



# Developing Your App with Xcode 4

**Kerry Hazelgren**  
Software Engineering Manager

# Design Considerations

- Better navigation
- Provide more information
- Increase your efficiency

# What You'll Learn



Source control



Source editor



Find and replace



Version Editor

Demo

# Source Code Editor

**Daniel Gobera**  
Software Engineer

# Many New Features

Navigation



Editing



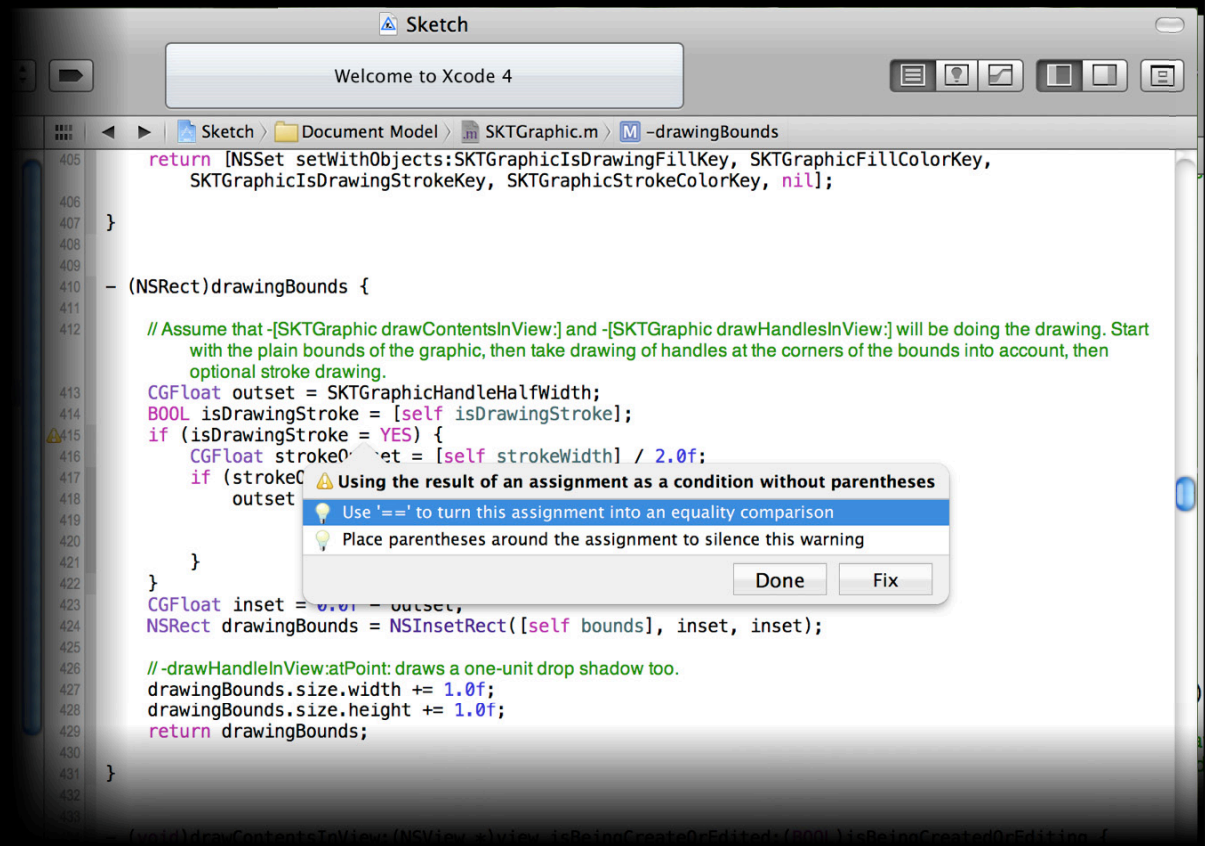
Error checking



Demo

# Summary

- Assistant Editor
- Improved code completion
- Code snippets
- Fix-it



The screenshot shows the Xcode 4 interface with a code editor window titled "Sketch". The code is in Objective-C and defines a method `-(NSRect)drawingBounds`. A warning message is displayed over the code, pointing to the line `if (isDrawingStroke = YES) {`. The warning text reads: "Using the result of an assignment as a condition without parentheses". Below the warning, there are two suggestions: "Use '=' to turn this assignment into an equality comparison" and "Place parentheses around the assignment to silence this warning". At the bottom of the warning box, there are "Done" and "Fix" buttons. The code in the background includes comments and several lines of Objective-C code related to drawing bounds and stroke handling.

```
405 return [NSSet setWithObjects:SKTGraphicIsDrawingFillKey, SKTGraphicFillColorKey,  
406 SKTGraphicIsDrawingStrokeKey, SKTGraphicStrokeColorKey, nil];  
407 }  
408  
409  
410 - (NSRect)drawingBounds {  
411  
412     // Assume that -[SKTGraphic drawContentsInView:] and -[SKTGraphic drawHandlesInView:] will be doing the drawing. Start  
413     // with the plain bounds of the graphic, then take drawing of handles at the corners of the bounds into account, then  
414     // optional stroke drawing.  
415     CGFloat outset = SKTGraphicHandleHalfWidth;  
416     BOOL isDrawingStroke = [self isDrawingStroke];  
417     if (isDrawingStroke = YES) {  
418         CGFloat strokeOutset = [self strokeWidth] / 2.0f;  
419         if (strokeOutset < outset) {  
420             outset = strokeOutset;  
421         }  
422     }  
423     CGFloat inset = 0.0f - outset,  
424     NSRect drawingBounds = NSInsetRect([self bounds], inset, inset);  
425  
426     // -drawHandleInView:atPoint: draws a one-unit drop shadow too.  
427     drawingBounds.size.width += 1.0f;  
428     drawingBounds.size.height += 1.0f;  
429     return drawingBounds;  
430 }  
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```



# Find and Replace

**Christopher Ryan**  
Software Engineer

# Find and Replace

- In-editor find

Q Import

```
#import "RPSNetwork.h"  
#import "RPSNetworkPeersList.h"  
#import "SKPReachability.h"  
#import "NSString+SKPURLAdditions.h"  
#import "NSURLConnection+SKPAdditions.h"  
#import "RPSNetworkPeer.h"  
#import "HSK_CJSONDeserializer.h"  
#import "HSK_CJSONSerializer.h"  
#import "NSData+Base64Additions.h"  
#import "NSData+CocoaDevUsersAdditions.h"
```

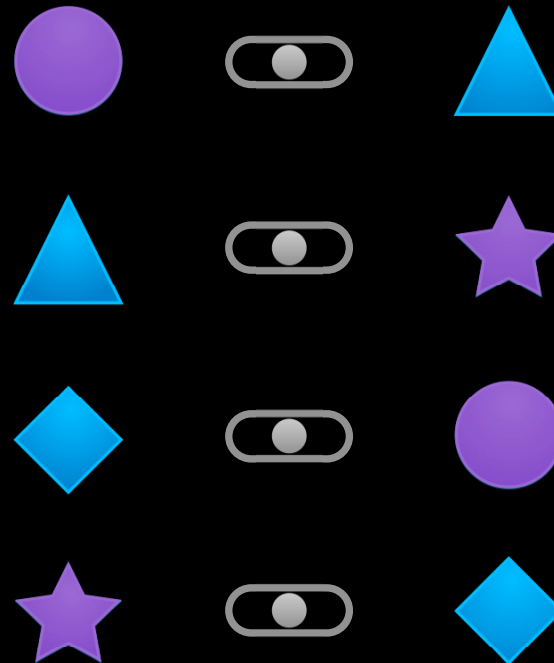
# Find and Replace

- In-editor find
- Search Navigator



# Find and Replace

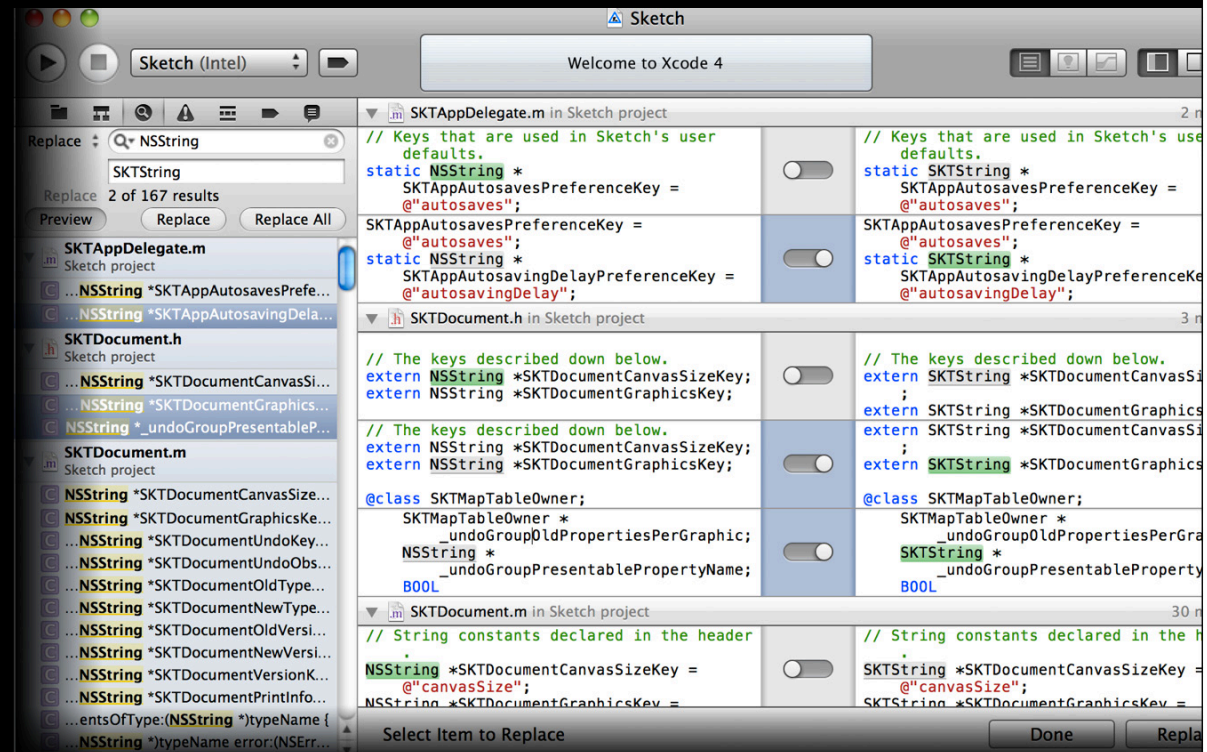
- In-editor find
- Search Navigator
- Find/Replace preview



Demo

# Summary

- In-editor find
- Search Navigator
  - Workspaces and Projects
  - Scoping
  - Regular expression detection
- Find/Replace preview



# Version Editor

**Ian Baird**  
Software Engineer

# Version Editor



Log



Blame



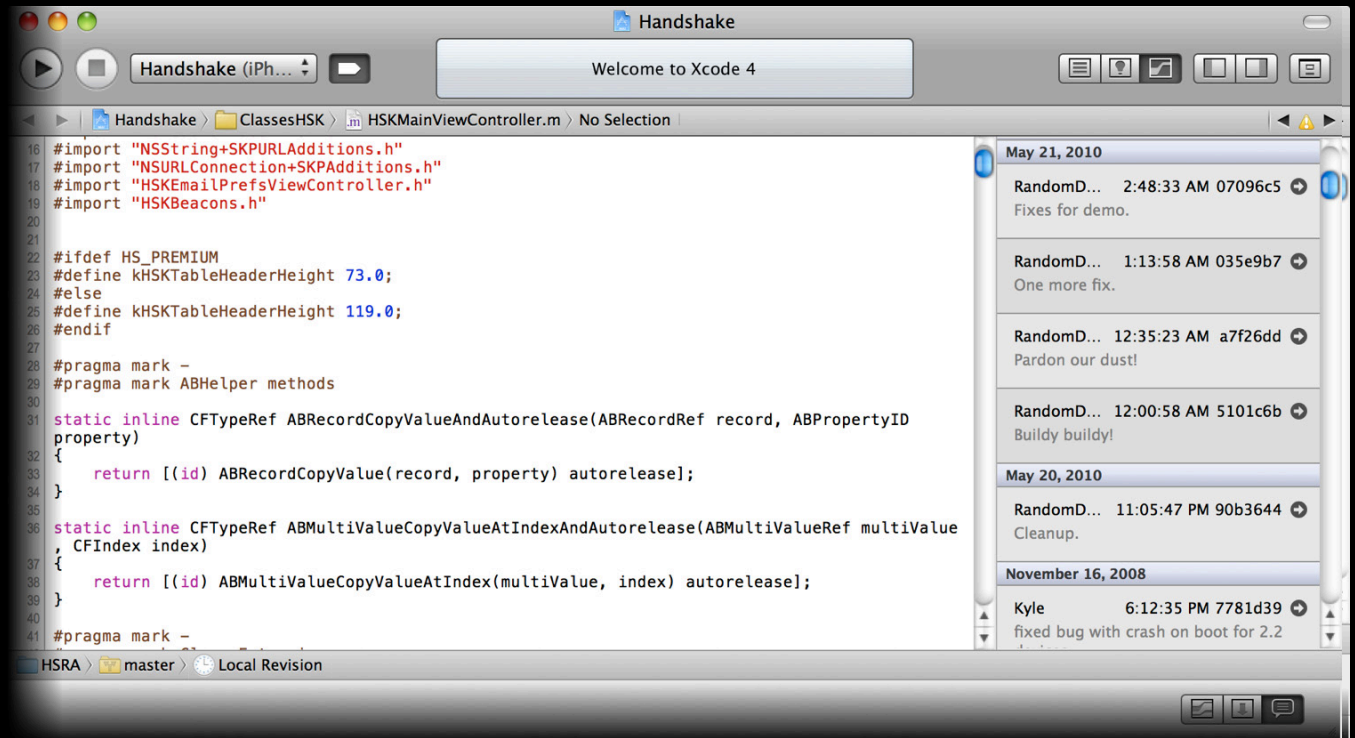
Comparison



Demo

# Summary

- Integrated version history
- View changes
- Find and fix regressions



Demo

# Summary

- Integrated source control
  - Review changes
- Standard and Assistant Editors
  - Code completion, snippets, Fix-it
- Search Navigator
  - Find/Replace preview
- Version Editor
  - View changes to your files



# More Information

**Michael Jurewitz**

Developer Tools Evangelist

[jurewitz@apple.com](mailto:jurewitz@apple.com)

**Apple Developer Forums**

<http://devforums.apple.com>

# Related Sessions

Introducing Xcode 4

Mission  
Wednesday 3:15PM

Building and Distributing Your App with Xcode 4

Pacific Heights  
Thursday 3:15PM

Using Interface Builder in Xcode 4

Pacific Heights  
Thursday 4:30PM

Debugging with Xcode 4 and LLDB

Mission  
Friday 9:00AM

# Labs

Xcode 4 Lab

Developer Tools Lab A  
Thursday 11:30AM

Xcode for iPhone Development Lab

Developer Tools Lab B  
Thursday 2:00PM

Xcode 4 Lab

Developer Tools Lab B  
Friday 9:00AM





