

APPLE DEVELOPERS GROUP ADG MANIPAL

iOS Dev 101: XCode Basics

The following steps will teach you how to get started and create an XCode project. After creating a new project, you can then start exploring the various features of this very powerful application development tool.

Creating an Xcode project

When you create an Xcode project, you first choose a template for a common style of app or framework, then modify the project as you like. Xcode templates include essential project configuration and files that help you start developing your app quickly.

1. Launch Xcode, and in the “Welcome to Xcode” window, click “Create a new Xcode project.”

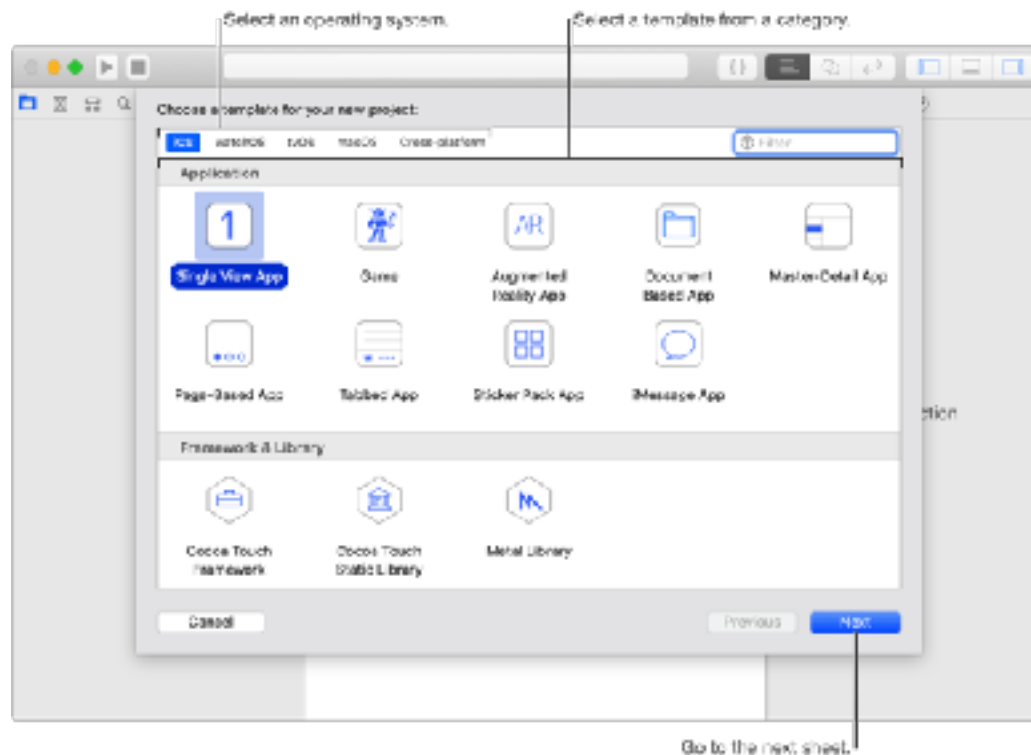
Alternatively, choose File > New > Project.

2. In the sheet that appears, select the target OS.



3. Under Application, select a template, then click Next.

For example, to create an app with a single empty window, for iOS apps, select Single View App; for macOS apps, select Cocoa App.



4. In the sheet that appears, fill in the text fields and choose options from the pop-up menus to configure your project.²²²

You must enter a product name and organization identifier to continue to the next sheet. You should also enter an organization name (if you don't belong to an organization, enter your name). The following screenshot shows options for creating an iOS app.

Choose options for your new project::

Product Name: HelloWorld

Team: Add account...

Organization Name: Gita Kumar

Organization Identifier: com.example.gkumar

Bundle Identifier: com.example.gkumar.HelloWorld

Language: Swift

☐ Use Core Data

☒ Include Unit Tests

☒ Include UI Tests

Cancel Previous Next

5. From the Team pop-up menu, choose your team.

To add an account, click the “Add account” button if it appears. Optionally, skip this step and assign a team to your project later.

6. From the Language pop-up menu, choose a programming language.

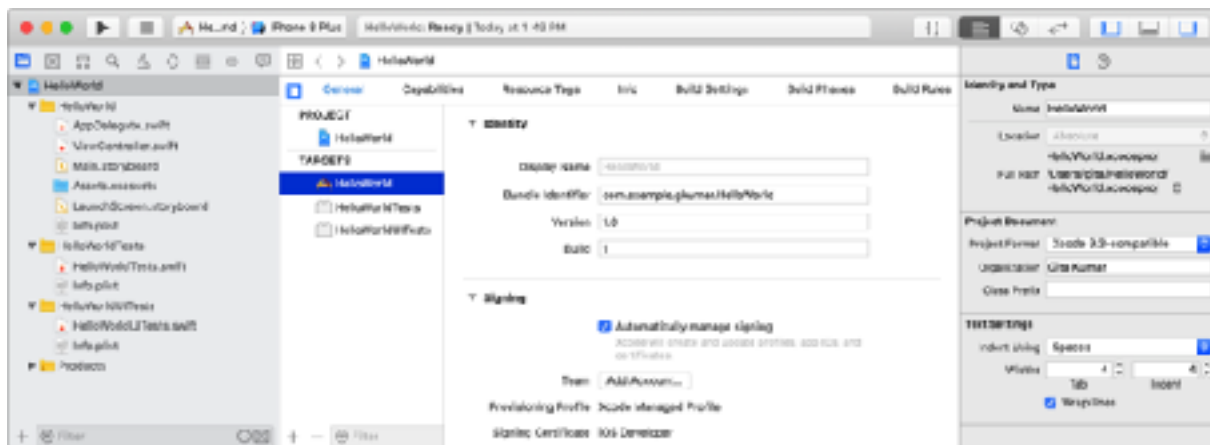
7. To add test targets to your project, select Include Unit Tests and Include UI Tests.

8. Click Next.

A sheet asks you where to save your project.

9. Specify a location for the project, optionally select “Create Git repository on my Mac” to use source control (recommended), then click Create.

The main window for your project appears, similar to the iOS app main window below.



Following are some recommended links that you can go through before the workshop to get an idea about the Software and its functioning:

1. <https://help.apple.com/xcode/mac/current/#/dev8c2a6be1>

The above link takes you through everything that is to know about XCode. You can skim through the first few pages before the workshop to have a basic idea about the software.

2. <https://developer.apple.com/library/archive/referencelibrary/GettingStarted/DevelopiOSAppsSwift/>



The above link walks you through a step by step process of installation of XCode. In addition, it also has a detailed example for creating a very simple iOS application using XCode. You may find it very handy the next time you are trying your hands on the software to make a simple project. Refer to the glossary at the end for understanding the terminologies used. You can also use the inbuilt documentation within XCode to know more about the terminologies.

