

Develop iOS apps with Neovim

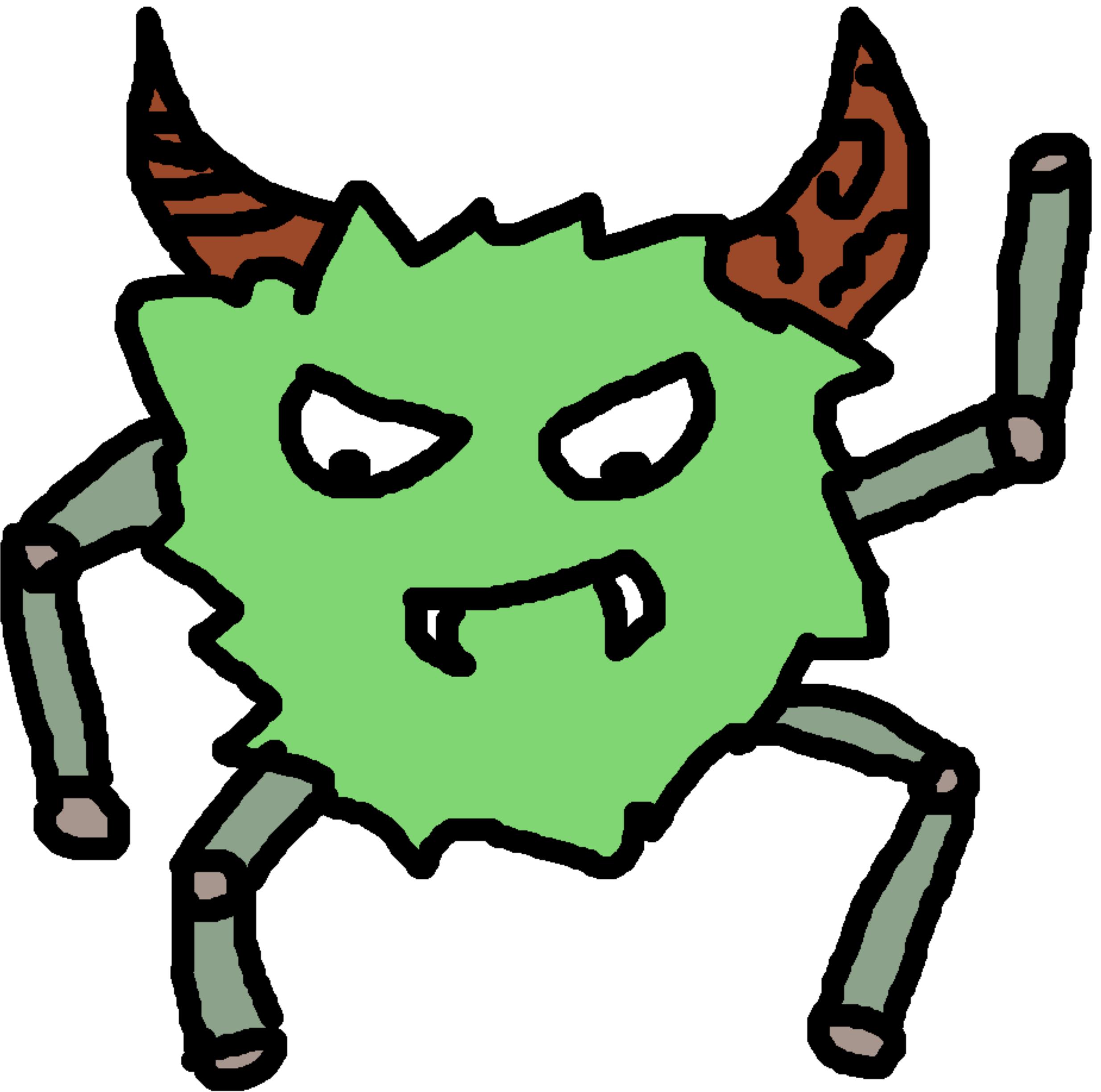
**VimConf 2024
Lightning Talk**

November 23, 2024 @the_uhooi

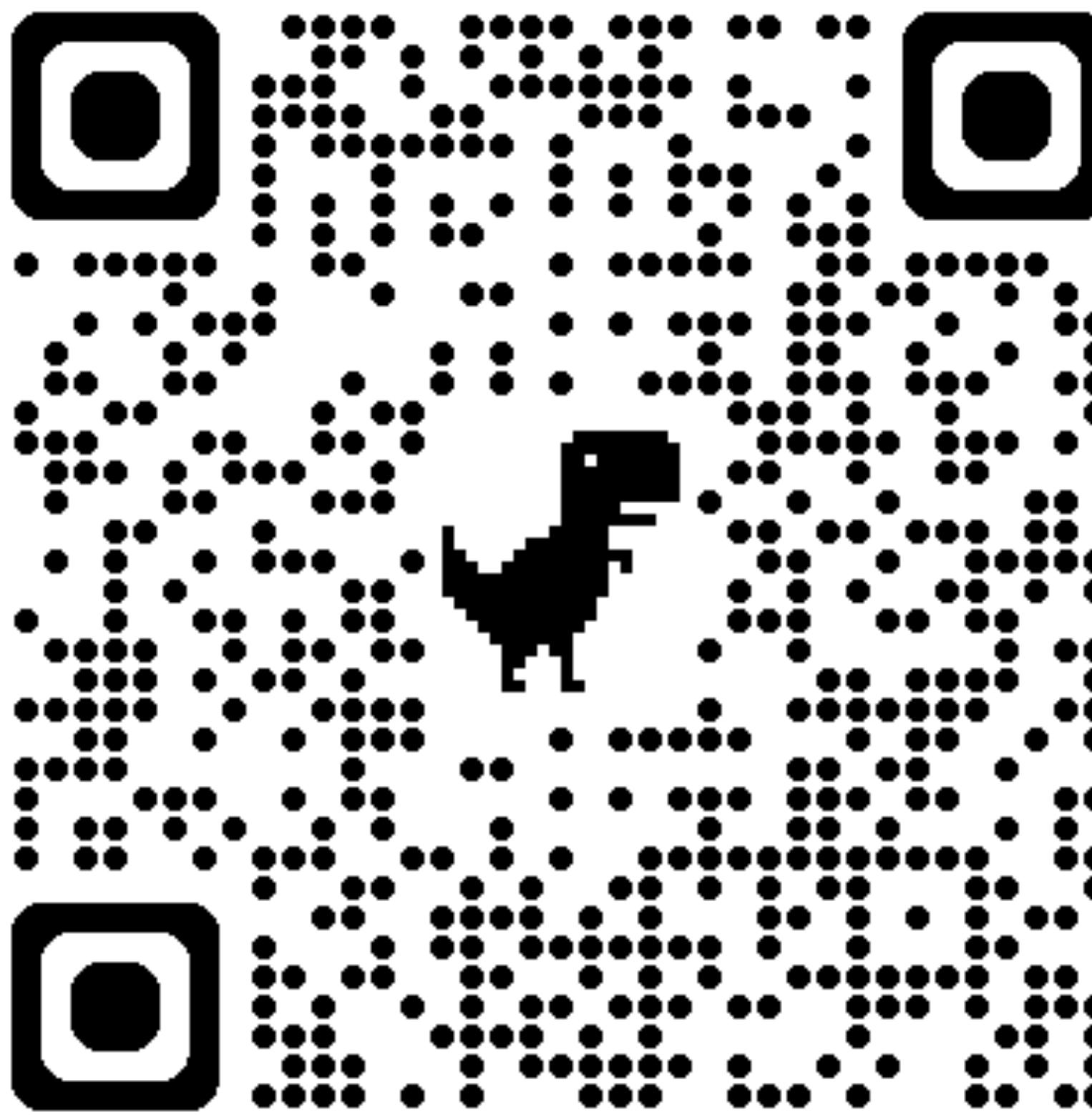
Who am i?

Uhooi (ウホーイ)

- iOS application developer
- DeNA Co., Ltd.
- Hobby
 - Neovim
 - Swift
 - Pokemon Trading Card Game



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← ウホーイ
6.2万 件のポスト

THE Uhooi



検索 フォロー

ウホーイ
@the_uhooi

Swift / Neovim / ポケカ / 蟲神器 / ハンターカブ

suzuri.jp/uhooi 2017年8月からTwitterを利用しています

7,311 フォロー中 7,152 フォロワー

ポスト 返信 メディア

固定

ウホーイ @the_uhooi · 11月13日

約半年振りに記事を書いた✨ & 300記事目🎉
ポケカやり過ぎてサボっていたのはナイショ...笑

...

Do you think you can develop
iOS apps with Neovim? 🤔

Oh my God, you can do it
with LSP and DAP!

Only DAP will be presented
in this LT.

What is "DAP"?

- Abbreviation for "Debug Adapter Protocol"
- Provided by Microsoft, and used by VSCode
- Debugging protocols are defined, such as breakpoints and variable watches

Debug Adapter Protocol

The Debug Adapter Protocol (DAP) defines the abstract protocol used between a development tool (e.g. IDE or editor) and a debugger.

Star 1,433

What is the Debug Adapter Protocol?

Adding a debugger for a new language to an IDE or editor is not only a significant effort, but it is also frustrating that this effort can not be easily amortized over multiple development tools, as each tool uses different APIs for implementing the same feature.

The idea behind the *Debug Adapter Protocol* (DAP) is to abstract the way how the debugging support of development tools communicates with debuggers or runtimes into a protocol. Since it is unrealistic to assume that existing debuggers or runtimes adopt this protocol any time soon, we rather assume that an intermediary component - a so called *Debug Adapter* - adapts an existing debugger or runtime to the Debug Adapter Protocol.

The Debug Adapter Protocol makes it possible to implement a generic debugger for a development tool that can communicate with different debuggers via Debug Adapters. And Debug Adapters can be re-used across multiple development tools which significantly reduces the effort to support a new debugger in different tools.

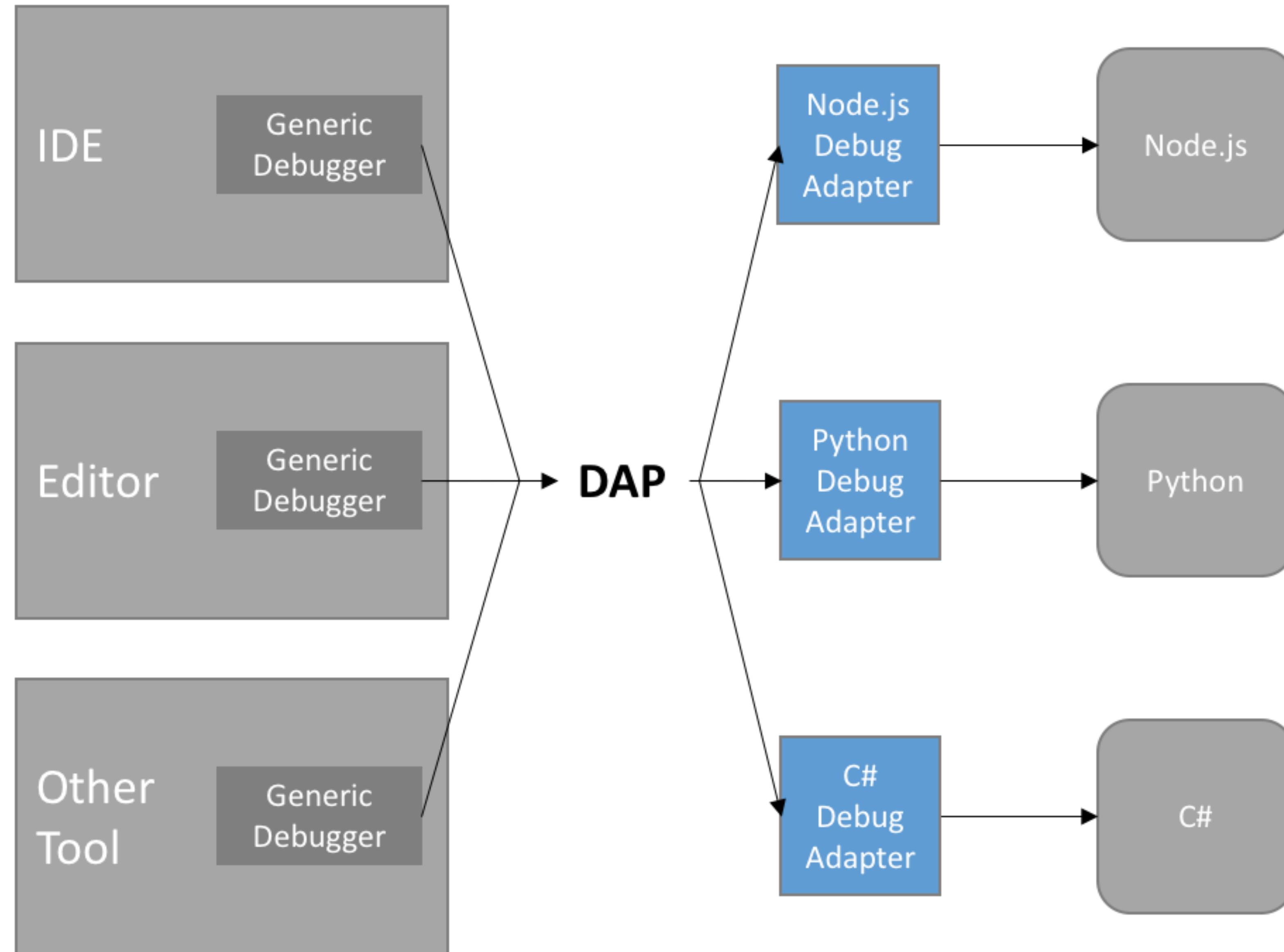
The *Debug Adapter Protocol* is a win for both debugger providers and tooling vendors!

```
hello.py
1 friends = ['john', 'pat', 'gary', 'michael'] friends = ['john', 'pat', 'gary', ...
2
3
4 for i, n in enumerate(friends): i = 1, friends = ['john', 'pat', 'gary', ...
5     out = '{i}: {n}'.format(i=i, n=n) out = '0: john'
6
```

VS Code showing inline values powered by the Python Debug Adapter

Development Tools

Debuggers



Quote: <https://microsoft.github.io/debug-adapter-protocol/overview>

Debug Adapters
Supporting Tools
SDKs

Implementations

Debug Adapters

The following table lists the known debug adapters that implement the Debug Adapter Protocol. You may find these useful as reference material when writing your own debug adapter, or for use in your editor of choice.

Many adapters publish releases tailored for specific editors, such as VS Code, and some document how to run standalone DAP servers which can be used in any editor which supports them (in [IntelliJ](#) or [VS Code](#) for example).

Adapter	Maintainer	Usage
Android	@adelphes	VS Code
Apache Camel	contributors	VS Code, Eclipse
Apex	@ntotten	VS Code
Ballerina	Ballerina.io	VS Code
C/C++	@WardenGnaw	VS Code
C/C++/Rust	@Marus	VS Code
C#	@gregg-miskelly	VS Code
Cobol	@RechInformatica	VS Code
Cordova Tools	@MSLaguana	VS Code
Dart	@DanTup @devoncarew	DAP Server, VS

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About

A native debugger extension for VSCode based on LLDB

marketplace.visualstudio.com/items?itemID=11111111-1111-1111-1111-111111111111

debugger vscode-extension lldb

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MIT license

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Debug Adapter Protocol

The Debug Adapter Protocol defines the protocol used between an editor or IDE and a debugger or runtime.

A machine-readable JSON schema can be found [here](#).

The change history of the specification lives [here](#).

Base Protocol

ProtocolMessage

Base class of requests, responses, and events.

```
interface ProtocolMessage {
    /**
     * Sequence number of the message (also known as message ID). The `seq` for
     * the first message sent by a client or debug adapter is 1, and for each
     * subsequent message is 1 greater than the previous message sent by that
     * actor. `seq` can be used to order requests, responses, and events, and to
     * associate requests with their corresponding responses. For protocol
     * messages of type `request` the sequence number can be used to cancel the
     * request.
     */
    seq: number;

    /**
     * Message type.
     * Values: 'request', 'response', 'event', etc.
     */
    type: 'request' | 'response' | 'event' | string;
}
```

Request

A client or debug adapter initiated request.

[Base Protocol](#)

[Events](#)

[Requests](#)

[Reverse Requests](#)

[Types](#)

Use plugins

- `xcodebuild.nvim`
- `nvim-dap`
- `nvim-dap-ui`
- etc



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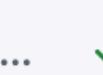
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wojciech-kulik

feat: M-a shortcut to add a new device without resetting cache (#2...)



ab1bd22 · 1 hour ago

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.github

ci: updated autoclose workflow

2 months ago



doc

feat: M-a shortcut to add a new device without resetting c...

1 hour ago



lua/xcodebuild

feat: M-a shortcut to add a new device without resetting c...

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media

docs: refreshed screenshots

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scripts

feat: added Swift Testing framework support (#236)

2 weeks ago



specs

fix: presenting incorrect results when using Swift Testing ...

4 days ago



tools

chore: bump dev dependencies (#217)

last month



.gitignore

chore: added tests for quick module (#113)

8 months ago



.luacheckrc

chore: added luacheck and fixed warnings

9 months ago



.luarc.json

chore: project/manager.lua refactoring + added tests (#86)

8 months ago



.stylua.toml

chore: renamed stylua.toml to .stylua.toml

9 months ago



CONTRIBUTING.md

feat: added support for lazy.nvim checkhealth command ...

9 months ago



LICENSE

Initial commit

last year



Makefile

chore: updated dependencies installation (#157)

4 months ago

About

Neovim plugin to Build, Debug, and Test applications created for Apple devices (iOS, macOS, watchOS, etc.)

macos swift ios apple neovim
xcode tvos watchos nvim
ios-swift xcodebuild visionos

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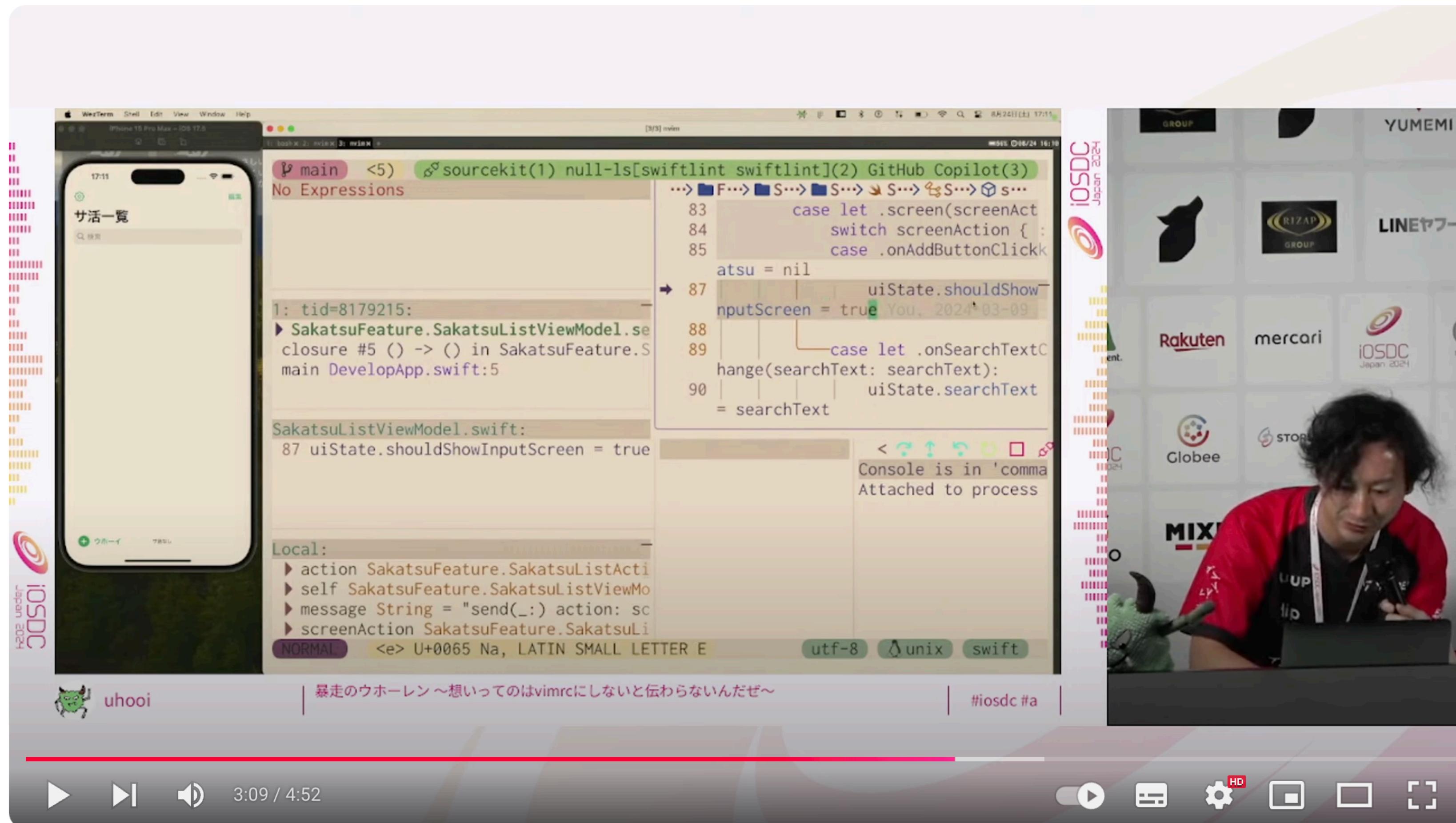
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wojciech-kulik Wojciech Kulik

Would you like to see an actual
iOS app developed
with Neovim...?

Please talk to after this



iOSDC Japan 2024: 暴走のウホーレン～想いってのはvimrcにしないと伝わらないんだぜ～ / uhooi



iOSDC Japan

チャンネル登録者数 2020人

登録済み

10



共有

オフライン

...

333回視聴 1か月前

iOSDC Japan 2024 のセッション動画です。

2024/08/24(5分) ...もっと見る

[PR] DeNA × AI Day || DeNA TechCon 2025

- It will be online on February 5, 2025
- The event website will be released in early December
- Please follow us as we will announce the event on our official X account



@DeNAXTech