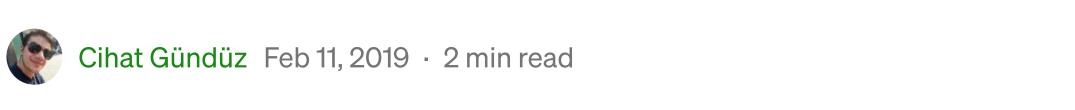


How to configure Build Scripts in Xcode

This document provides step-by-step instructions on how to configure a build script to run on each build executing a command line tool. SwiftLint is used as an example.



Step 1: First, install the tool(s) you want to execute in the build script (e.g. via Homebrew or Mint)

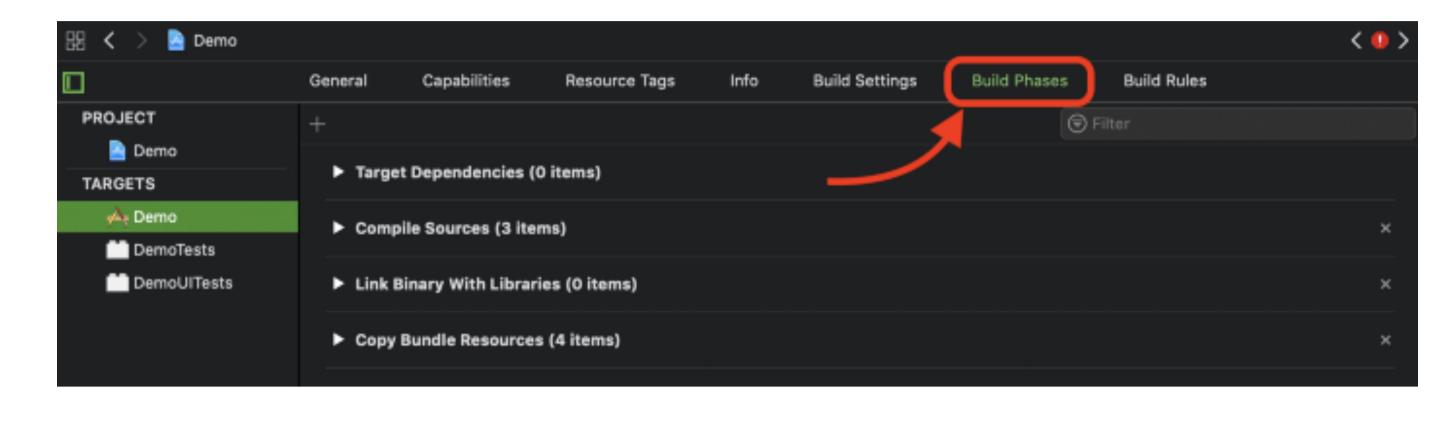
brew install swiftlint

Step 2: In Xcode, select your target to add the build script to

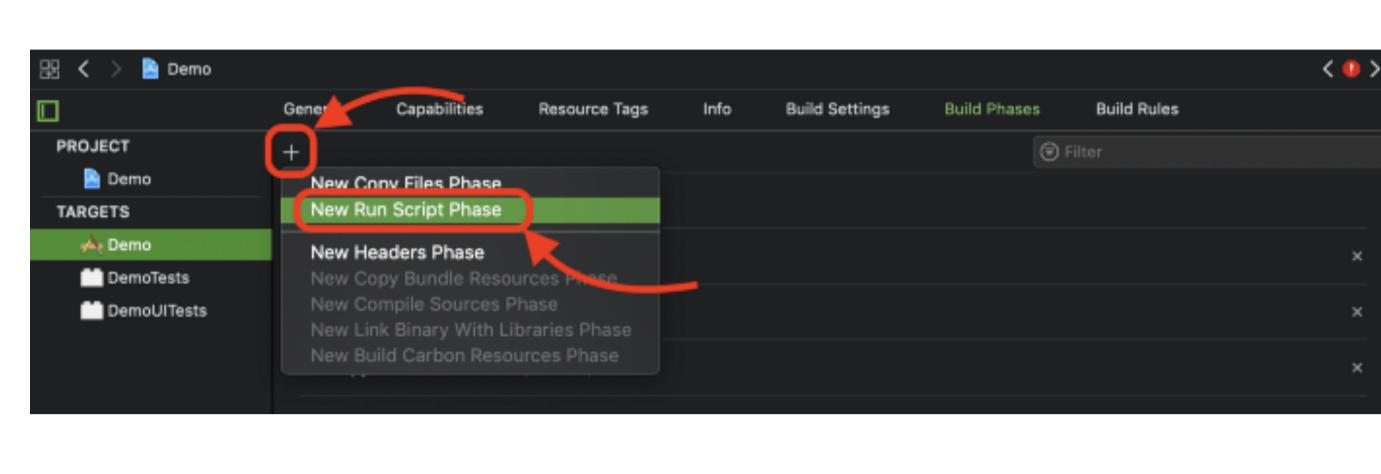
📤 Demo 🕽 🌃 iPhone XS Max 器 く > Demo М Dem PROJECT Applelegate.swift Demo ViewController.swift М **TARGETS** Main.s pryboard A Demo Mark Cassets ▶ 🔃 LaunchScreen.storyboard DemoTests Info.plist DemoUlTests Localizable.strings BartyCrouch.swift ▶ DemoTests DemoUlTests

Step3: Navigate to the Build Phases tab

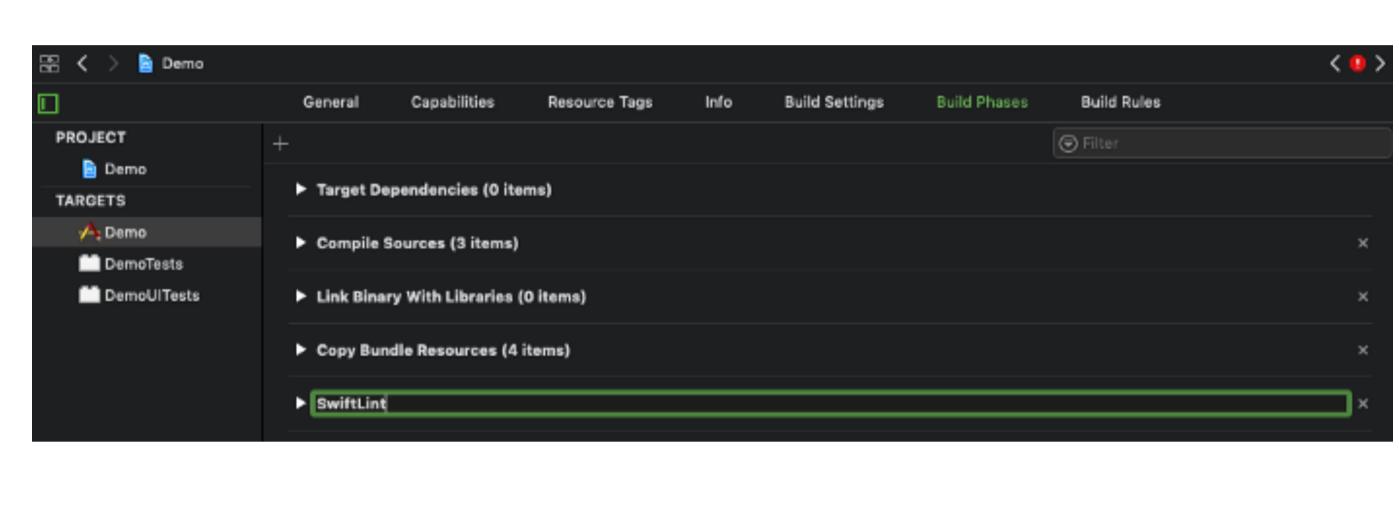
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Step 4: Click the + Button and choose New Run Script Phase

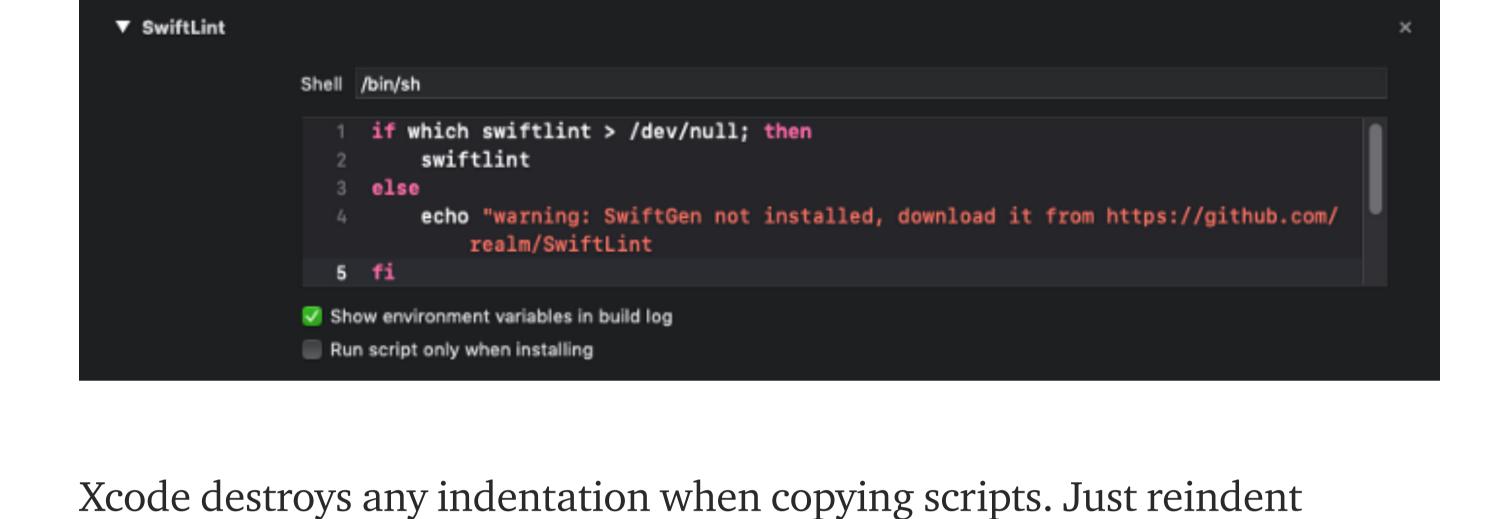


Step 5: Rename your new script by double-clicking onto the text Run Script



Step 6: Copy the following script into the text field below Shell: /bin/sh

```
1 if which swiftlint > /dev/null; then
        swiftlint
3 else
        echo "warning: SwiftGen not installed, download it from https://github.com/realm/Sv
5 fi
SwiftLint-BuildScript.sh hosted with ♥ by GitHub
                                                                                     view raw
```



manually. Step 7 (optional):

Drag & Drop your build script to specify in which order it should be run.

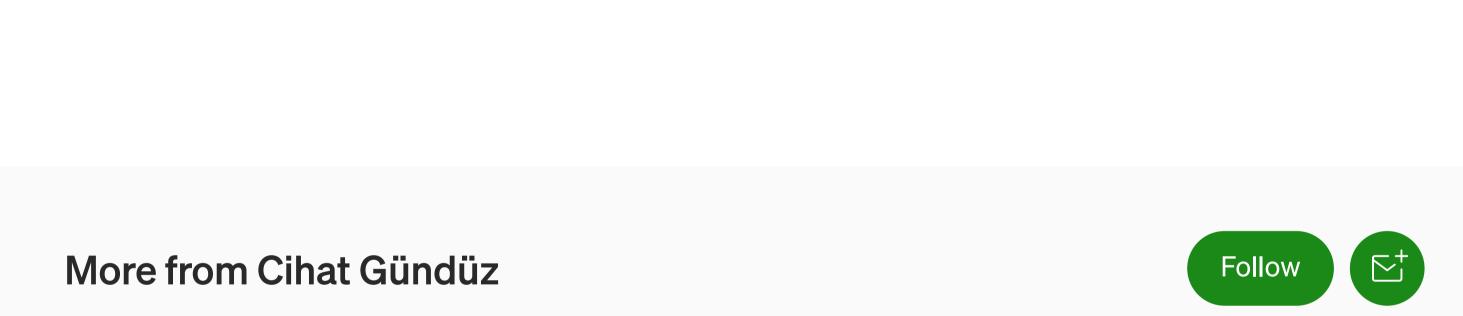
Now just build your target (Cmd+B) to see that it works.

Note that the script will make sure the tool is only executed if it is installed. Other developers working on the project who don't have the tool

installed will see an Xcode warning stating: SwiftGen not installed, download it from https://github.com/realm/SwiftLint

That's it, happy coding!

This article was written by Cihat Gündüz



Feb 11, 2019



The Status Quo in Xcode As developers we know for a fact that <u>context_switches</u> are inefficient. This

distracted from your actual code writing task in Xcode.

itself. Often times we start writing code we need to immerse ourselves into, that's why developer tools try to support us with any little task that

does not only apply to CPUs though, it's also true for the coding process

might distract us from writing the actual code.

Xcode is a very good development environment in that it helps us app developers both with basic development tasks (like code completion, syntax highlighting, refactoring) and more complex tasks like defining device-agnostic UIs (Interface Builder) as well as several... Read more - 8 min read

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May 1, 2017

1K Q 6



So meisterst du deine Gewohnheiten: Geheimnisse aus der Forschung

Dieser Artikel ist eine Übersetzung des <u>englischen Originals</u> von Patrik Edblad.

"Wir sind das, was wir wiederholt tun. Exzellenz ist daher keine Handlung, sondern eine Gewohnheit." — Aristoteles

Dein heutiges Leben ist das Ergebnis deiner früheren Gewohnheiten: • Wie fit du bist ist ein Ergebnis deiner Gewohnheiten.

- Wie gebildet du bist ist ein Ergebnis deiner Gewohnheiten.
- Wie glücklich du bist ist ein Ergebnis deiner Gewohnheiten. • Wie viel Geld du hast ist ein Ergebnis deiner Gewohnheiten.
- Wie gut deine Beziehungen sind ist ein Ergebnis deiner Gewohnheiten.

Ich könnte so weiter machen, aber ich bin sicher, du hast die Idee verstanden. Wie der...

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