Maximizing Productivity in Xcode 4

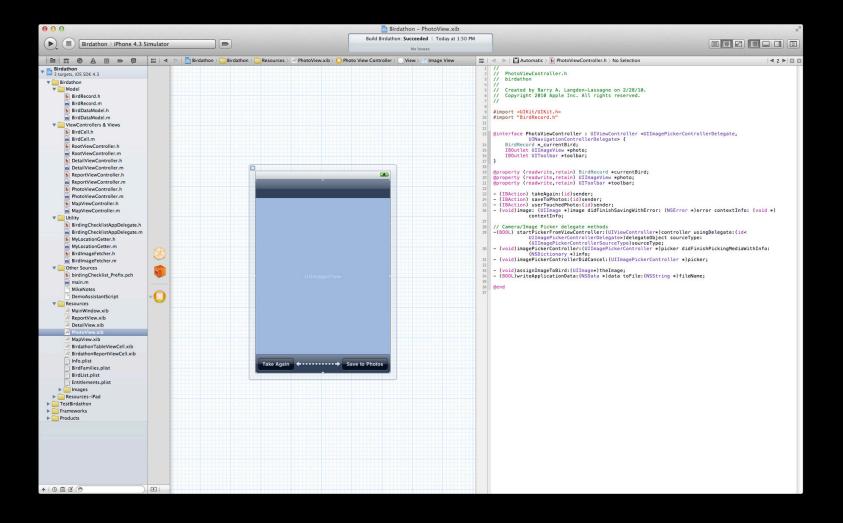
Session 306 Mike Ferris Xcode

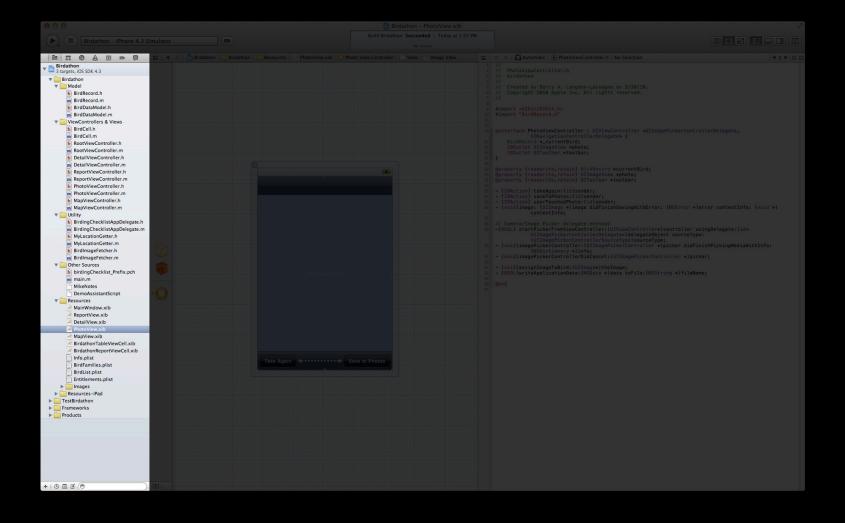
These are confidential sessions—please refrain from streaming, blogging, or taking pictures

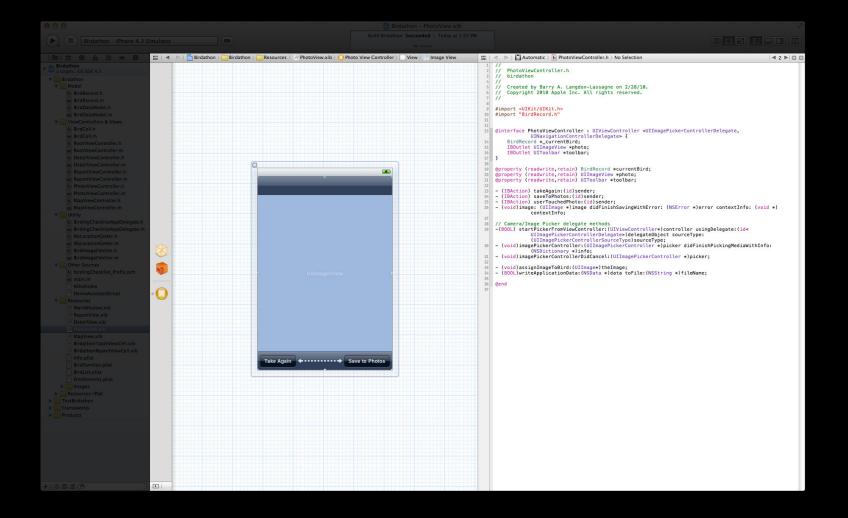
Roadmap

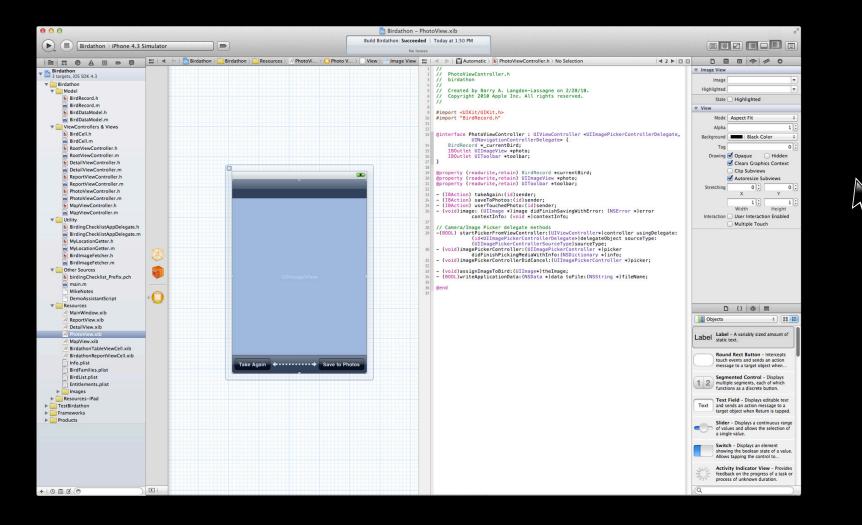
- Working in Xcode
- Customizing Xcode
- Source Editing

Working in Xcode

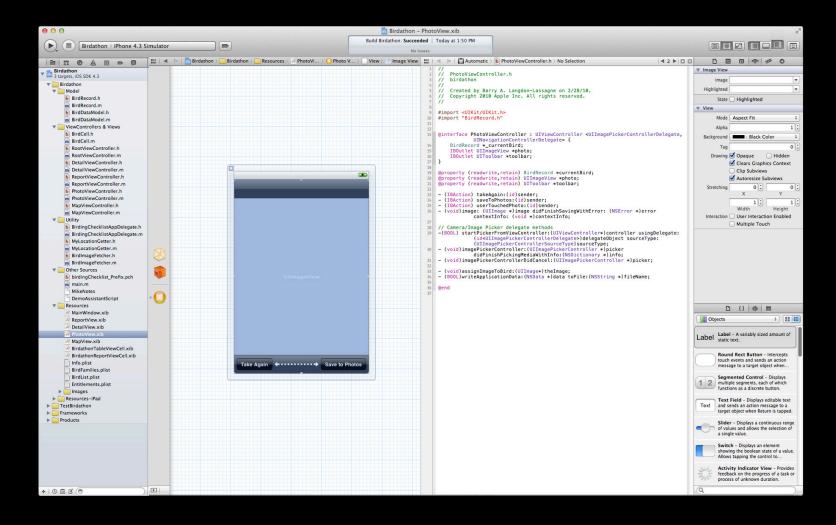








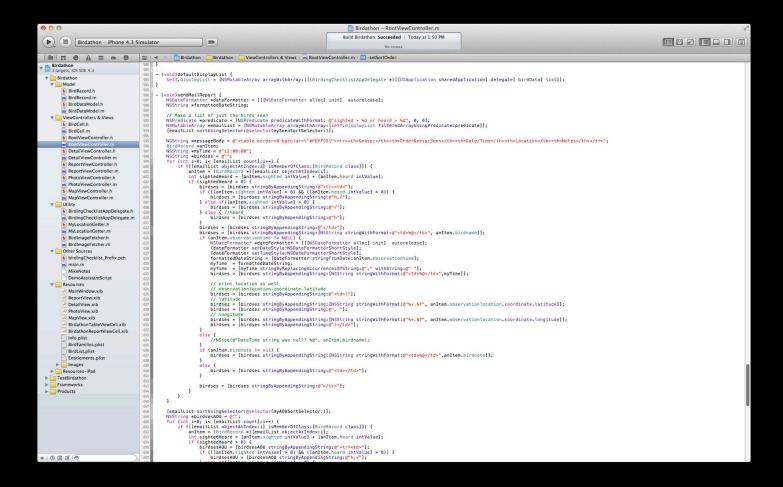
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h BirdDataModel.h			▼ View
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BirdImageFetcher.m Other Sources		<pre>52 33 - (void)assignImageToBird:(UIImage*)theImage;</pre>	
		34 - (BOOL)writeApplicationData:(NSData *)data to	<pre>file:(NSString *)fileName;</pre>
m main.m MikeNotes			
			D {} @ m
ReportView.xib			🚺 Objects 💠 🗄 📰
			Label - A variably sized amount of
			Label – A variably sized amount of static text.
BirdathonTableViewCell.xib BirdathonReportViewCell.xib			Round Rect Button - Intercepts
			touch events and sends an action message to a target object when
BirdFamilies.plist BirdList.plist			Segmented Control – Displays
			1 2 Segmented Control - Displays multiple segments, each of which functions as a discrete button.
			Text Field - Displays editable text and sends an action message to a
			target object when Return is tapped.
			Slider - Displays a continuous range of values and allows the selection of a single value.
			Switch - Displays an element showing the boolean state of a value. Allows tapping the control to
			Activity Indicator View - Provides feedback on the progress of a task or process of unknown duration.
+ 0 = 0 0			(Q)



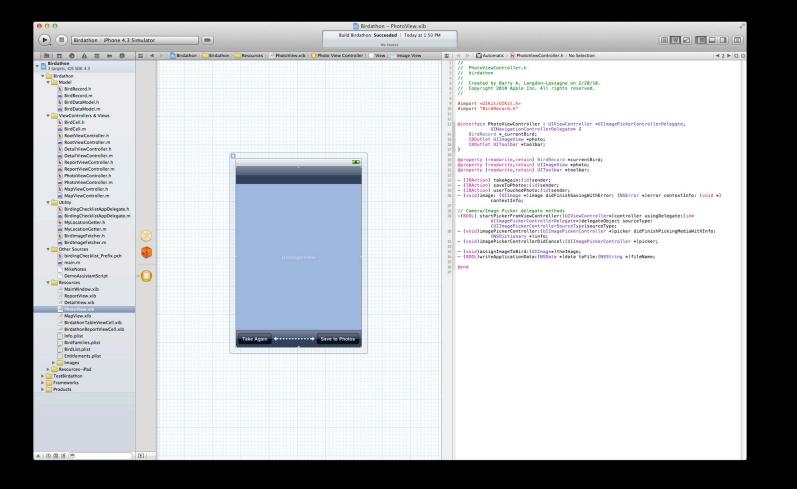
Working in Xcode

- Progress through activities
- The workspace adapts
- Navigation and actions drive Xcode

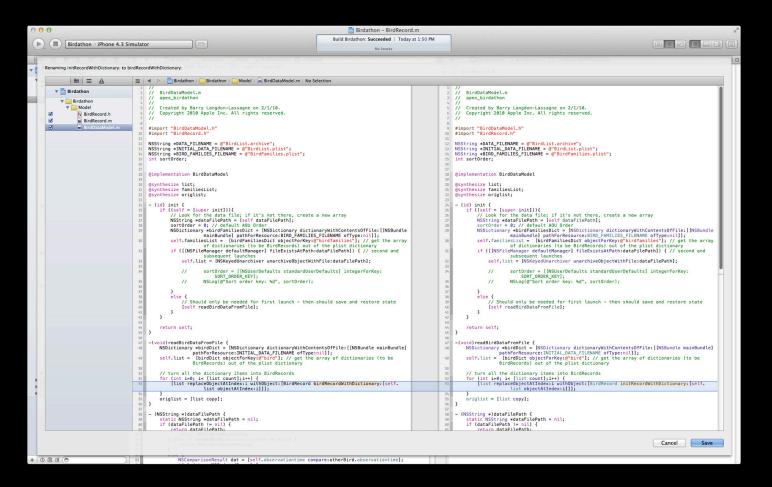
Working in Xcode Browse



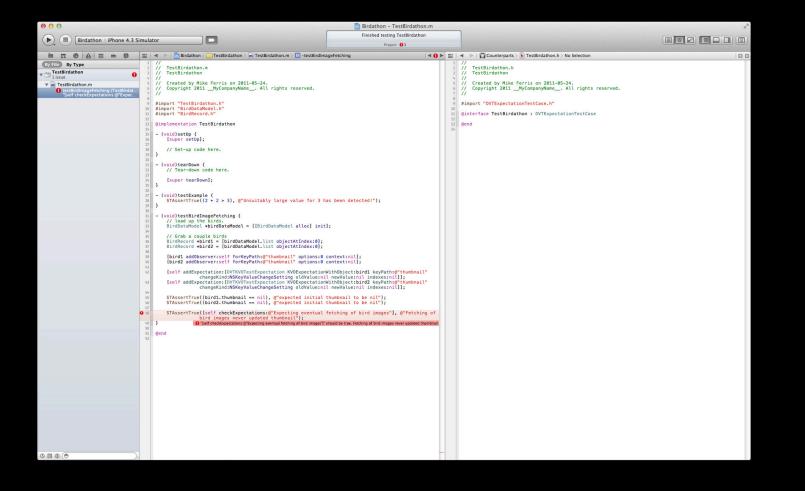
Working in Xcode



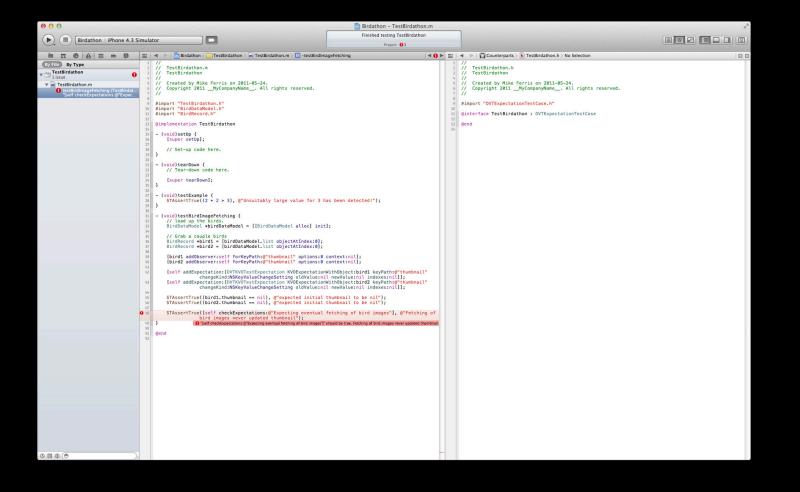
Working in Xcode Rediabtor



Working in Xcode Refector



Working in Xcode



Working in Xcode

- Progress through activities
- The workspace adapts
- Navigation and actions drive Xcode

Birdathon Meet our demo app



Demo Working in Xcode

How Xcode Works

- Many disparate activities
- Tons of different content
- "Bring it here!"
- Flow through your work
- Navigation brings content to you

Nav•i•gate |'navi_gāt|

- 1. [no obj.] chart and direct the course of a ship, esp. by using instruments or maps
- 2. [no obj.] chart a course through the content of a workspace to achieve a particular goal

Customizing Xcode

Brooke Callahan Xcode

Customizing Xcode

- Configure Behaviors for your workflow
- Change how navigation works

What Are Behaviors?

Behaviors are how Xcode reacts to events

$\Theta \bigcirc \Theta$	Behaviors
General Behaviors Fonts & Colors Text Ed	Iting Key Bindings Documentation Locations Distributed Builds Source Trees
Build starts Build generates new issues Build succeeds Build fails Testing starts Testing generates new issues Testing generates output Testing succeeds Testing fails	 Play sound Sosumi Speak announcement using Alex Show bezel alert Bounce Xcode icon in Dock if application inactive Show tab
Run starts ✓ Run pauses ✓ Run generates output ✓ Run completes Run exits unexpectedly	Show navigator Issue Navigator Show the debugger with Current Views Show the debugger with the debugger Show the debugger with the debugger Show the debugger the debugger
OpenGL Capture Starts OpenGL Capture Completes	Show \$ toolbar
Find initiates Find completes with results Find completes with no results	Enter full screen mode Navigate to No Value
Pevice restore completes + -	

Configuring Behaviors

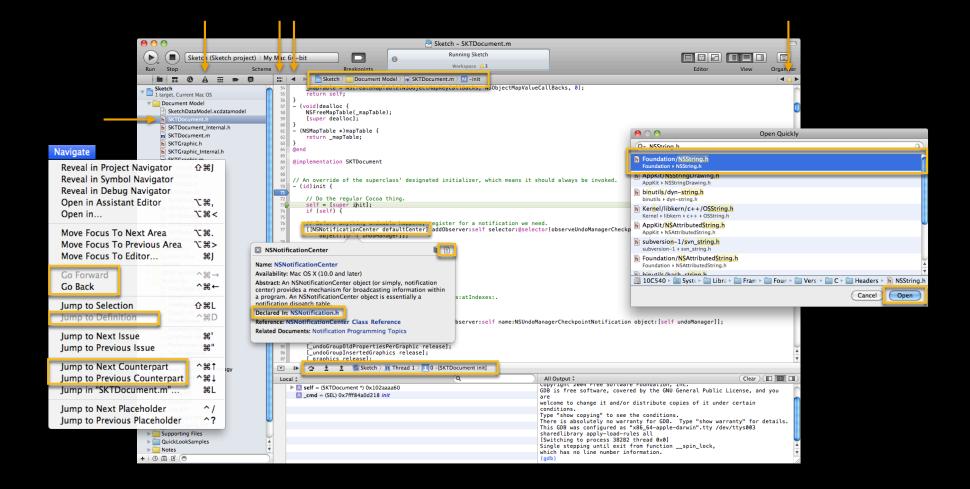
- Run alerts
- Reconfigure UI
- Create a new tab
- Run scripts
- Add new Behaviors for keyboard shortcuts

Demo Customizing Behaviors

What Is Modified Navigation?

- Navigate in receiving editor or primary editor by default
- Modified Navigation
 - Option modified for pre-configured destination
 - Option+Shift to choose
 - Double-click for new tab/window

Where Does Modified Navigation Work?



Demo Modified Navigation

Customizing Xcode

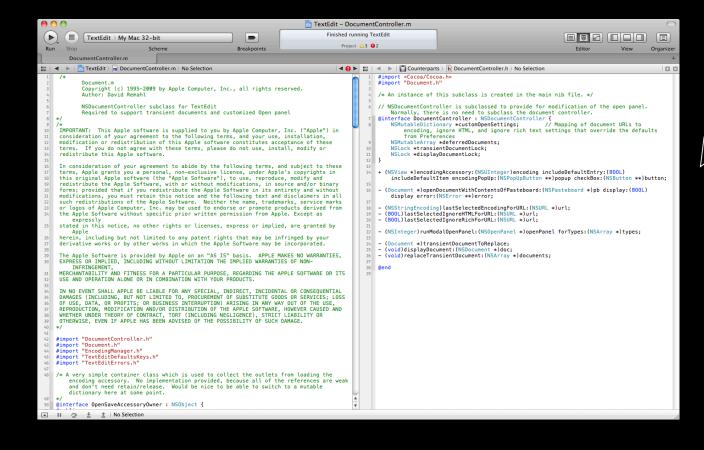
- Change Xcode Behaviors to fit your workflow
- Easy to modify how navigation works

On Source Editing

Ron Lue-Sang Xcode

On Source Editing

- Standard Editor
- Assistant Editor



Demo Standard and assistant editors

More Information

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Documentation

Xcode 4 User Guide http://developer.apple.com/library/ios/#documentation/ToolsLanguages/Conceptual/ Xcode4UserGuide

Apple Developer Forums

http://devforums.apple.com

Related Sessions

Using Interface Building in Xcode 4	Pacific Heights Tuesday 2:00PM
Introducing Interface Builder Storyboarding	Russian Hill Thursday 10:15AM
Full Screen and Aqua Changes	Russian Hill Wednesday 10:15AM
Mastering Source Control in Xcode 4	Nob Hill Wednesday 3:15PM
Mastering Schemes in Xcode 4	Presidio Thursday 9:00AM
Device Management and App Submission with Xcode 4	Presidio Thursday 3:15PM
Effective Debugging with Xcode 4	Pacific Heights Friday 9:00AM

Labs

Xcode 4 Lab	Developer Tools Lab A Wednesday 11:30AM
Xcode for iOS Development Lab	Developer Tools Lab A Wednesday 4:30PM
Xcode 4 Lab	Developer Tools Lab A Thursday 11:30AM

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