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| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (578 p.) |
| Collana | Developer Reference |
| Disciplina | 005.1 |
| Soggetti | Application software - Development Computer software - Development Operating systems (Computers) |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | About the Author; Contents; Preface; Acknowledgments; Introduction; Part I: Getting Started with Xcode 5; Chapter 1: Introducing Xcode 5; Understanding the History of Mac Development Tools; Understanding Xcode 5's Key Features; Moving to Xcode 5; Comparing iOS and OS X Development; Summary; Chapter 2: Getting and Installing Xcode; Selecting a Mac for Xcode; Getting Started with Development; Getting Started with Xcode; Summary; Chapter 3: Building Applications from Templates; Getting Started with Templates; Customizing Projects and Templates; Summary; Chapter 4: Navigating the Xcode Interface Understanding the InterfaceUsing the Navigation Area; Using the Utility Area; Working with the Editor Area; Summary; Chapter 5: Working with Files, Frameworks, and Classes; Working with Files and Classes; Working with Groups; Working with Frameworks; Summary; Chapter 6: Using Documentation; Understanding the Apple Documentation; Using the Xcode Documentation Viewer; Using Other Documentation; Summary; Chapter 7: Getting Started with Interface Builder; Understanding IB; Getting Started with IB; Creating a Simple iOS Project with IB; Understanding the IB Object Hierarchy; Designing without IB SummaryChapter 8: Creating More Advanced Effects with Interface Builder; Working with Constraints; Getting Started with Storyboards; |

Understanding Placeholders; Subclassing and Customizing Views; Supporting Non-English Languages; Working with Advanced IB Techniques; Summary; Part II: Going Deeper; Chapter 9: Saving Time in Xcode; Using Code Folding; Editing Structure; Refactoring Code; Using Code Snippets; Jumping to a Definition; Revealing Symbols; Summary; Chapter 10: Using the Organizer; Working with the Library; Working with Projects and Archives; Summary

Chapter 11: Managing Certificates, Identifiers, and Provisioning Profiles

Understanding Provisioning; Getting Started with Provisioning; Creating Certificates and Identities; Summary; Chapter 12: Working with Builds, Schemes, and Workspaces; Getting Started with the Xcode Build System; Working with Schemes and Build Configurations; Summary; Chapter 13: Customizing Builds for Development and Distribution; Introducing Common Basic Customizations; Creating an App Store Submission; Working with iOS Ad Hoc builds; Creating Mac Developer ID Builds; Summary

Chapter 14: Advanced Workspace and Build Management

Understanding the Build Process; Creating Custom Builds; Working with Build Phases; Working with Libraries and Headers; Summary; Chapter 15: Using Version Control; Using Manual Version Control; Using Snapshots; Working with Git Source Control; Using Xcode with GitHub; Summary; Part III: Creating Fast and Reliable Code; Chapter 16: Getting Started with Code Analysis and Debugging; Checking and Analyzing Code; Getting Started with Debugging; Using the Console; Working with Breakpoints; Advanced Debugging; Summary

Chapter 17: Testing Code with Instruments

Sommario/riassunto

Design, code, and build amazing apps with Xcode 5. Thanks to Apple's awesome Xcode development environment, you can create the next big app for Macs, iPhones, iPads, or iPod touches. Xcode 5 contains gigabytes of great stuff to help you develop for both OS X and iOS devices - things like sample code, utilities, companion applications, documentation, and more. And with Xcode 5 Developer Reference, you now have the ultimate step-by-step guide to it all. Immerse yourself in the heady and lucrative world of Apple app development, see how to tame the latest features and functions,
