What’s New in Xcode 5

Session 400

Chris Lattner
Director, Developer Tools


Unlimited Undo
& Redo
Color palette
Precise control
over font, text
style, & paragraph
settings
Writing
tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1

Xcode 5

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Tue 8:24 AM Johnny Appleseed

Jogr.xcodeproj — Jogr.storyboard

Jogr › iPhone

Jogr: Ready | Today at 8:19 AM No Issues

Run View Contr… › Run View Controller – Run

Automatic › RunViewController.m › No Selection

Jogr
2 targets, iOS SDK 7.0
- Jogr Source
  - Model
    - RouteData.h
    - RouteData.m
    - RunData.h
    - RunData.m
  - View
    - RoutePathOverlay.h
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    - embarcadero.jpg
    - Pier39RunDescription.rtf
    - Images.xcassets
    - SampleRuns
  - Supporting Files
- Jogr Tests
  - JogrTests.m
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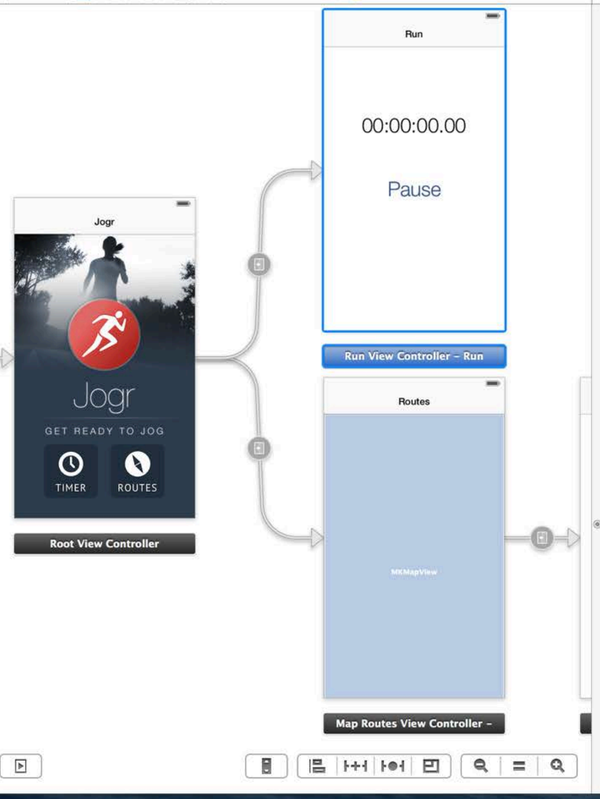
- Products

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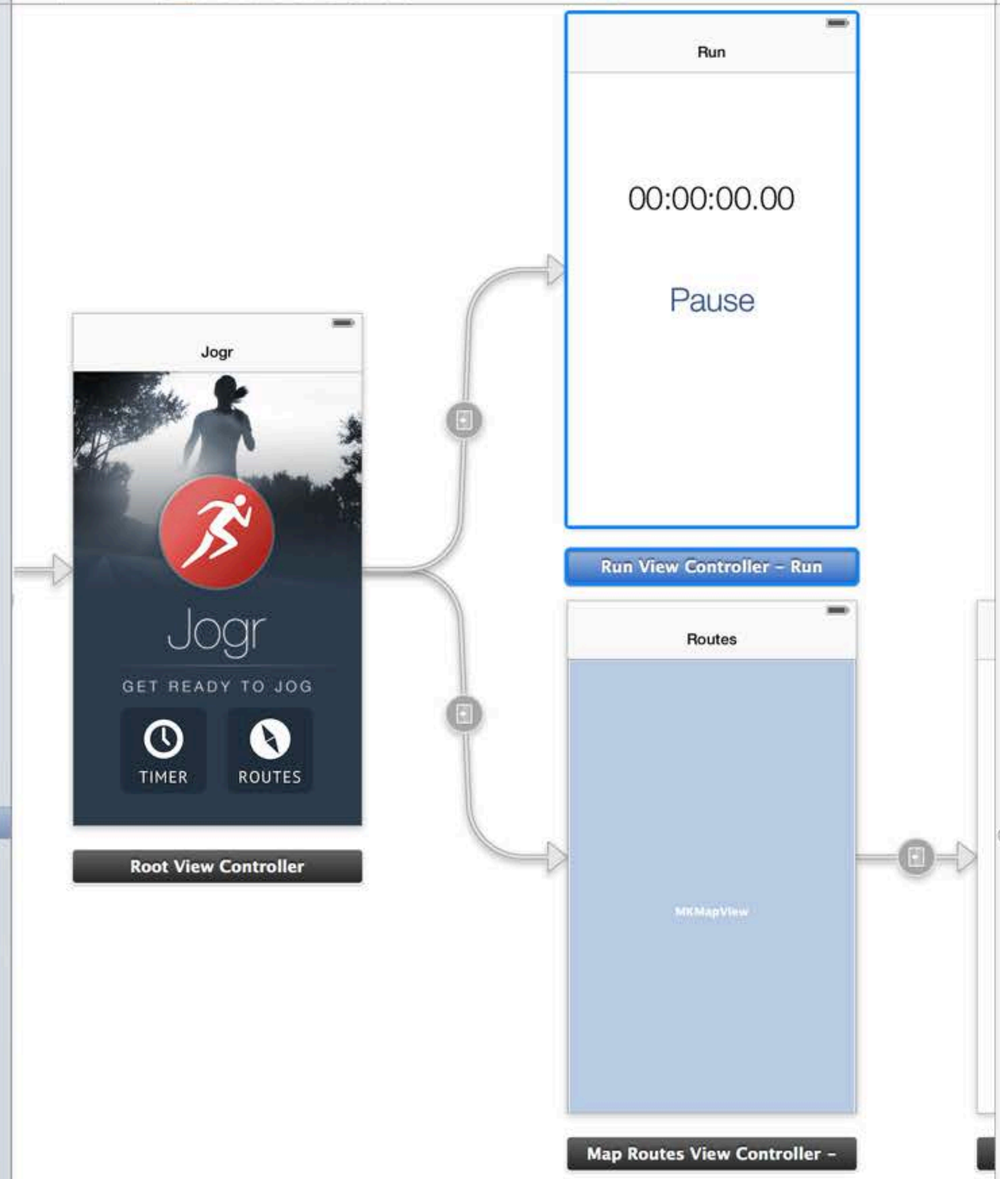


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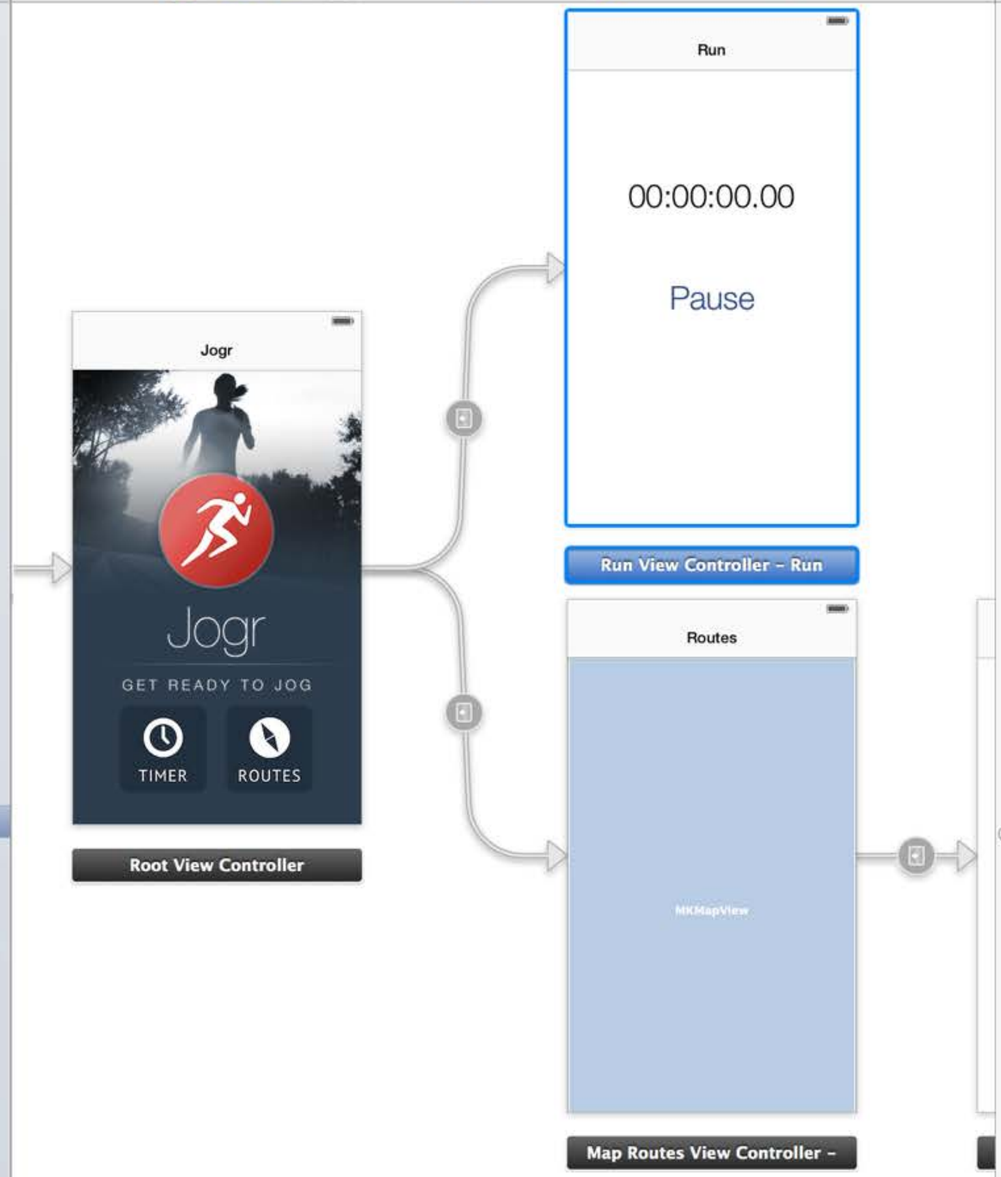


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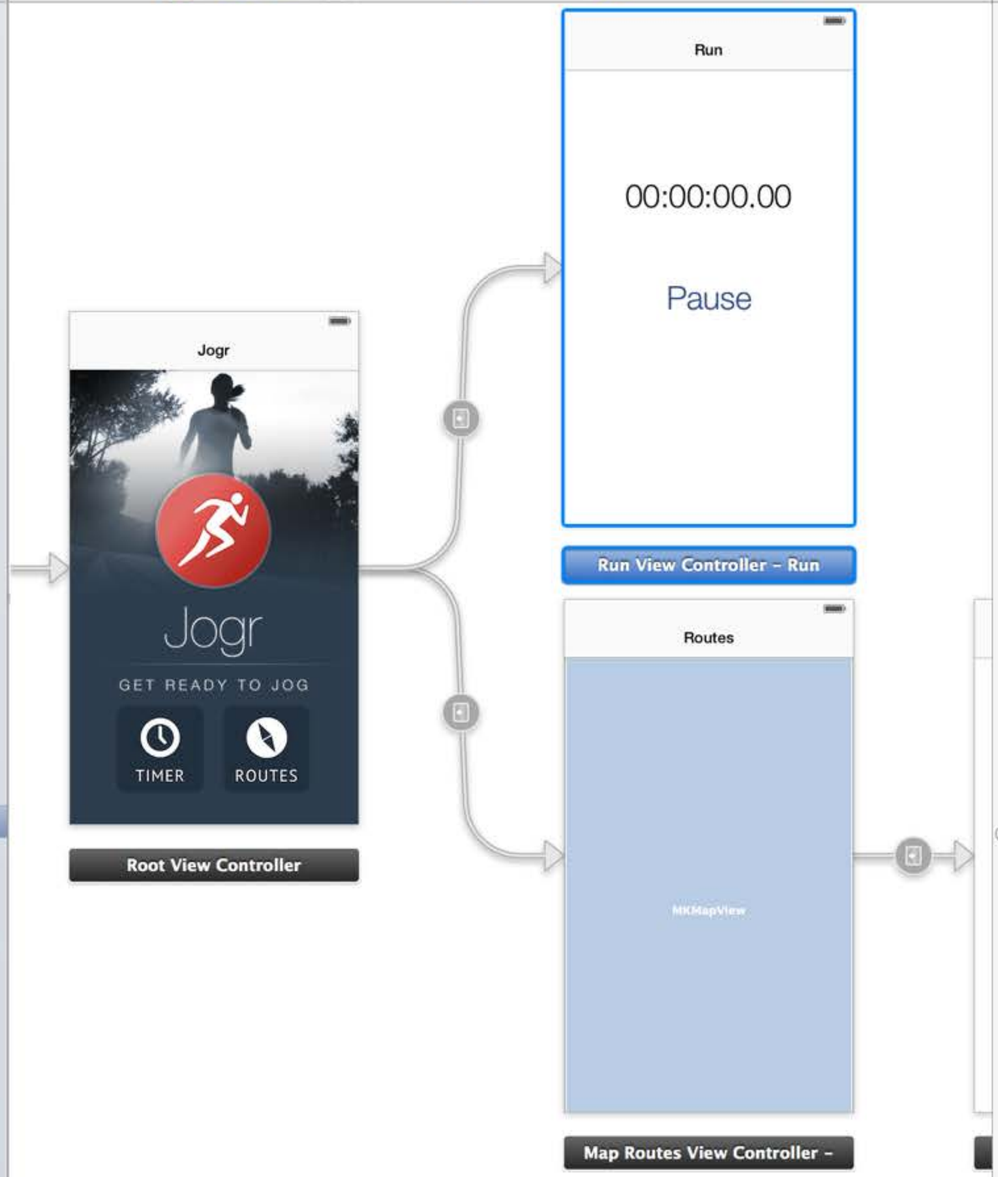

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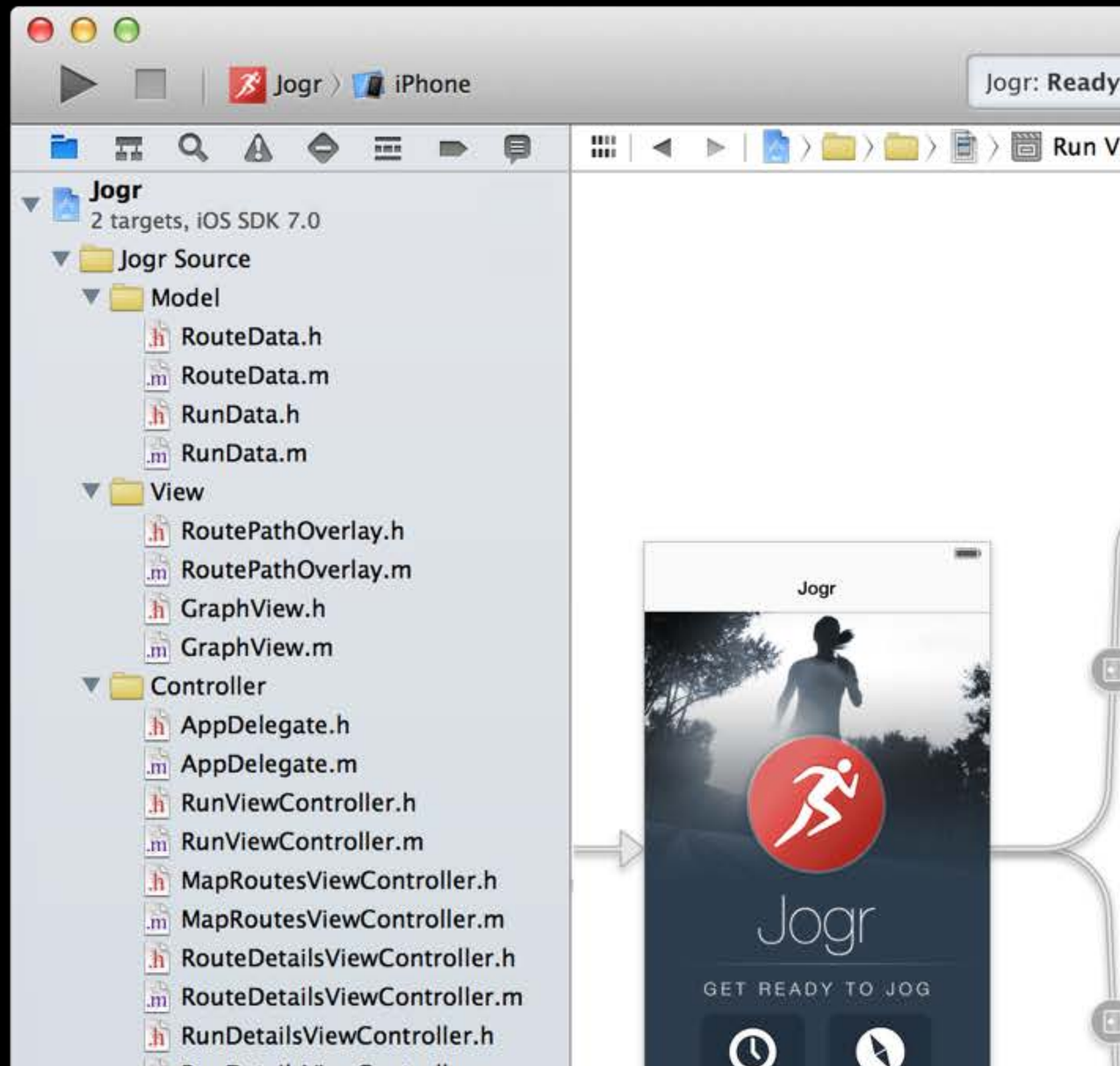
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RouteDetailsViewController.m
RunDetailsViewController.h
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Editor

Organizer

Counterparts 〉 MainController.h 〉 No Selection

```
/*
    File: MainController.h
    Abstract: n/a
    Version: 1.1
*/

#import <Cocoa/Cocoa.h>

@class CIFilter;
@class MyOpenGLView;

@interface MainController : NSResponder
{
    // Model
    BOOL layerBacked;
    CIFilter *filter;
    BOOL isRotating;
    NSTimer *rotationTimer;
    CFAbsoluteTime timeBefore;

    // Views
    IBOutlet MyOpenGLView *openGLView;
    IBOutlet NSBox *controlBox;
}

- (BOOL)isFiltered;
- (void)setFiltered:(BOOL)flag;

@end
```

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RouteData.h
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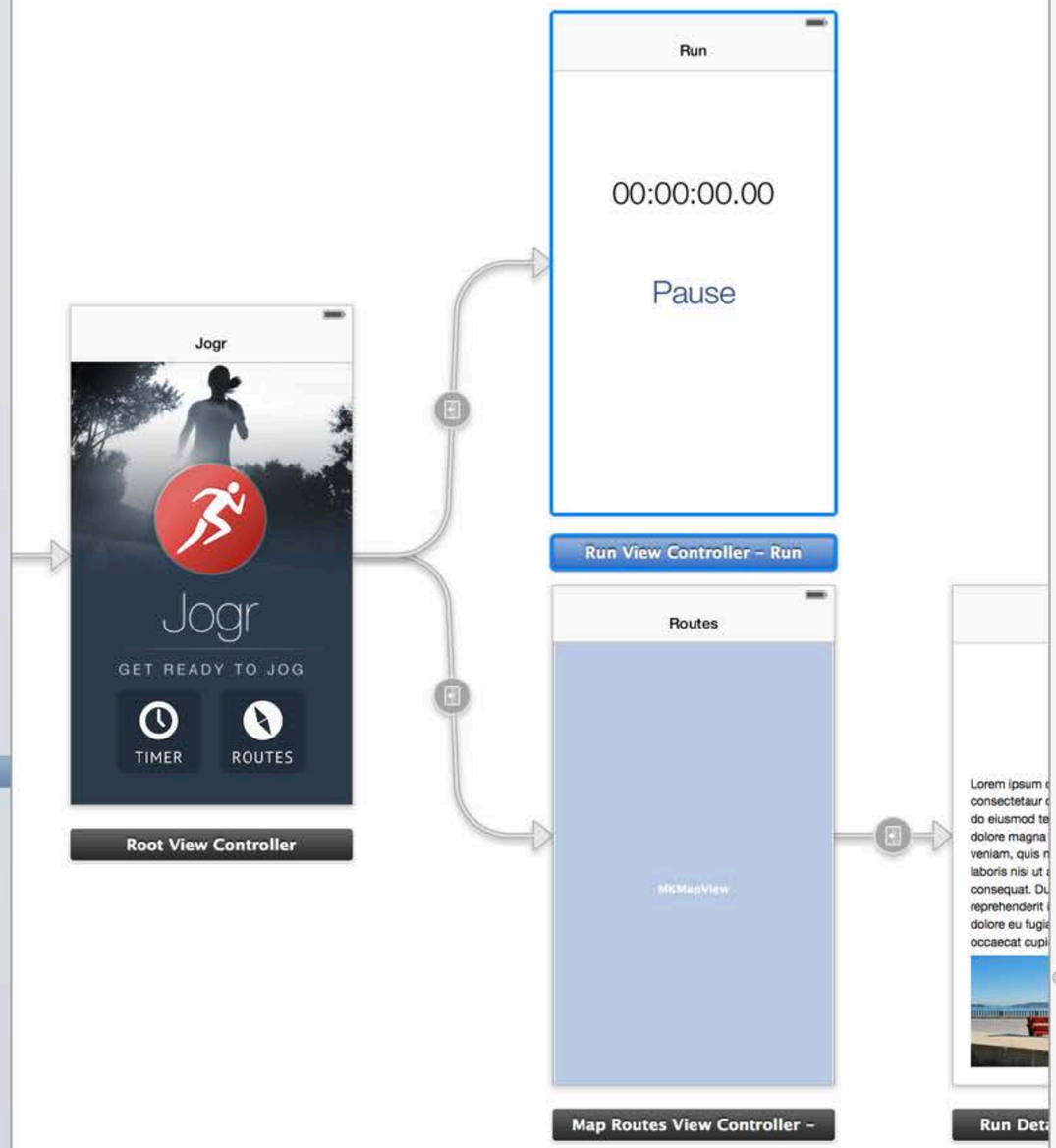


```
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
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Next

Objective-C Runtime Reference

Declared in	IONDRVLibraries.h NSObjCRuntime.h wintypes.h
Companion guides	Objective-C Runtime Programming Guide The Objective-C Programming Language

Overview

This document describes the OS X Objective-C 2.0 runtime library support functions and data structures. The functions are implemented in the shared library found at `/usr/lib/libobjc.A.dylib`. This shared library provides support for the dynamic properties of the Objective-C language, and as such is linked to by all Objective-C applications.

This reference is useful primarily for developing bridge layers between Objective-C and other languages, or for low-level debugging. You typically do not need to use the Objective-C runtime library directly when programming in Objective-C.

The OS X implementation of the Objective-C runtime library is unique to the Mac. For other platforms, the GNU Compiler Collection provides a different implementation with a similar API. This document covers only the OS X implementation.

The low-level Objective-C runtime API is significantly updated in OS X version 10.5. Many functions and all existing data structures are replaced with new functions. The old functions and structures are deprecated in 32-bit and absent in 64-bit mode. The API constrains several values to 32-bit ints even in 64-bit mode—class count, protocol count, methods per class, ivars per class, arguments per method, sizeof(all arguments) per method, and class version number. In addition, the new Objective-C ABI (not described here) further constrains `sizeof(anInstance)` to 32 bits, and three other values to 24 bits—methods per class, ivars per class, and sizeof(a single ivar). Finally, the obsolete `NXHashTable` and `NXMapTable` are limited to 4 billion items.

"Deprecated" below means "deprecated in OS X version 10.5 for 32-bit code, and disallowed for 64-bit code."

Who Should Read This Document

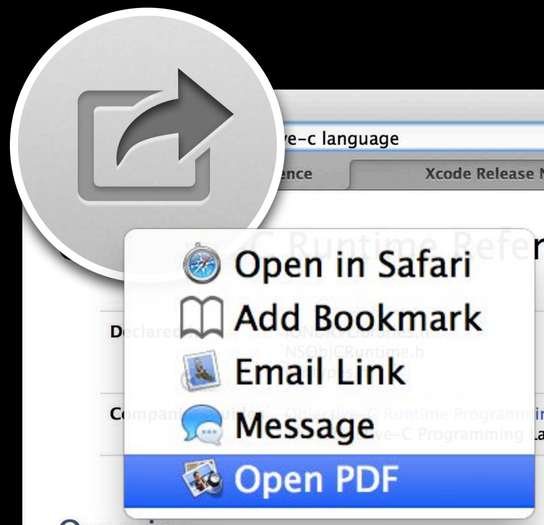
The document is intended for readers who might be interested in learning about the Objective-C runtime.

Because this isn't a document about C, it assumes some prior acquaintance with that language. However, it doesn't have to be an extensive acquaintance.

Functions by Task

Working with Classes

`class_getName`
`class_getSuperclass`
`class_setSuperclass`



Documentation — Objective-C Runtime Reference

ve-c language

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Next

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Compan ing Guide
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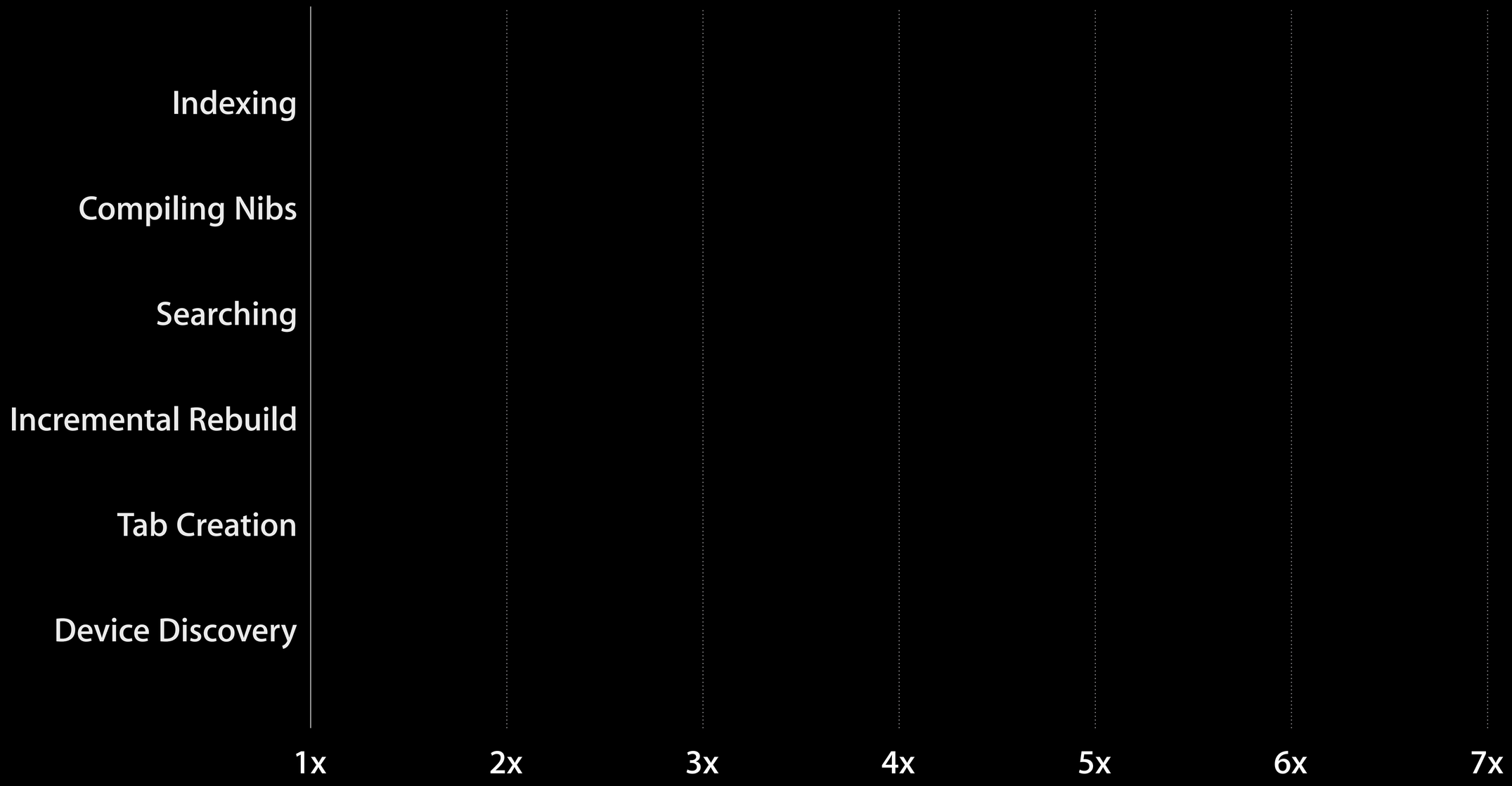
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Tab Creation
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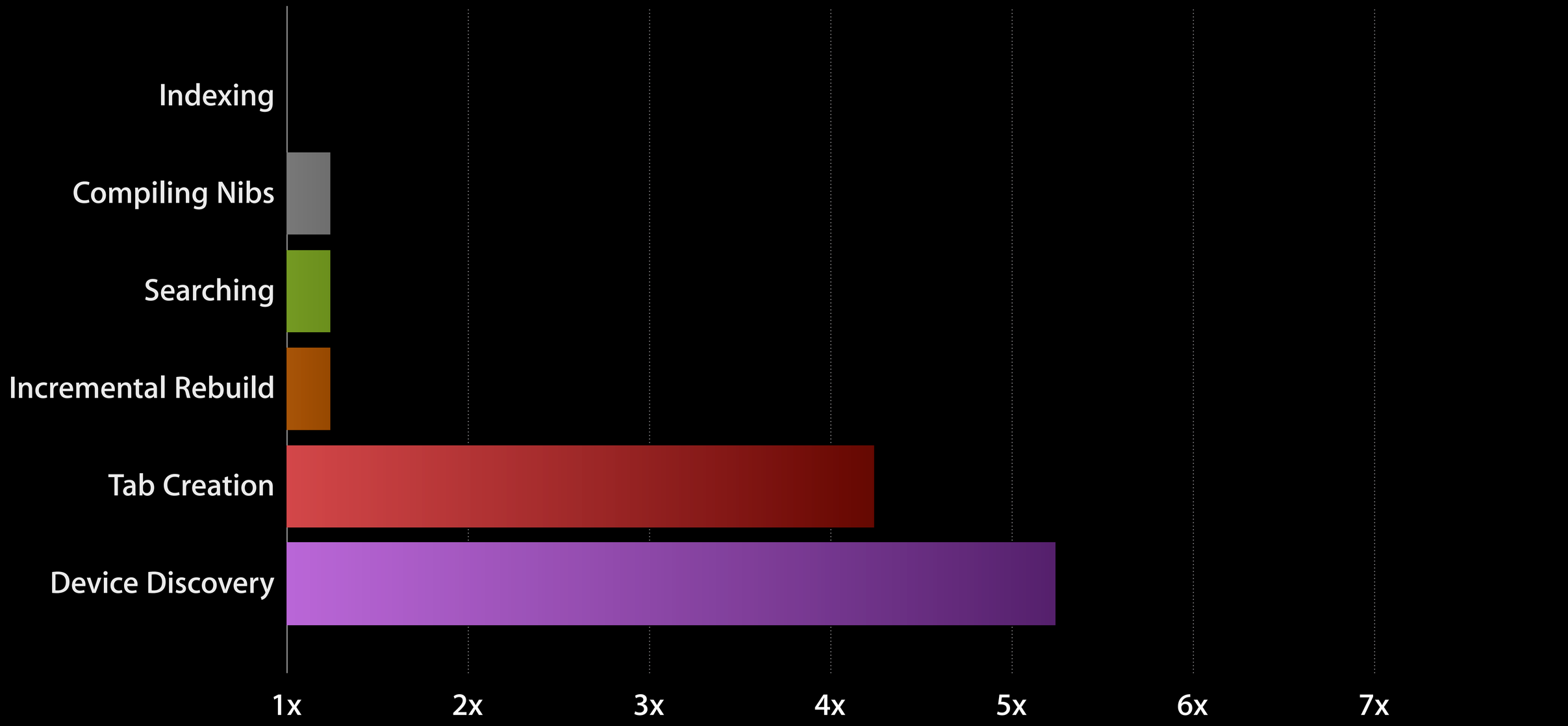
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Source Control

Welcome to Xcode

Version 5.0 (5A11314l)

Create a new Xcode project
Start building a new iPhone, iPad or Mac application.

Check out an existing project
Start working on something from an SCM Repository.

Jogr
/Users/Shared/Projects

Bouncy Ball
/Users/Shared/Projects

CS 101 All Projects
/Users/Shared/Projects

CS 101 Demo1
/Users/Shared/Projects

CS 101 Demo2
/Users/Shared/Projects

TipCalculator
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Open Other…

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SlideShowApp
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PhotosFramework
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Open Other…

Check Out

Choose an item:

Recents | Favorites | **Repositories**

AwesomeApp
https://github.com/JohnnyApple/AwesomeApp.git

RunningApp
https://github.com/JohnnyApple/RunningApp.git

★ SharedRepo.git
https://github.com/JohnnyApple/SharedRepo.git

Or enter a repository location:

https://johnnyapple@github.com/JohnnyApple/SharedRepo.git

Cancel | Previous | Next

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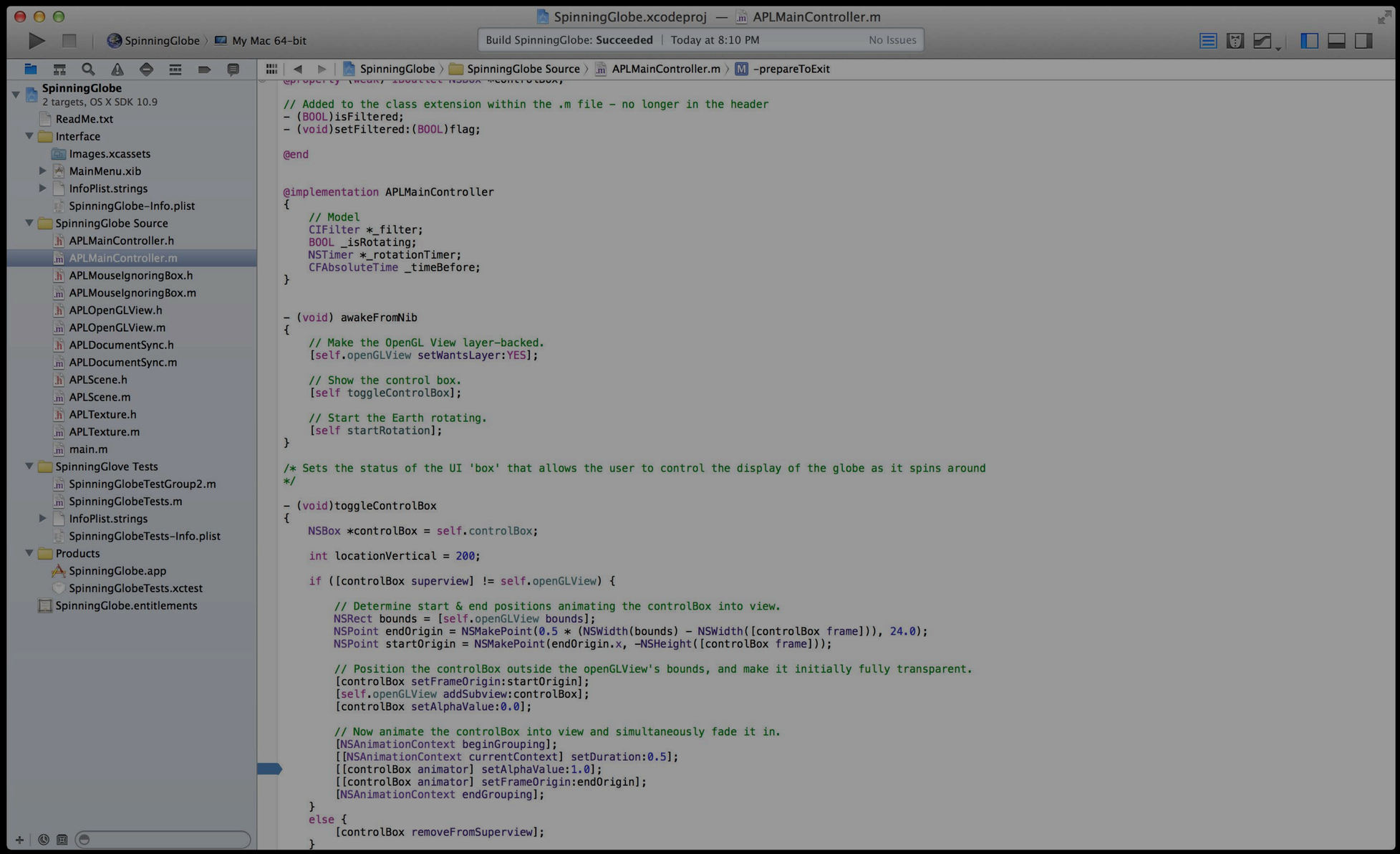

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SpinningGlobe — master ▶

Check Out…

Commit… ⌥⌘C

Push…

Pull… ⌥⌘X

Refresh Status

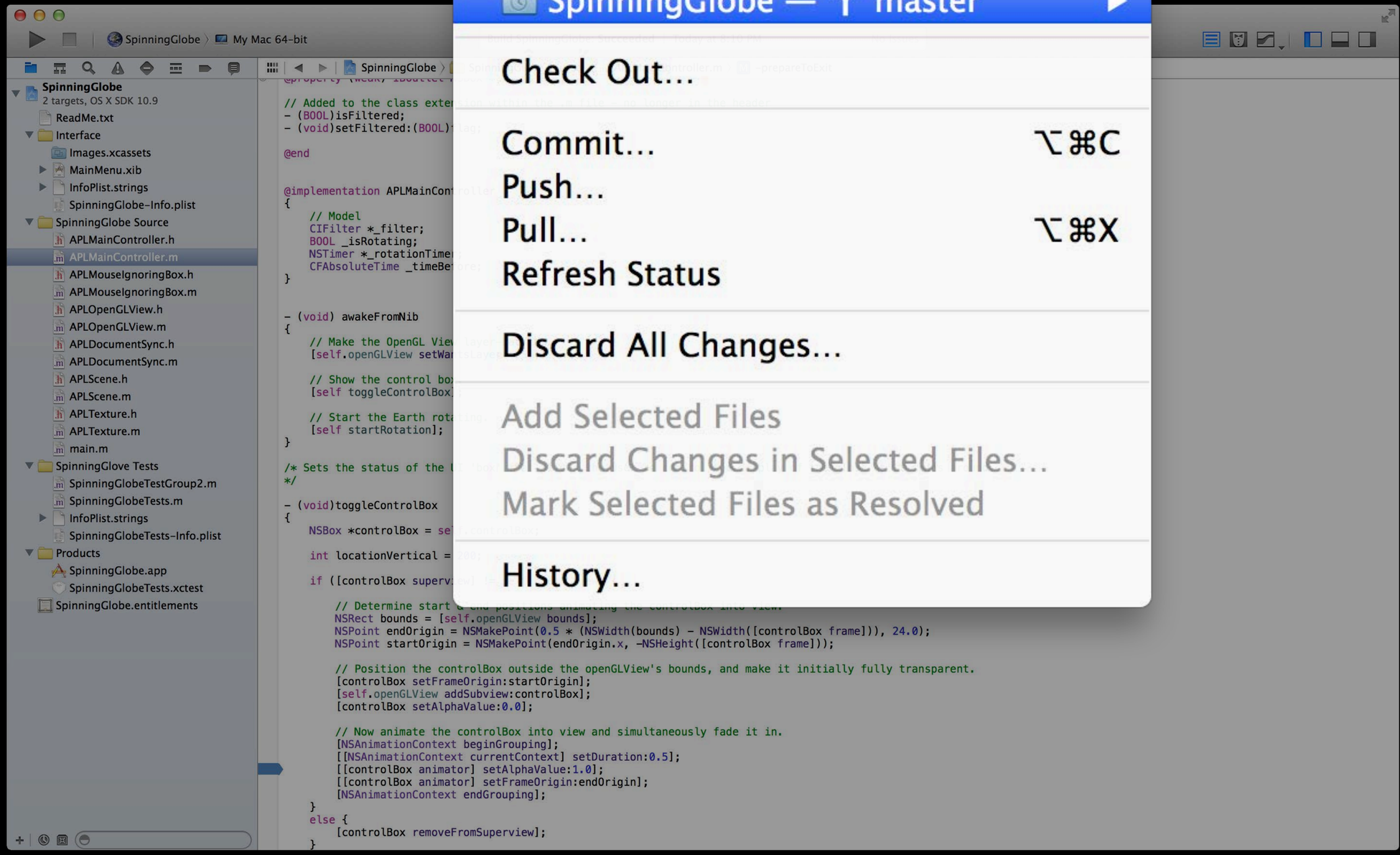
Discard All Changes…

Add Selected Files

Discard Changes in Selected Files…

Mark Selected Files as Resolved

History…



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Discard Changes in Selected Files…

Mark Selected Files as Resolved

History…

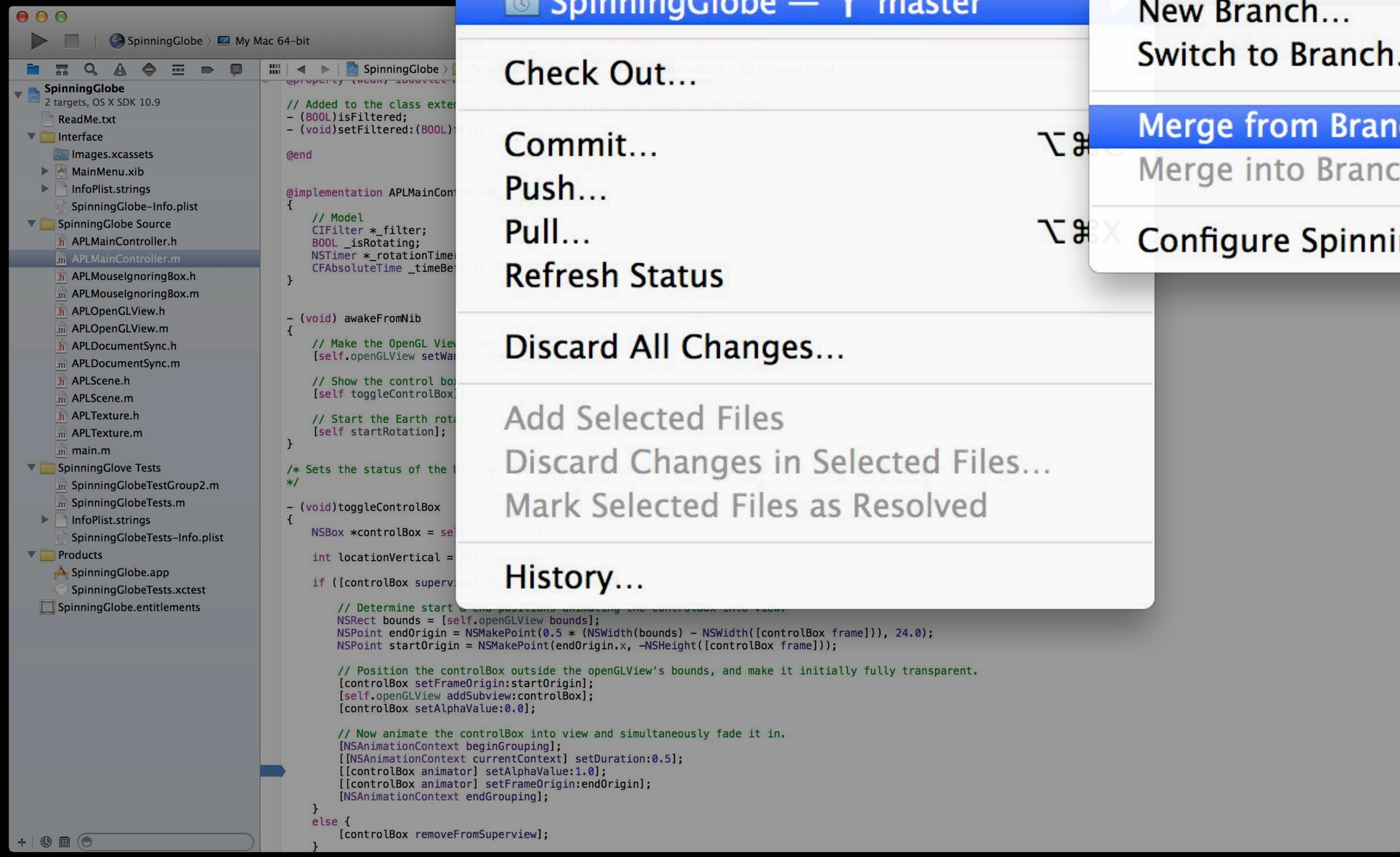
New Branch…

Switch to Branch…

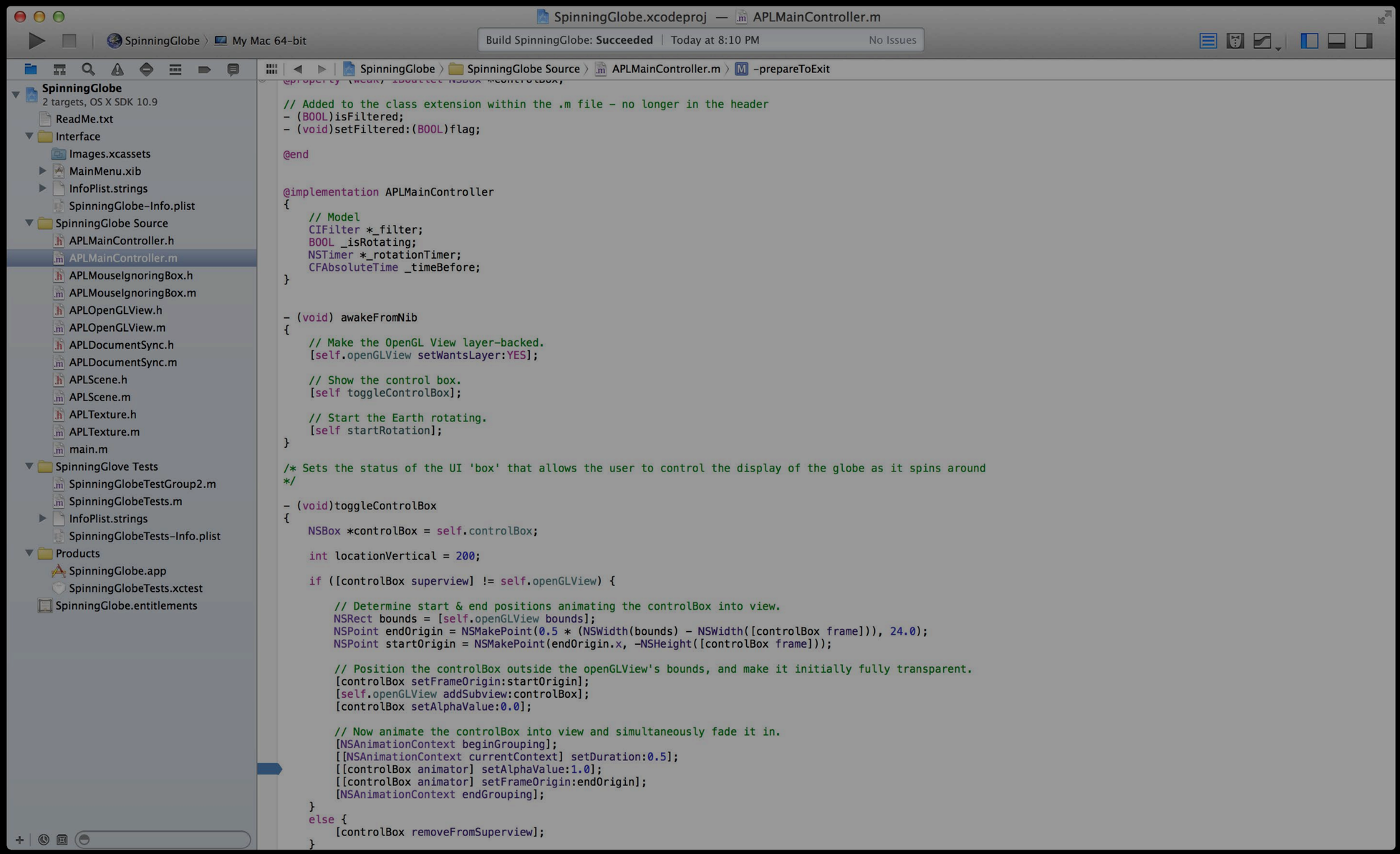
Merge from Branch…

Merge into Branch…

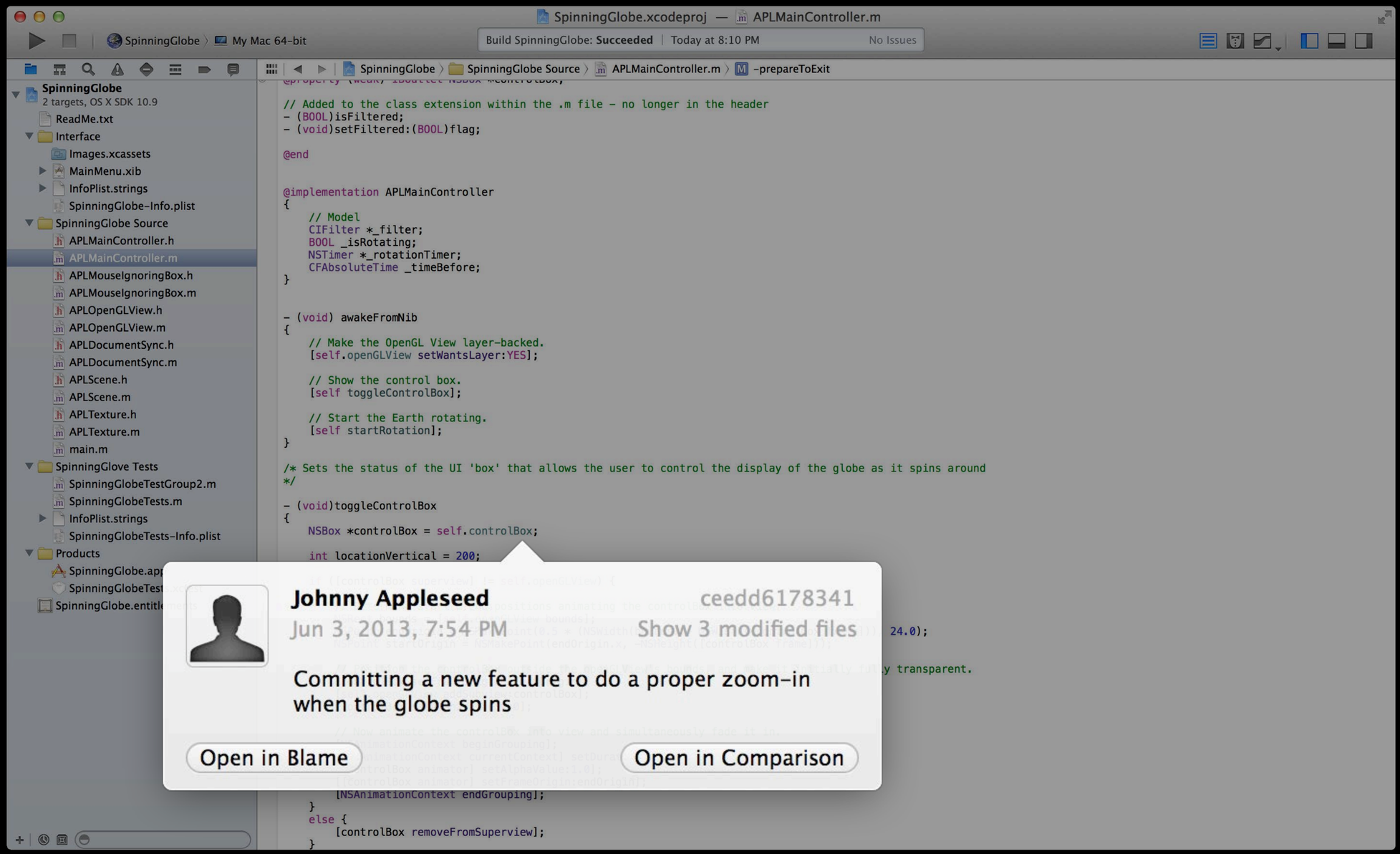
Configure SpinningGlobe…

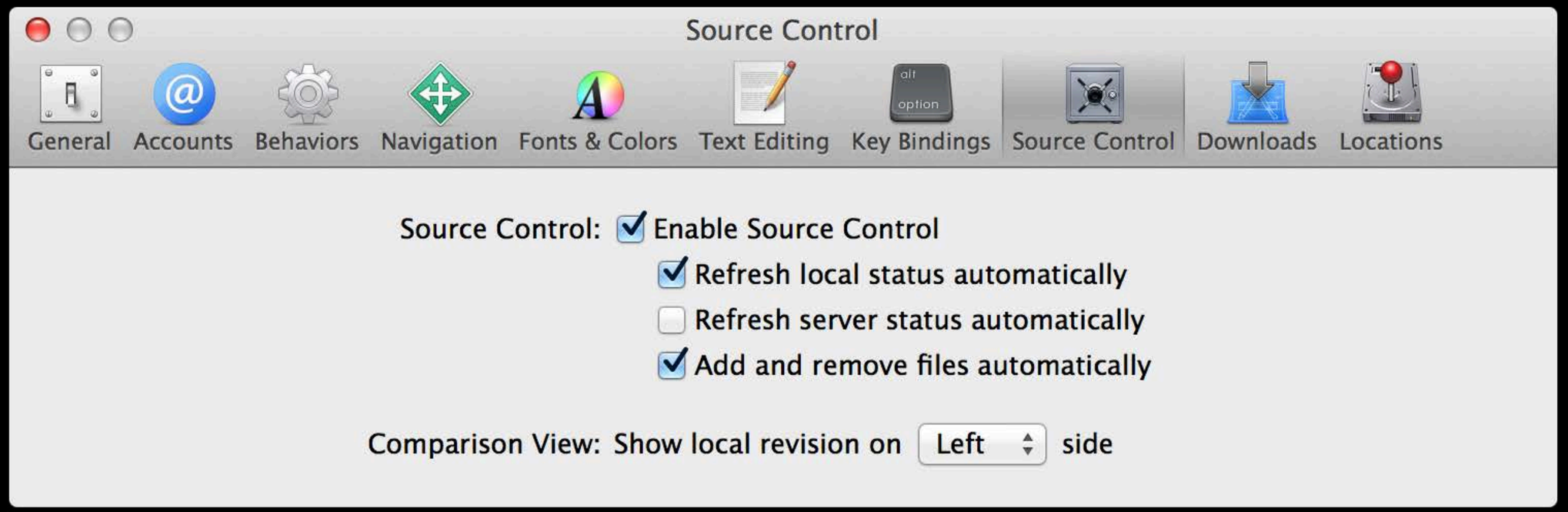


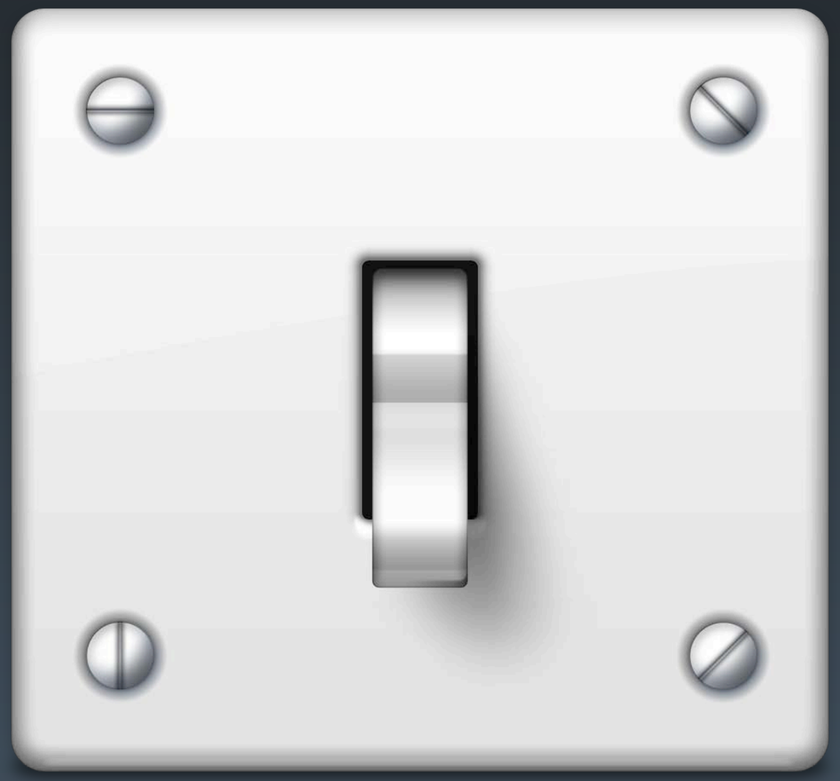
Navigate Editor Product Debug Source Control Window Help



Navigate Editor Product Debug Source Control Window Help




Source Control
General
Accounts
Behaviors
Navigation
Fonts & Colors
Text Editing
Key Bindings
Source Control
Downloads
Locations
Source Control: Enable Source Control
Refresh local status automatically
Refresh server status automatically
Add and remove files automatically
Comparison View: Show local revision on Left side



Automatic Configuration

Accounts

General | Accounts | Behaviors | Navigation | Fonts & Colors | Text Editing | Key Bindings | Source Control | Downloads | Locations

Apple IDs

Personal Developer Account
johnny_appleseed

Repositories

AwesomeApp
https://japlseed@github.com/Jo...

RunningApp
https://github.com/JohnnyApple...

SharedRepo.git
https://johnnyapple@github.co...

Servers

MacBook Pro Retina 15"
MacBook-Pro-Retina-15.local

Mini Bot Server
Mini-Bot-Server.local

+ − ⚙

Apple ID

Apple ID: johnny_appleseed

Password: ••••••••

Description: Personal Developer Account

Name	iOS	Mac
My Great Company	Agent	Agent

View Details...

Jogr.xcodeproj

Jogr › iPhone | Build Jogr: **Succeeded** | Today at 9:09 PM | No Issues

Jogr
2 targets, iOS SDK 7.0 M

- Jogr Source
  - Model
    - RouteData.h
    - RouteData.m
    - RunData.h
    - RunData.m
  - View
    - RoutePathOverlay.h
    - RoutePathOverlay.m
    - GraphView.h
    - GraphView.m
  - Controller
    - AppDelegate.h
    - AppDelegate.m
    - RunViewController.h
    - RunViewController.m
    - MapRoutesViewController.h
    - MapRoutesViewController.m
    - RouteDetailsViewController.h
    - RouteDetailsViewController.m
    - RunDetailsViewController.h
    - RunDetailsViewController.m
  - Resources
    - Jogr.storyboard
    - embarcadero.jpg
    - Pier39RunDescription.rtf
    - Images.xcassets
    - SampleRuns
  - Supporting Files
- Jogr Tests
  - JogrTests.m
  - Supporting Files
- Frameworks
- Products

Jogr

Jogr | General | Capabilities | Info | Build Settings | Build Phases | Build Rules

Identity

Bundle Identifier: com.appleseed.Jogr
Version: 1.0
Build: 42
Team: My Great Company

Deployment Info

Deployment Target: 7.0
Devices: iPhone
Main Interface: Jogr
Device Orientation: Portrait, Upside Down, Landscape Left, Landscape Right
Status Bar Style: Default
Hide during application launch

App Icons

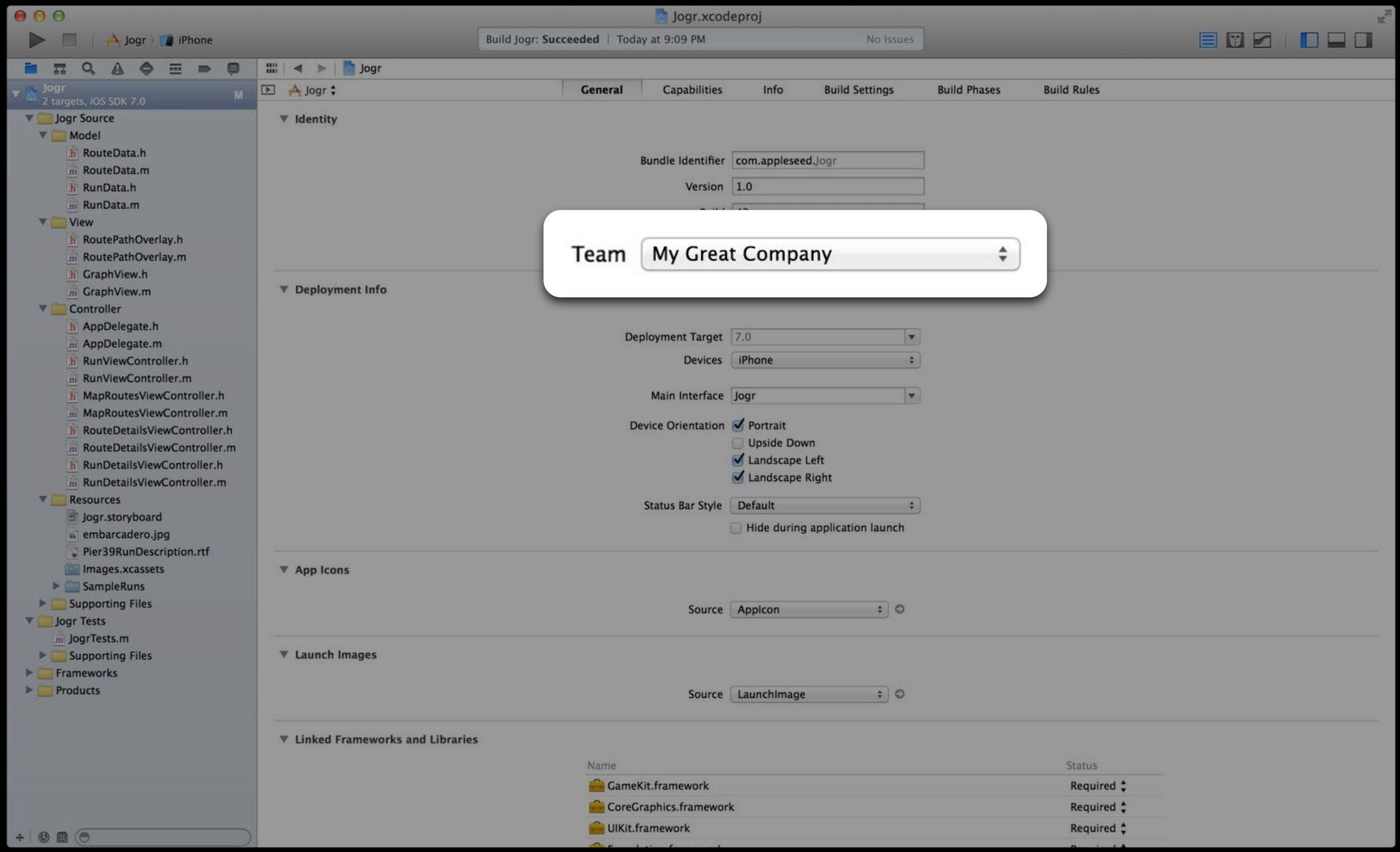
Source: AppIcon

Launch Images

Source: LaunchImage

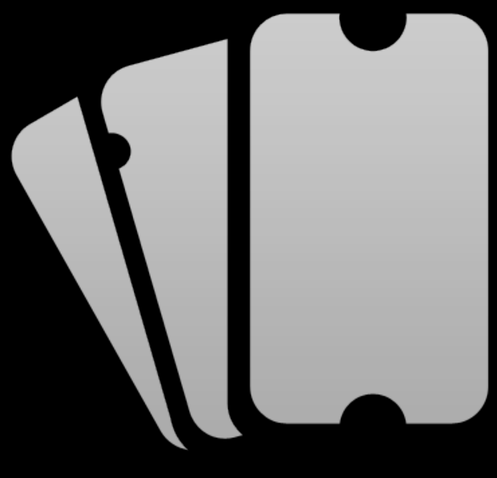
Linked Frameworks and Libraries

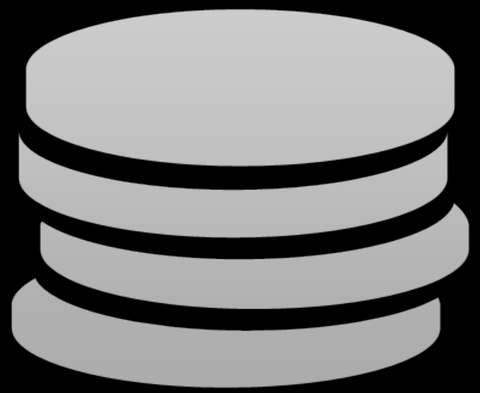
Name	Status
GameKit.framework	Required
CoreGraphics.framework	Required
UIKit.framework	Required


Jogr.xcodeproj
Jogr 〉 iPhone
Build Jogr: Succeeded | Today at 9:09 PM
No Issues
Jogr
2 targets, iOS SDK 7.0
M
Jogr Source
Model
RouteData.h
RouteData.m
RunData.h
RunData.m
View
RoutePathOverlay.h
RoutePathOverlay.m
GraphView.h
GraphView.m
Controller
AppDelegate.h
AppDelegate.m
RunViewController.h
RunViewController.m
MapRoutesViewController.h
MapRoutesViewController.m
RouteDetailsViewController.h
RouteDetailsViewController.m
RunDetailsViewController.h
RunDetailsViewController.m
Resources
Jogr.storyboard
embarcadero.jpg
Pier39RunDescription.rtf
Images.xcassets
SampleRuns
Supporting Files
Jogr Tests
JogrTests.m
Supporting Files
Frameworks
Products
Jogr
Jogr
General
Capabilities
Info
Build Settings
Build Phases
Build Rules
Identity
Bundle Identifier
com.appleseed.Jogr
Version
1.0
Team
My Great Company
Deployment Info
Deployment Target
7.0
Devices
iPhone
Main Interface
Jogr
Device Orientation
Portrait
Upside Down
Landscape Left
Landscape Right
Status Bar Style
Default
Hide during application launch
App Icons
Source
AppIcon
Launch Images
Source
LaunchImage
Linked Frameworks and Libraries
Name
Status
GameKit.framework
Required
CoreGraphics.framework
Required
UIKit.framework
Required

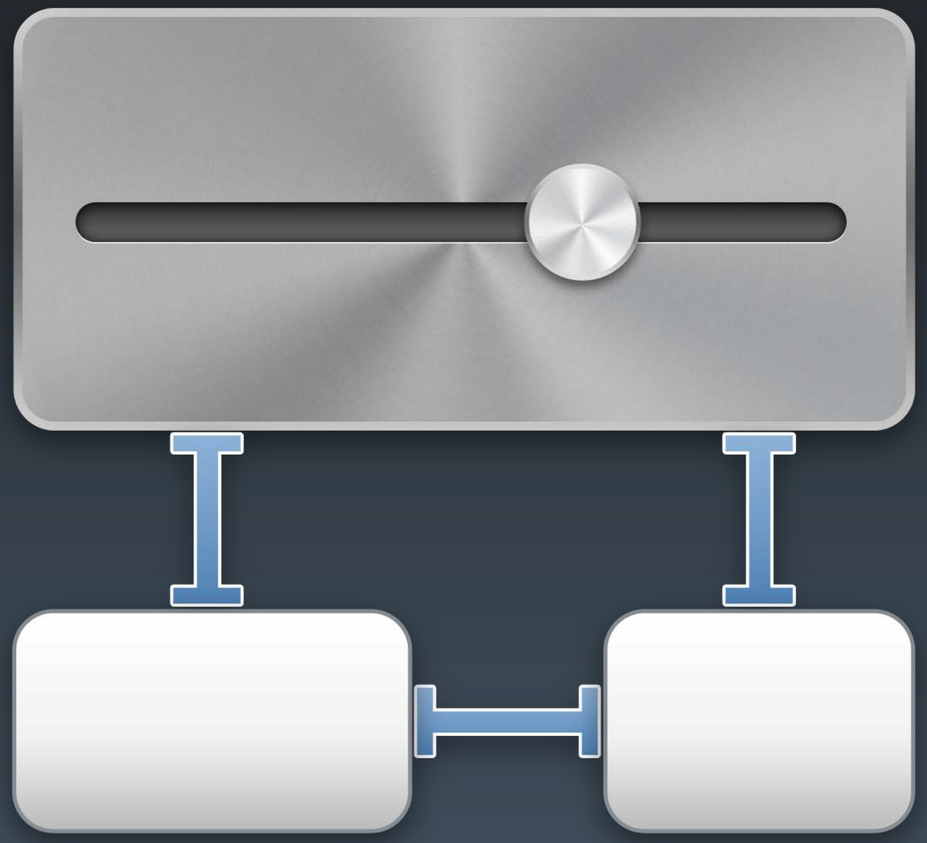
Capabilities


OFF






ON



Interface Design

Jogr.xcodeproj — Jogr.storyboard

Jogr 〉 iPhone

Build Jogr: **Succeeded** | 6/4/13 at 8:04 AM 7

Jogr 〉 Jogr Source 〉 Resources 〉 Jogr.storyboard 〉 Root View Controller Scene 〉 Root View Controller 〉 View 〉 Button

Navigation Controller

Navigation Controller

Jogr

GET READY TO JOG

TIMER

ROUTES

Run

Button

Type: Custom

State Config: Default

Title: Plain

Default Title

Font: System Bold 24.0

Text Color

Shadow Color: Default

Image: Default Image

Background: RoutesButton

Shadow Offset: 0.0 Width, 0.0 Height

Drawing: Reverses On Highlight; Shows Touch On Highlight; Highlighted Adjusts Image; Disabled Adjusts Image

Line Break: Truncate Middle

Edge: Content

Inset: 0 Top, 0 Bottom, 0 Left, 0 Right

Control

Alignment: Horizontal, Vertical

Label | Button | 1 2 | Text

TimT: Can't get the button press to align properly in Keynote. May just need to highlight.

Run

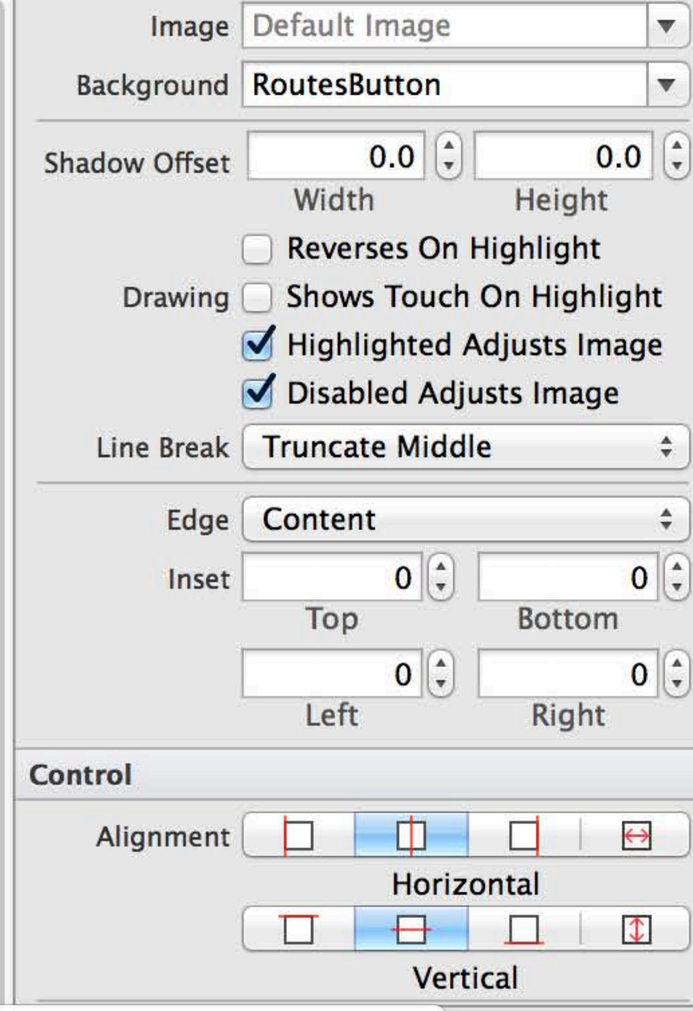
Image: Default Image
Background: RoutesButton
Shadow Offset: 0.0 Width, 0.0 Height
Reverses On Highlight
Drawing: Shows Touch On Highlight
Highlighted Adjusts Image
Disabled Adjusts Image
Line Break: Truncate Middle
Edge: Content
Inset: 0 Top, 0 Bottom, 0 Left, 0 Right

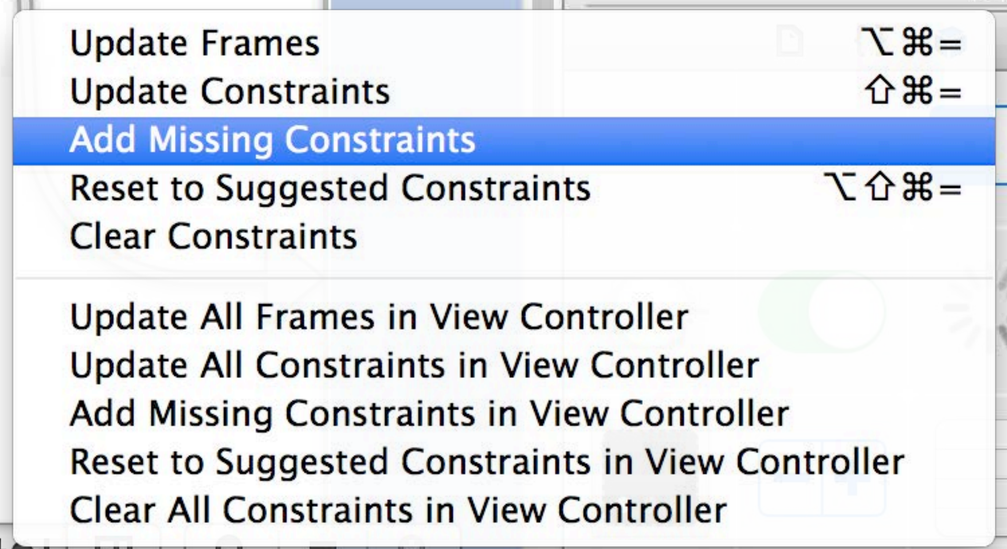
Control

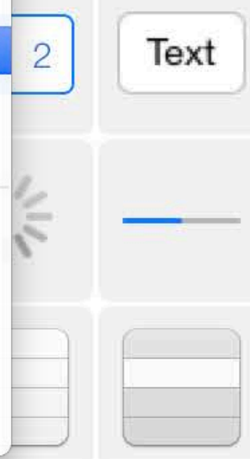
Alignment: Horizontal, Vertical

Label Button 1 2 Text

TimT: Can't get the button press to align properly in Keynote. May just need to highlight.







Asset Catalog

Image Slicing

Demo

Moving your app to iOS 7

Jon Hess

Compiler and Language

Apple LLVM

llvm-gcc 4.2

Apple LLVM 5

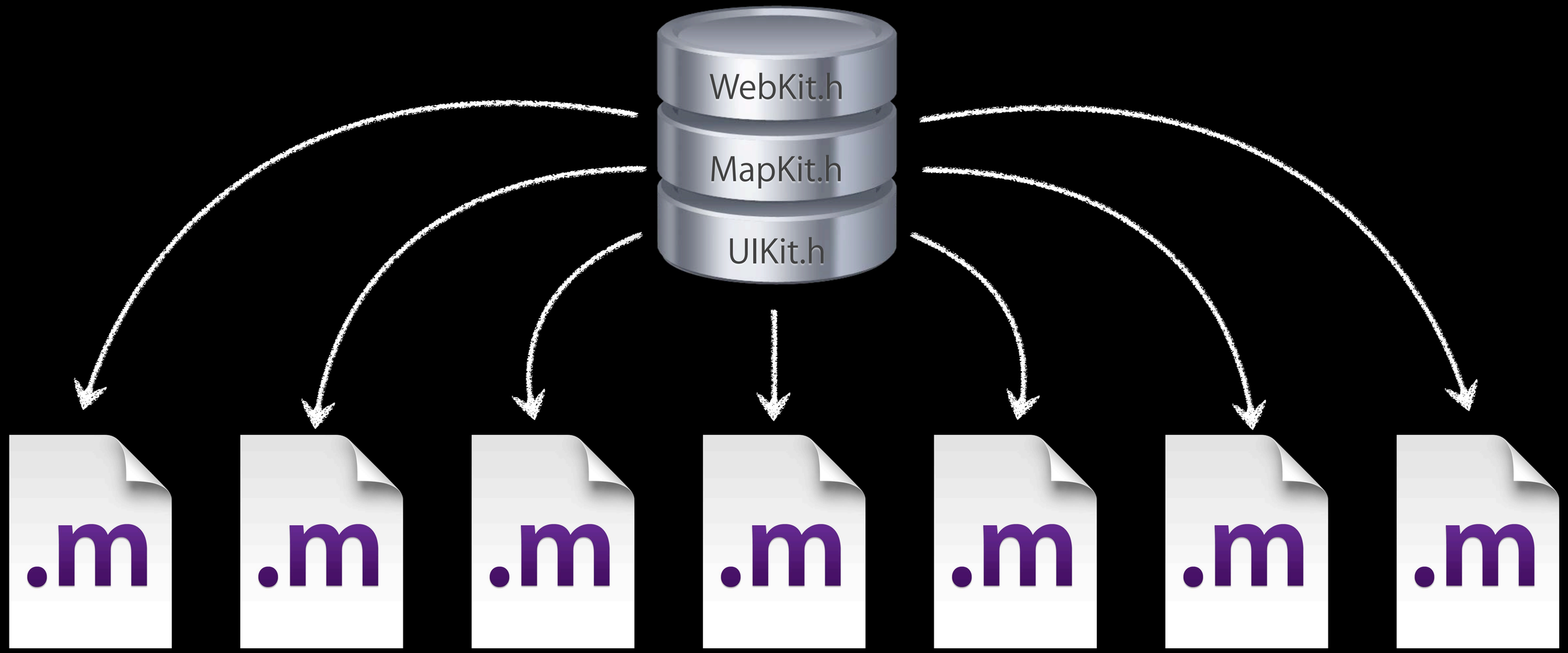

.m

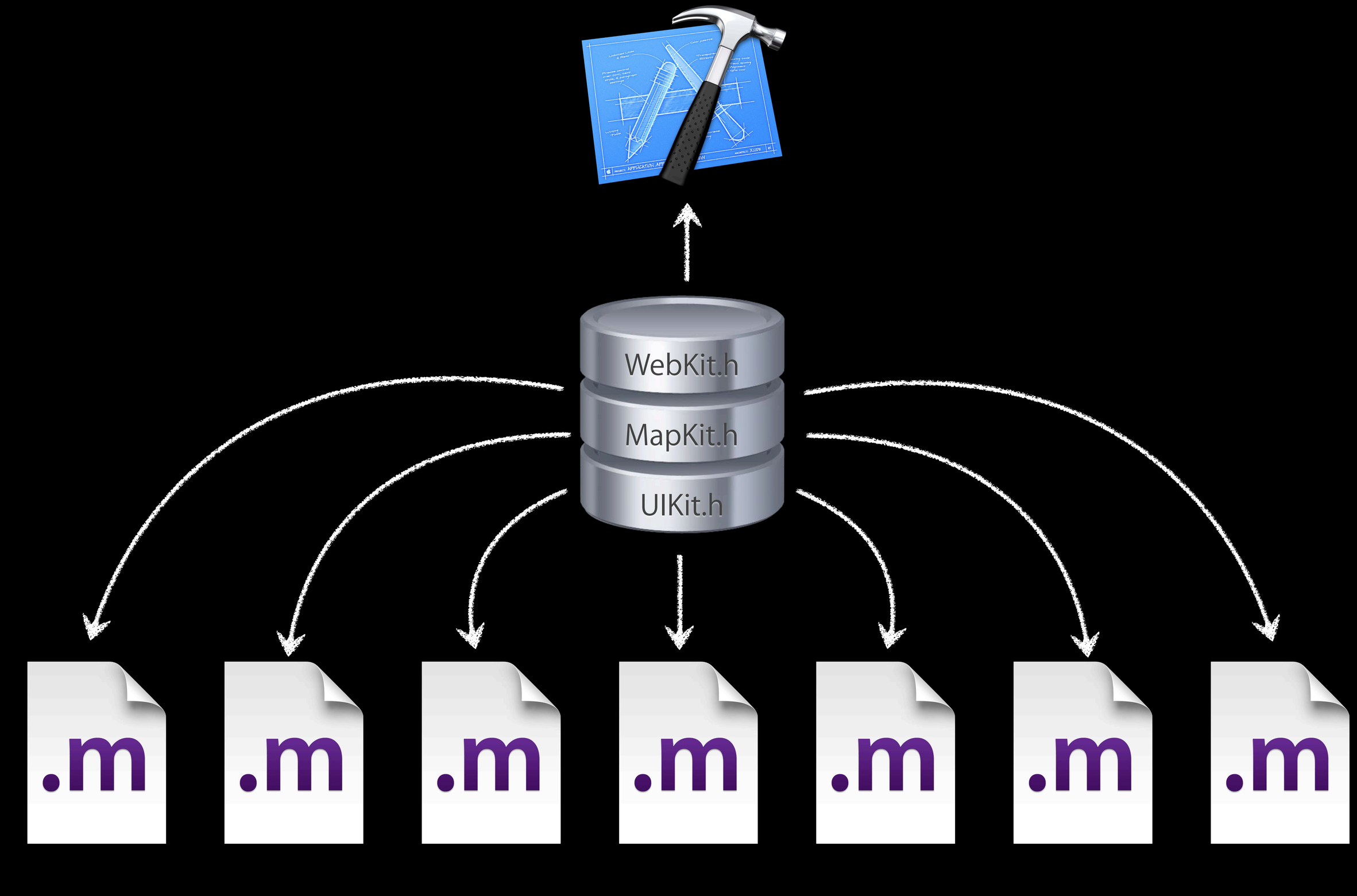

.m

Modules


WebKit.h
MapKit.h
UIKit.h


.m


WebKit.h
MapKit.h
UIKit.h
.m
.m
.m
.m
.m
.m
.m


WebKit.h
MapKit.h
UIKit.h
.m
.m
.m
.m
.m
.m
.m

Reduced .pch management

Automatically link frameworks

Faster build, analyze & index

2.3x

Generalized attributes

User-defined literals

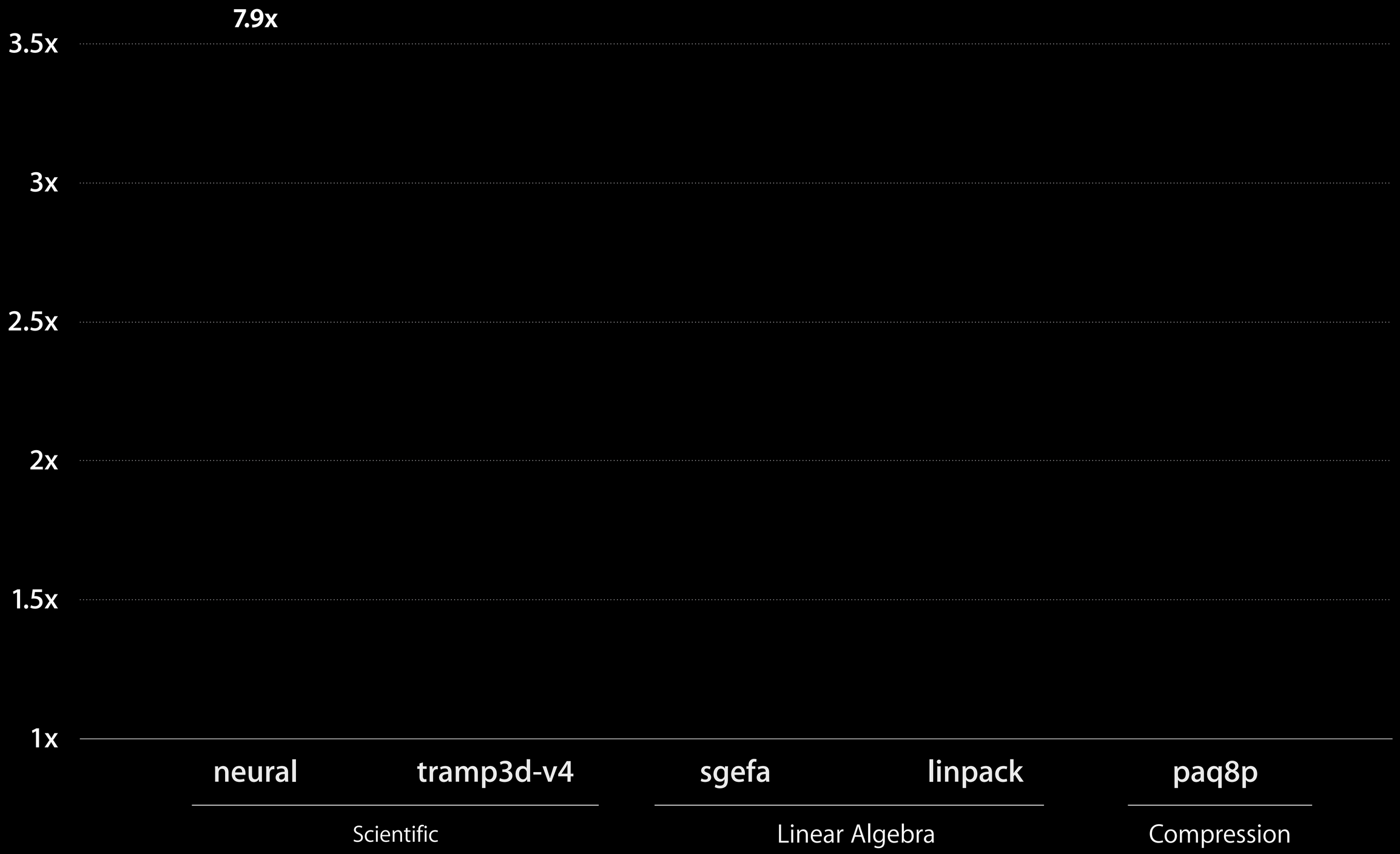
Inheriting constructors

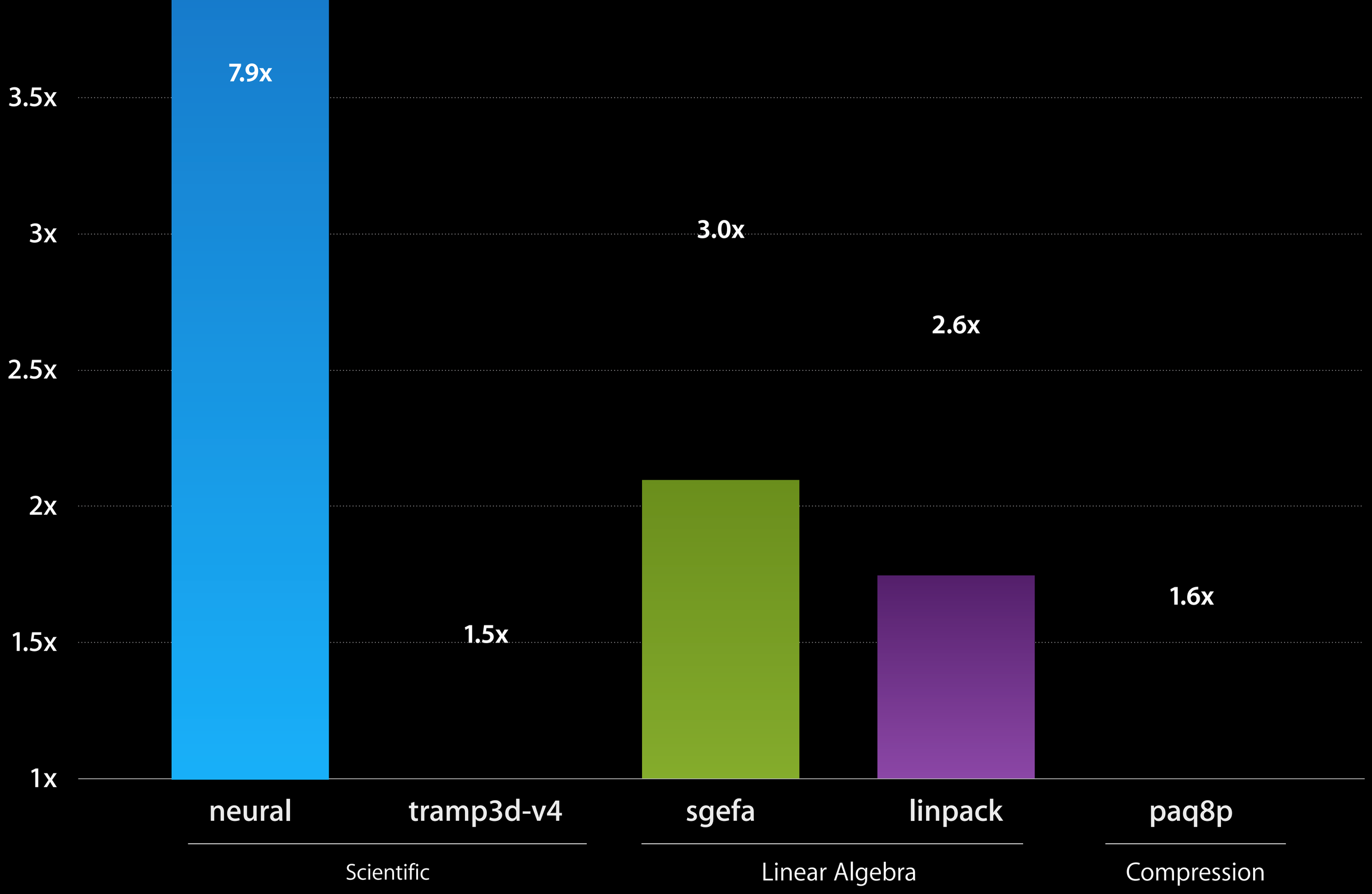
Alignment - alignof/alignas

Unrestricted unions

UCNs in literals

Auto-Vectorizer


7.9x
3.5x
3x
2.5x
2x
1.5x
1x
neural
tramp3d-v4
sgefa
linpack
paq8p
Scientific
Linear Algebra
Compression


3.5x
3x
2.5x
2x
1.5x
1x
7.9x
1.5x
3.0x
2.6x
1.6x
neural
tramp3d-v4
sgefa
linpack
paq8p
Scientific
Linear Algebra
Compression

Built right into OS X

No additional download

Unix tools upgraded with Xcode

```
/*! My custom code to remove evil strings from otherwise nice arrays.
 * \param myArray An array that has some nasty string hiding inside
 * \param myString A nasty string that must be removed from the array
 * \returns A new array, copied from the passed array, minus the string
*/
- (NSArray*)filterArray:(NSArray*)myArray withString:(NSString*)myString;
```

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/*! My custom code to remove evil strings from otherwise nice arrays.
 * \param myArray An array that has some nasty string hiding inside
 * \param myString A nasty string that must be removed from the array
 * \returns A new array, copied from the passed array, minus the string
*/
- (NSArray*)filterArray:(NSArray*)myArray withString:(NSString*)myString;
```

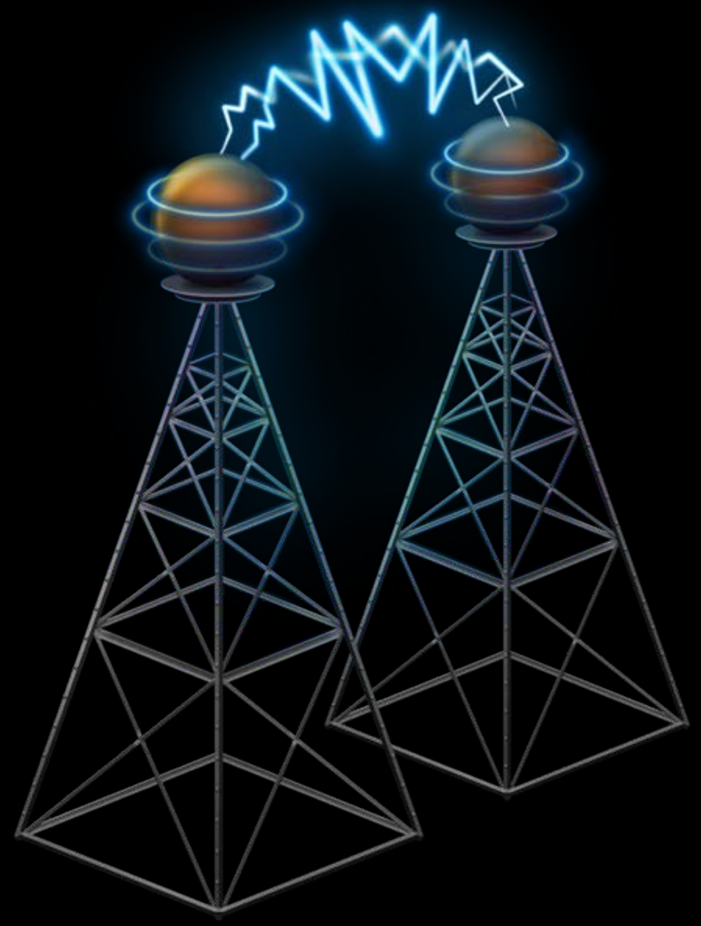
Declaration	- (NSArray *)filterArray:(NSArray *)myArray withString:(NSString *)myString;
Description	My custom code to remove evil strings from otherwise nice arrays.
Parameters	myArray An array that has some nasty string hiding inside myString A nasty string that must be removed from the array
Returns	A new array, copied from the passed array, minus the string
Declared In	APLMainController.h

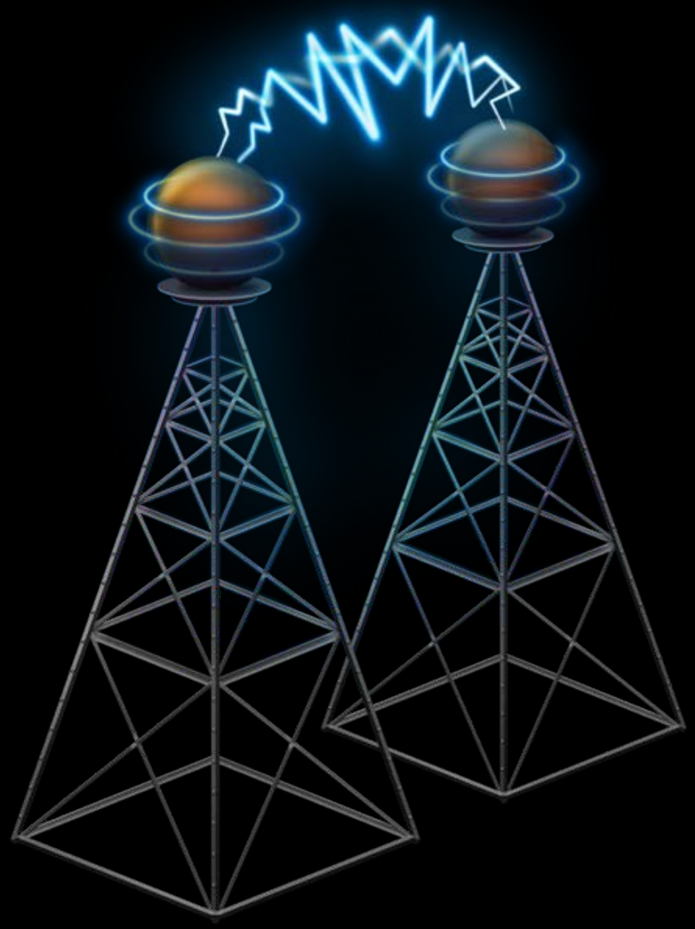
New analysis checks

Deeper Objective-C analysis

C++ constructors

Analyze a single file






Unlimited Undo & Redo
Color palette
Precise control over font, text style, & paragraph settings
Writing Tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1


Unlimited Undo
& Redo
Color palette
Transparency
Effects
Precise control
over font, text
style, & paragraph
settings
Writing
Tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1

Xcode Debugger

gdb


LLDB

SpinningGlobe.xcodeproj — APLMainController.m

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -toggleControlBox

Find | nsimage | 2 | Done

SpinningGlobe
PID 33100, Paused

- **CPU** 0%
- **Memory** 3.4 MB
- **Energy Use**
- **iCloud**
- **Thread 1**
  Queue: com.apple.main-thread
  - 0 -[APLMainController toggleCon…
  - 1 -[APLMainController awakeFro…
  - 2 -[NSSet makeObjectsPerformSel…
  - 8 NSApplicationMain
  - 9 main
  - 10 start
  - 11 start
- **Thread 2**
- **Thread 3**
  Queue: com.apple.libdispatch-manager
- **Thread 4**
- **Thread 5**
- **Thread 6**

```
    // Show the control box.
    [self toggleControlBox];

    // Start the Earth rotating.
    [self startRotation];
}

/* Sets the status of the UI 'box' that allows the user to control the display of the globe as it spins around
*/

- (void)toggleControlBox
{
    NSBox *controlBox = self.controlBox;

    APLSnapshot *testObject = [APLSnapshot alloc];
    [testObject setup];

    int locationVertical = 200;

    if ([controlBox superview] != self.openGLView) {

        // Determine start & end positions animating the controlBox into view.
        NSRect bounds = [self.openGLView bounds];
        NSPoint endOrigin = NSMakePoint(0.5 * (NSWidth(bounds) - NSWidth([controlBox frame])), 24.0);
        NSPoint startOrigin = NSMakePoint(endOrigin.x, -NSHeight([controlBox frame]));

        // Position the controlBox outside the openGLView's bounds, and make it initially fully transparent.
        [controlBox setFrameOrigin:startOrigin];
        [self.openGLView addSubview:controlBox];
        [controlBox setAlphaValue:0.0];

        // Now animate the controlBox into view and simultaneously fade it in.
        [NSAnimationContext beginGrouping];
        [[NSAnimationContext currentContext] setDuration:0.5];
        [[controlBox animator] setAlphaValue:1.0];
        [[controlBox animator] setFrameOrigin:endOrigin];
        [NSAnimationContext endGrouping];
    }
    else {
        [controlBox removeFromSuperview];
    }


    printf("locationVertical = %i\n", locationVertical);                    Thread 1: breakpoint 1.1
}


- (NSArray*)filterArray:(NSArray*)myArray withString:(NSString*)myString;
{
    printf("Yep, stuff is now clean.\n");

    return myArray;
}

- (void)prepareToExit
{
    NSArray* testArray = @[@"hello", @"I", @"must", @"be", @"going"];
```

SpinningGlobe 〉 Thread 1 〉 0 -[APLMainController toggleControlBox]

SpinningGlobe.xcodeproj — APLMainController.m

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -toggleControlBox

Find | nsimage | 2 | Done

SpinningGlobe
PID 33100, Paused

- CPU 0%
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  - 0 -[APLMainController toggleCon…
  - 1 -[APLMainController awakeFro…
  - 2 -[NSSet makeObjectsPerformSel…
  - 8 NSApp…
  - 9 main
  - 10 start
  - 11 start
- **Thread 2**
- **Thread 3** Queue: com.apple.libdispatch-manager
- **Thread 4**
- **Thread 5**
- **Thread 6**

▶ (APLSnapshot *) 0x1002268d0

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    }
    else {
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    }

    printf("locationVertical = %i\n", locationVertical);                    Thread 1: breakpoint 1.1
}

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SpinningGlobe 〉 Thread 1 〉 0 -[APLMainController toggleControlBox]

SpinningGlobe.xcodeproj — APLMainController.m

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -toggleControlBox

Find | nsimage | Done

SpinningGlobe
PID 33100, Paused

CPU 0%

Memory 3.4 MB

Energy Use

iCloud

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Queue: com.apple.main-thread

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    [testObject setup];
```

(APLSnapshot *) 0x1002268d0

- NSObject
- zoomFactor = (NSInteger) 90
- totalArea = (NSRect) (x=0, y=0), (width=400, height=750)
- spinningPath = (NSBezierPath *) 0x100226f70
- snapshot = (NSImage *) 0x100226b70

```
        [[controlBox animator] setAlphaValue:1.0];
        [[controlBox animator] setFrameOrigin:endOrigin];
        [NSAnimationContext endGrouping];
    }
    else {
        [controlBox removeFromSuperview];
    }

    printf("locationVertical = %i\n", locationVertical);
}

- (NSArray*)filterArray:(NSArray*)myArray withString:(NSString*)myString;
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    NSArray* testArray = @[@"hello", @"I", @"must", @"be", @"going"];
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Thread 1: breakpoint 1.1

SpinningGlobe 〉 Thread 1 〉 0 -[APLMainController toggleControlBox]

SpinningGlobe.xcodeproj — APLMainController.m

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -toggleControlBox

Find | nsimage | Done

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PID 33100, Paused

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Memory 3.4 MB

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▼ (APLSnapshot *) 0x1002268d0
▶ NSObject
zoomFactor = (NSInteger) 90
▶ totalArea = (NSRect) (x=0, y=0), (width=400, height=750)
▶ spinningPath = (NSBezierPath *) 0x100226f70
▶ snapshot = (NSImage *) 0x100226b70

```
Path <0x100226f70>
  Bounds: {{100, 71.132486540518684}, {200,
228.8675134594813}}
  Control point bounds: {{100, 0}, {200, 300}}
    100.000000 100.000000 moveto
    200.000000 300.000000 lineto
    300.000000 100.000000 lineto
    200.000000 200.000000 200.000000 0.000000 100.000000
100.000000 curveto
    closepath
    100.000000 100.000000 moveto
```

```
        [[controlBox animator] setAlphaValue:1.0];
        [[controlBox animator] setFrameOrigin:endOrigin];
        [NSAnimationContext endGrouping];
    }
    else {
        [controlBox removeFromSuperview];
    }

    printf("locationVertical = %i\n", locationVertical);
}

- (NSArray*)filterArray:(NSArray*)myArray withString:(NSString*)myString;
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}

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{
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```

Thread 1: breakpoint 1.1

SpinningGlobe 〉 Thread 1 〉 0 -[APLMainController toggleControlBox]

SpinningGlobe.xcodeproj — APLMainController.m

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -toggleControlBox

Find | nsimage | Done

SpinningGlobe
PID 33100, Paused

CPU 0%

Memory 3.4 MB

Energy Use

iCloud

Thread 1
Queue: com.apple.main-thread

0 -[APLMainController toggleCon...
1 -[APLMainController awakeFro...
2 -[NSSet makeObjectsPerformSel...

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    // Show the control box.
    [self toggleControlBox];

    // Start the Earth rotating.
    [self startRotation];
}

/* Sets the status of the UI 'box' that allows the user to control the display of the globe as it spins around
*/

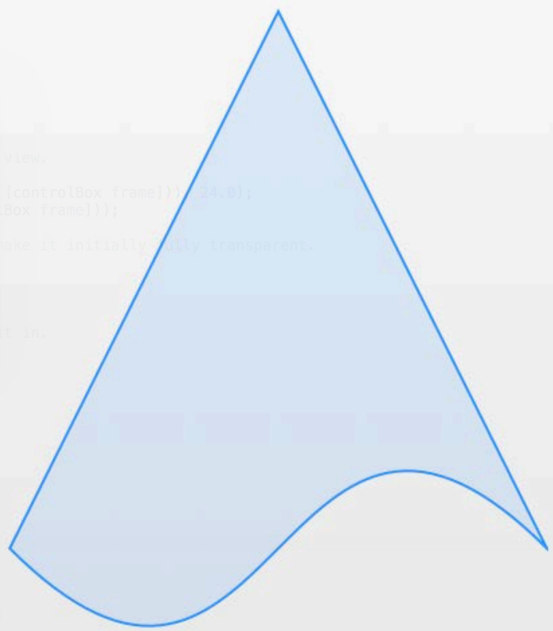
- (void)toggleControlBox
{
    NSBox *controlBox = self.controlBox;

    APLSnapshot *testObject = [APLSnapshot alloc];
    [testObject setup];
```

(APLSnapshot *) 0x1002268d0

- NSObject
- zoomFactor = (NSInteger) 90
- totalArea = (NSRect) (x=0, y=0), (width=400, height=750)
- spinningPath = (NSBezierPath *) 0x100226f70
- snapshot = (NSImage *) 0x100226b70

spinningPath



```
        [[controlBox animator] setAlphaValue:1.0];
        [[controlBox animator] setFrameOrigin:endOrigin];
        [NSAnimationContext endGrouping];
    }
    else {
        [controlBox removeFromSuperview];
    }

    printf("locationVertical = %i\n", locationVertical);
}

- (NSArray*)filterArray:(NSArray*)myArray withString:(NSString*)m
{
    printf("Yep, stuff is now clean.\n");

    return myArray;
}

- (void)prepareToExit
{
    NSArray* testArray = @[@"hello", @"I", @"must", @"be", @"going"];
```

Thread 1: breakpoint 1.1

SpinningGlobe 〉 Thread 1 〉 0 -[APLMainController toggleControlBox]

SpinningGlobe.xcodeproj — APLMainController.m

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -toggleControlBox

Find nsimage

SpinningGlobe
PID 33100, Paused

CPU 0%

Memory 3.4 MB

Energy Use

iCloud

Thread 1
Queue: com.apple.main-thread

0 -[APLMainController toggleCon...
1 -[APLMainController awakeFro...
2 -[NSSet makeObjectsPerformSel...

```
    // Show the control box.
    [self toggleControlBox];

    // Start the Earth rotating.
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```

▼ (APLSnapshot *) 0x1002268d0

▶ **NSObject**

zoomFactor = (NSInteger) 90

▶ **totalArea** = (NSRect) (x=0, y=0), (width=400, height=750)

▶ **spinningPath** = (NSBezierPath *) 0x100226f70

▶ **snapshot** = (NSImage *) 0x100226b70

```
        [[controlBox animator] setAlphaValue:1.0];
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        [NSAnimationContext endGrouping];
    }
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    }

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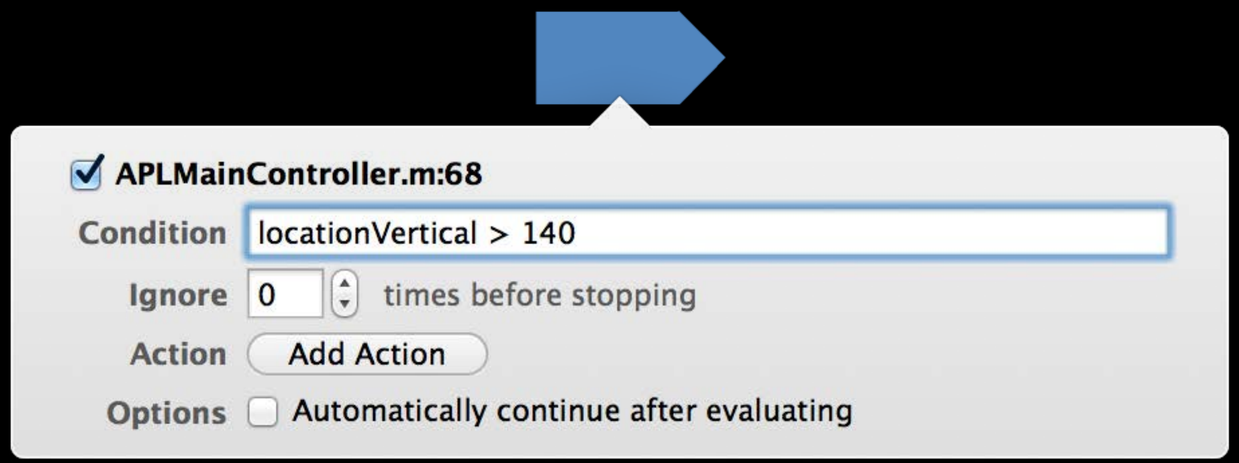
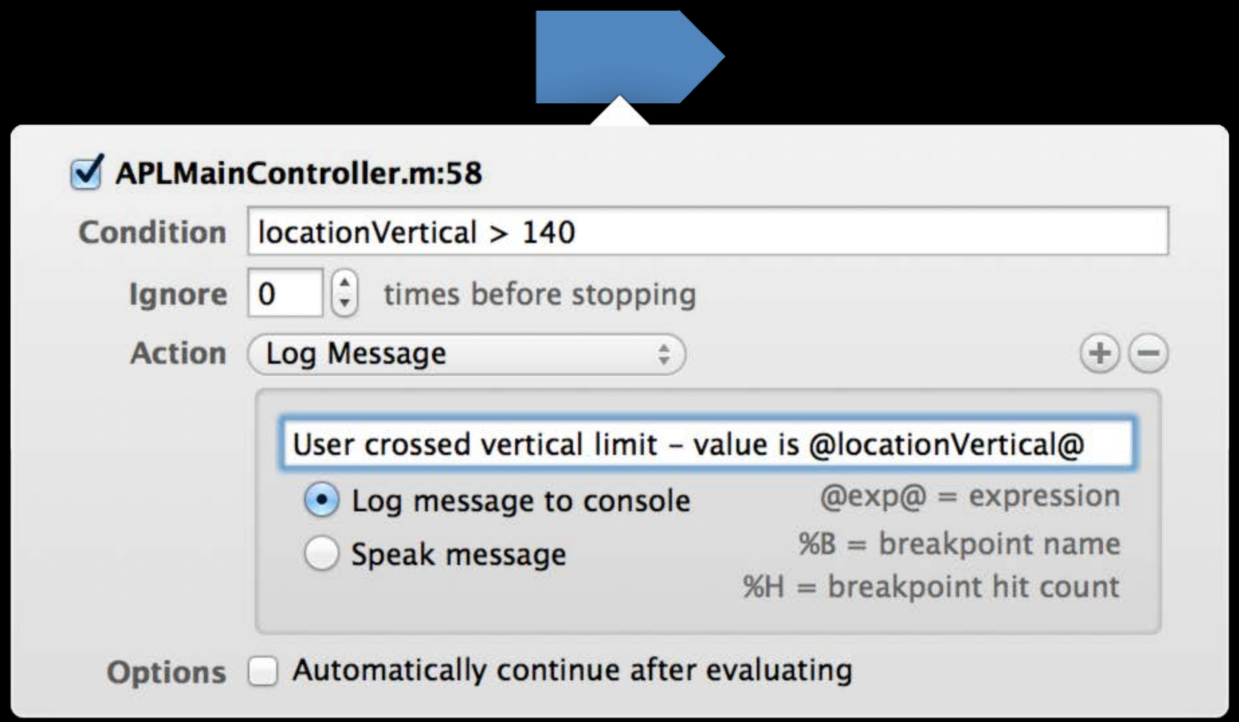
{
    NSArray* testArray = @[@"hello", @"I", @"must", @"be", @"goi
```

SpinningGlobe 〉 Thread 1 〉 0

snapshot

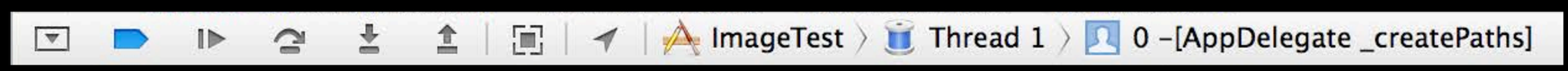
Open With Preview


APLMainController.m:68
Condition
locationVertical > 140
Ignore
0
times before stopping
Action
Add Action
Options
Automatically continue after evaluating


APLMainController.m:58
Condition
locationVertical > 140
Ignore
0
times before stopping
Action
Log Message
User crossed vertical limit – value is @locationVertical@
Log message to console
Speak message
@exp@ = expression
%B = breakpoint name
%H = breakpoint hit count
Options
Automatically continue after evaluating


ImageTest
Thread 1
0 -[AppDelegate _createPaths]


Hot News
Apple's App Store Marks Historic 50 Billionth Download
May 16, 2013
CUPERTINO, California—May 16, 2013—Apple® today announced that customers have downloaded over 50 billion apps* from the revolutionary App Store℠. Customers are downloading more than 800 apps per second at a rate of over two billion apps per month on the App Store. The 50 billionth app was Say the Same Thing by Space Inch, LLC, which was downloaded by Brandon Ashmore from Mentor, Ohio who received a $10,000 App Store Gift Card to commemorate this historic milestone.
"Apple would like to thank our incredible customers and developers for topping 50 billion apps downloaded," said Eddy Cue, Apple's senior vice president of Internet Software and Services. "The App Store completely transformed how people use their mobile devices and created a thriving app ecosystem that has paid out over nine billion dollars to developers. We're absolutely floored to cross this milestone in less than five years."
The App Store opened in July 2008 with 500 apps. Since its introduction, Apple's incredible developer community has created an app for doing almost everything imaginable on an iPhone®, iPad® and iPod touch®.
1 of 16 unread articles
Status: Updated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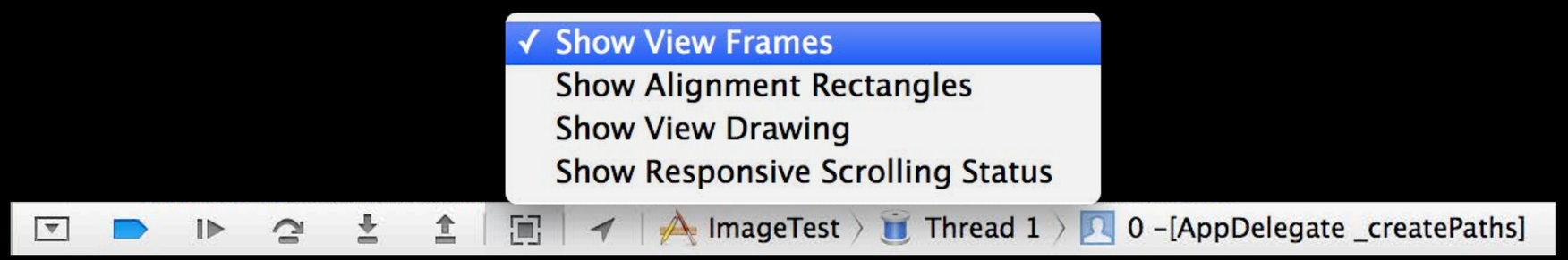
✓ Show View Frames
Show Alignment Rectangles
Show View Drawing
Show Responsive Scrolling Status
ImageTest
Thread 1
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ImageTest 〉 Thread 1 〉 0 -[AppDelegate _createPaths]

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1 of 16 unread articles

Status: Updated

Show View Frames
Show Alignment Rectangles
✓ Show View Drawing
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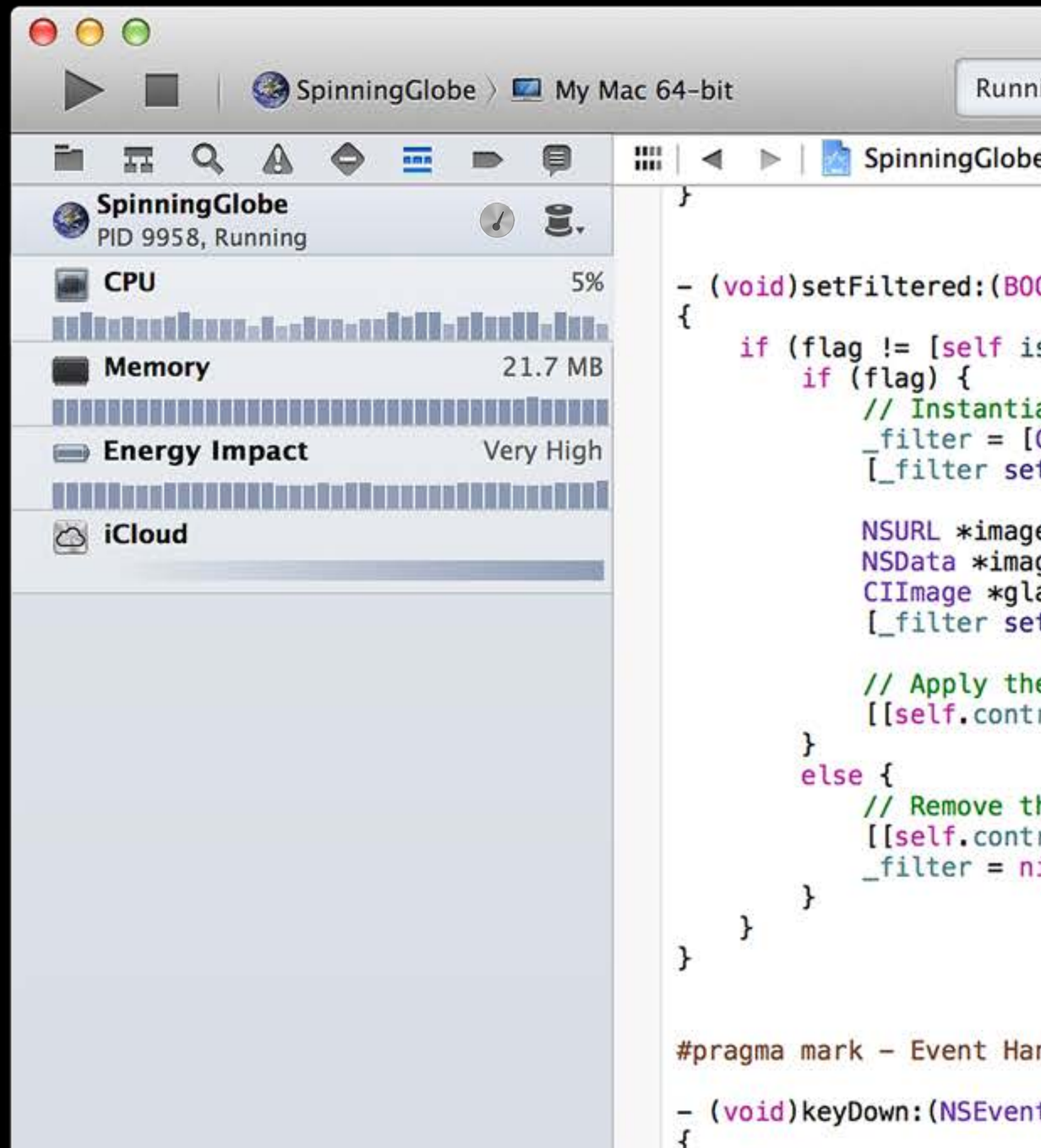
ImageTest 〉 Thread 1 〉 0 -[AppDelegate _createPaths]

Debug Gauges

CPU
Memory
iCloud
Energy
OpenGL ES



CPU
Memory
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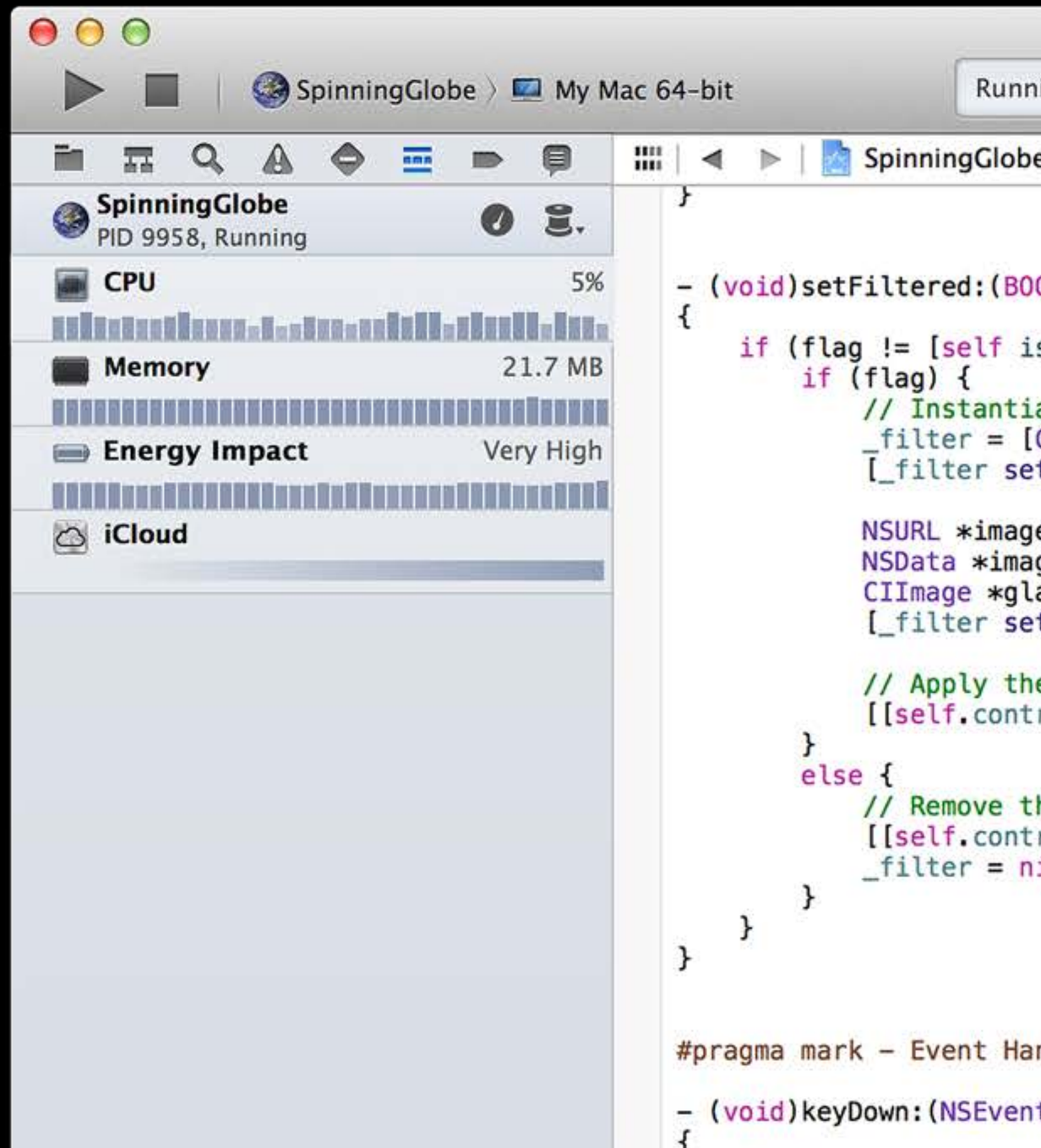
OpenGL ES



SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe 〉 SpinningGlobe Source 〉 APLMainController.m 〉 -filterArray:withString:

SpinningGlobe
PID 9958, Running

CPU 5%

Memory 21.7 MB

Energy Impact Very High

iCloud

```
}


- (void)setFiltered:(BOOL)flag
{
    if (flag != [self isFiltered]) {
        if (flag) {
            // Instantiate a Core Image "Glass Distortion" filter.
            _filter = [CIFilter filterWithName:@"CIGlassDistortion"];
            [_filter setDefaults];

            NSURL *imageURL = [[NSBundle mainBundle] URLForResource:@"smoothtexture" withExtension:@"png"];
            NSData *imageData = [NSData dataWithContentsOfURL:imageURL];
            CIImage *glassImage = [CIImage imageWithData:imageData];
            [_filter setValue:glassImage forKey:@"inputTexture"];

            // Apply the glass distortion to filter the openGLView content that's rendered behind the controlBox.
            [[self.controlBox animator] setBackgroundFilters:@[_filter]];
        }
        else {
            // Remove the filter and discard our pointer to it.
            [[self.controlBox animator] setBackgroundFilters:nil];
            _filter = nil;
        }
    }
}


#pragma mark - Event Handling

- (void)keyDown:(NSEvent *)event
{
    APLScene *scene = [self.openGLView scene];
    unichar c = [[event charactersIgnoringModifiers] characterAtIndex:0];
    switch (c) {

        // [space] toggles rotation of the globe.
        case 32:
            [self toggleRotation];
            break;

        // [W] toggles wireframe rendering
        case 'w':
        case 'W':
            [scene toggleWireframe];
            [self.openGLView setNeedsDisplay:YES];
            break;

        // [C] toggle displaying the control box
        case 'c':
        case 'C':
            [self toggleControlBox];
            break;

        default:
            break;
    }
```

SpinningGlobe

SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe
PID 9958, Running

- CPU 8%
- Memory 21.7 MB
- Energy Impact Very High
- iCloud

CPU Report

CPU

Profile In Instruments

Percentage Utilized

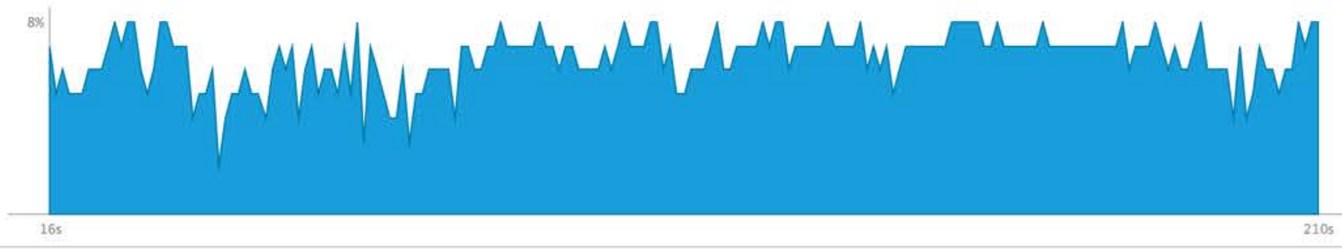
8%

Utilization Comparison

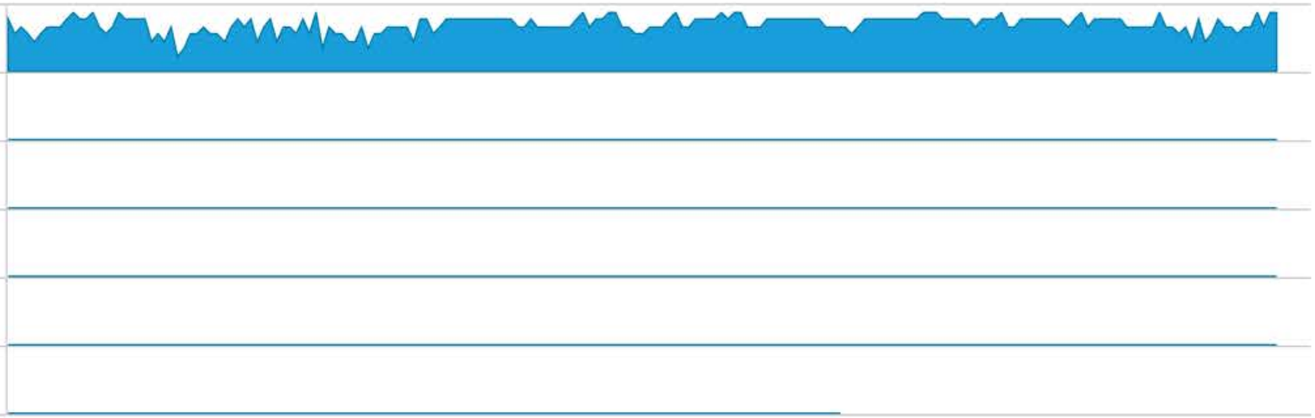
- **SpinningGlobe** 8%
- **Other Processes** 19%
- **Free** 773%

Utilization Over Time

Duration: 5 min 39 sec
High: 25%
Low: 0%



Threads



SpinningGlobe

SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

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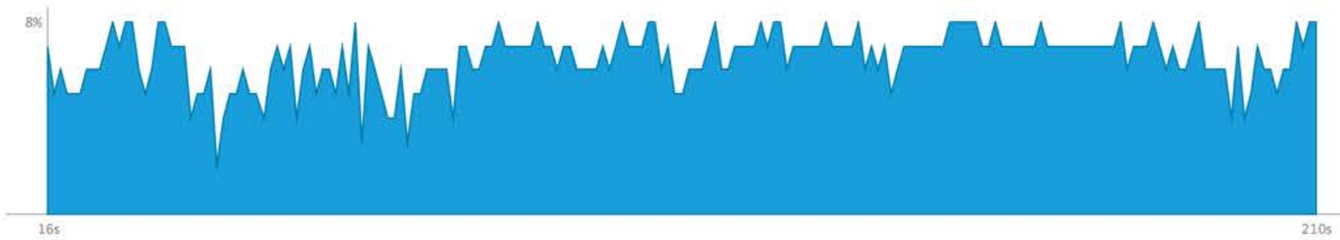
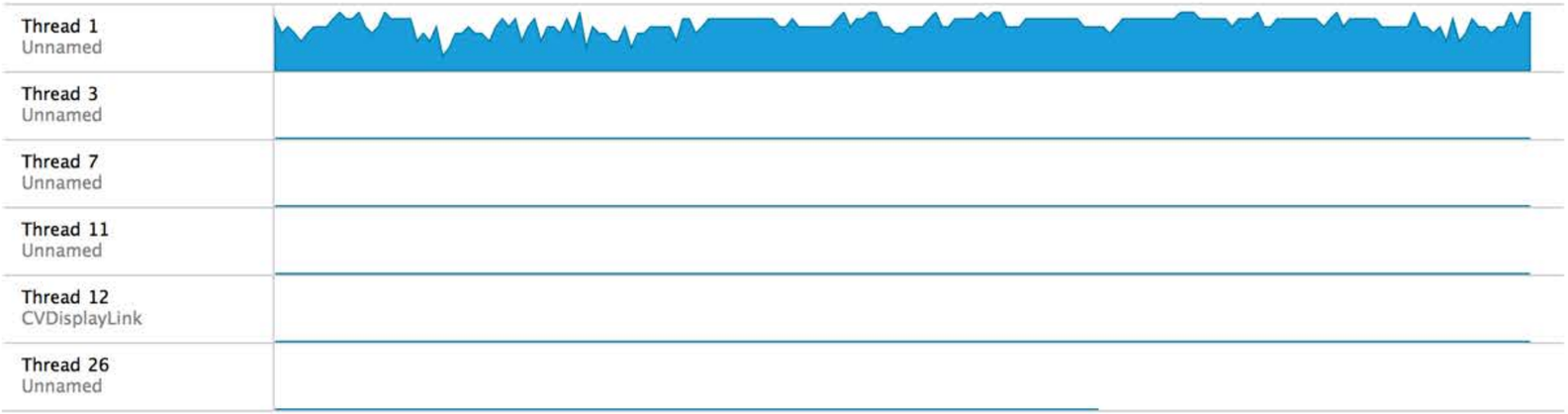


Threads



SpinningGlobe

SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit | Running SpinningGlobe : SpinningGlobe | No Issues

SpinningGlobe
PID 9958, Running

CPU 5%

Memory 21.7 MB

Energy Impact High

iCloud

Energy Report

Energy

Utilization

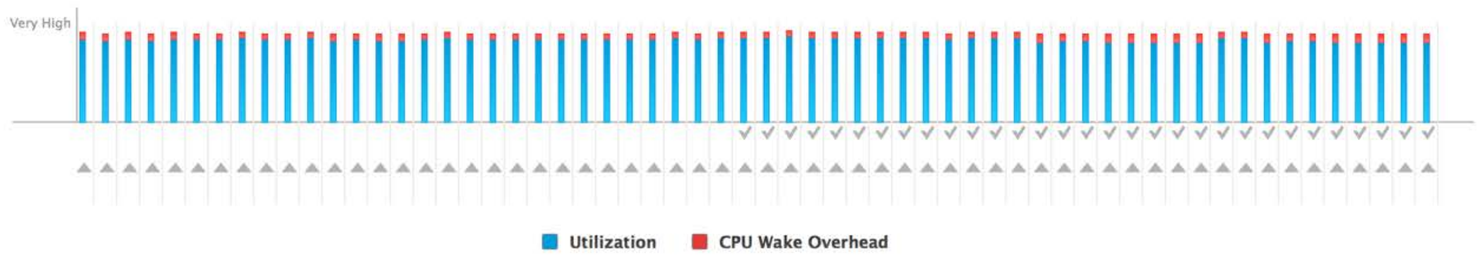
High

App Nap

60 Wakes Last Second

58 Avg Per Second

Energy Impact



Utilization CPU Wake Overhead

App Nap

To allow inactive applications to remain running while minimizing their impact on battery life, the system may lower execution priority and rate limit timers.

Track App Nap

Idle Prevention

Maximizing CPU idle time is an important part of energy efficiency. Timers can prevent CPU idle and should be avoided when other alternatives are available.

Find Timers

Find Polling

CPU Wake Overhead

System idle is an important part of using energy. Timers can prevent system idle and should be avoided when possible. Timers can be found using instruments. Detected in 5% of samples.

Micro Time Profile

SpinningGlobe

Demo

Debugging enhancements

Ken Orr

Test Navigator

Jogr.xcworkspace — JoggerTests.m

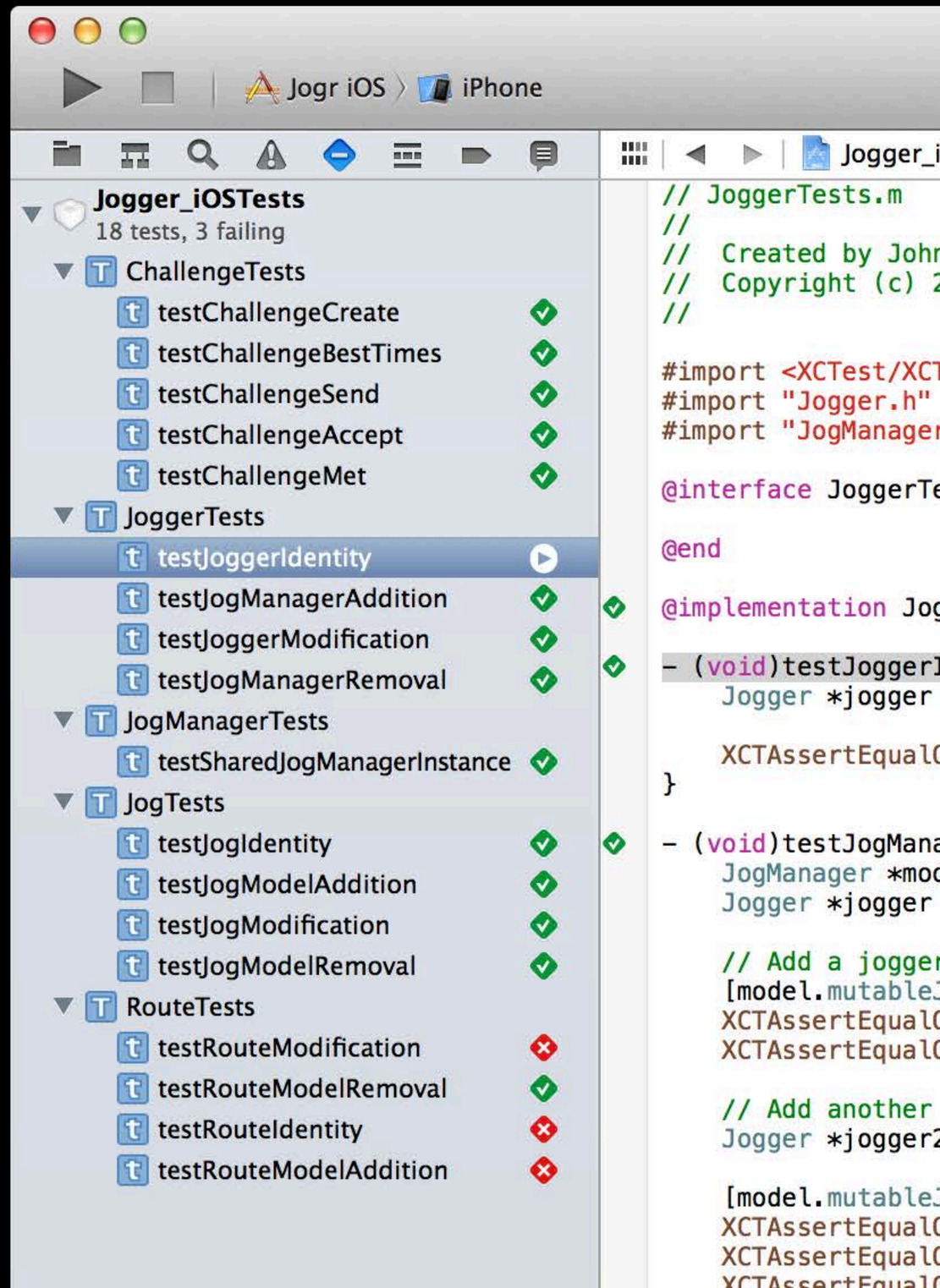
Jogr iOS 〉 iPhone

Build Jogger_iOS: **Succeeded** | Today at 7:25 PM 3

Jogger_iOS 〉 Jogger_iOS Tests 〉 JoggerTests.m 〉 -testJoggerIdentity

- **Jogger_iOSTests** — 18 tests, 3 failing
  - ChallengeTests
    - testChallengeCreate
    - testChallengeBestTimes
    - testChallengeSend
    - testChallengeAccept
    - testChallengeMet
  - JoggerTests
    - testJoggerIdentity
    - testJogManagerAddition
    - testJoggerModification
    - testJogManagerRemoval
  - JogManagerTests
    - testSharedJogManagerInstance
  - JogTests
    - testJogIdentity
    - testJogModelAddition
    - testJogModification
    - testJogModelRemoval
  - RouteTests
    - testRouteModification
    - testRouteModelRemoval
    - testRouteIdentity
    - testRouteModelAddition

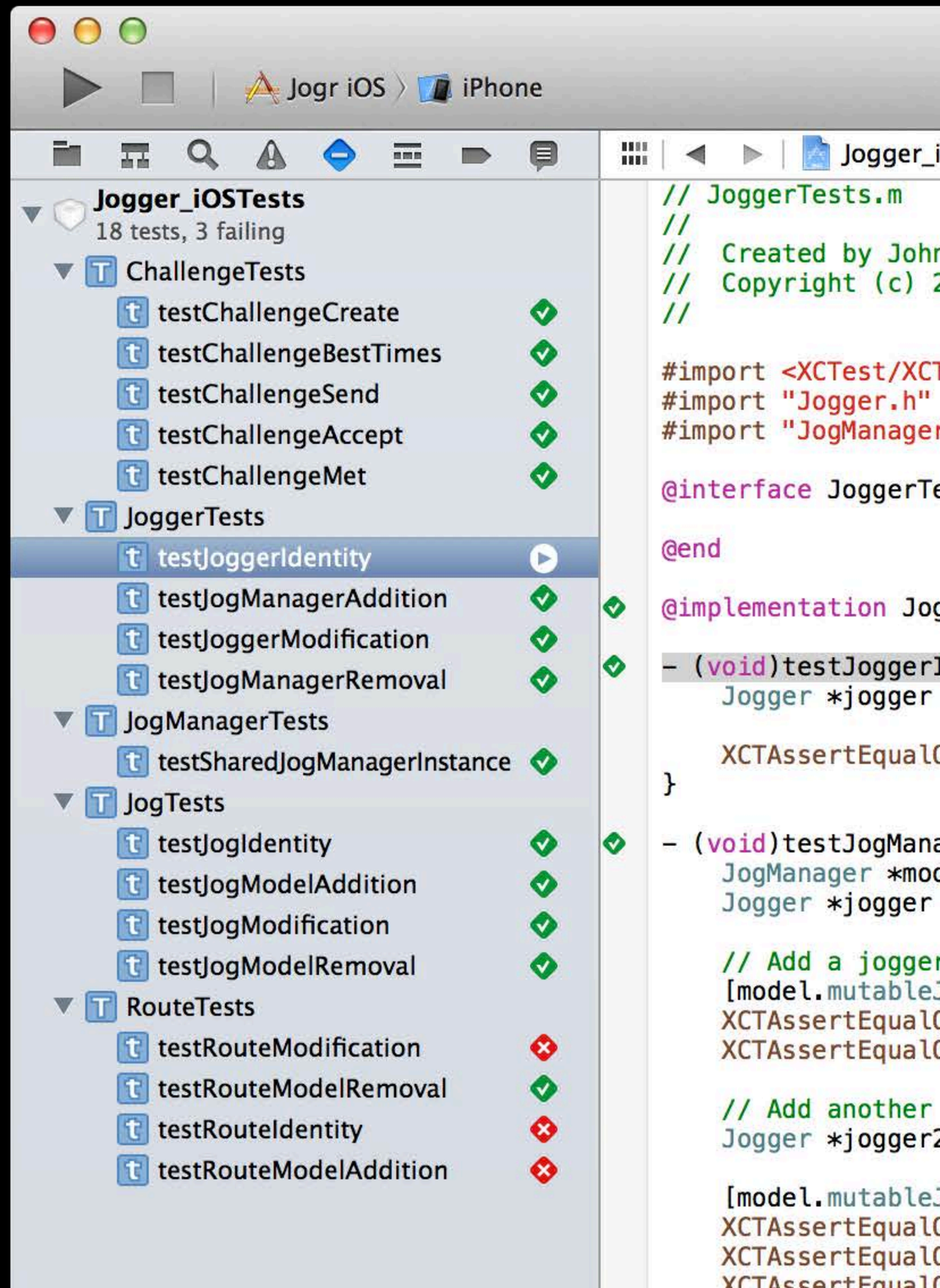
```m
// JoggerTests.m
//
//  Created by Johnny Appleseed on 5/29/13.
//  Copyright (c) 2013 Apple. All rights reserved.
//

#import <XCTest/XCTest.h>
#import "Jogger.h"
#import "JogManager.h"

@interface JoggerTests : XCTestCase

@end

@implementation JoggerTests

- (void)testJoggerIdentity {
    Jogger *jogger = [[Jogger alloc] initWithName:@"Mike"];

    XCTAssertEqualObjects(jogger.name, @"Mike");
}

- (void)testJogManagerAddition {
    JogManager *model = [JogManager sharedJogManager];
    Jogger *jogger = [[Jogger alloc] initWithName:@"Mike"];

    // Add a jogger to the model.
    [model.mutableJoggers addObject:jogger];
    XCTAssertEqualObjects(jogger, [model joggerWithName:@"Mike"]);
    XCTAssertEqualObjects(model.joggers, ([NSSet setWithObjects:jogger, nil]));

    // Add another
    Jogger *jogger2 = [[Jogger alloc] initWithName:@"Jane"];

    [model.mutableJoggers addObject:jogger2];
    XCTAssertEqualObjects(jogger, [model joggerWithName:@"Mike"]);
    XCTAssertEqualObjects(jogger2, [model joggerWithName:@"Jane"]);
    XCTAssertEqualObjects(model.joggers, ([NSSet setWithObjects:jogger, jogger2, nil]));

    // Add the same jogger again.
    [model.mutableJoggers addObject:jogger2];
    XCTAssertEqualObjects(jogger, [model joggerWithName:@"Mike"]);
    XCTAssertEqualObjects(jogger2, [model joggerWithName:@"Jane"]);
    XCTAssertEqualObjects(model.joggers, ([NSSet setWithObjects:jogger, jogger2, nil]));

    [model.mutableJoggers removeAllObjects];
}

- (void)testJoggerModification {
    Jogger *jogger = [[Jogger alloc] initWithName:@"Mike"];

    jogger.name = @"Speedy";

    XCTAssertEqualObjects(jogger.name, @"Speedy");
}

- (void)testJogManagerRemoval {

}

@end
```


Jogr iOS
iPhone
Jogger_iOSTests
18 tests, 3 failing
ChallengeTests
testChallengeCreate
testChallengeBestTimes
testChallengeSend
testChallengeAccept
testChallengeMet
JoggerTests
testJoggerIdentity
testJogManagerAddition
testJoggerModification
testJogManagerRemoval
JogManagerTests
testSharedJogManagerInstance
JogTests
testJogIdentity
testJogModelAddition
testJogModification
testJogModelRemoval
RouteTests
testRouteModification
testRouteModelRemoval
testRouteIdentity
testRouteModelAddition
Jogger_i
// JoggerTests.m
//
// Created by John
// Copyright (c) 2
//
#import <XCTest/XCT
#import "Jogger.h"
#import "JogManager
@interface JoggerTe
@end
@implementation Jog
- (void)testJogger
Jogger *jogger
XCTAssertEqual
}
- (void)testJogMana
JogManager *mod
Jogger *jogger
// Add a jogger
[model.mutable
XCTAssertEqual
XCTAssertEqual
// Add another
Jogger *jogger2
[model.mutable
XCTAssertEqual
XCTAssertEqual

Run one

Run some

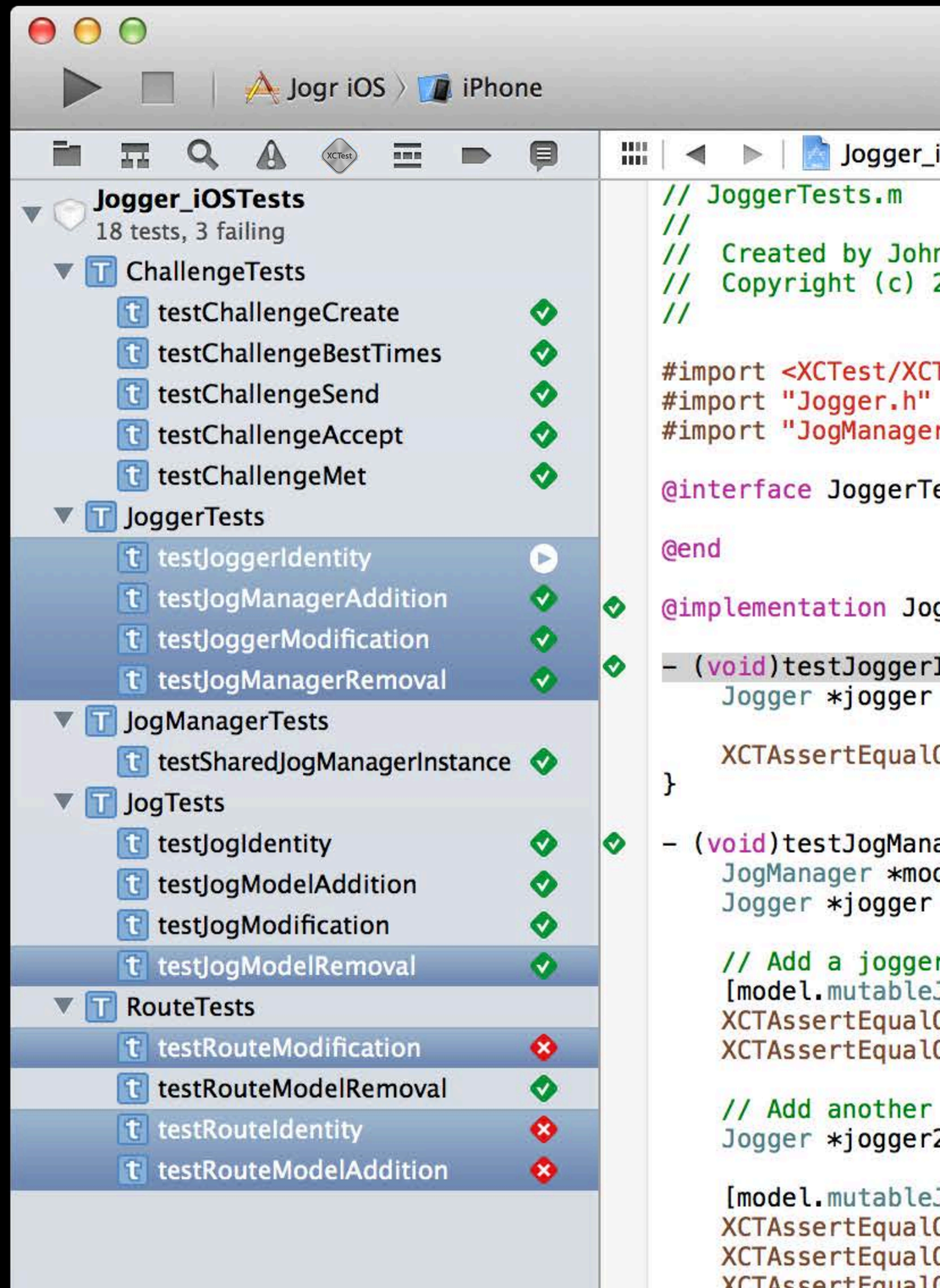
Run them all



Run one

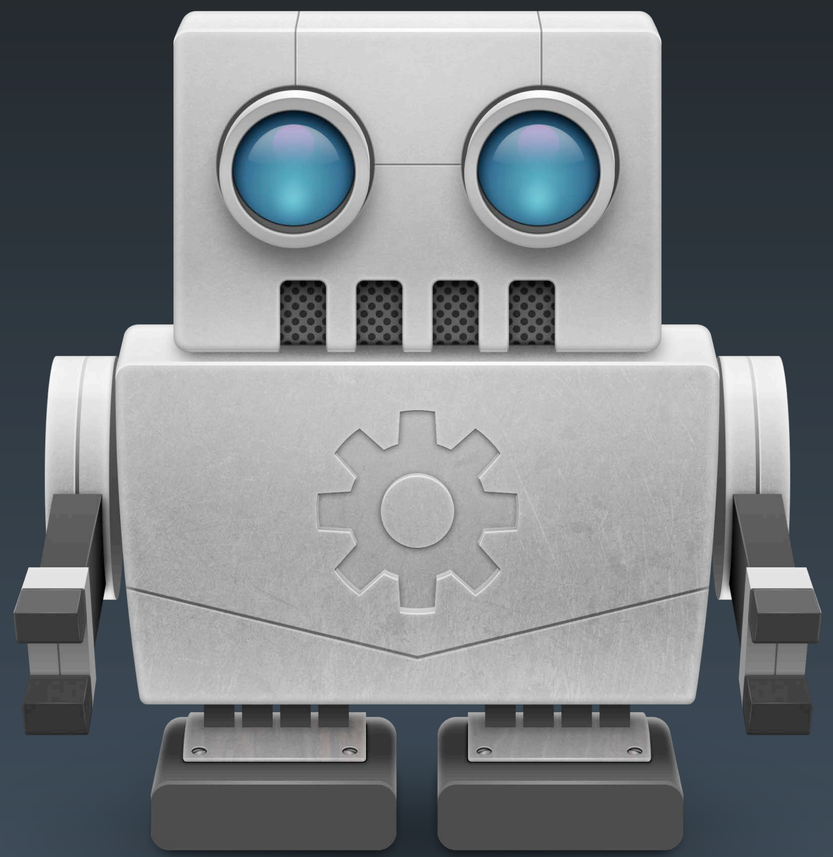
Run some

Run them all




XCTest


XCTest



Bots

Bubblegum.xcodeproj

Bubblegum 〉 iPhone | Bubblegum: **Ready** | Today at 1:06 PM | 2 | 1 | 1

By Group | By Time

- **Project**
  Yesterday, 6:41 PM
  - Push Bubblegum
    Yesterday, 6:41 PM
- **Bubblegum**
  Xcode Server Demo
  - Integrate (298)
    Yesterday, 6:41 PM
  - Integrate (297)
    Yesterday, 6:26 PM
  - Integrate (296)
    Yesterday, 6:13 PM
  - Integrate (295)
    Yesterday, 6:12 PM
  - Integrate (294)
    Yesterday, 6:11 PM
  - Integrate (293)
    Yesterday, 6:10 PM
  - Integrate (289)
    Yesterday, 6:06 PM
  - Integrate (288)
    Yesterday, 6:05 PM
  - Integrate (287)
    Yesterday, 6:04 PM
  - Integrate (286)
    Yesterday, 5:54 PM
  - Load More...
    282 more integrations on server

Bubblegum

Summary | Tests

Bubblegum

Integrate Now

Integration Results

Finished with test failures

Start: 6/7/13, 6:41 PM
Duration: 53 seconds

0 Errors
1 Warning
1 Analysis
4 Tests Failed

Build History

Errors
Warnings
Analysis Issues

No Issues
No Issues

267 268 269 270 271 272 273 274 275 276 277 278 281 282 283 284 285 286 287 288 289 293 294 295 296 297 298

Test History

Failure
Success

267 268 269 270 271 272 273 274 275 276 277 278 281 282 283 284 285 286 287 288 289 293 294 295 296 297 298

Integration Details

Warnings

Add suggested flavors here some day
Bubblegum — BubblegumFactory.m

Analysis Issues

Value stored to 'flavors' during its initialization is never read
Bubblegum — BubblegumFactory.m

Test Failures

'0' should be equal to '4': Expected 4 flavors after initializing the factory.

Bubblegum.xcodeproj

Bubblegum 〉 iPhone | Bubblegum: **Ready** | Today at 1:06 PM | 2 | 1 | 1

By Group | By Time

- **Project**
  Yesterday, 6:41 PM
  - Push Bubblegum
    Yesterday, 6:41 PM
- **Bubblegum**
  Xcode Server Demo
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    Yesterday, 6:26 PM
  - Integrate (296)
    Yesterday, 6:13 PM
  - Integrate (295)
    Yesterday, 6:12 PM
  - Integrate (294)
    Yesterday, 6:11 PM
  - Integrate (293)
    Yesterday, 6:10 PM
  - Integrate (289)
    Yesterday, 6:06 PM
  - Integrate (288)
    Yesterday, 6:05 PM
  - Integrate (287)
    Yesterday, 6:04 PM
  - Integrate (286)
    Yesterday, 5:54 PM
  - Load More...
    282 more integrations on server

Bubblegum

Summary | **Tests** | Commits | Logs

Test Results

Start: 6/7/13, 6:41 PM
Duration: 53 seconds

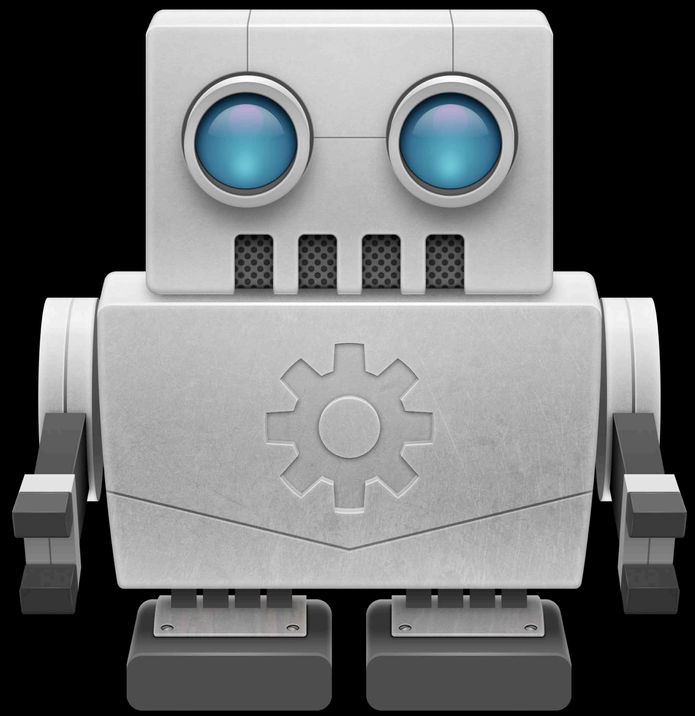
27 Tests Total
23 Tests Passed
4 Tests Failed

Device Summary

- 4 Devices Tested
- 1/1 iPads Failed
- 3/3 iPhones Failed

Device | OS | Processor

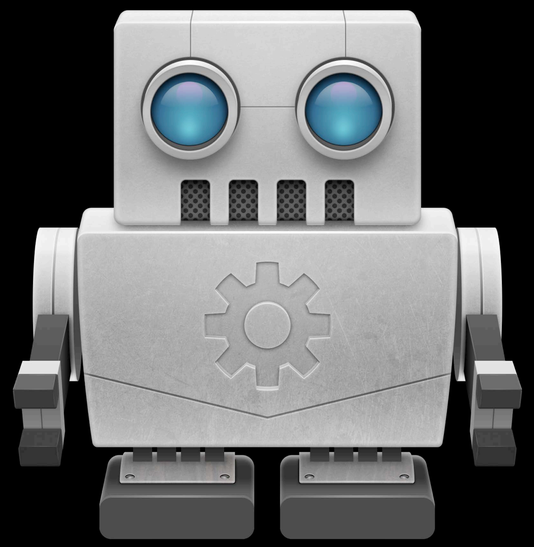
Device	iPad mini (Model A1...	iPod touch (4th gen...	iPod touch (5th generation)	
Model	Cheesecake 7.0 / armv7f	Uproar 7.0 / armv7f	Hubbub 6.1.3 / armv7f	Din 6.1.3 / armv7
Tests	27	27	27	27
Failed	4	4	4	4
-[Bubblegu...ourceDealloc]	✗	✗	✗	✗
-[Bubblegu...eDereference]	✓	✓	✓	✓
-[Bubblegu...ataSourceInit]	✗	✗	✗	✗
-[Bubblegu...eInitWithData]	✗	✗	✗	✗
-[Bubblegu...rceInitWithNil]	✗	✗	✗	✗
-[Bubblegu...ts testDealloc]	✓	✓	✓	✓
-[Bubblegu...tDereference]	✓	✓	✓	✓
-[Bubblegu...ocatorDealloc]	✓	✓	✓	✓
-[Bubblegu...rDereference]	✓	✓	✓	✓
-[Bubblegu...PSLocatorInit]	✓	✓	✓	✓
-[Bubblegu...rInitWithData]	✓	✓	✓	✓
-[Bubblegu...torInitWithNil]	✓	✓	✓	✓
-[BubblegumTests testInit]	✓	✓	✓	✓



Fast incremental builds

Find regressions fast

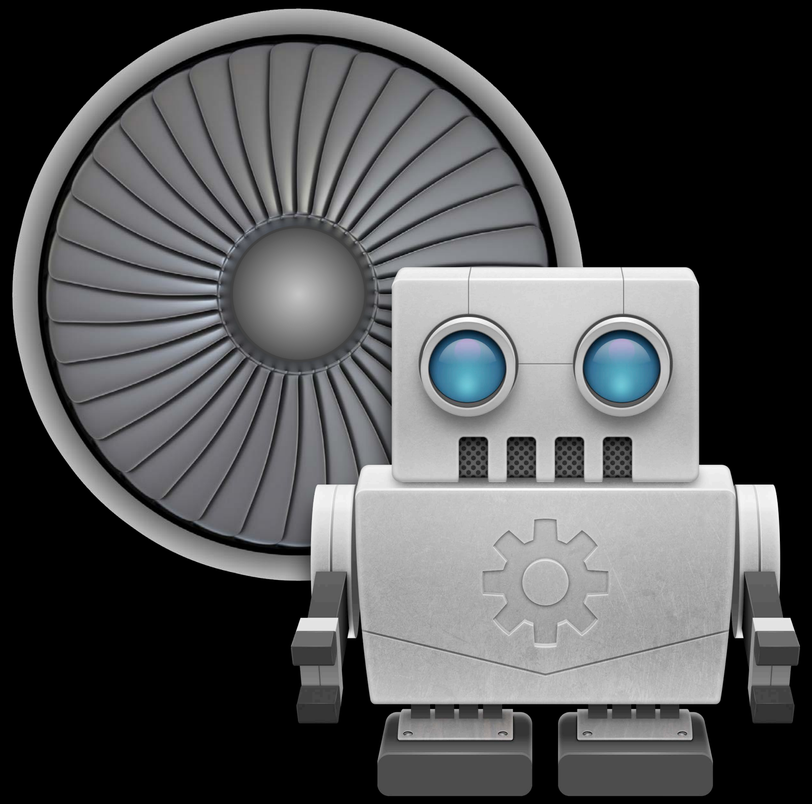
Analyze entire codebase



Repeatable

Signed archive

Great for QA teams



Repeatable

Signed archive

Great for QA teams

Logs saved over time

Archived builds

Devices for testing

Demo

Testing and continuous integration

Mike Ferris


Game Play Tests
25 min ago
Nightly QA Bot
33 min ago
Quick Tests
2 hrs ago
Release Bot
3 hrs ago
Daily Build
1 day ago
Test Bot
2 days ago
Jogr Bot
3 days ago
Full Integration
4 days ago
Long Running Tests
6 day ago
ng Tests
1 week ago
Integration 62
0
2
3
5/40
Errors
Warnings
Analysis
Tests Failed
5 Committers
Added tests for newly-added iOS 7 background fetch, and dynamic text sizing functionality. These new iOS 7 APIs are great!
John Appleseed
Yesterday 10:15 AM
27 Files Modified
5 Devices
iPhone 4
iPhone 4S
iPhone 5
iPod
MacBook Air

Xcode 5 Developer Preview

Xcode 5 and OS X Server

Xcode 5 and OS X Server

Xcode 5 and OS X Server

WWDC2013