Source Editor

Edit your source files, locate issues, and make necessary changes using the Source Editor.

Topics

Source file creation, organization, and editing

📄 Editing source files in Xcode

Edit source files in Xcode and add Quick Help comments to improve your project's maintainability.

📄 Running code snippets using the playground macro

Add playgrounds to your code that run and display results in the canvas.

Writing code with intelligence in Xcode

📄 Writing code with intelligence in Xcode

Generate code, fix bugs fast, and learn as you go with intelligence built directly into Xcode.

Issue detection

📄 Fixing issues in your code as you type

Minimize typing-related errors using code completion, and let Xcode fix common mistakes for you.

Code search and refactoring

📄 Finding and refactoring code

Search your code for text, patterns, and symbols that you can refactor quickly and easily.

See Also

Code

:≡ Bundles and frameworks

Organize code and resources in bundles and frameworks.

:≡ Swift packages

Create reusable code, organize it in a lightweight way, and share it across Xcode projects and with other developers.