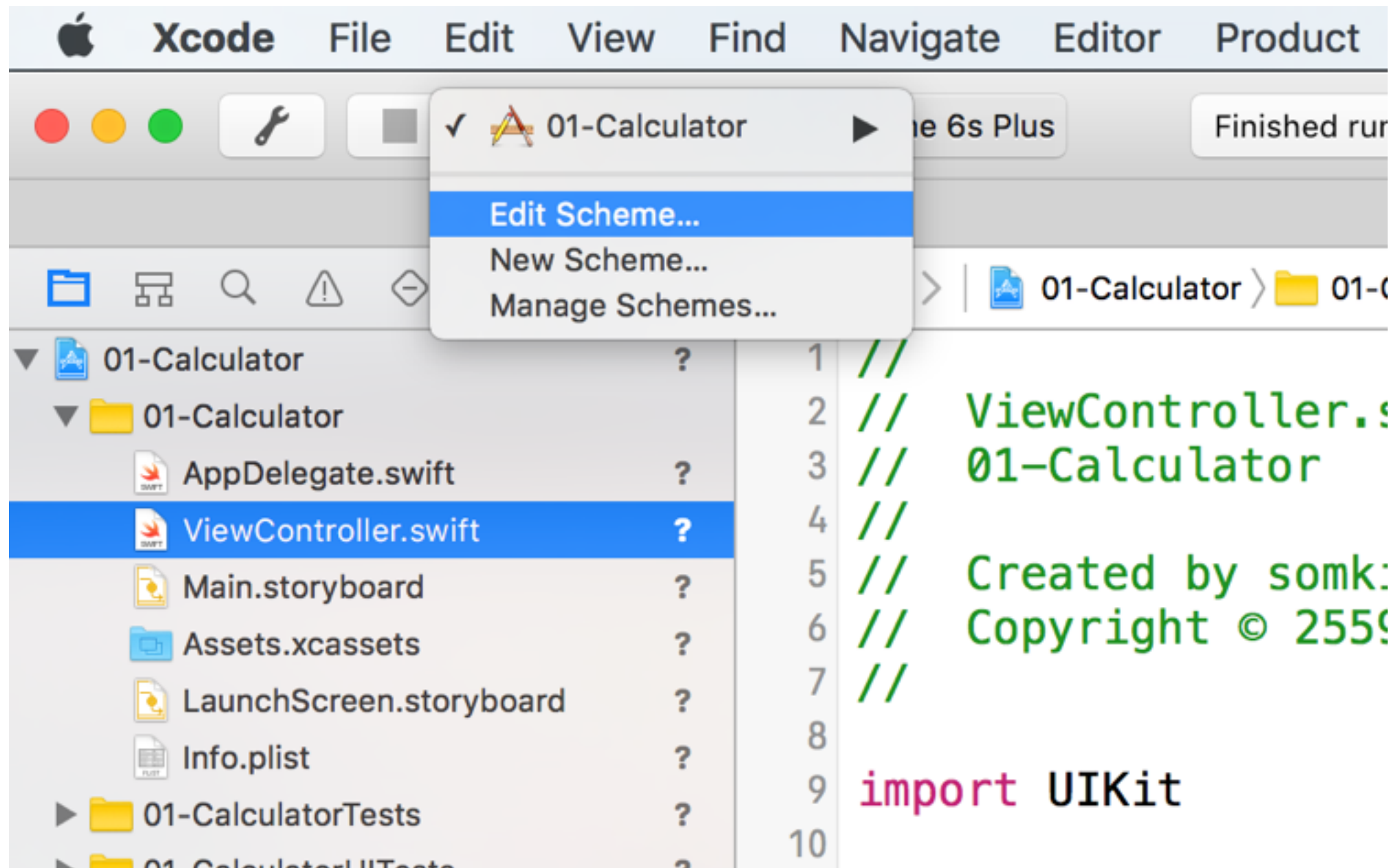


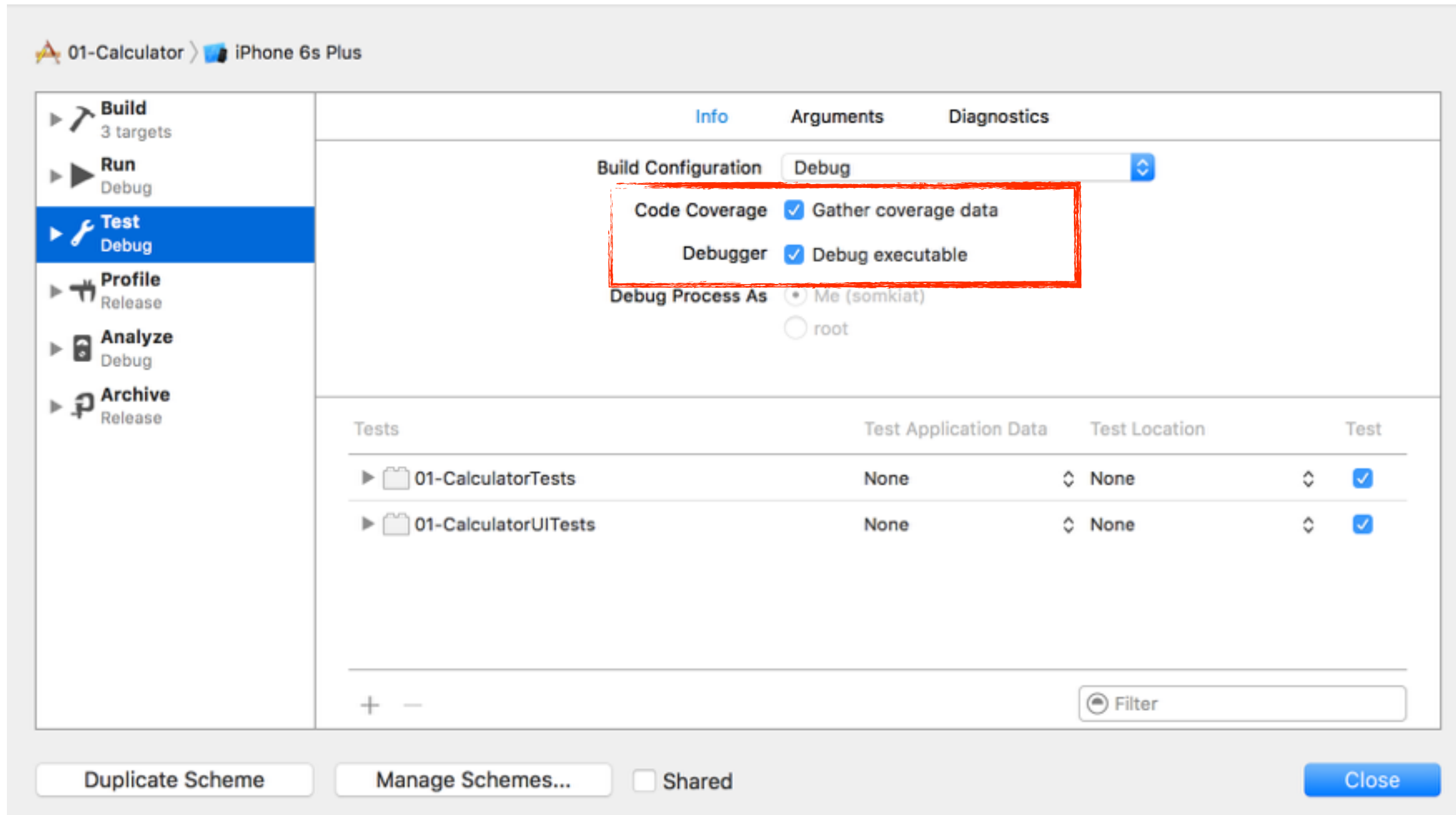
We ❤️ Swift

# Enable Code Coverage

# 1. Edit Schema



# 2. Enable Code Coverage



# test

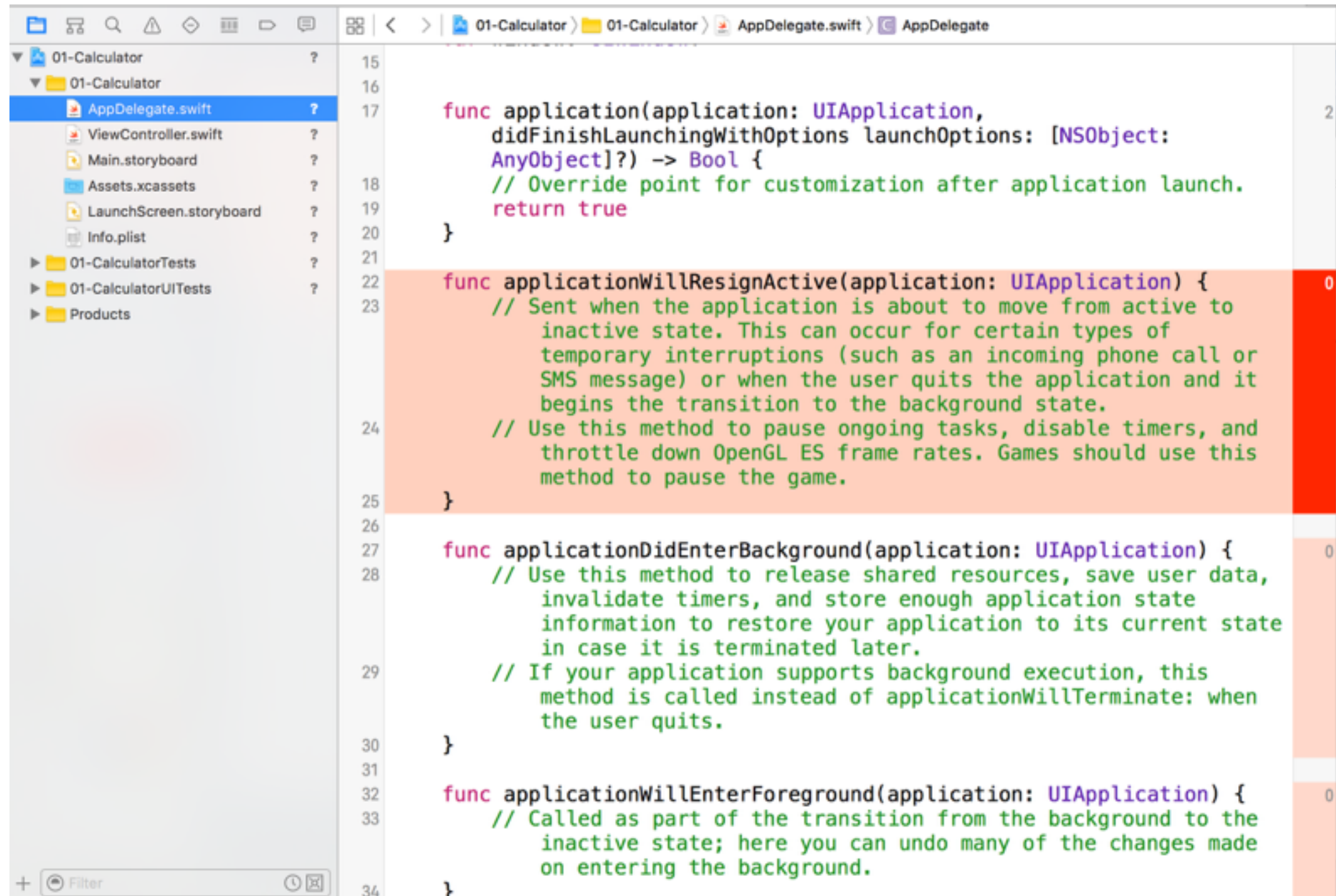
# 4. See result

The screenshot shows the Xcode interface with the Test Results window open. The window title is 'Test 01-Calculator'. The breadcrumb navigation shows '01-Calculator > Test 01-Calculator - 11:46:11 PM'. The 'Coverage' tab is selected, showing a table of code coverage results. The table has two columns: 'Name' and 'Coverage'. The 'Coverage' column contains blue progress bars indicating the percentage of code covered by tests. The table lists the following items:

Name	Coverage
01-Calculator.app	[Progress Bar]
ViewController.swift	[Progress Bar]
ViewController.viewDidLoad() -> ()	[Progress Bar]
ViewController.didReceiveMemoryWarning() -> ()	[Progress Bar]
AppDelegate.swift	[Progress Bar]
AppDelegate.application(UIApplication, didFinishLaunchingWithOptions...	[Progress Bar]
AppDelegate.applicationWillResignActive(UIApplication) -> ()	[Progress Bar]
AppDelegate.applicationDidEnterBackground(UIApplication) -> ()	[Progress Bar]
AppDelegate.applicationWillEnterForeground(UIApplication) -> ()	[Progress Bar]
AppDelegate.applicationDidBecomeActive(UIApplication) -> ()	[Progress Bar]
AppDelegate.applicationWillTerminate(UIApplication) -> ()	[Progress Bar]

On the left sidebar, the 'Test Today, 11:45 PM' item is selected. The 'By Group' button is highlighted in blue. A red box highlights the 'Tests', 'Coverage', and 'Logs' tabs. Another red box highlights the 'Show Test Bundles' and 'Filter' buttons. A red exclamation mark icon is visible next to the 'Test Today, 11:37 PM' item in the sidebar.

# 5. See your code



The screenshot shows the Xcode IDE with the 'AppDelegate.swift' file open. The left sidebar displays the project structure for '01-Calculator', including files like 'AppDelegate.swift', 'ViewController.swift', 'Main.storyboard', 'Assets.xcassets', 'LaunchScreen.storyboard', 'Info.plist', and test folders. The main editor area shows the Swift code for the AppDelegate, with line numbers 15 through 34. The code includes three methods: 'application:', 'applicationWillResignActive:', and 'applicationDidEnterBackground:'. The 'applicationWillResignActive:' method is highlighted with a red background. The 'applicationWillEnterForeground:' method is partially visible at the bottom.

```
15
16
17 func application(application: UIApplication,
    didFinishLaunchingWithOptions launchOptions: [NSObject:
    AnyObject]?) -> Bool {
18     // Override point for customization after application launch.
19     return true
20 }
21
22 func applicationWillResignActive(application: UIApplication) {
23     // Sent when the application is about to move from active to
    // inactive state. This can occur for certain types of
    // temporary interruptions (such as an incoming phone call or
    // SMS message) or when the user quits the application and it
    // begins the transition to the background state.
24     // Use this method to pause ongoing tasks, disable timers, and
    // throttle down OpenGL ES frame rates. Games should use this
    // method to pause the game.
25 }
26
27 func applicationDidEnterBackground(application: UIApplication) {
28     // Use this method to release shared resources, save user data,
    // invalidate timers, and store enough application state
    // information to restore your application to its current state
    // in case it is terminated later.
29     // If your application supports background execution, this
    // method is called instead of applicationWillTerminate: when
    // the user quits.
30 }
31
32 func applicationWillEnterForeground(application: UIApplication) {
33     // Called as part of the transition from the background to the
    // inactive state; here you can undo many of the changes made
    // on entering the background.
34 }
```

