

□ Documentation

Xcode / Projects and workspaces

Projects and workspaces

Manage the code and resources you use to build apps, libraries, and other software for Apple platforms.

Topics

Files and workspaces

Managing files and folders in your Xcode project

Add new or existing files to your project, and use groups to organize the files and folders in the Project navigator.

Managing multiple projects and their dependencies

Manage related projects in one place using a workspace, or configure build-time dependencies between different Xcode projects using cross-project references.

Navigation

Configuring the Xcode project window

Configure the appearance of Xcode project windows by showing and hiding editors, inspectors, and navigation content.

Finding and replacing content in a project

Search some or all of your project for text strings or symbol names, and perform advanced searches using regular expressions.

Project configuration

Managing your app's information property list values

Customize the information property list values for your app using Xcode.

 Adding package dependencies to your app

Integrate package dependencies to share code between projects, or leverage code from other developers.

 Creating a Mac version of your iPad app

Bring your iPad app to macOS with Mac Catalyst.

 Setting up a watchOS project

Create a new watchOS project or add a watch target to an existing iOS project.

 Embedding a command-line tool in a sandboxed app

Add a command-line tool to a sandboxed app's Xcode project so the resulting app can run it as a helper tool.

Associated domains and universal links

 Allowing apps and websites to link to your content

Use universal links to link directly to content within your app and share data securely.

See Also

Xcode IDE

 Source control management

Back up your files, collaborate with others, and tag your releases with Git source control support in Xcode.

 Capabilities

Enable services that Apple provides, such as In-App Purchase, Push Notifications, Apple Pay, iCloud, and many others.

 Build system

Compile your code into a binary format, and customize your project settings to build your code.

 Command-line tools

Develop and customize your projects in Terminal.