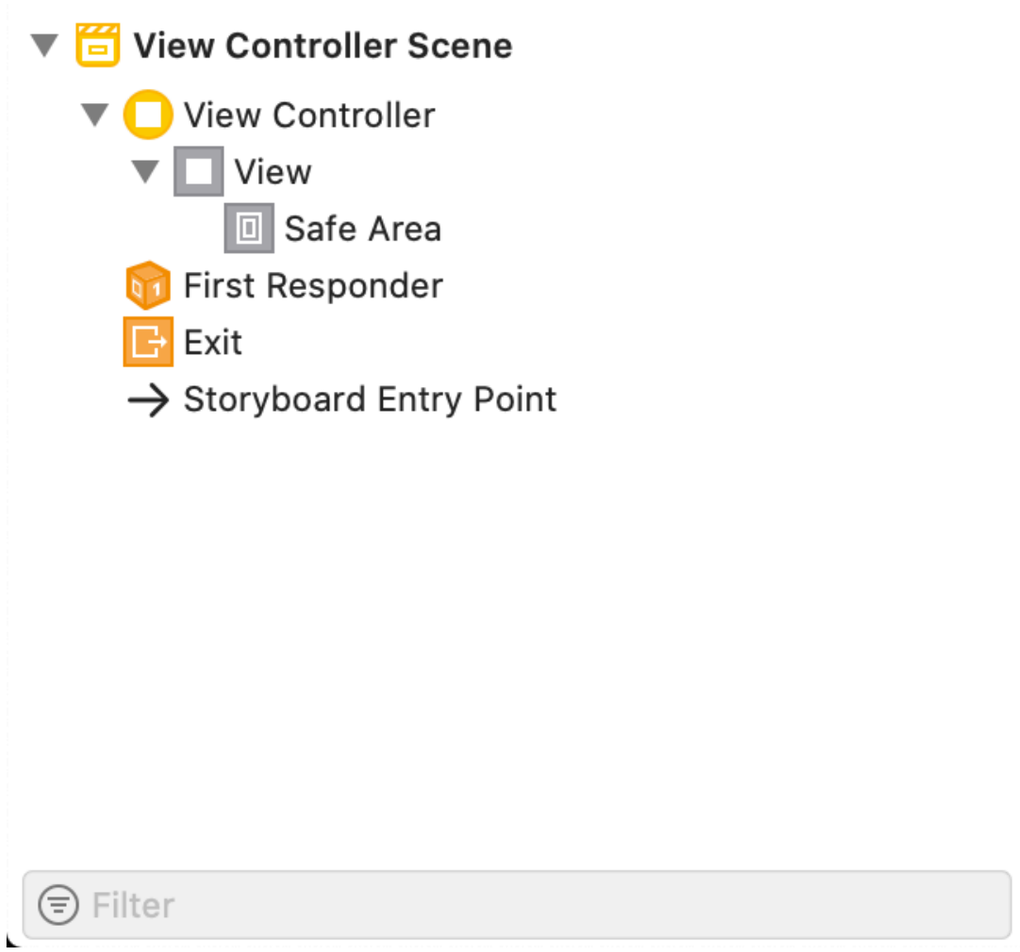


Debug Navigator

- Stack trace for all threads at current breakpoint / trap
- CPU, Memory, Disk, Network information
- View debugging
- Memory debugging

Outline View

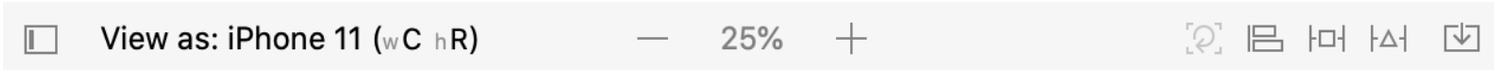
- Shows the visual hierarchy of all the elements



Controls

From left to right:

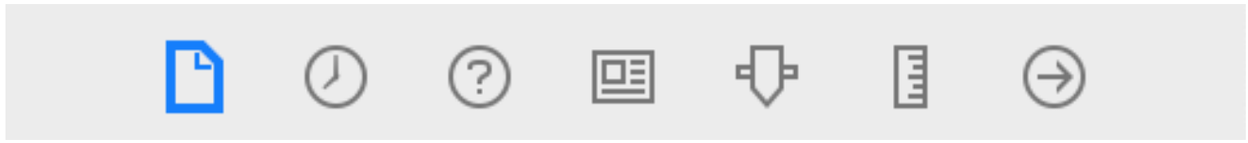
- Toggle Outline View
- Select device view/ orientation
- Zoom out
- Zoom %
- Zoom in
- Autloayout controls:
    - Update Frames
    - Align
    - Add New Constraints
    - Resolve Auto Layout Issues
    - Embed



Utility

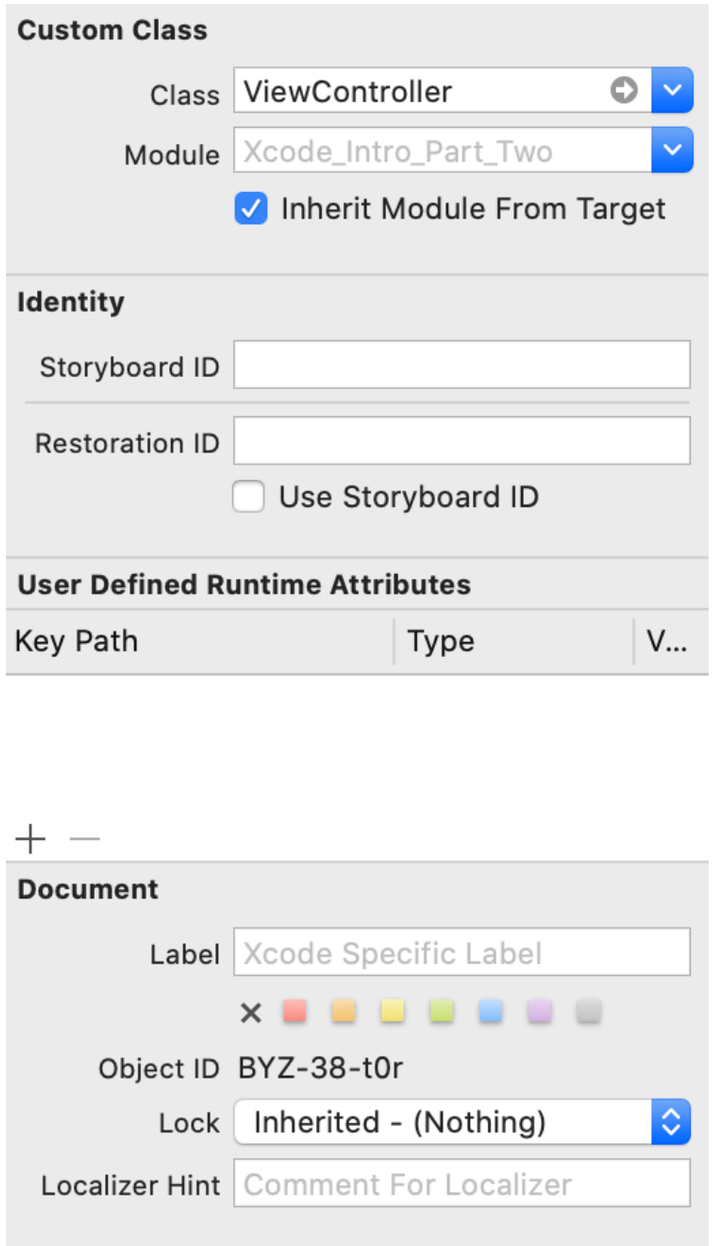
From left to right:

- File inspector
- History inspector
- Quick Help inspector
- Identity inspector
- Attributes inspector
- Size inspector
- Connections inspector



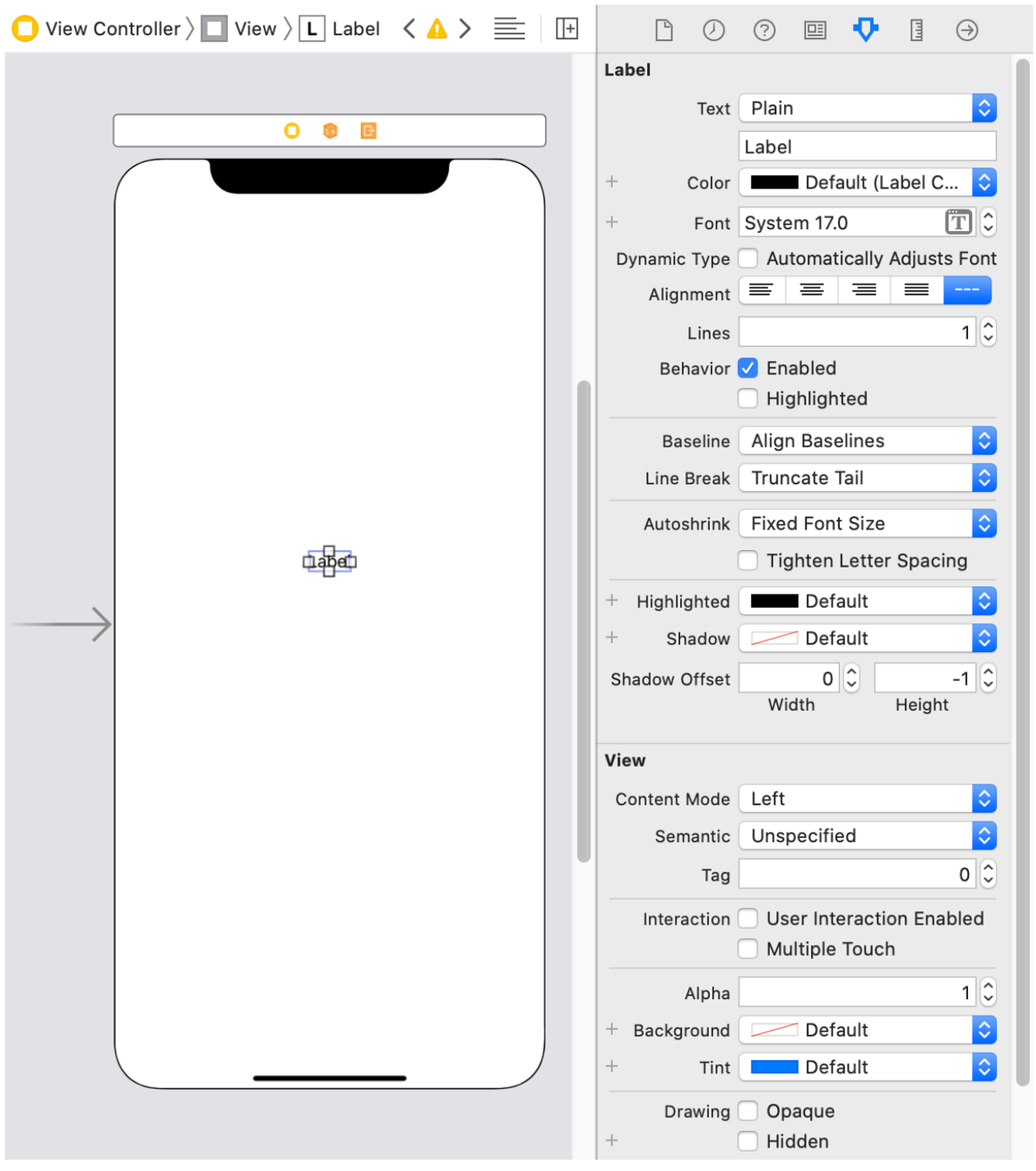
Identity Inspector

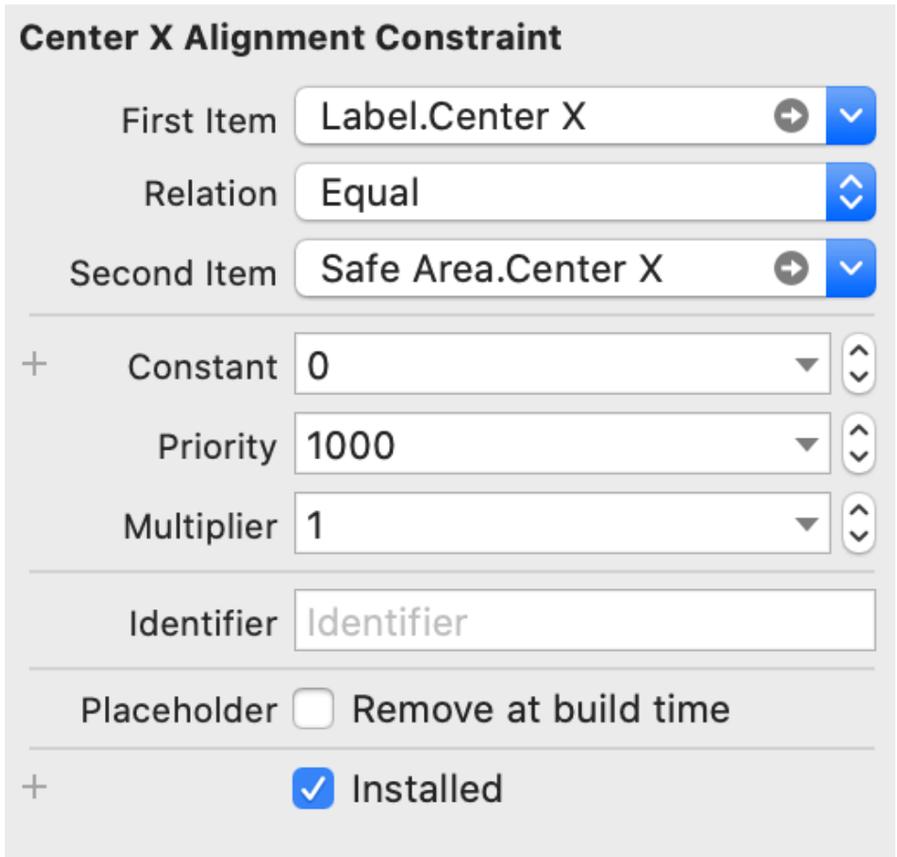
- Shows helpful information about the object selected in the Outline View



Attributes Inspector

- Changes based on what is selected in the outline view
- Very helpful for configuring elements
- Will discuss this inspector on a case-by-case basis



Size Inspector

- Useful for configuring an element's size or constraints