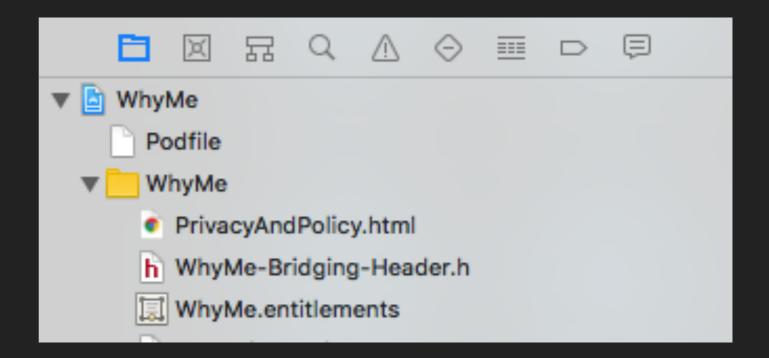
# XCODE

#### **XCODE**

- C, C++, Objective-C, Swift
- support gcc, llvm compiler
- support iOS Emulator
- support git, subversion

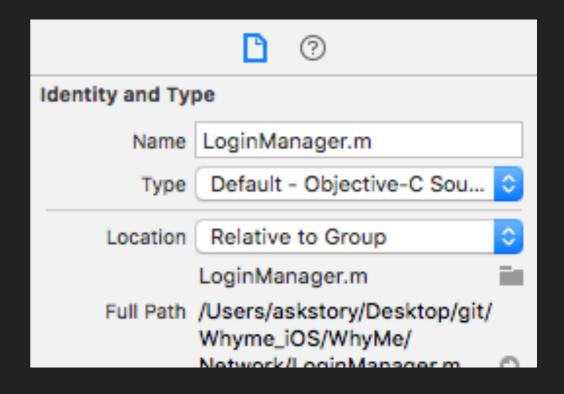
#### **NAVIGATOR**

- Project (1)
- Source Control (2)
- Symbol (3)
- Issue (4)
- Test (5)
- Debug (6)
- Break Point (7)
- Report (8)



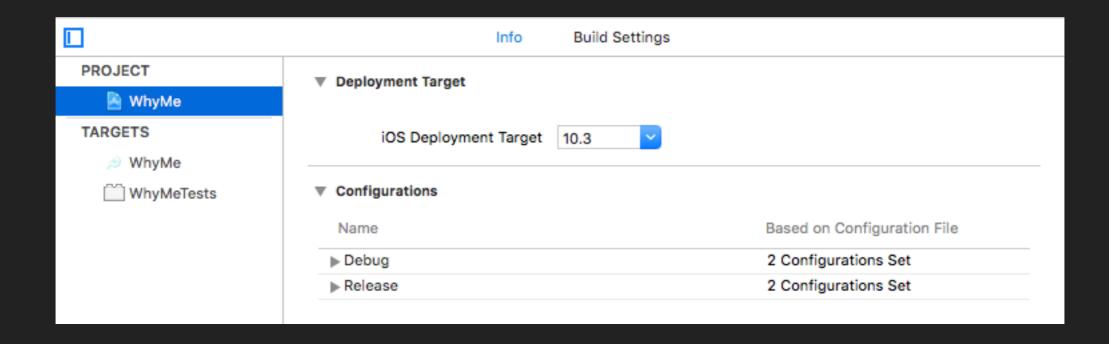
### **UTILITES**

- File Inspector
- Quick Help



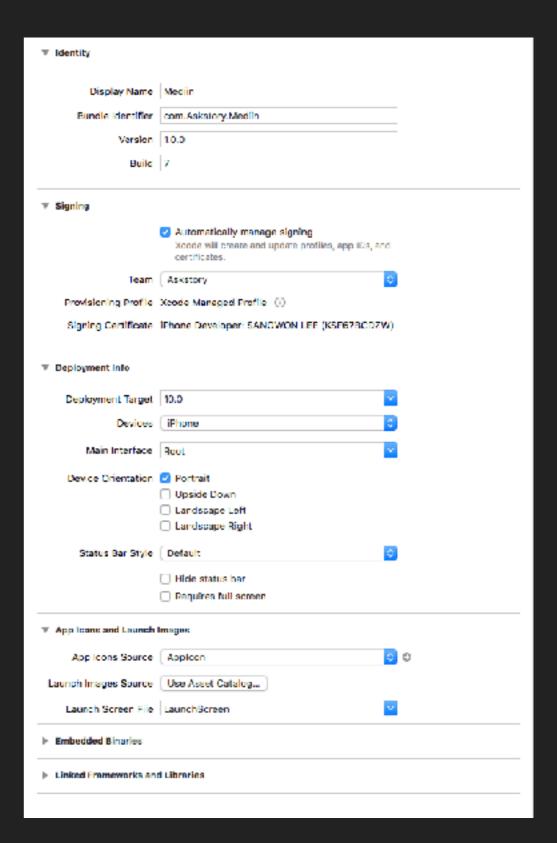
### **.XCODEPROJ**

- Project Define File
- Project / Target



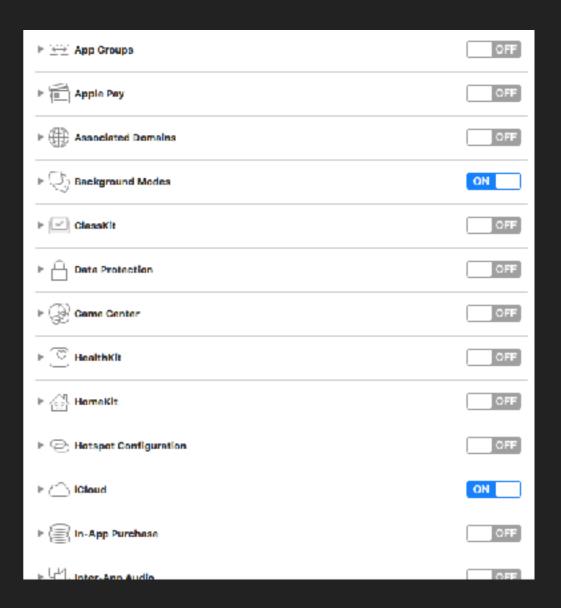
#### **GENERAL**

- Identify
- Signing
- Deployment Target
- App icons and Launch Image
- Embedded Binaries
- Linked Libraries



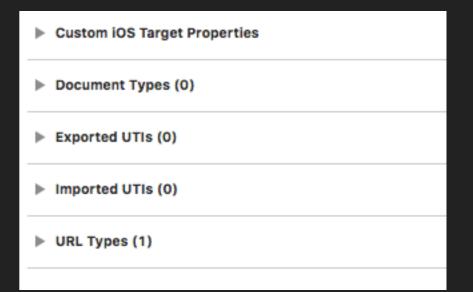
#### **CAPABILITIES**

- iOS Application's Specialties
- will be linked with iTunesConnect
- need to Code Signing



### **INFO**

- Target Properties
- Document Types
- Exported UTIs
- Imported UTIs
- URL Types



# OBJECTIVE - C

#### **BASIC**

- Objective-C is wrapped by C
- Communication Protocol
- Messaging / Call
- Rooted by NSObject

#### **CLASS**

- @interface className : superClass < DelegateName > @end
- @implementation className@end

#### **GRAMMER**

- Function Call: returnValue = [Object function]; returnValue = [Object function:arg];
- Get New Obj : newObj = [[Object alloc] init]; newObj = [Object alloc]; [newObj init];
- Get Property : value = Obj.property; value = [Obj property];
- Set Property : Obj.property = value; [Obj setProperty:value];

#### **FUNCTIONS**

```
Function Define
    -(void)someFunction;
    -(void)someFunction {
        ... do something ...
}
```

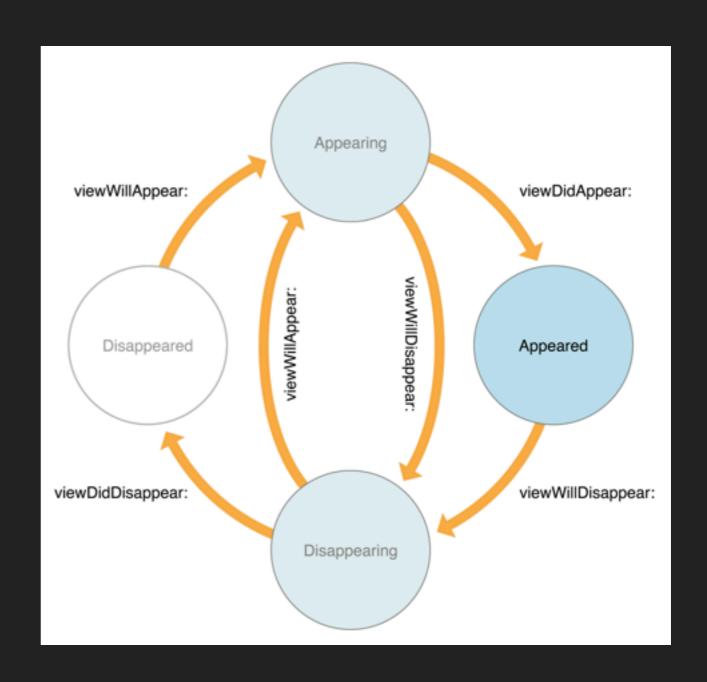
Function Define with Arguments
 -(void)someFunctionWithArg1:(int)arg1 withArg2:(int)arg2
 -(void)functionWithArg1:(int)arg1 withArg2:(int)arg2 {
 ... do something ...
 }

# **NEW PROJECT**

Moving to Sample01 Project

# **VIEW CONTROLLER**

Life Cycle: 4 Status



#### **ACCESS LIFE CYCLE**

Responding View Events (can be override)

```
-(void)viewWillAppear:(bool)animated;
-(void)viewDidAppear:(bool)animated;
-(void)viewWillDisappear:(bool)animated;
-(void)viewDidDisappear:(bool)animated;
```

Have to call [super function] first.

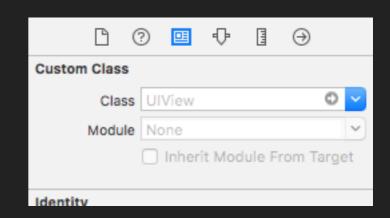
# HAVE TO SEE REFERENCES

# CMD+SHIFT+0

# CMD+SHIFT+0

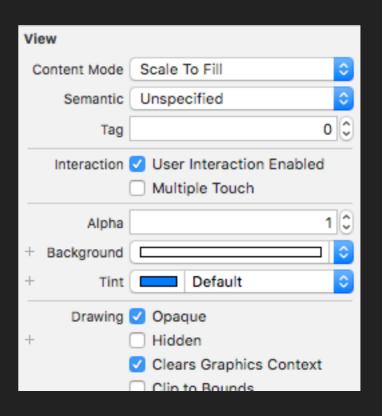
#### **XCODE STORYBOARD INSPECTOR**

- Identity Inspector
  - Class / Module
  - Restoration ID
  - Key-Value Setter(runtime attribute)
  - Document attribute
  - Accessibility



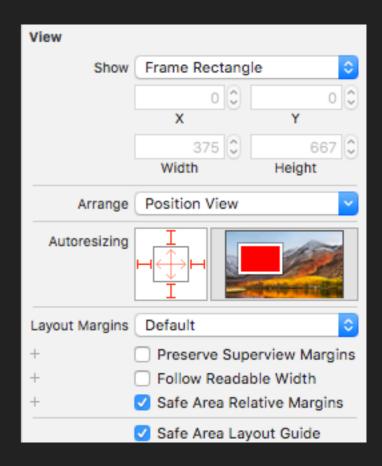
# **ATTRIBUTE INSPECTOR**

- Class Attribute
- Properties



## **SIZE INSPECTOR**

- View Position
- Size
- Auto Layout



# **CONNECTION INSPECTOR**

- Segment
- Outlets
- Actions

