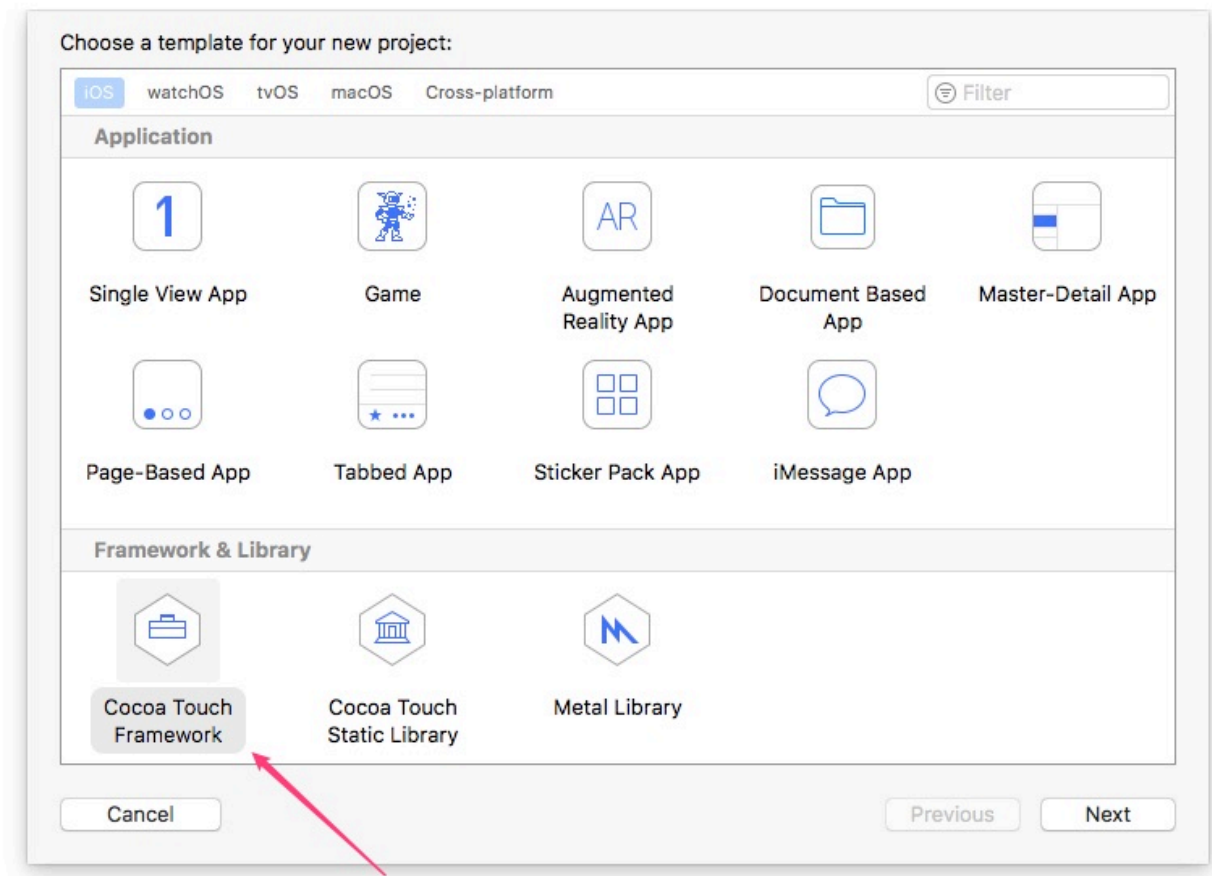


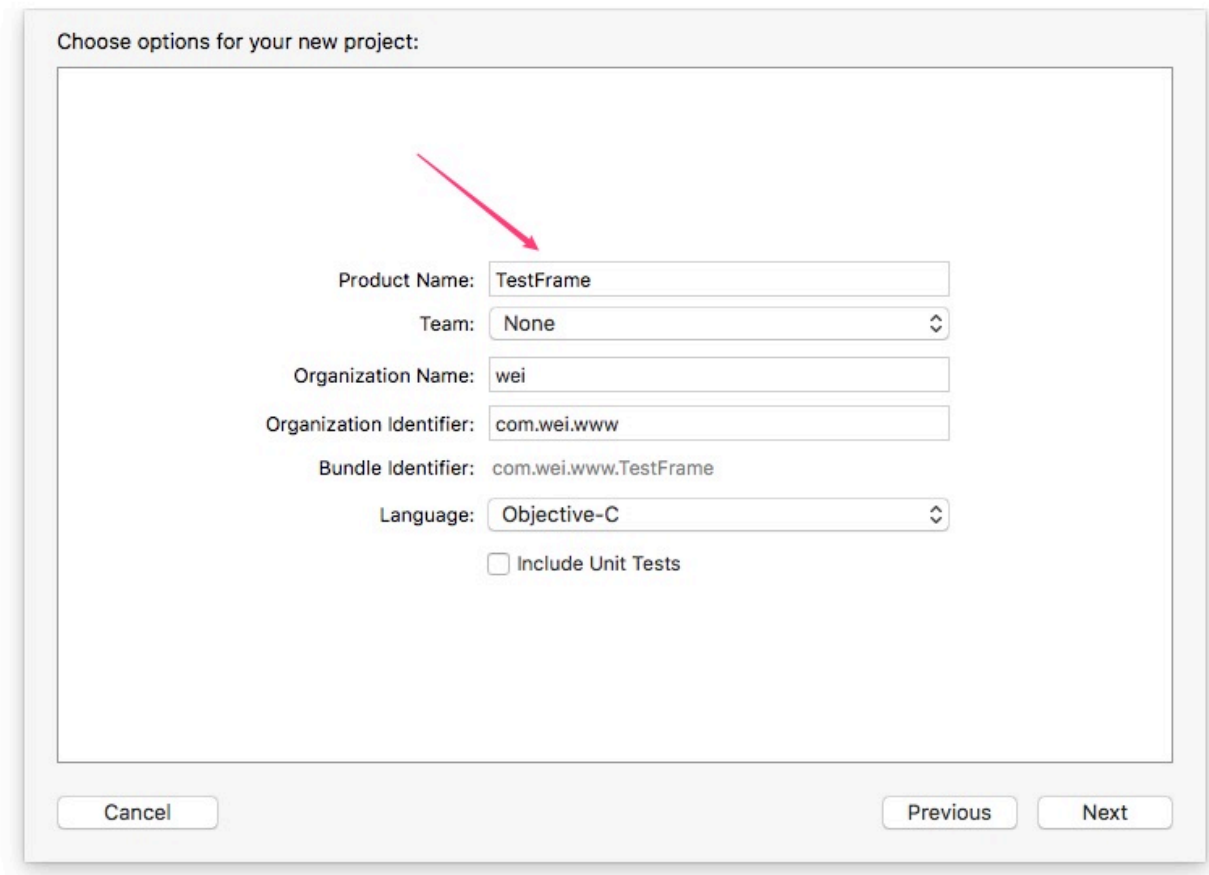
# Xcode 9 Create and use Framework

## 一、Create

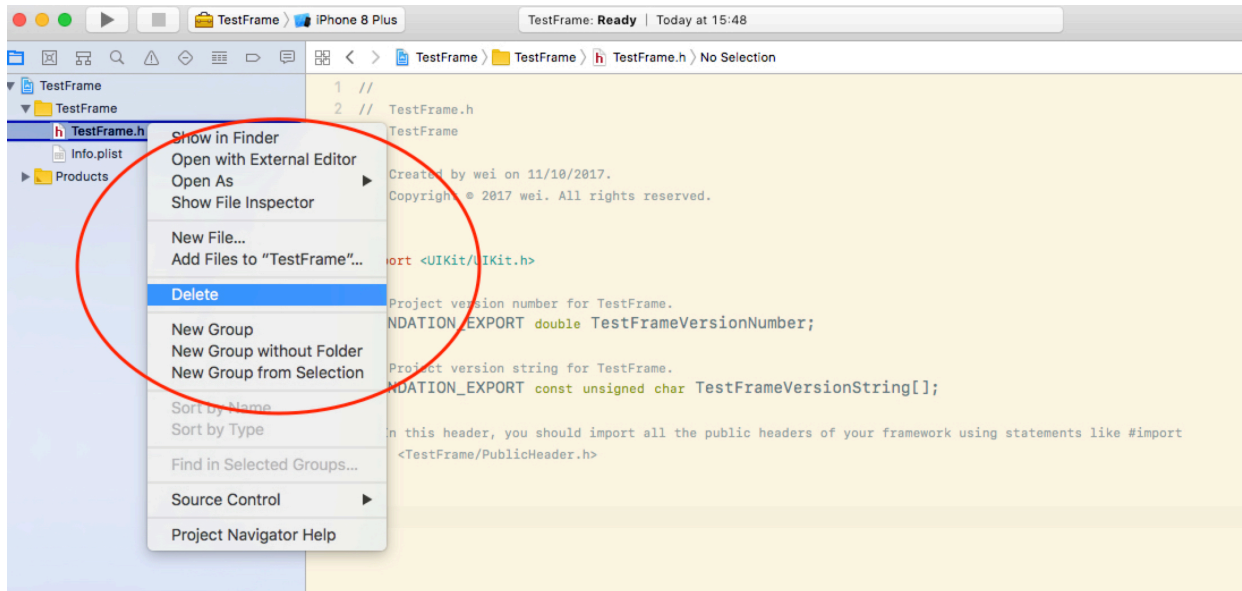
### 1.新建工程

### 2.选择创建framework

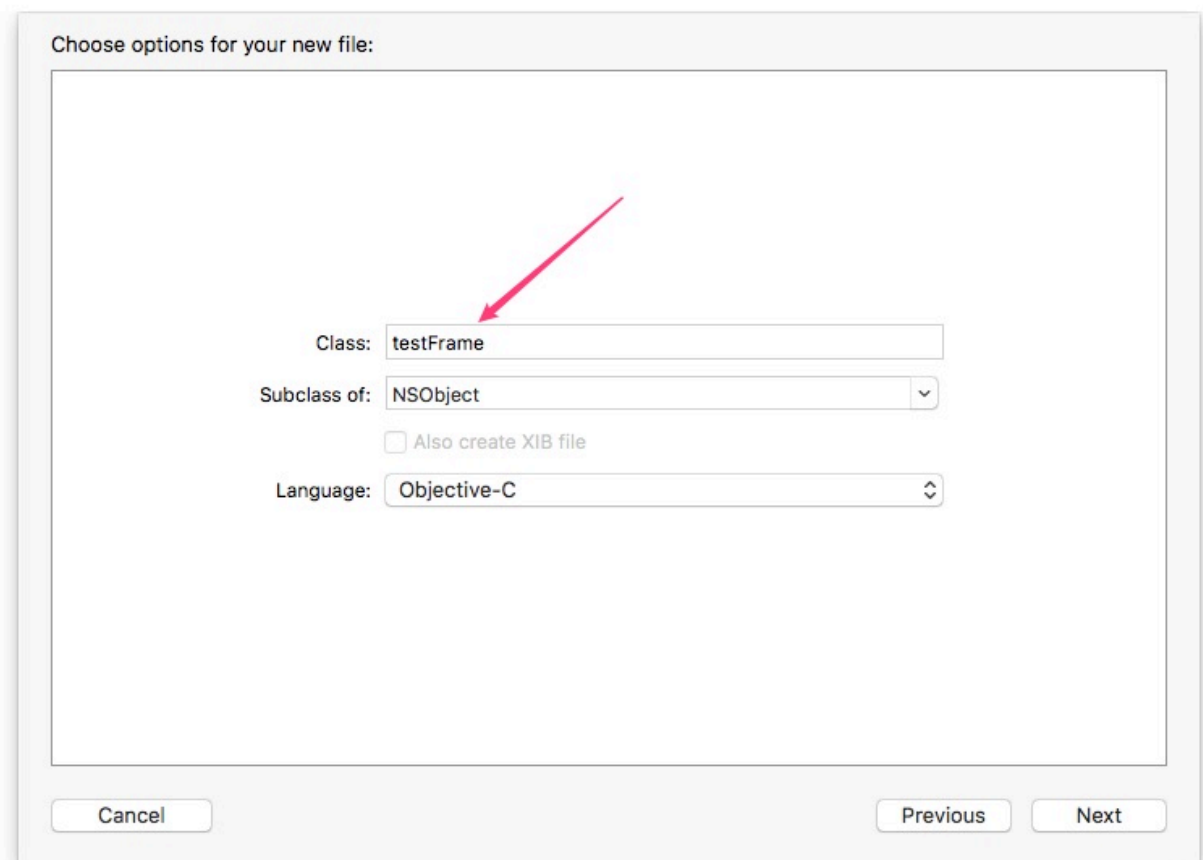
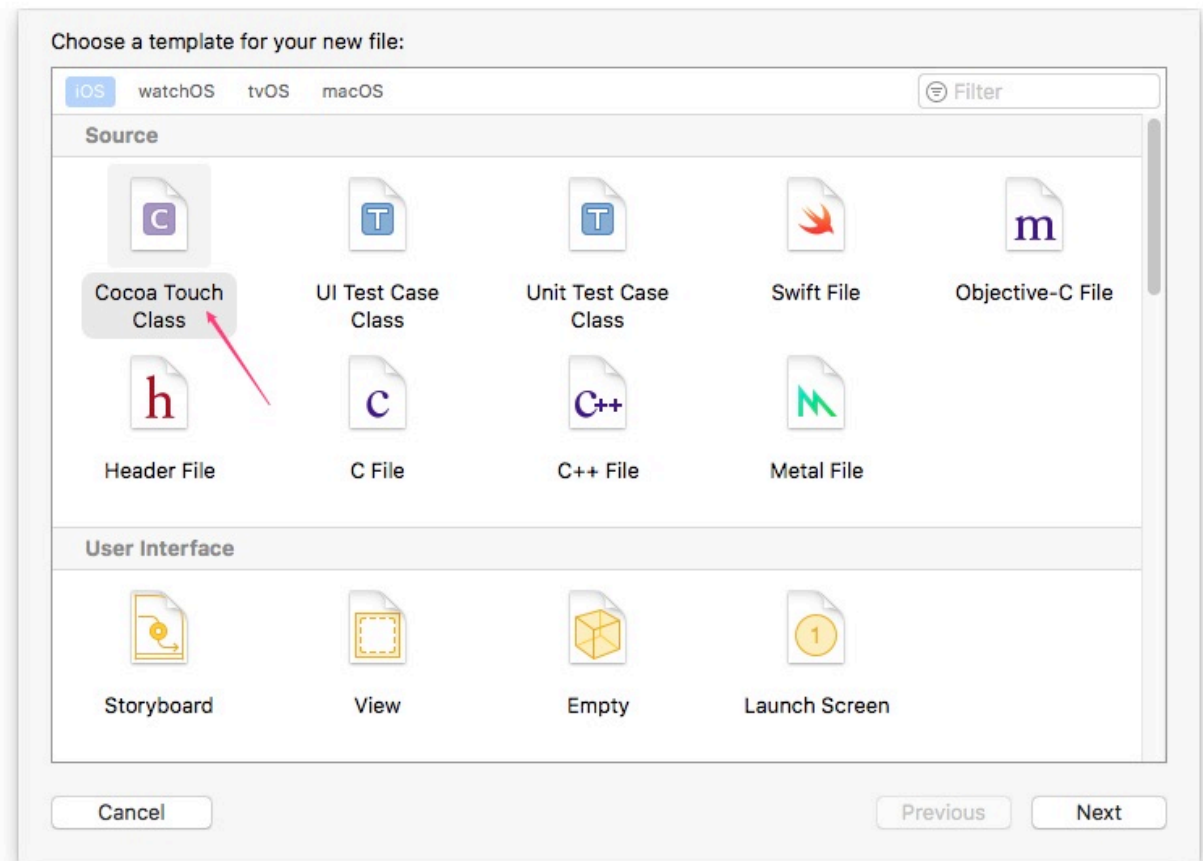




### 3.删除原本的.h文件



### 4.新建类testFrame：.h .m 文件



## 5.编写代码

testFrame.h

```
//  
// testFrame.h  
// TestFrame  
//  
// Created on 11/10/2017.  
// Copyright © 2017 . All rights reserved.  
//  
  
#import <Foundation/Foundation.h>  
  
@interface testFrame : NSObject  
  
-(void) helloWorld;  
  
@end
```

## testFrame.m

```
//  
// testFrame.m  
// TestFrame  
//  
// Created on 11/10/2017.  
// Copyright © 2017 . All rights reserved.  
//  
  
#import "testFrame.h"  
  
@implementation testFrame  
  
-(void) helloWorld  
{  
    NSLog(@"Hello WOrld ! \n");  
}  
  
@end
```

## 6.设置暴露出去的头文件

General   Resource Tags   Info   Build Settings   **Build Phases**   Build Rules

+

- ▶ **Target Dependencies (0 items)**
- ▶ **Compile Sources (1 item)** ×
- ▶ **Link Binary With Libraries (0 items)** ×
- ▼ **Headers (1 item)** ×
  - ▶ **Public (0)**
  - ▶ **Private (0)**
  - ▼ **Project (1)**
    - testFrame.h ...in TestFrame
- ▶ **Copy Bundle Resources (0 items)** ×

General   Resource Tags   Info   Build Settings   **Build Phases**   Build Rules

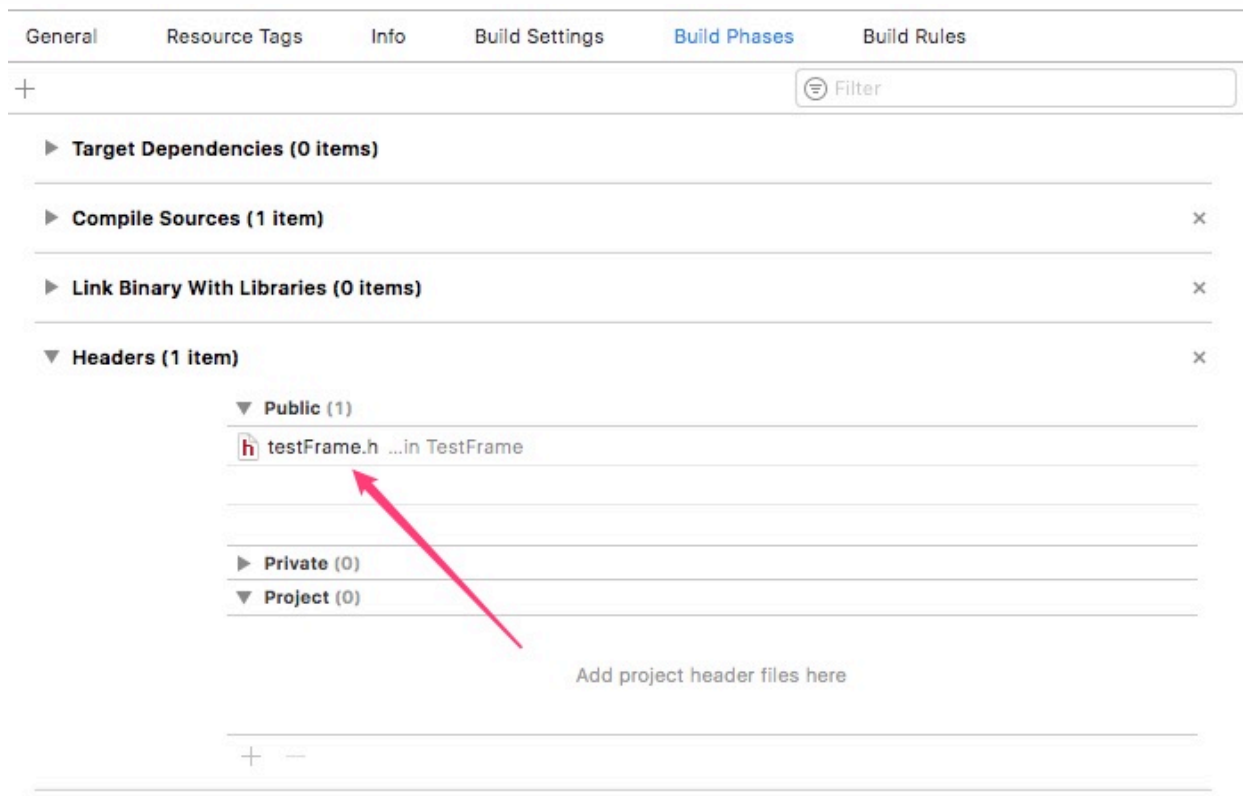
+

- ▶ **Target Dependencies (0 items)**
- ▶ **Compile Sources (1 item)** ×
- ▶ **Link Binary With Libraries (0 items)** ×
- ▼ **Headers (1 item)** ×
  - ▼ **Public (0)**

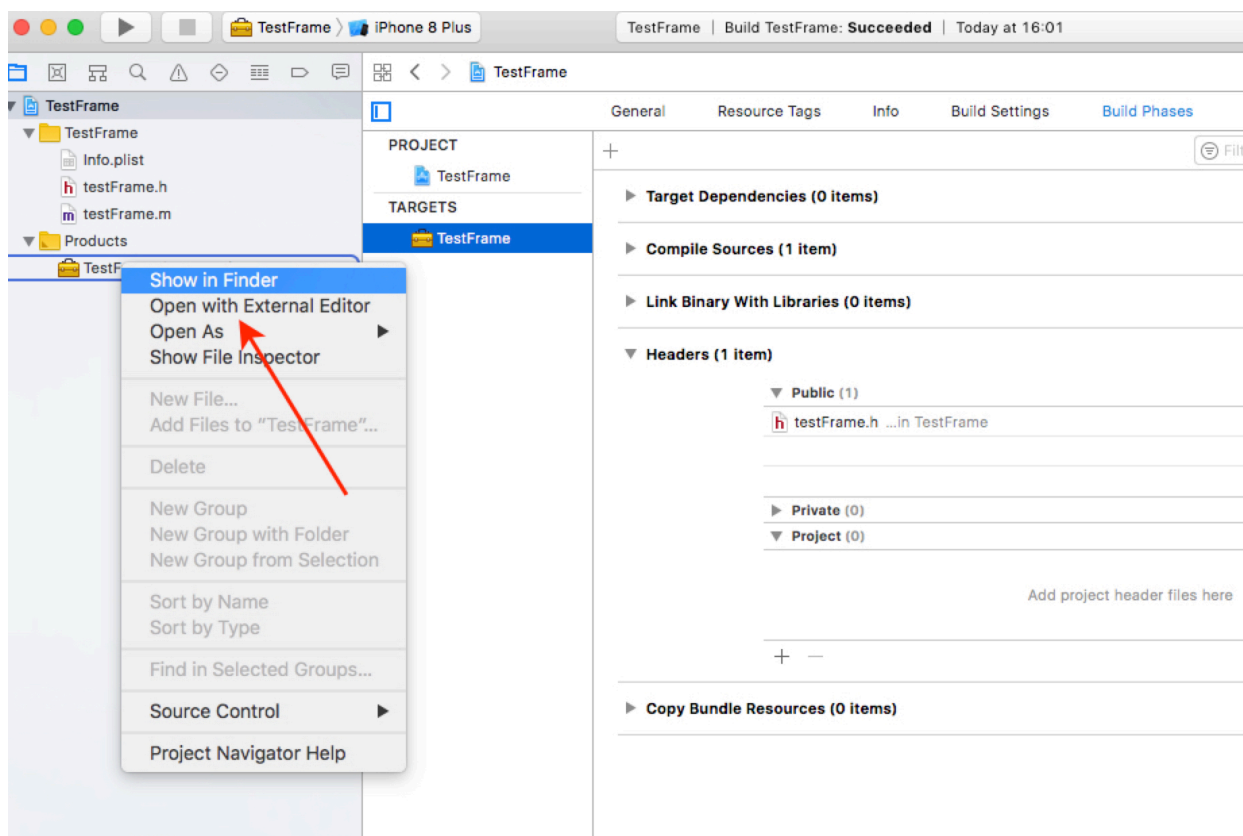
Add public header files here
  - ▶ **Private (0)**
  - ▼ **Project (1)**
    - testFrame.h
- ▶ **Copy Bundle Resources (0 items)** ×

Right-click context menu for testFrame.h:

- Move to Public Group
- Move to Private Group
- Show in Finder
- Open with External Editor
- Open As ▶
- Reveal in Project Navigator
- Build Phase Help



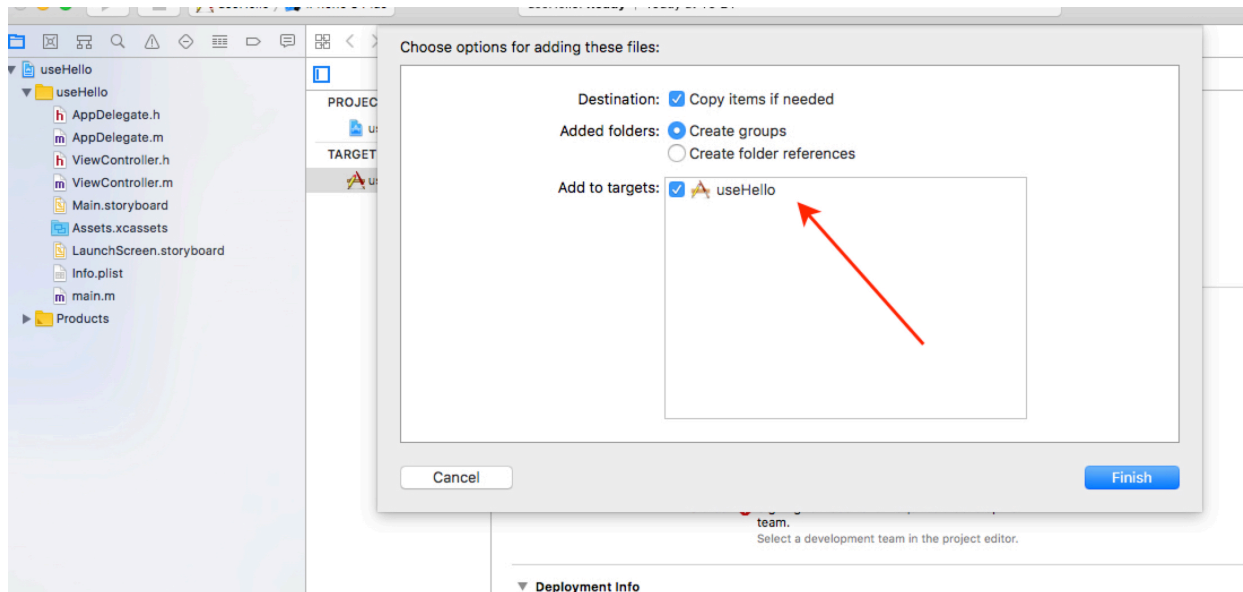
## 7.build并导出framework



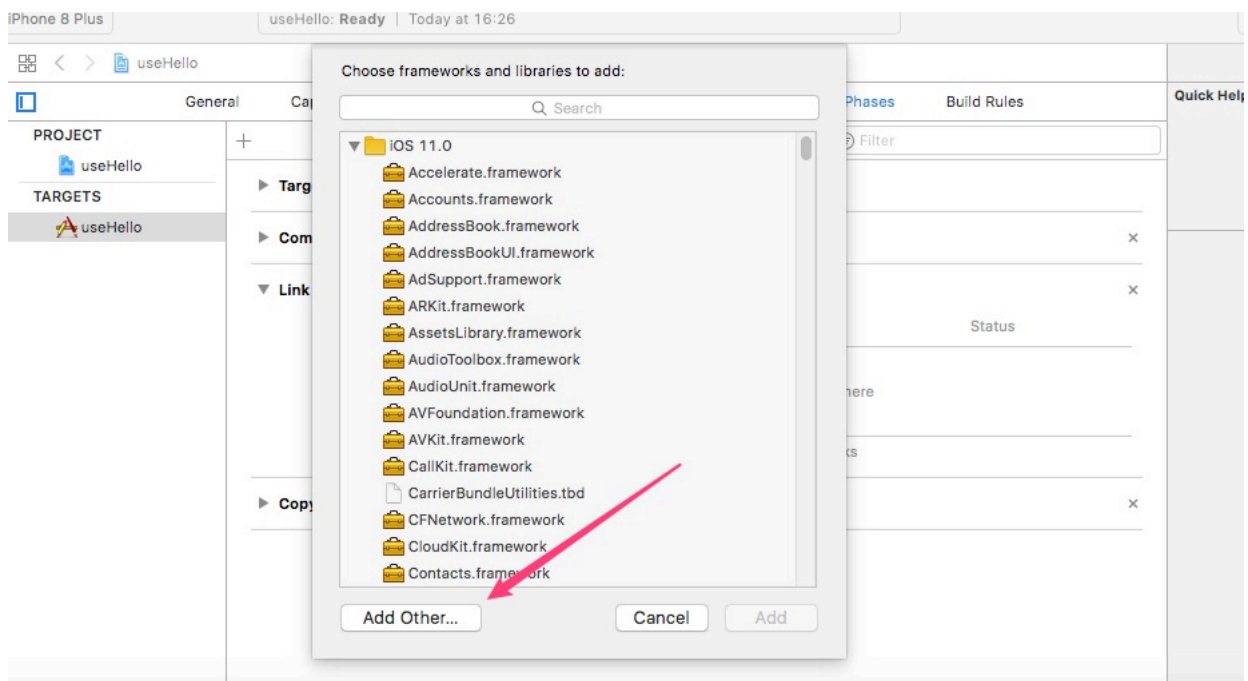
## 二、Use

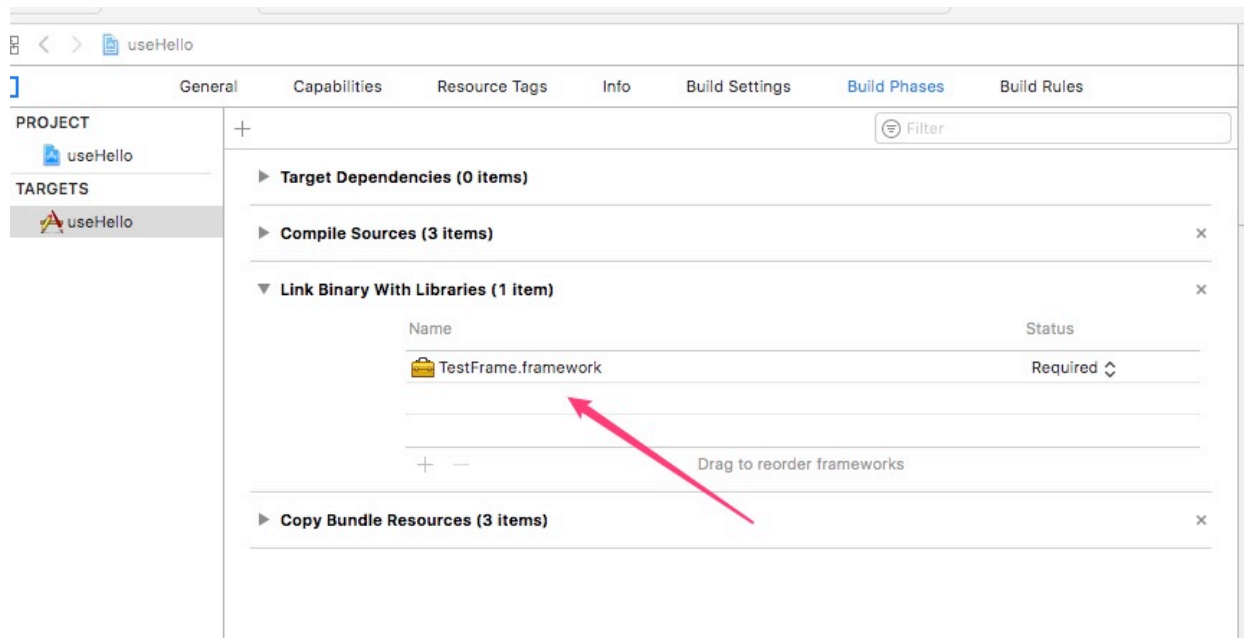
### 1.新建single View App工程

## 2.把刚才的Framework拖入工程中

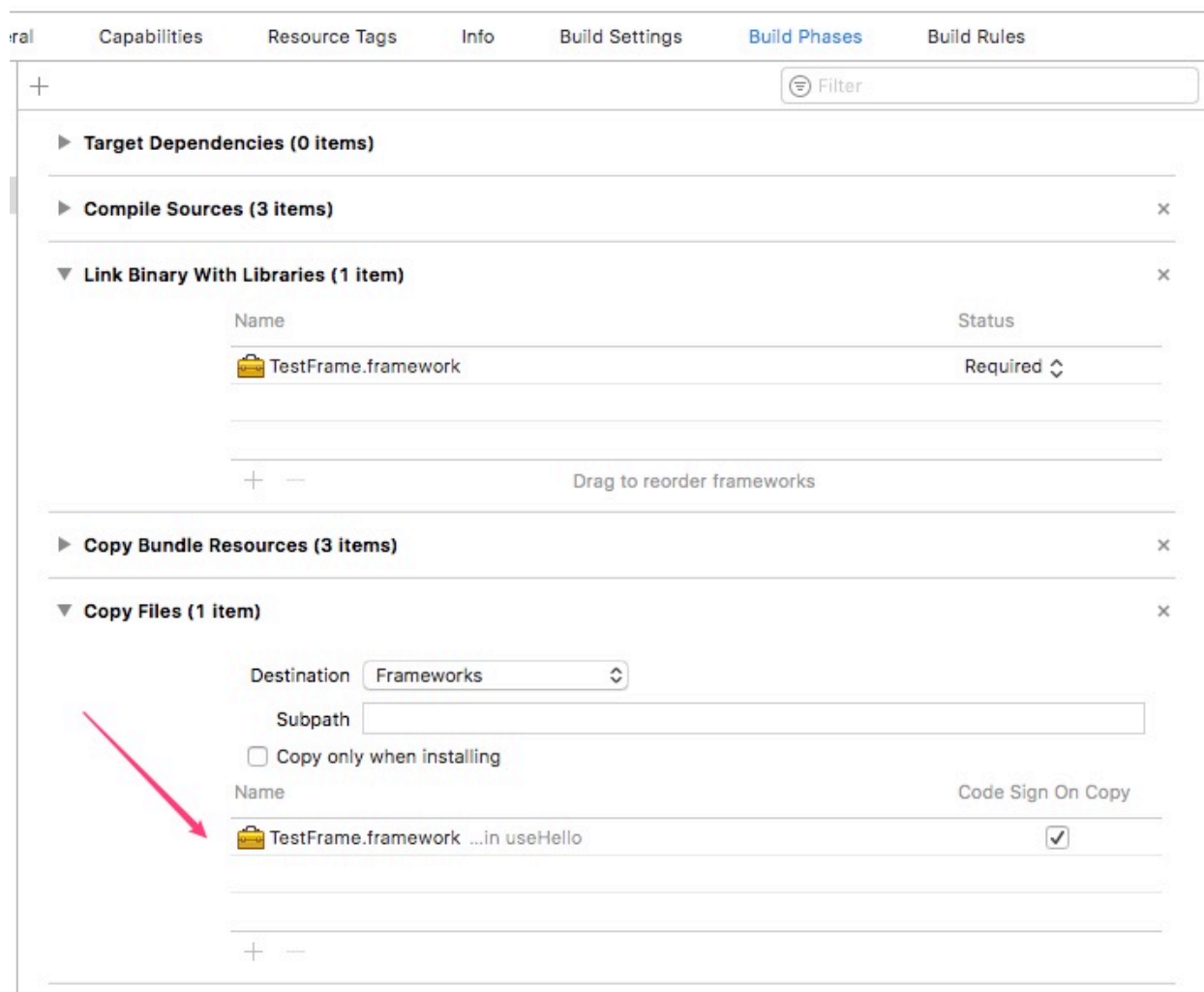


## 3.Build Phases - link binary with libraries -中 添加该 framework





## 4. Build Phases - 添加 New Copy files Phase并添加该 framework



## 5. 编写代码并使用



```

//
//  ViewController.m
//  useHello
//
//  Created by  on 11/10/2017.
//  Copyright © 2017 . All rights reserved.
//

#import "ViewController.h"
#import <TestFrame/TestFrame.h>

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad {
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a
    nib.

    testFrame* newTest = [[testFrame alloc] init];

    [ newTest  helloWorld];
}

- (void)didReceiveMemoryWarning {
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

@end

```

## 6.run并查看log

any resources that can be recreated.

↑ | 📄 🔗 🧩 useHello

2017-10-11 16:33:42.246050+0800 useHello[70791:3773753] Hello  
World !

