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# Bundles and frameworks




Organize code and resources in bundles and frameworks.

## Topics

### Bundles

-  **Placing content in a bundle**  
Place bundle content in the correct location based on its type.
-  **Managing your app's information property list values**  
Customize the information property list values for your app using Xcode.
-  **Embedding nonstandard code structures in a bundle**  
Use code that's structured in a nonstandard way while avoiding code signing and distribution problems.
-  **Editing property list files**  
Add, remove, and change keys and values in a structured file.

### Frameworks

-  **Creating a static framework**  
Configure your project to build a new static framework.
-  **Creating a multiplatform binary framework bundle**  
Combine variants of a binary framework or library into an XCFramework bundle that supports multiple platforms.
-  **Identifying and addressing framework module issues**

Detect and fix common problems found in framework modules with the module verifier.

## See Also

### Code



#### Source Editor

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



#### Swift packages

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