

Welcome to CS193P

**XCode, Debugging, and Secrets to
Improving Your Grade**

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Announcement

- Assignment 2 due next **TUESDAY**, not Thursday

What We'll Cover

- XCode Interface Walkthrough
 - Tips, tricks, useful settings
- Documentation
 - How to navigate
- Debugging Best Practices
 - NSLog is not the only way
- Hands-On Debugging Exercises
 - Have your laptops ready!

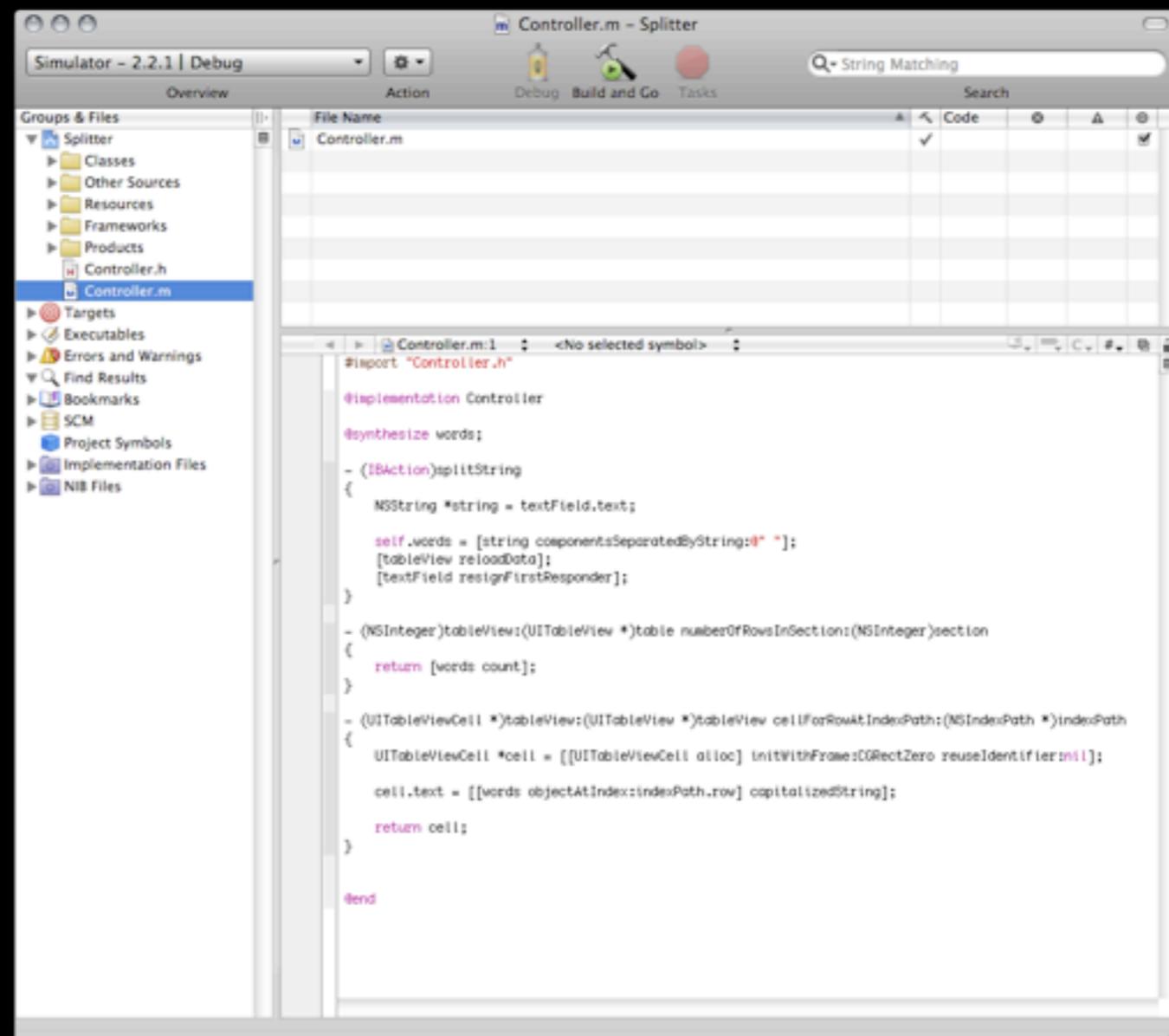
xCode Interface

First...

- Download today's exercises
 - <http://www.stanford.edu/class/cs193p/downloads/Section-1-Exercises.zip>

XCode Walkthrough

- Open the Splitter-working project
- Build-and-Go to make sure it works



The screenshot shows the XCode interface with the following details:

- Project Navigator (Groups & Files):** Shows the project structure with a selected file: `Controller.m`.
- Editor Area (File Name):** Displays the file `Controller.m`.
- Code Editor:** Shows the content of the `Controller.m` file, which is an implementation of a controller class for a table view. The code includes imports, a class definition, synthesized properties, and methods for data manipulation and table view interaction.

```
#import "Controller.h"

@implementation Controller

@synthesize words;

- (IBAction)splitString
{
    NSString *string = textField.text;

    self.words = [string componentsSeparatedByString:@" "];
    [tableView reloadData];
    [textField resignFirstResponder];
}

- (NSInteger)tableView:(UITableView *)table numberOfRowsInSection:(NSInteger)section
{
    return [words count];
}

- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
{
    UITableViewCell *cell = [[UITableViewCell alloc] initWithFrame:CGRectMakeZero reuseIdentifier:nil];
    cell.text = [[words objectAtIndex:indexPath.row] capitalizedString];
    return cell;
}

@end
```

Splitter Demo

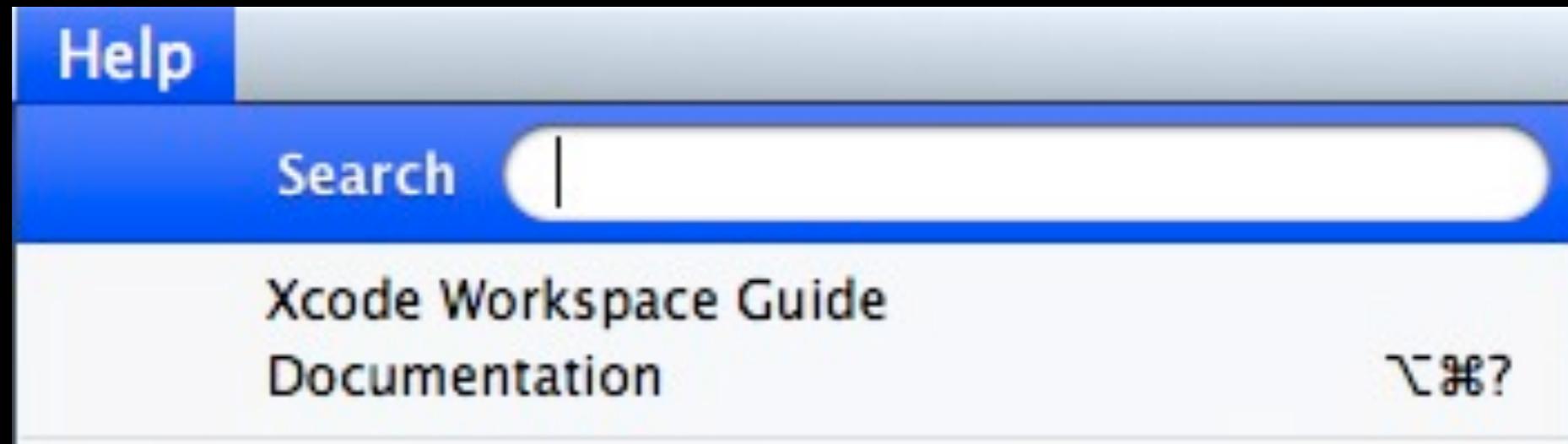
Splitter Demo Notes

- show how splitter works
- recommend the following settings:
 - XCode->Preferences->Text Editing->Show line numbers
 - XCode->Preferences->Text Editing->Show page guide
 - XCode->Preferences->Debugging->On Start:->Show Console
 - XCode->Preferences->Debugging->On Start:->Auto Clear Debug Console
- quick runthrough of generated files and what's important, what's not
- show file history navigation
- show symbol selector
- show counterpart switcher
- show toolbar profile selector
- show toolbar customization

Navigating the Documentation

Finding Answers

- Documentation built into Xcode
- Two ways to navigate
 - Browse
 - Search



Documentation Demo

Documentation Demo Notes

- Browsing
 - Help->Documentation
 - Doc Sets->Apple iPhone OS 2.2.1->Subscribe
 - Explore top-level “iPhone Reference Library” page
 - Explore navigation tree on left
 - Fantastic resources for beginners:
 - “Getting Started”
 - “Guides”
 - “Sample Code”

Documentation Demo Notes

- Search
 - Browsing is useful when you want to learn a new concept, searching is better when you're in the middle of coding
 - Back to splitter-working
 - Navigate to Controller.m
 - ctrl-click NSString->Find Selected Text In API Reference
 - Filter results: Select Apple iPhone OS 2.2.1 button instead of All Doc Sets on filter bar below the toolbar
 - Filter results: API Options button->Uncheck all but C and Obj C
 - Explore reference page, compare to Java API page
 - ctrl-F for capital
 - Back to splitter-working
 - Find out what resignFirstResponder does

Debugging: Life After NSLog

Two Ways to Debug

- Not So Awesome: NSLog
 - Useful in some situations, like debugging race conditions
 - Not as useful when just inspecting variables
- Oh So Awesome: Debugger
 - Best way to fix bugs
 - Set breakpoints, step through code, inspect variables

Debugger Demo

Debugger Demo Notes

- NSLog
 - Navigate to Controller.m
 - NSLog the textField.text value
 - Build and go
 - Check console for output
 - Works, but had to write unnecessary extra code
- Debugger
 - Set breakpoint on NSString *string = textField.text;
 - Build and go
 - Step over after breakpoint
 - Inspect value via hover
 - Inspect value via debugger window

Hands-On Debugging Exercises

Try it Yourself

- Run Warmup-working to see what it does
- Run Splitter-working to see what it does
- For each of the 6 exercises:
 - 1) In the project, select Debug (not Run or Go)
 - 2) Determine what the error is
 - 3) Locate the problematic line
 - 4) Fix the bug
 - 5) Understand **why** the fix worked

Debugging Exercises

Debugging Exercise Notes

- Warmup-exercise1
 - should be quick and easy
- Warmup-exercise2
 - hint 1: check the debugger window
 - hint 2: look at the last line printed out
- Warmup-exercise3
 - hint 1: check the debugger window
 - hint 2: check the API
- Splitter-exercise1
 - hint: the problem can't be fixed through XCode
- Splitter-exercise2
 - hint: check the debugger window
- Splitter-exercise3
 - hint 1: the error message doesn't really help
 - hint 2: think back to last lecture about properties and mem mgmt

How To Code Harder, Better, Faster, Stronger

Mac OS X Essential Hotkeys

- For those new to Mac OS X:

- ⌘-x/c/v: cut/copy/paste
 - ⌘ = command key
- ⌘-Space bar: spotlight
 - Open applications, do arithmetic, find files
- ⌘w: close current window
- ⌘q: close current application
- ⌘~: switch to next window within application
- ⌘-Delete: send file to trash

XCode Essentials Hotkeys

- For those new to XCode:

- ⌘Escape: Auto-complete
 - Works anytime you're typing class, method, ivar, etc
 - Try hitting escape after “[NSString “ to see all methods
- ⌘Enter: Build and Go
- ⌘ /: Toggle comment
- ⌘} : Indent right
- ⌘{ : Indent left
- ⌘ ⌘ ↑: Switch between header/source file
 - ⌘ = option key

Questions?