



Beginning Xcode

By James Bucanek

Wrox. Paperback. Book Condition: New. Paperback. 590 pages. Dimensions: 9.1in. x 7.3in. x 1.6in. Xcode is a powerful suite of free development tools from Apple Computer that will allow you to create Macintosh applications, plug-ins, web components, applets, and more using languages such as C, C++, Objective-C, Java, and AppleScript. What you will learn from this book: Control window layout to match your development style. Master source file organization. How to access a source control management system, right in the Xcode interface. How to quickly navigate to files, symbols, bookmarks, declarations, and definitions within your project; find reference documents and instantly access API documentation. Harness Xcode's smart editing features, such as auto-indent, code completion, and text macros. Discover how easy it is to browse class information and create dynamic class diagrams. Get started using Xcode's Interface Builder and Data Modeling design tools. Learn to customize target build phases, add your own compilers, write your own build processes, and integrate Xcode with other build tools like Ant and gnumake. How to create and integrate unit tests into your projects. Harness the full power of the debugger with smart breakpoints and custom data formatters. Learn how to change variables, and even fix bugs,...



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