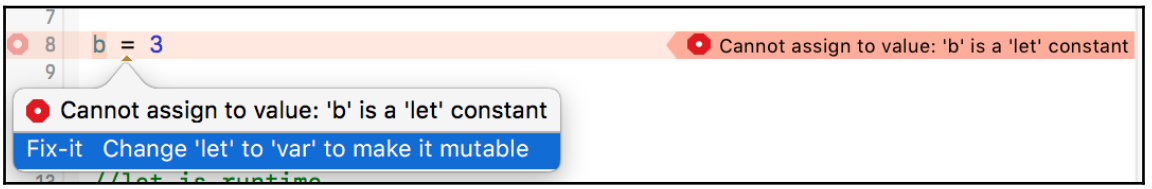
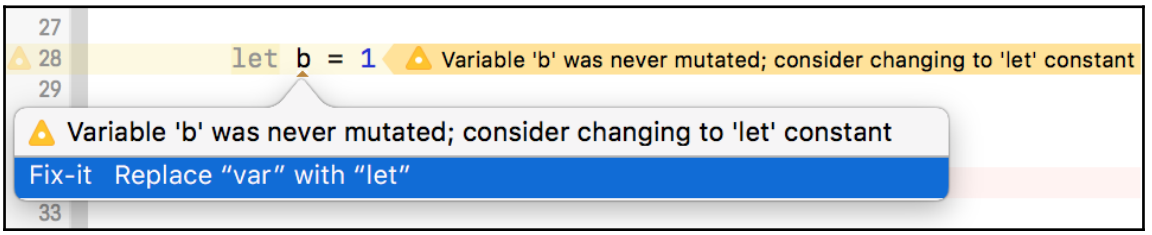
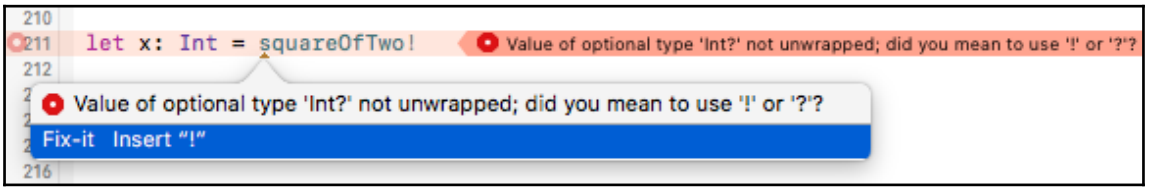
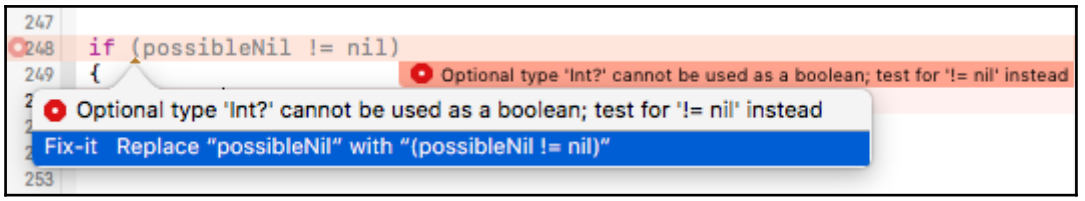
Chapter 1: Hello macOS

Chapter 2: Basic Swift

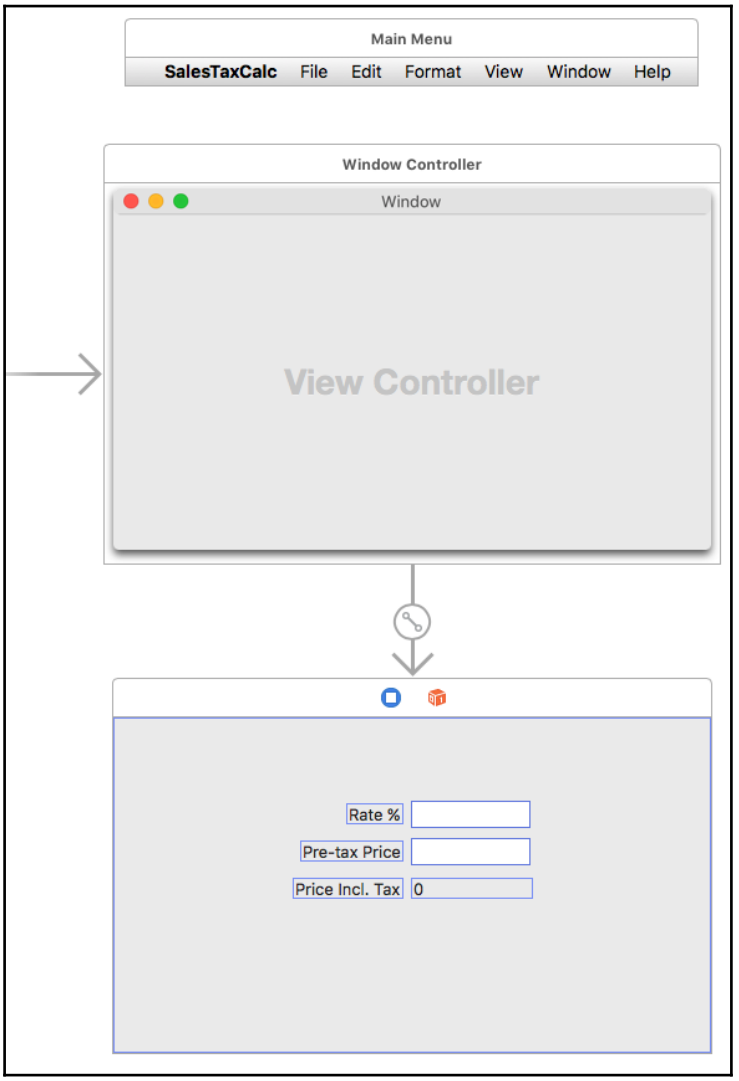


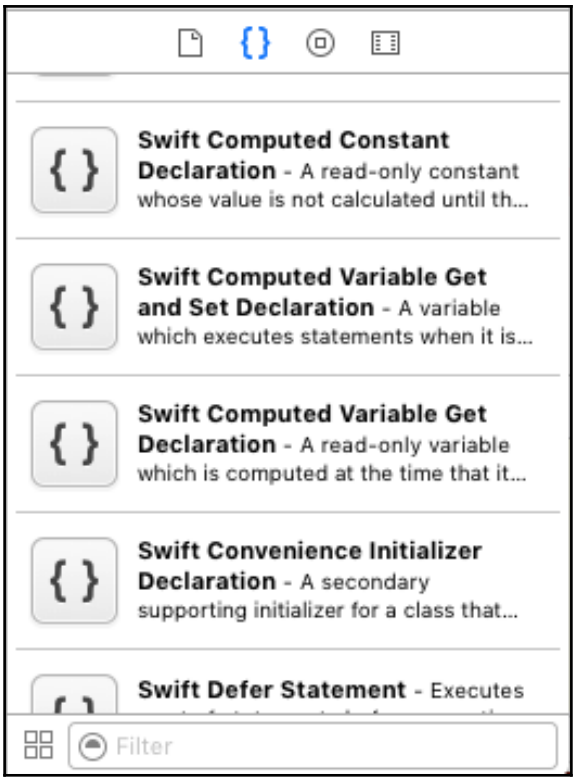


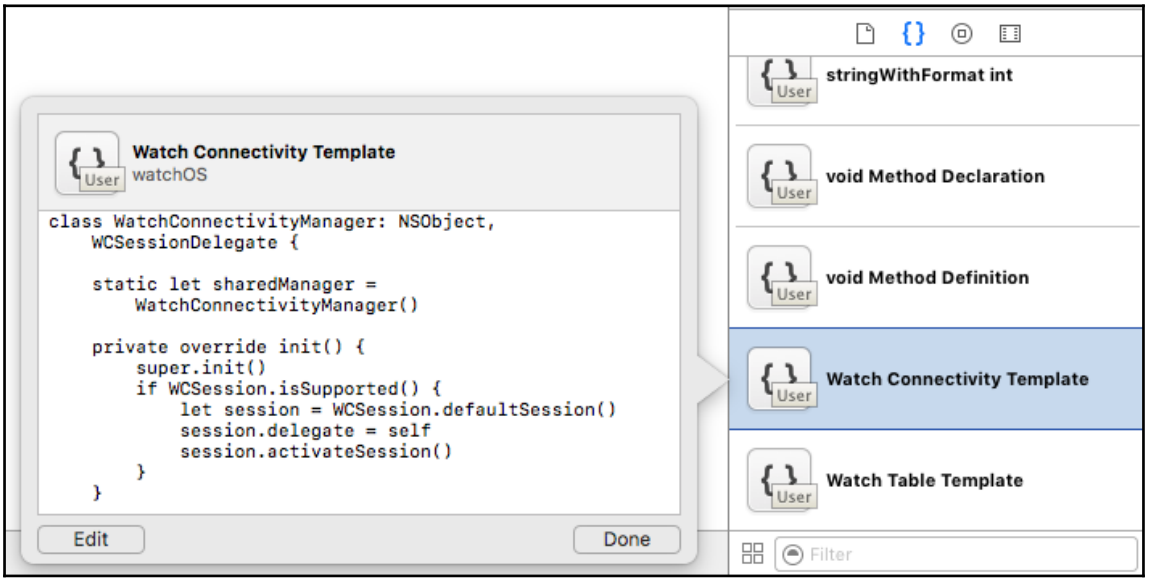


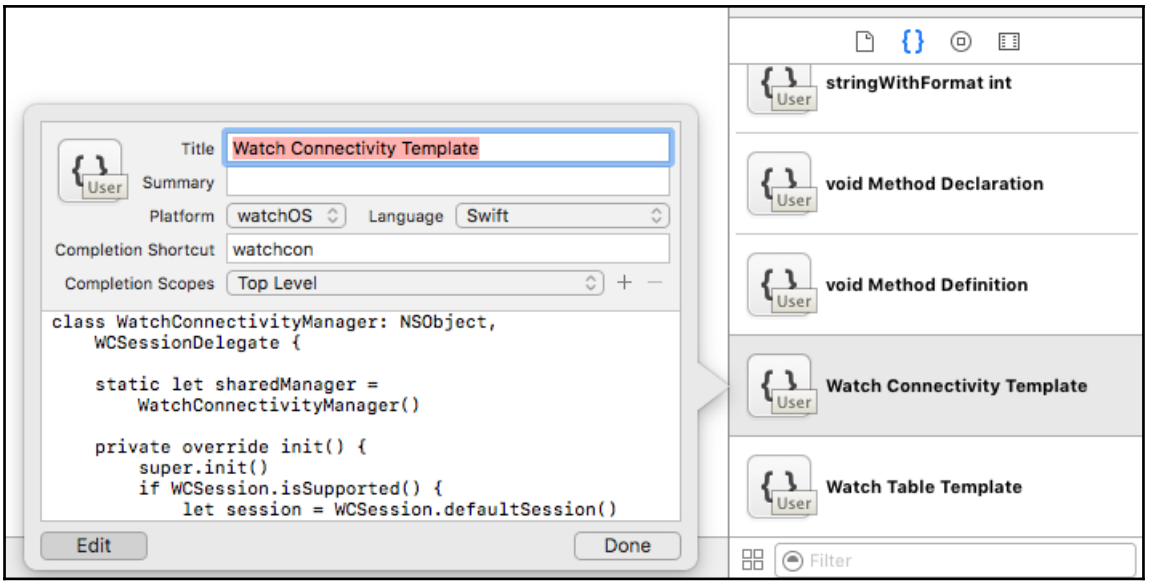


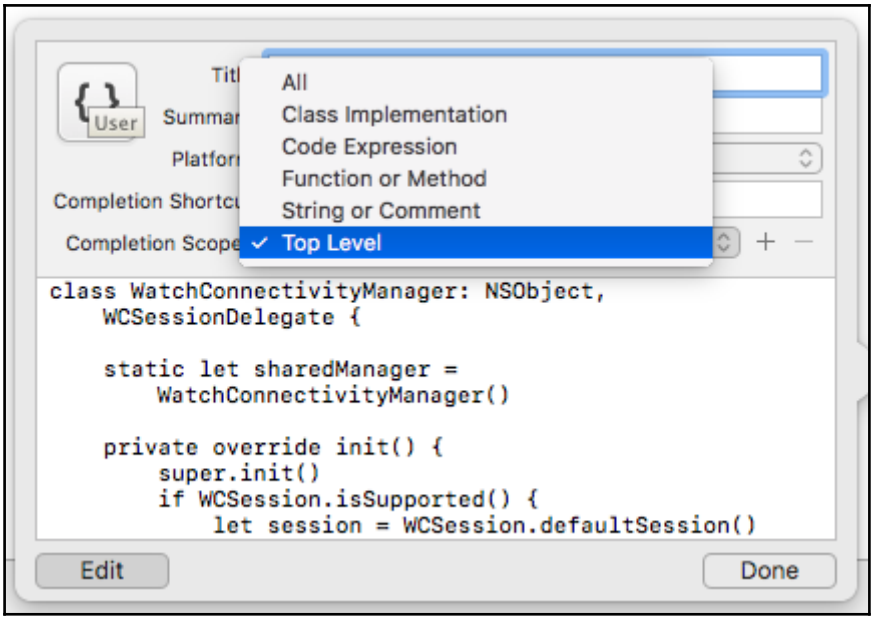
Chapter 3: Checking Out the Power of Xcode

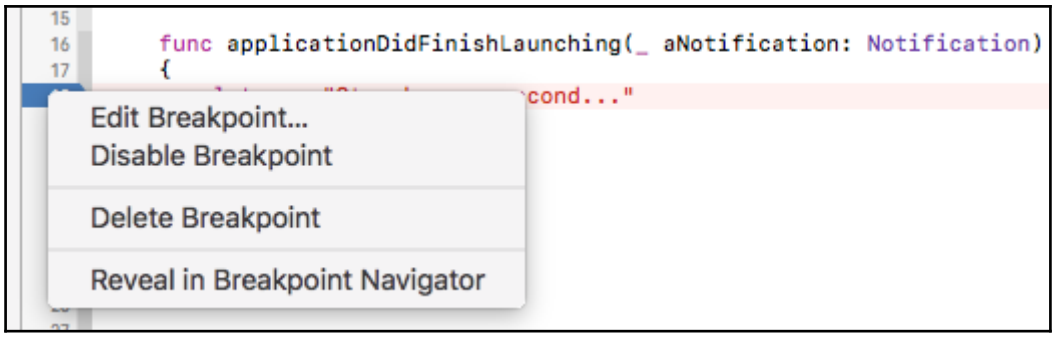


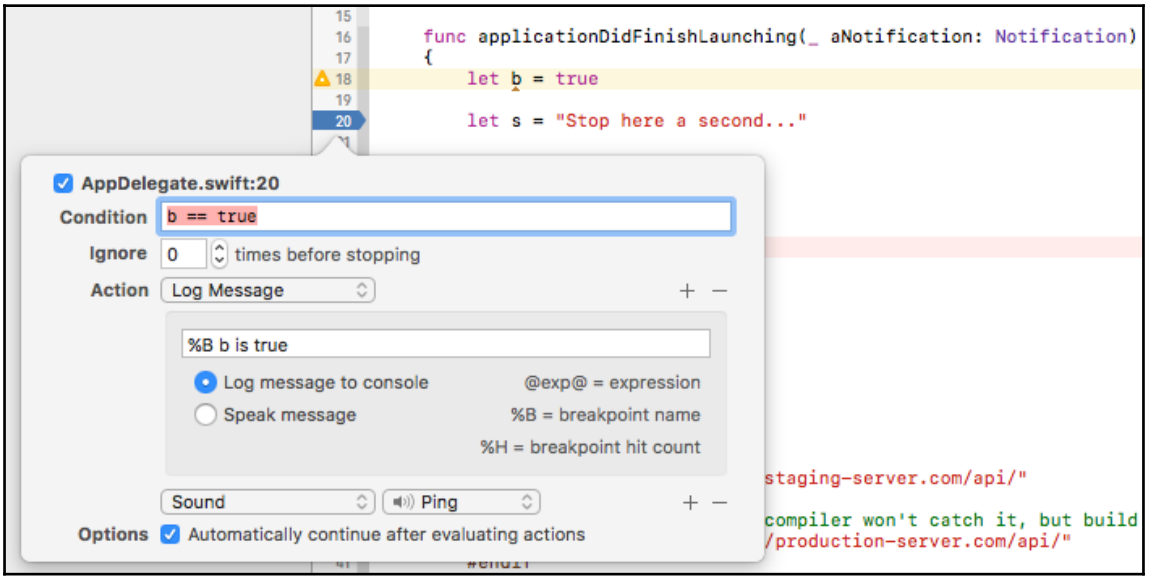

Swift Computed Constant Declaration - A read-only constant whose value is not calculated until th...
Swift Computed Variable Get and Set Declaration - A variable which executes statements when it is...
Swift Computed Variable Get Declaration - A read-only variable which is computed at the time that it...
Swift Convenience Initializer Declaration - A secondary supporting initializer for a class that...
Swift Defer Statement - Executes
Filter

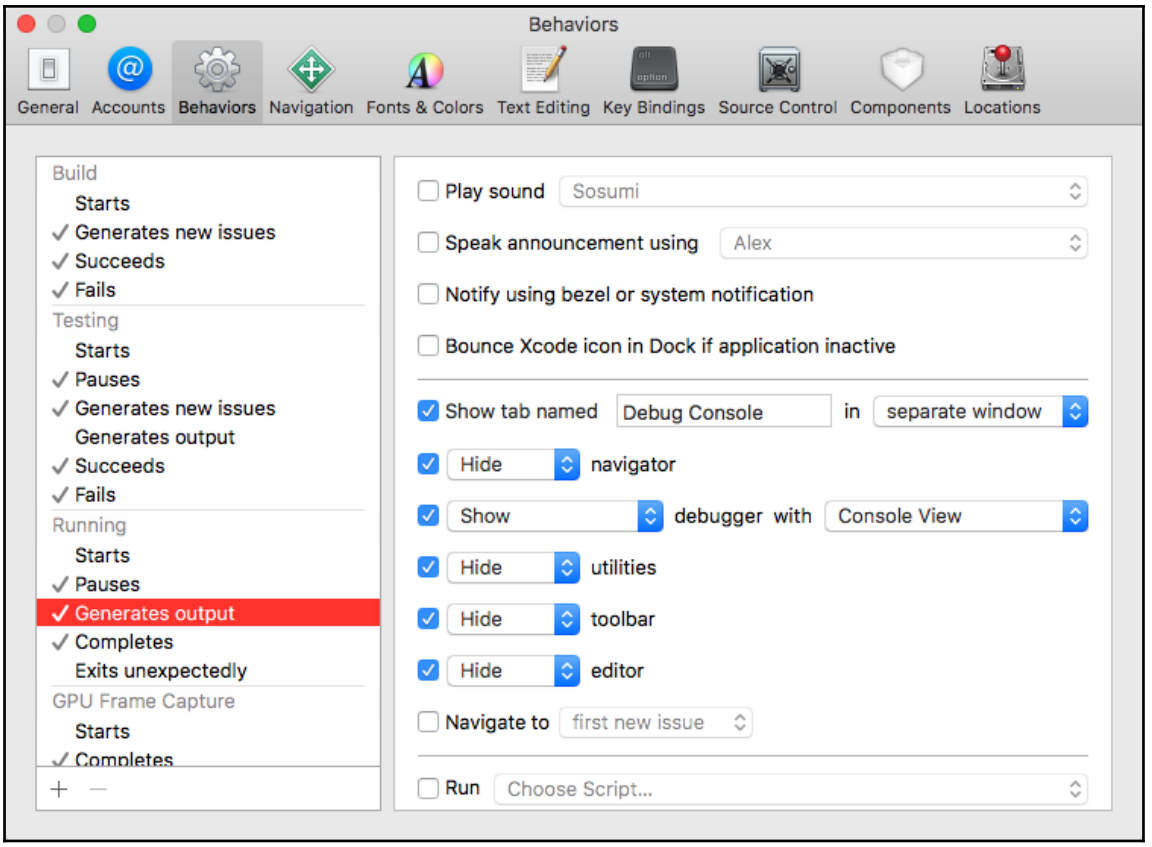

Watch Connectivity Template
watchOS
class WatchConnectivityManager: NSObject,
WCSessionDelegate {
static let sharedManager =
WatchConnectivityManager()
private override init() {
super.init()
if WCSession.isSupported() {
let session = WCSession.defaultSession()
session.delegate = self
session.activateSession()
}
}
Edit
Done
stringWithFormat int
void Method Declaration
void Method Definition
Watch Connectivity Template
Watch Table Template
Filter

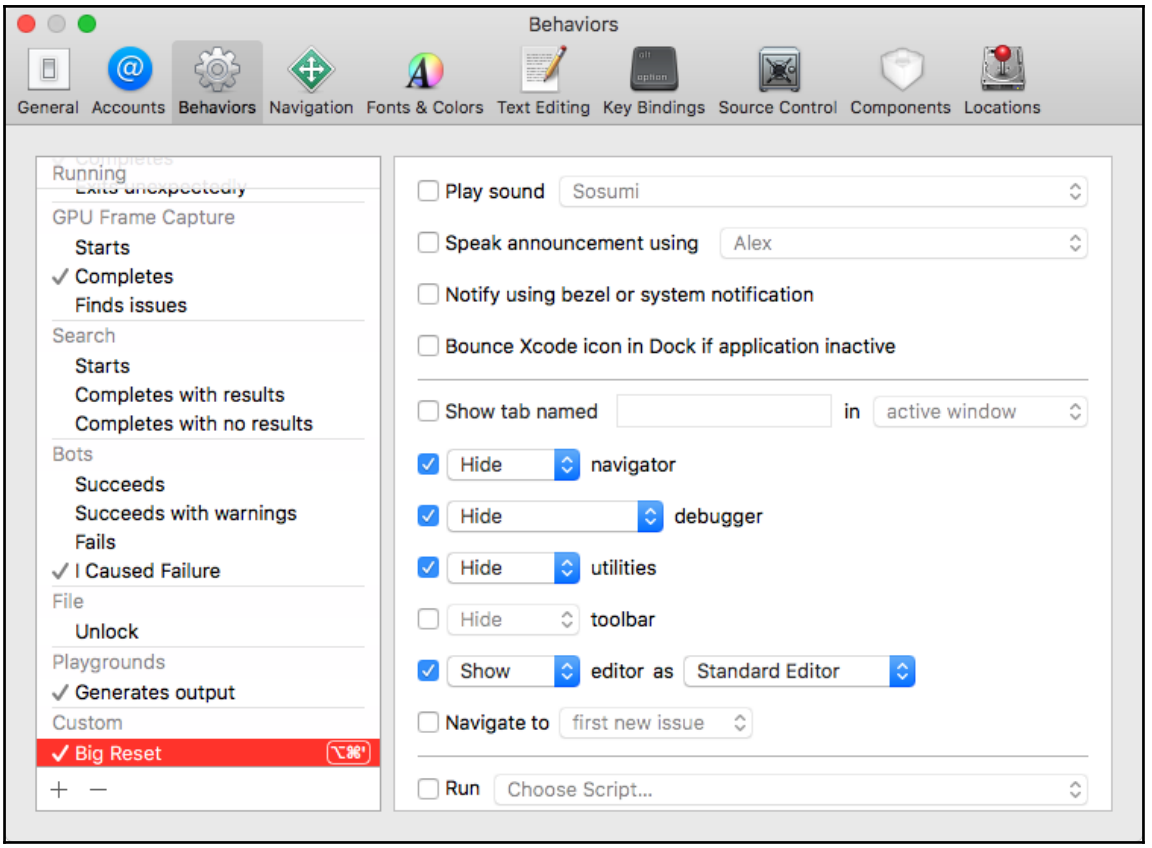

Title
Watch Connectivity Template
Summary
Platform
watchOS
Language
Swift
Completion Shortcut
watchcon
Completion Scopes
Top Level
class WatchConnectivityManager: NSObject,
WCSessionDelegate {
static let sharedManager =
WatchConnectivityManager()
private override init() {
super.init()
if WCSession.isSupported() {
let session = WCSession.defaultSession()
Edit
Done
stringWithFormat int
void Method Declaration
void Method Definition
Watch Connectivity Template
Watch Table Template
Filter

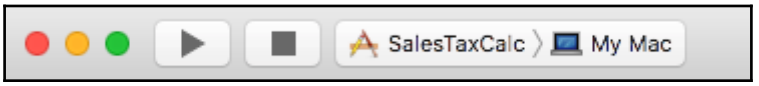

All
Class Implementation
Code Expression
Function or Method
String or Comment
Top Level
class WatchConnectivityManager: NSObject,
WCSessionDelegate {
static let sharedManager =
WatchConnectivityManager()
private override init() {
super.init()
if WCSession.isSupported() {
let session = WCSession.defaultSession()
Edit
Done

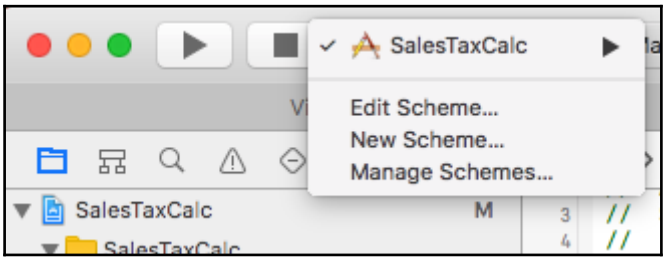

15
16 func applicationDidFinishLaunching(_ aNotification: Notification)
17 {
cond..."
Edit Breakpoint...
Disable Breakpoint
Delete Breakpoint
Reveal in Breakpoint Navigator

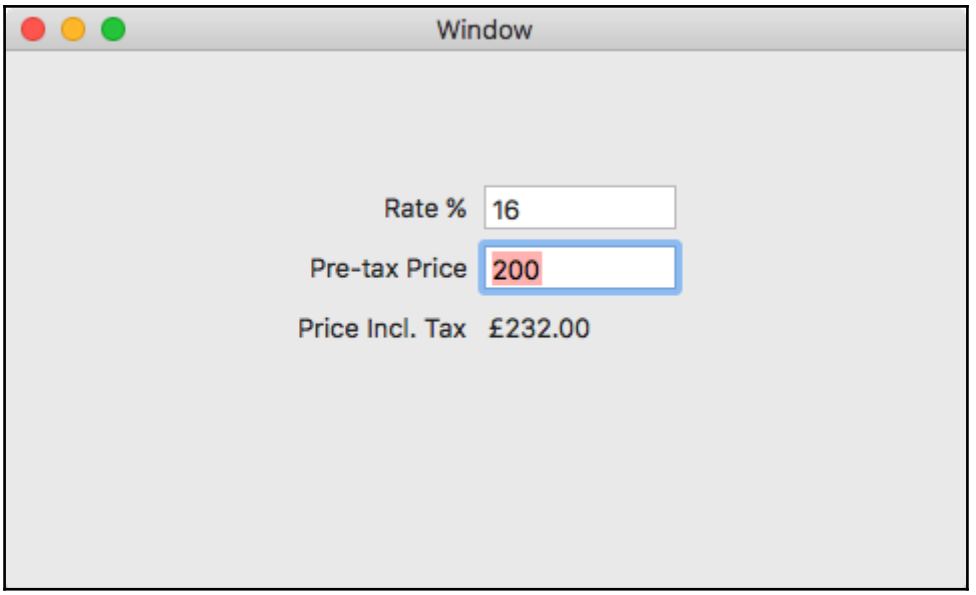

15
16 func applicationDidFinishLaunching(_ aNotification: Notification)
17 {
18 let b = true
19
20 let s = "Stop here a second..."
AppDelegate.swift:20
Condition b == true
Ignore 0 times before stopping
Action Log Message
%B b is true
Log message to console
Speak message
@exp@ = expression
%B = breakpoint name
%H = breakpoint hit count
Sound Ping
Options Automatically continue after evaluating actions
staging-server.com/api/"
compiler won't catch it, but build
/production-server.com/api/"

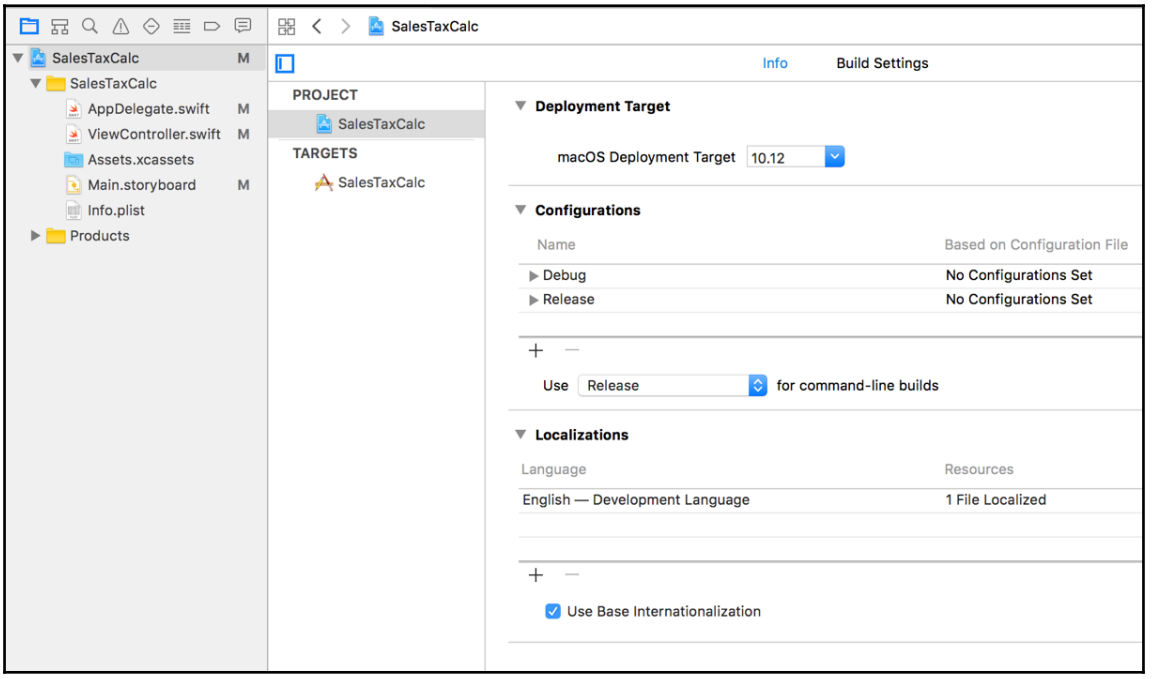

Behaviors
General
Accounts
Behaviors
Navigation
Fonts & Colors
Text Editing
Key Bindings
Source Control
Components
Locations
Build
Starts
Generates new issues
Succeeds
Fails
Testing
Starts
Pauses
Generates new issues
Generates output
Succeeds
Fails
Running
Starts
Pauses
Generates output
Completes
Exits unexpectedly
GPU Frame Capture
Starts
Completes
Play sound
Sosumi
Speak announcement using
Alex
Notify using bezel or system notification
Bounce Xcode icon in Dock if application inactive
Show tab named
Debug Console
in
separate window
Hide
navigator
Show
debugger with
Console View
Hide
utilities
Hide
toolbar
Hide
editor
Navigate to
first new issue
Run
Choose Script...

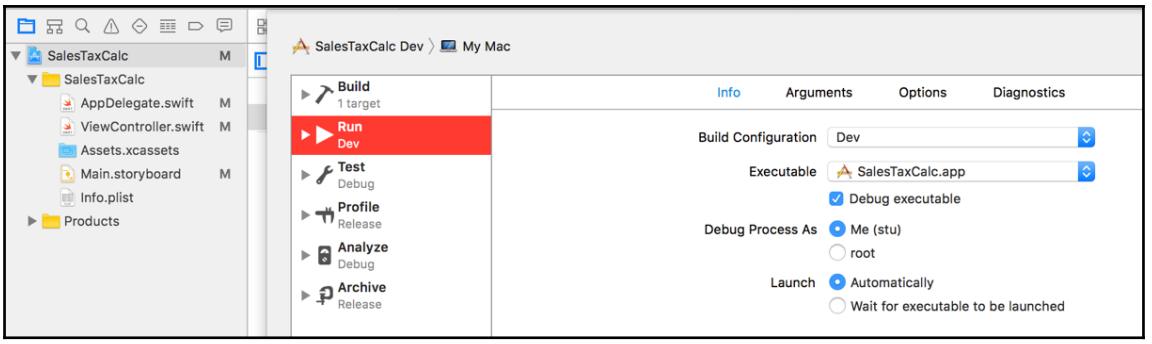

Behaviors
General
Accounts
Behaviors
Navigation
Fonts & Colors
Text Editing
Key Bindings
Source Control
Components
Locations
Running
GPU Frame Capture
Starts
Completes
Finds issues
Search
Starts
Completes with results
Completes with no results
Bots
Succeeds
Succeeds with warnings
Fails
I Caused Failure
File
Unlock
Playgrounds
Generates output
Custom
Big Reset
Play sound
Sosumi
Speak announcement using
Alex
Notify using bezel or system notification
Bounce Xcode icon in Dock if application inactive
Show tab named
in
active window
Hide
navigator
Hide
debugger
Hide
utilities
Hide
toolbar
Show
editor as
Standard Editor
Navigate to
first new issue
Run
Choose Script...

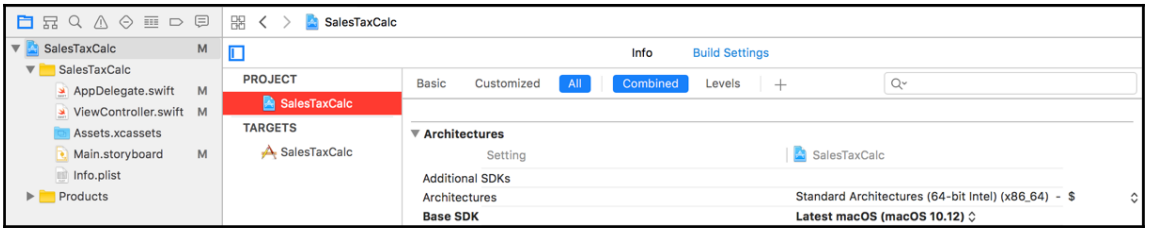

SalesTaxCalc
My Mac

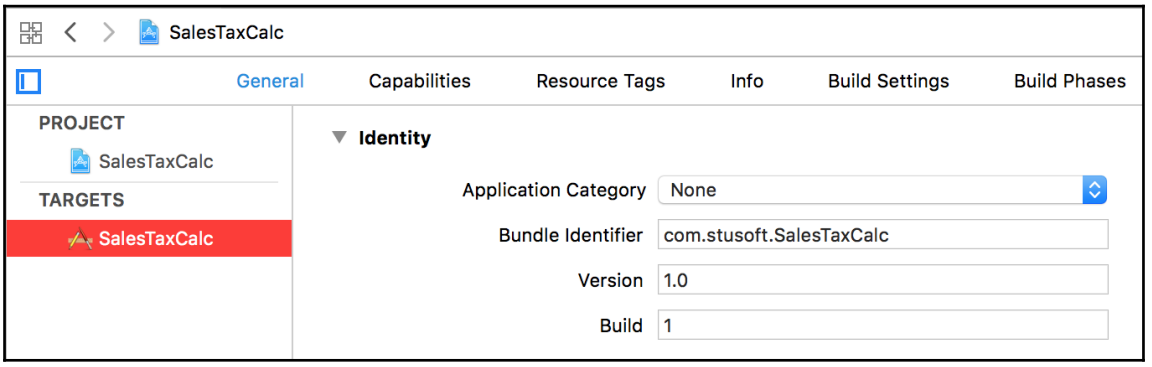

SalesTaxCalc
Edit Scheme...
New Scheme...
Manage Schemes...
SalesTaxCalc
M

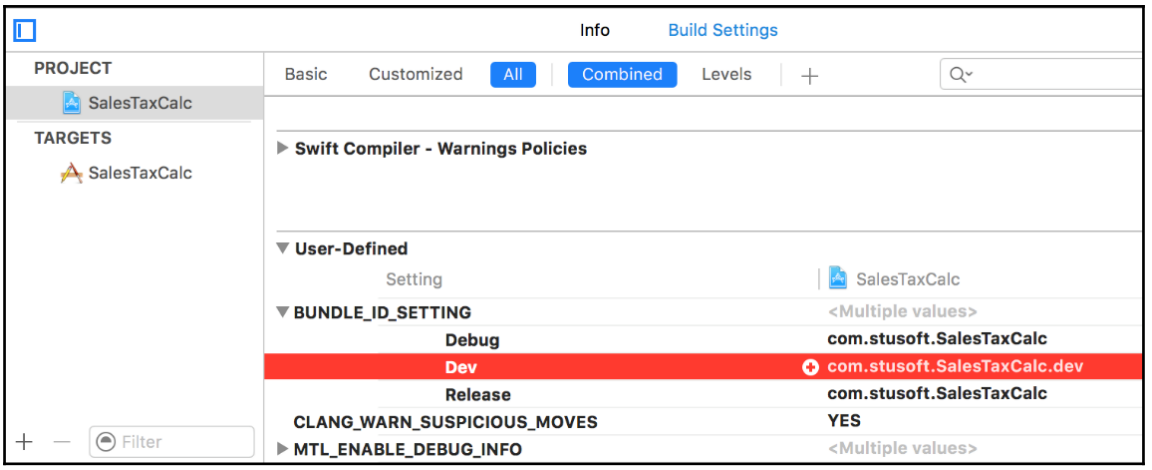

Window
Rate %
16
Pre-tax Price
200
Price Incl. Tax
£232.00

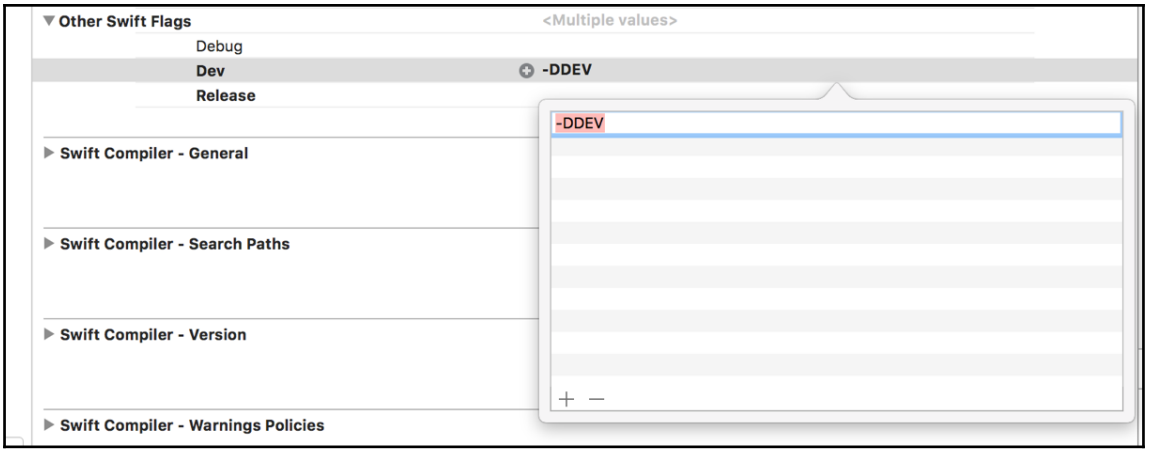

SalesTaxCalc
SalesTaxCalc
AppDelegate.swift
ViewController.swift
Assets.xcassets
Main.storyboard
Info.plist
Products
SalesTaxCalc
Info
Build Settings
PROJECT
SalesTaxCalc
TARGETS
SalesTaxCalc
Deployment Target
macOS Deployment Target
10.12
Configurations
Name
Based on Configuration File
Debug
No Configurations Set
Release
No Configurations Set
Use
Release
for command-line builds
Localizations
Language
Resources
English — Development Language
1 File Localized
Use Base Internationalization


SalesTaxCalc
SalesTaxCalc
AppDelegate.swift M
ViewController.swift M
Assets.xcassets
Main.storyboard M
Info.plist
Products
SalesTaxCalc Dev 〉 My Mac
Build
1 target
Run
Dev
Test
Debug
Profile
Release
Analyze
Debug
Archive
Release
Info
Arguments
Options
Diagnostics
Build Configuration Dev
Executable SalesTaxCalc.app
Debug executable
Debug Process As Me (stu)
root
Launch Automatically
Wait for executable to be launched


SalesTaxCalc
SalesTaxCalc
AppDelegate.swift M
ViewController.swift M
Assets.xcassets
Main.storyboard M
Info.plist
Products
SalesTaxCalc
Info
Build Settings
PROJECT
SalesTaxCalc
TARGETS
SalesTaxCalc
Basic
Customized
All
Combined
Levels
Architectures
Setting
SalesTaxCalc
Additional SDKs
Architectures
Standard Architectures (64-bit Intel) (x86_64)
Base SDK
Latest macOS (macOS 10.12)


SalesTaxCalc
General
Capabilities
Resource Tags
Info
Build Settings
Build Phases
PROJECT
SalesTaxCalc
TARGETS
SalesTaxCalc
Identity
Application Category None
Bundle Identifier com.stusoft.SalesTaxCalc
Version 1.0
Build 1

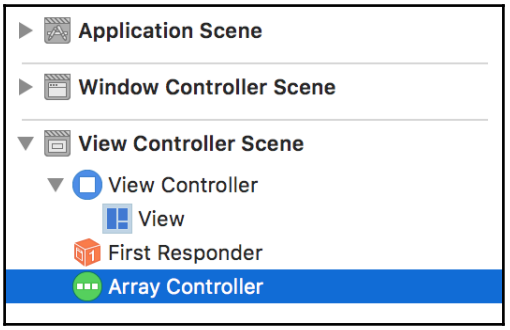

Info
Build Settings
PROJECT
SalesTaxCalc
TARGETS
SalesTaxCalc
Basic
Customized
All
Combined
Levels
Swift Compiler - Warnings Policies
User-Defined
Setting
SalesTaxCalc
BUNDLE_ID_SETTING
<Multiple values>
Debug
com.stusoft.SalesTaxCalc
Dev
com.stusoft.SalesTaxCalc.dev
Release
com.stusoft.SalesTaxCalc
CLANG_WARN_SUSPICIOUS_MOVES
YES
MTL_ENABLE_DEBUG_INFO
<Multiple values>
Filter

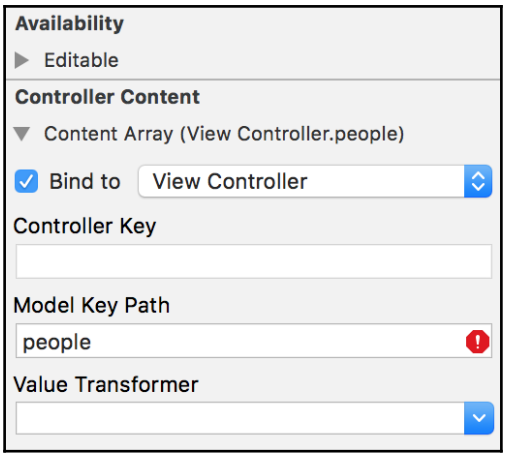

Other Swift Flags
<Multiple values>
Debug
Dev
-DDEV
Release
-DDEV
Swift Compiler - General
Swift Compiler - Search Paths
Swift Compiler - Version
Swift Compiler - Warnings Policies

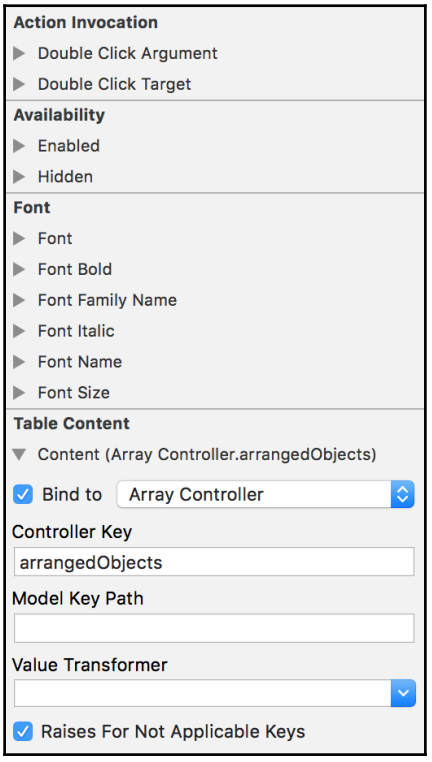
Chapter 6:
Cocoa Frameworks -
The Backbone of Your Apps

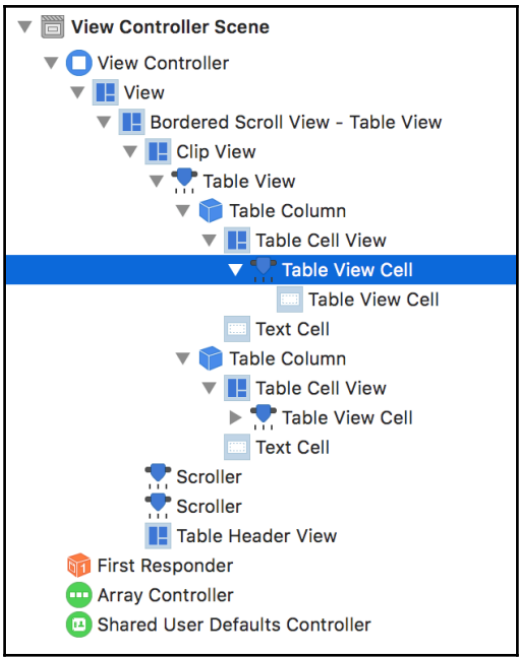
```
15
16  class MyFoundationClass: NSObject          Use of undeclared type 'NSObject'
17  {
18      var someDate = Date()                  Use of unresolved identifier 'Date'
19  }
20
```

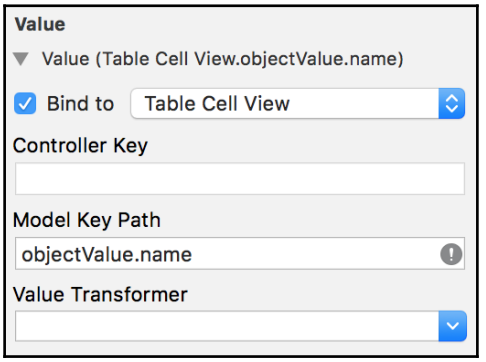
```
20
21  class MyAppKitClass
22  {
23      var someColor = NSColor.red            Use of unresolved identifier 'NSColor'
24  }
25
```

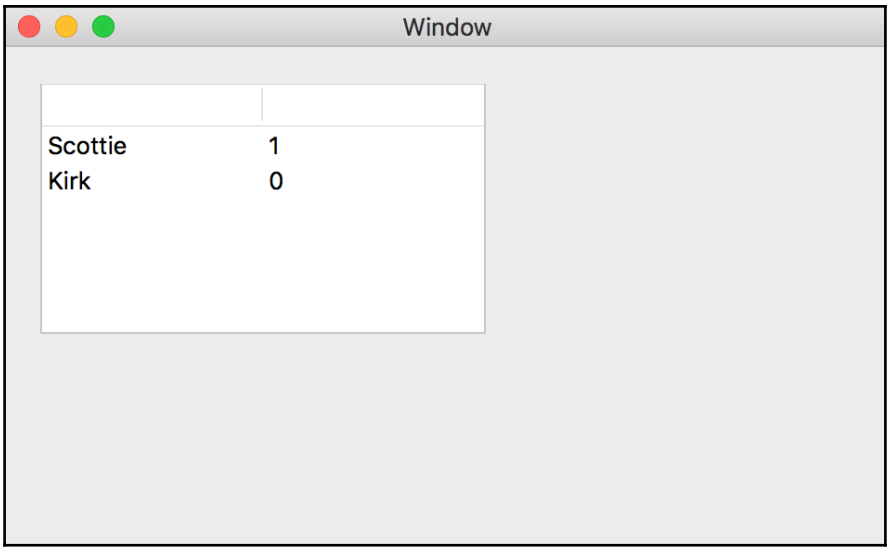



Availability
Editable
Controller Content
Content Array (View Controller.people)
Bind to
View Controller
Controller Key
Model Key Path
people
Value Transformer


Action Invocation
Double Click Argument
Double Click Target
Availability
Enabled
Hidden
Font
Font
Font Bold
Font Family Name
Font Italic
Font Name
Font Size
Table Content
Content (Array Controller.arrangedObjects)
Bind to
Array Controller
Controller Key
arrangedObjects
Model Key Path
Value Transformer
Raises For Not Applicable Keys


View Controller Scene
View Controller
View
Bordered Scroll View - Table View
Clip View
Table View
Table Column
Table Cell View
Table View Cell
Table View Cell
Text Cell
Table Column
Table Cell View
Table View Cell
Text Cell
Scroller
Scroller
Table Header View
First Responder
Array Controller
Shared User Defaults Controller


Value
Value (Table Cell View.objectValue.name)
Bind to
Table Cell View
Controller Key
Model Key Path
objectValue.name
Value Transformer


Window
Scottie
1
Kirk
0

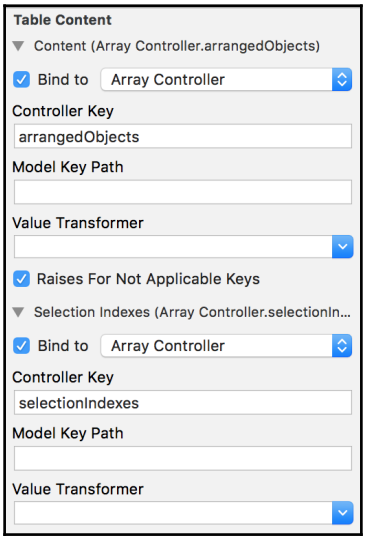
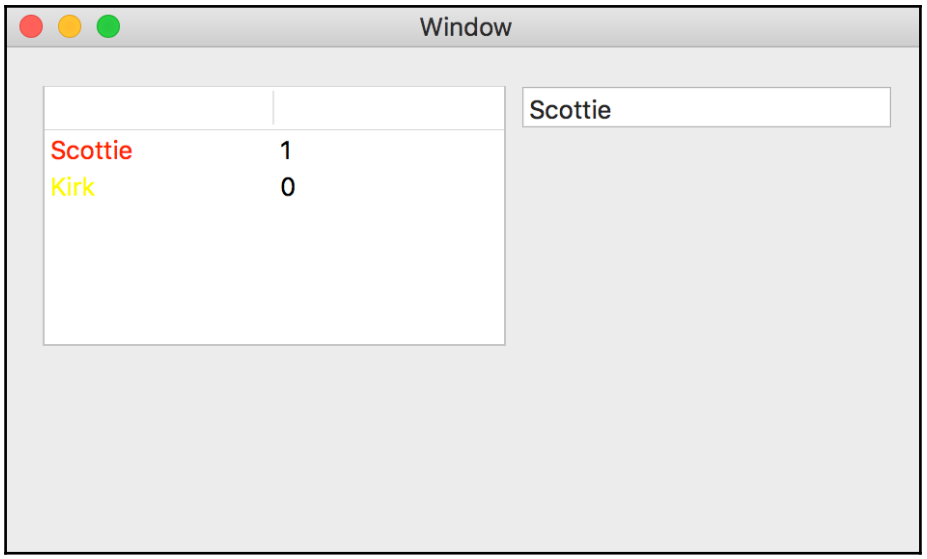
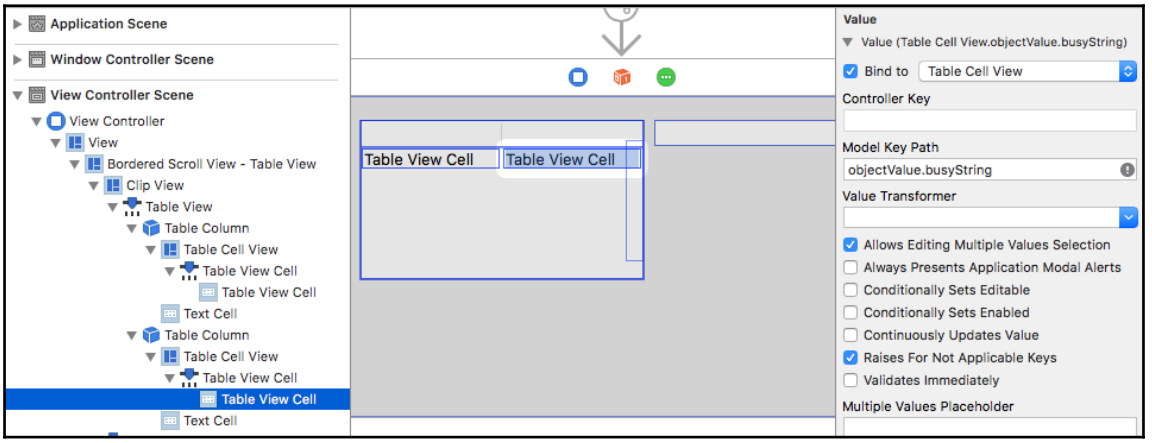
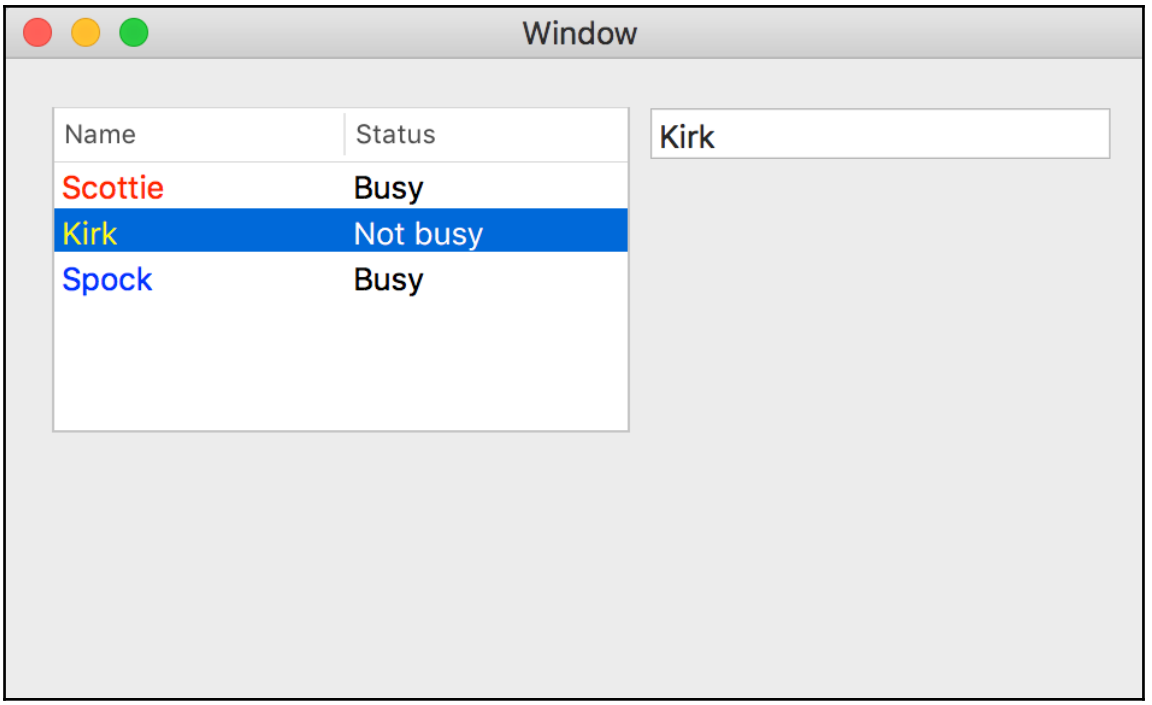


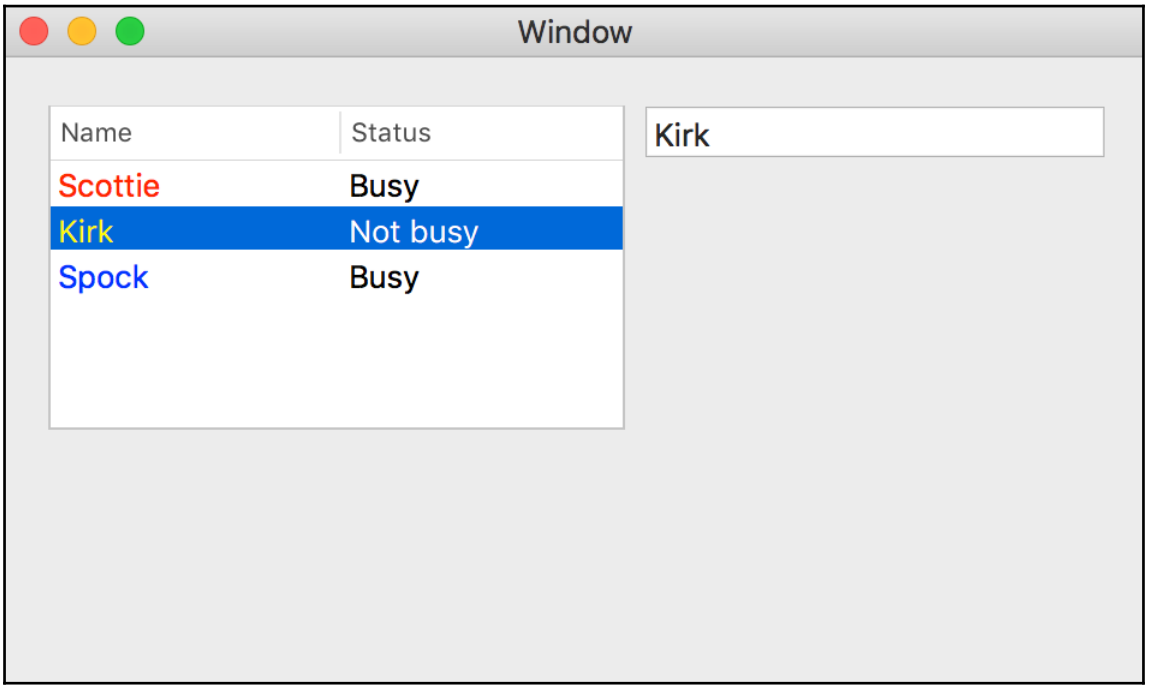
Table Content
Content (Array Controller.arrangedObjects)
Bind to
Array Controller
Controller Key
arrangedObjects
Model Key Path
Value Transformer
Raises For Not Applicable Keys
Selection Indexes (Array Controller.selectionIn...
Bind to
Array Controller
Controller Key
selectionIndexes
Model Key Path
Value Transformer

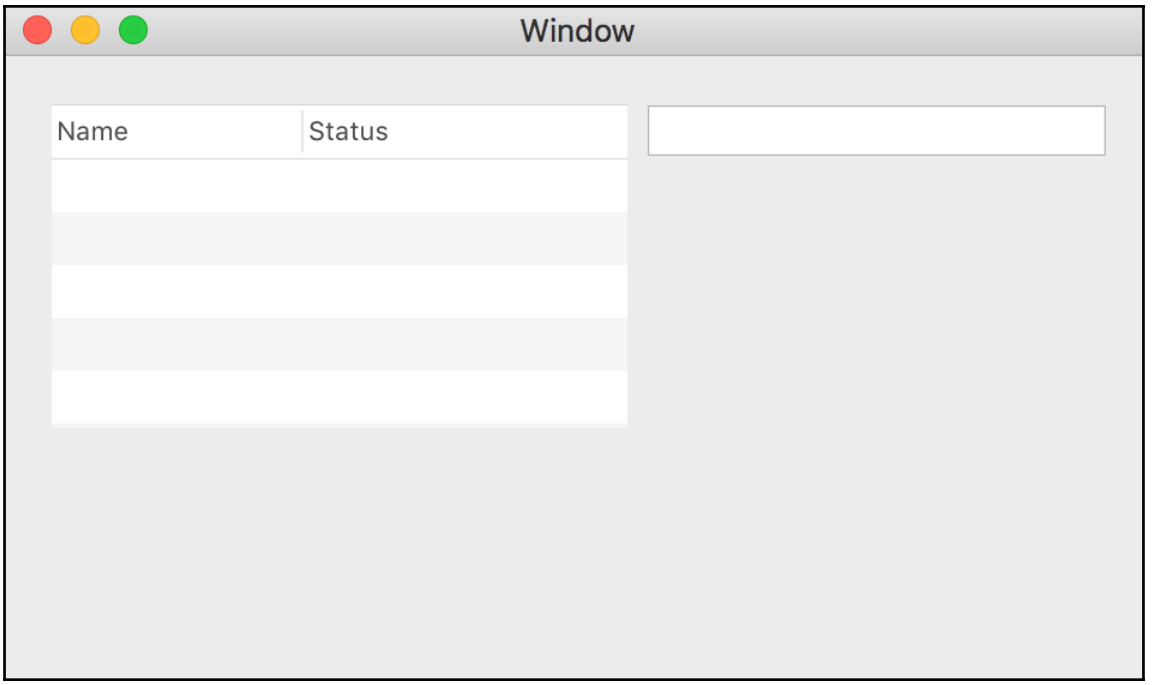

Window
Scottie
1
Kirk
0
Scottie

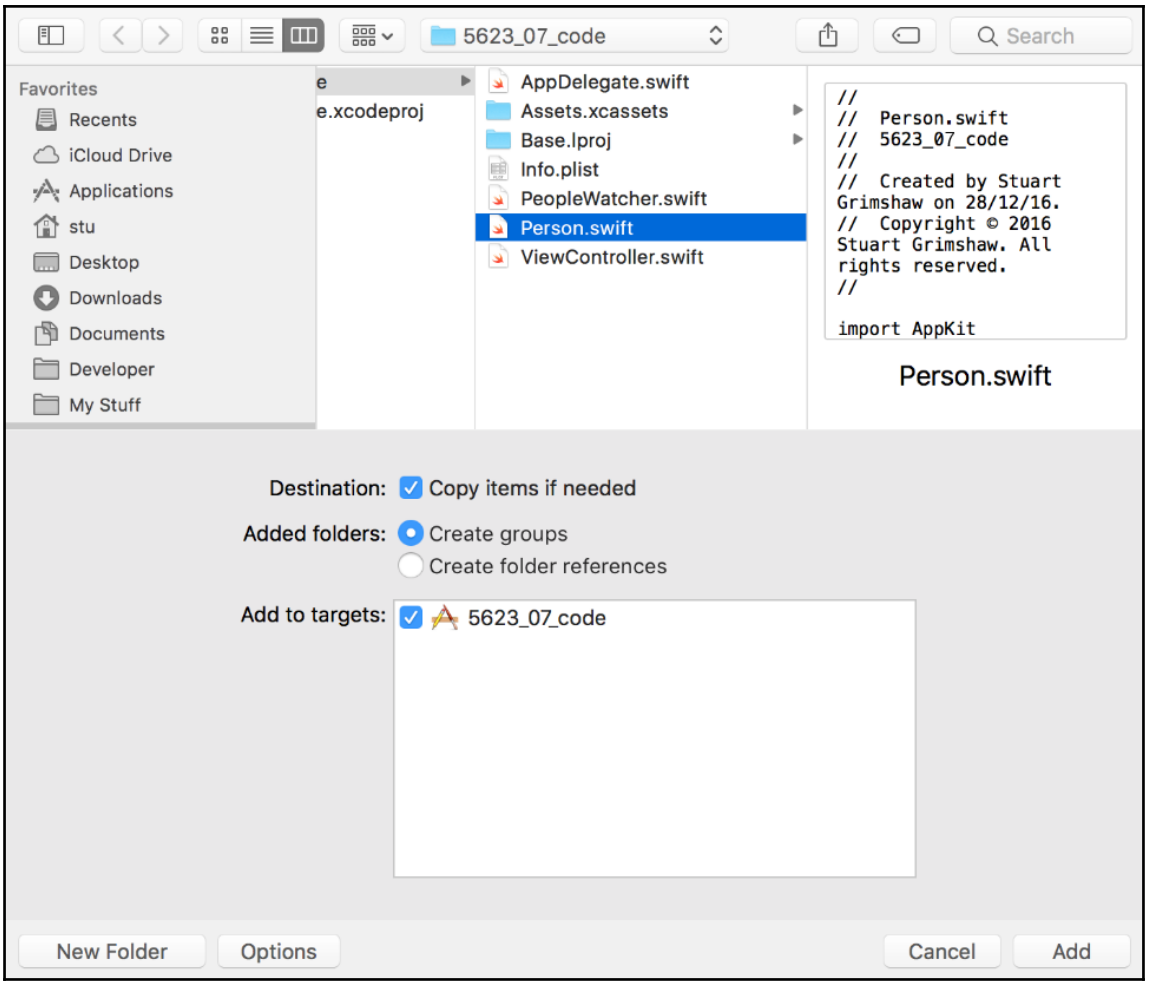

Application Scene
Window Controller Scene
View Controller Scene
View Controller
View
Bordered Scroll View - Table View
Clip View
Table View
Table Column
Table Cell View
Table View Cell
Table View Cell
Text Cell
Table Column
Table Cell View
Table View Cell
Table View Cell
Text Cell
Table View Cell
Table View Cell
Value
Value (Table Cell View.objectValue.busyString)
Bind to
Table Cell View
Controller Key
Model Key Path
objectValue.busyString
Value Transformer
Allows Editing Multiple Values Selection
Always Presents Application Modal Alerts
Conditionally Sets Editable
Conditionally Sets Enabled
Continuously Updates Value
Raises For Not Applicable Keys
Validates Immediately
Multiple Values Placeholder

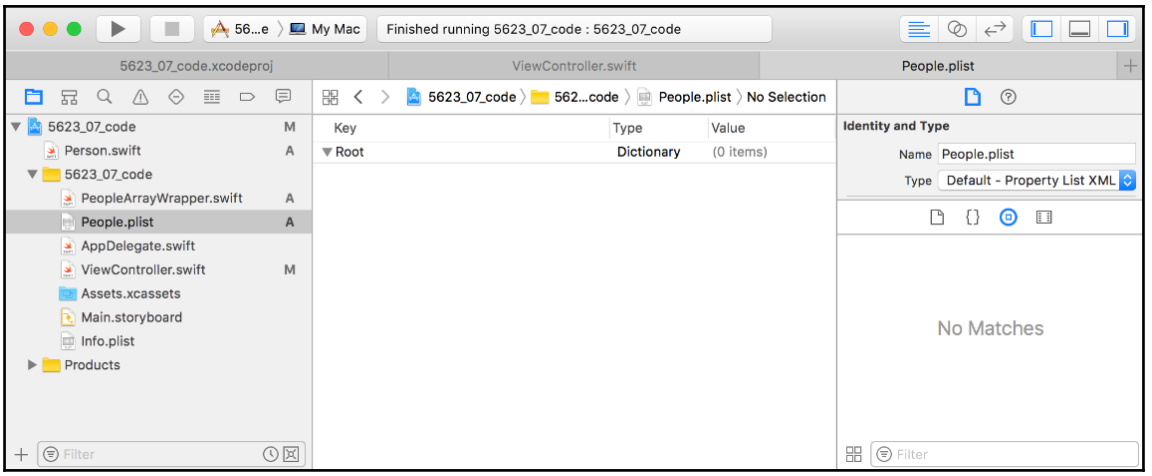

Window
Name
Status
Scottie
Busy
Kirk
Not busy
Spock
Busy
Kirk

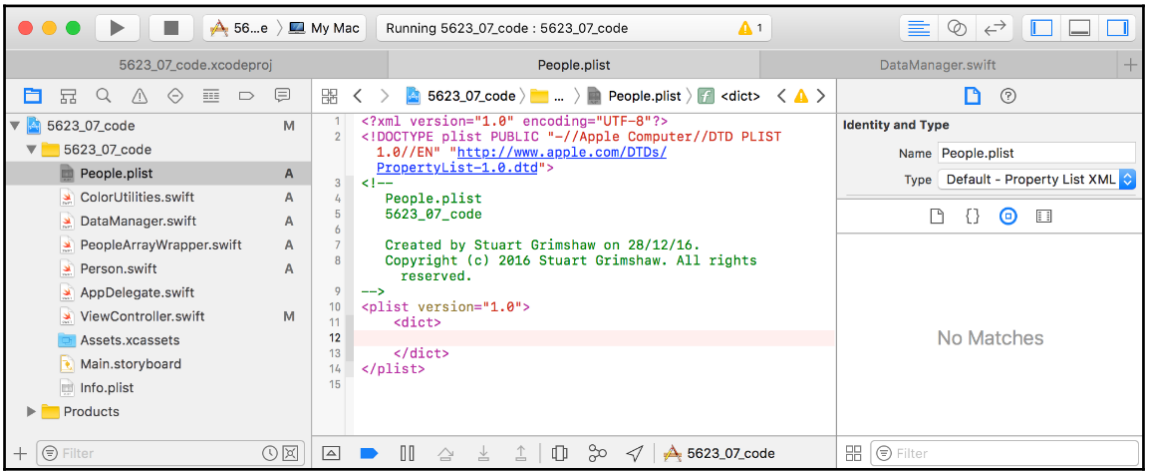
Chapter 7: Creating Views Programmatically

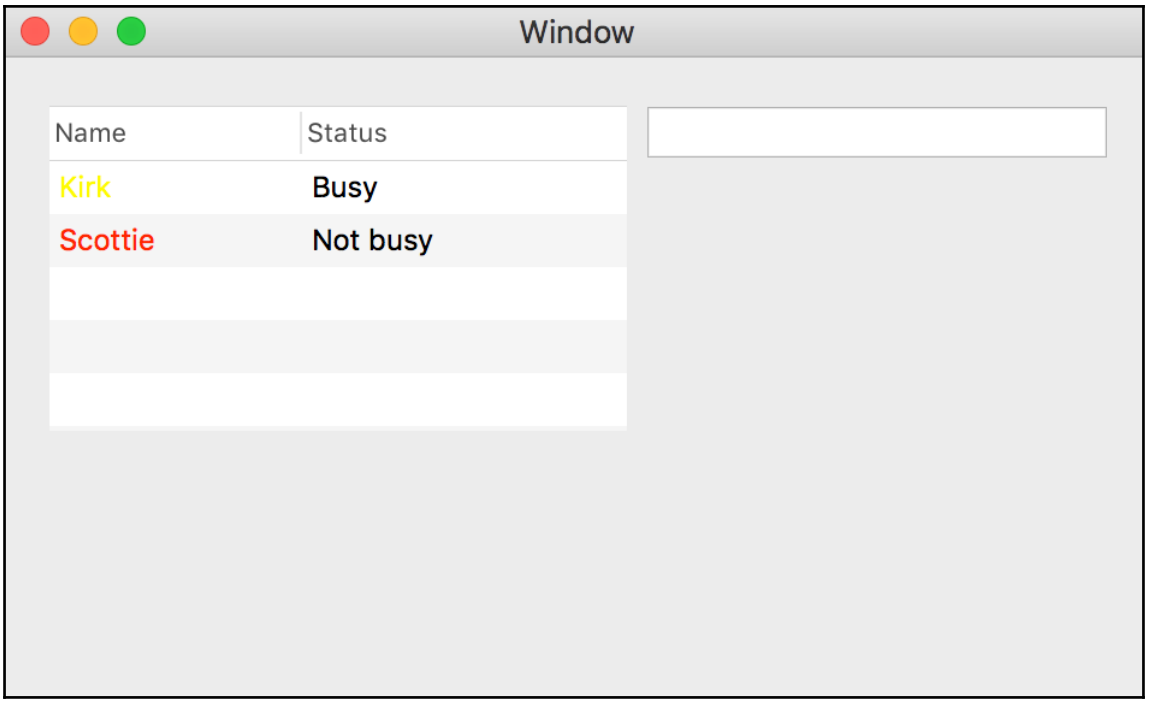


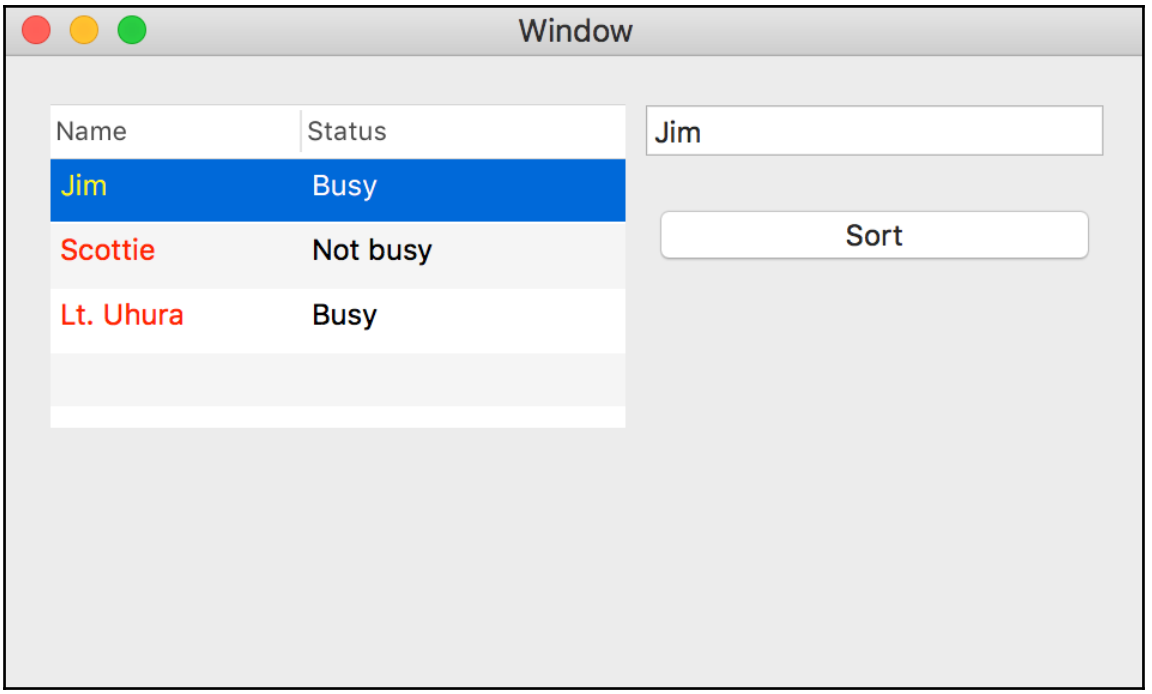

Window
Name
Status


5623_07_code
Search
Favorites
Recents
iCloud Drive
Applications
stu
Desktop
Downloads
Documents
Developer
My Stuff
e.xcodeproj
AppDelegate.swift
Assets.xcassets
Base.lproj
Info.plist
PeopleWatcher.swift
Person.swift
ViewController.swift
//
// Person.swift
// 5623_07_code
//
// Created by Stuart Grimshaw on 28/12/16.
// Copyright © 2016 Stuart Grimshaw. All rights reserved.
//
import AppKit
Person.swift
Destination:
Copy items if needed
Added folders:
Create groups
Create folder references
Add to targets:
5623_07_code
New Folder
Options
Cancel
Add

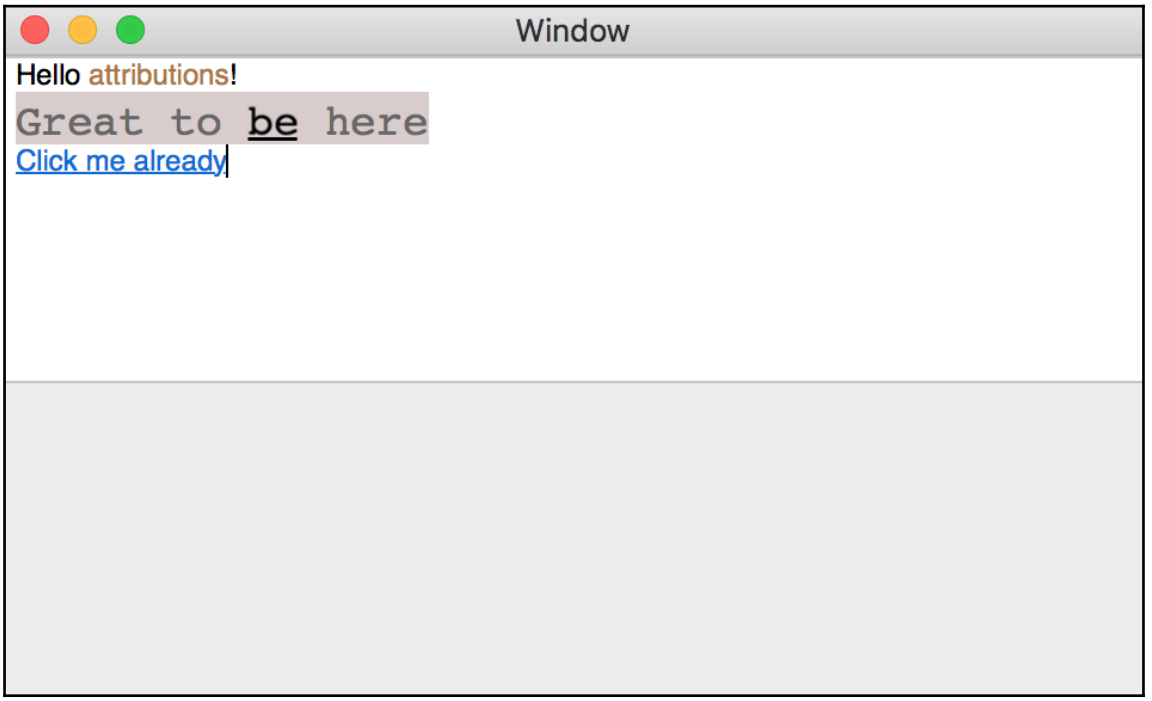

Finished running 5623_07_code : 5623_07_code
5623_07_code.xcodeproj
ViewController.swift
People.plist
5623_07_code
Person.swift
PeopleArrayWrapper.swift
People.plist
AppDelegate.swift
ViewController.swift
Assets.xcassets
Main.storyboard
Info.plist
Products
Key
Type
Value
Root
Dictionary
(0 items)
No Selection
Identity and Type
Name
People.plist
Type
Default - Property List XML
No Matches

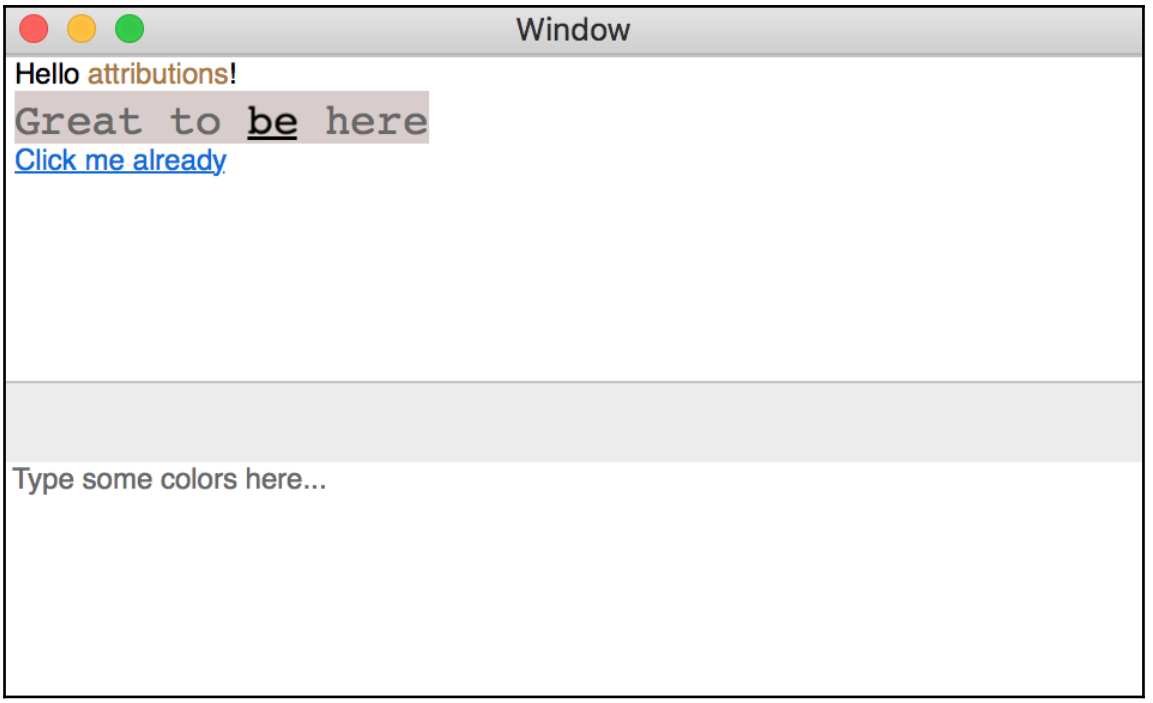

Running 5623_07_code : 5623_07_code
5623_07_code.xcodeproj
People.plist
DataManager.swift
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<!--
People.plist
5623_07_code
Created by Stuart Grimshaw on 28/12/16.
Copyright (c) 2016 Stuart Grimshaw. All rights reserved.
-->
<plist version="1.0">
<dict>
</dict>
</plist>
Identity and Type
Name
People.plist
Type
Default - Property List XML
No Matches

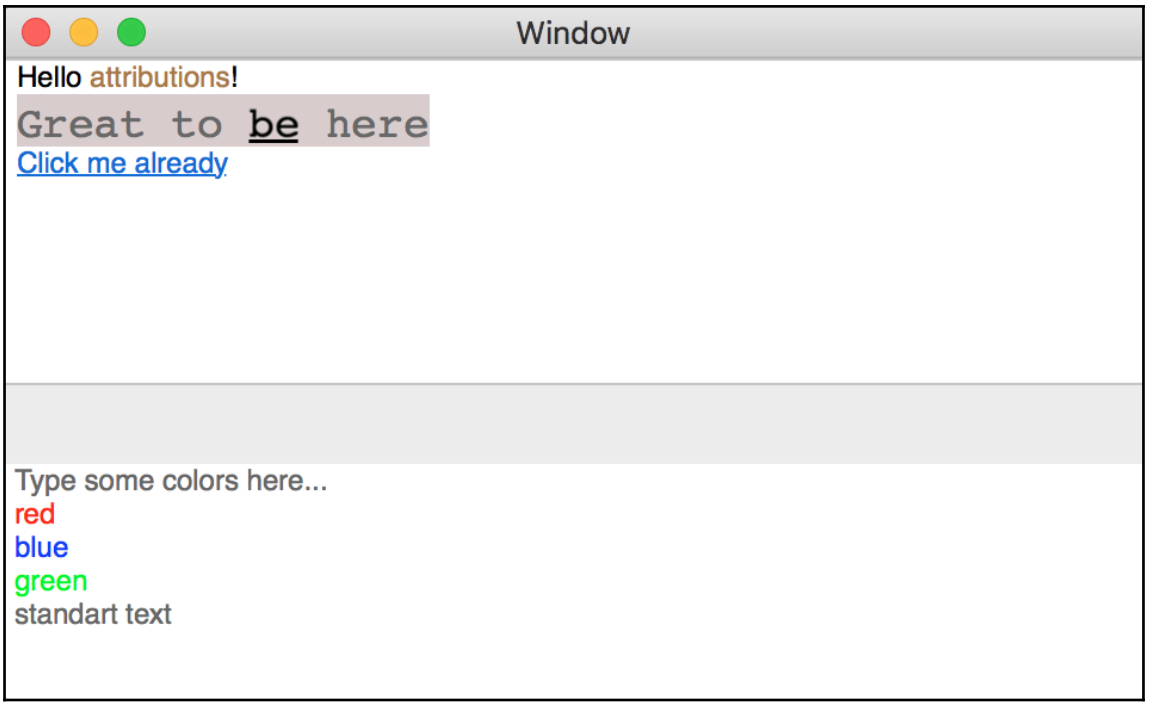

Window
Name
Status
Kirk
Busy
Scottie
Not busy


Window
Name
Status
Jim
Busy
Scottie
Not busy
Lt. Uhura
Busy
Jim
Sort

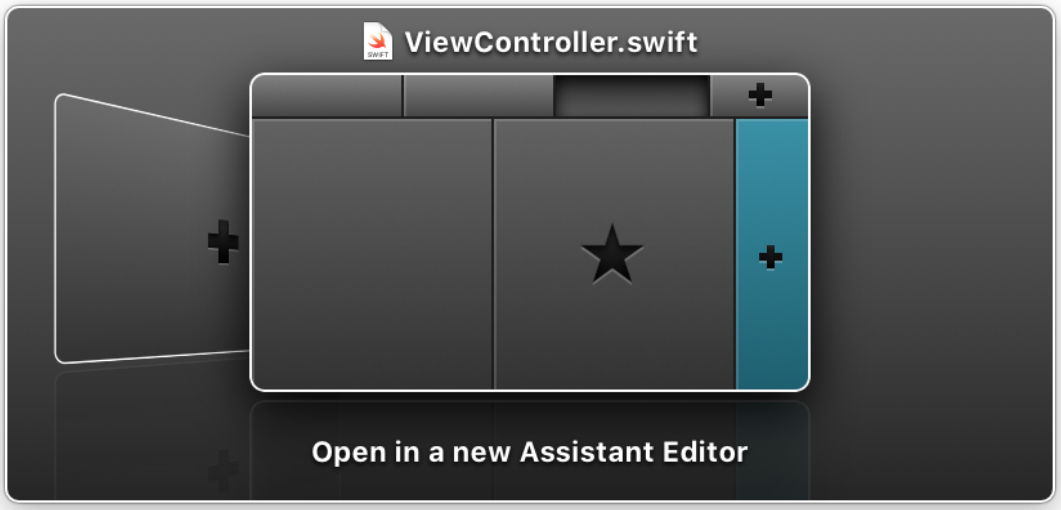
Chapter 8: Strings and Text

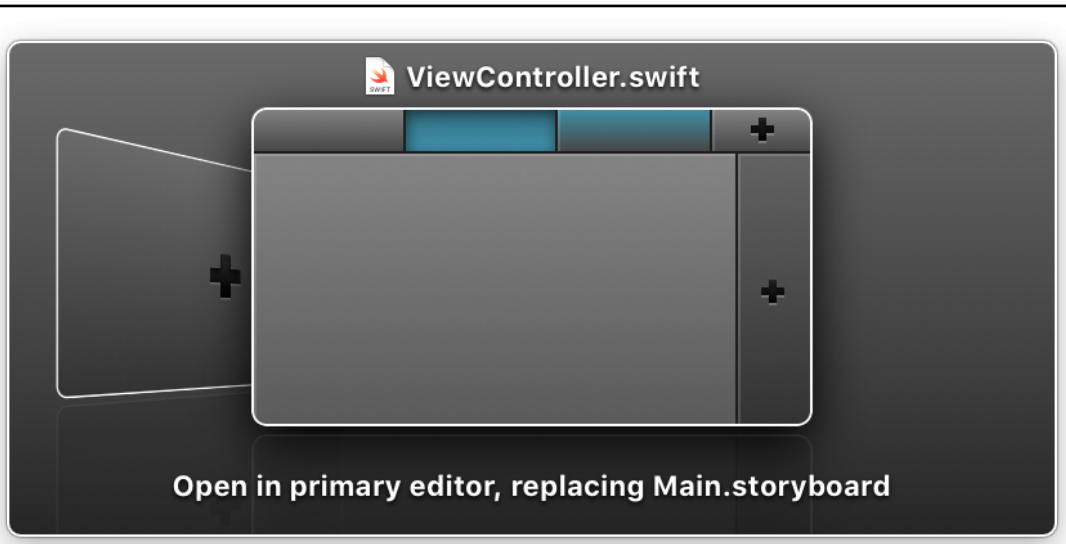


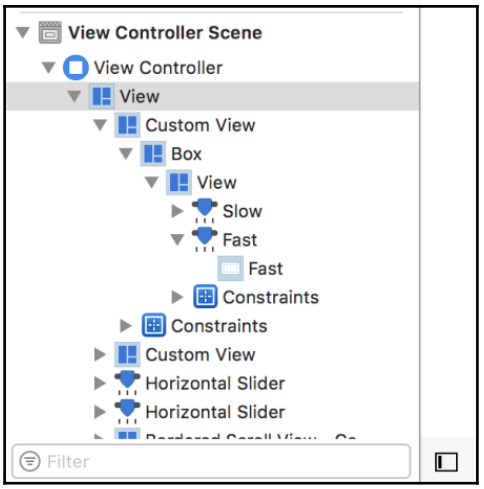

Window
Hello attributions!
Great to be here
Click me already
Type some colors here...

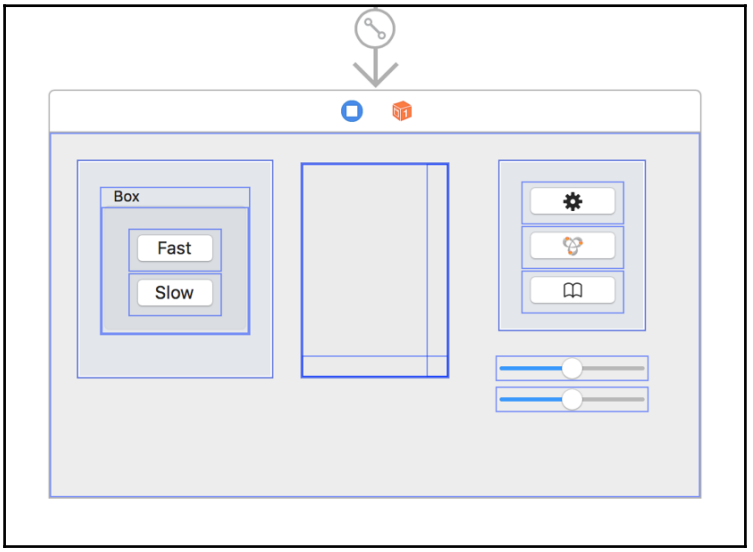

Window
Hello attributions!
Great to be here
Click me already
Type some colors here...
red
blue
green
standart text

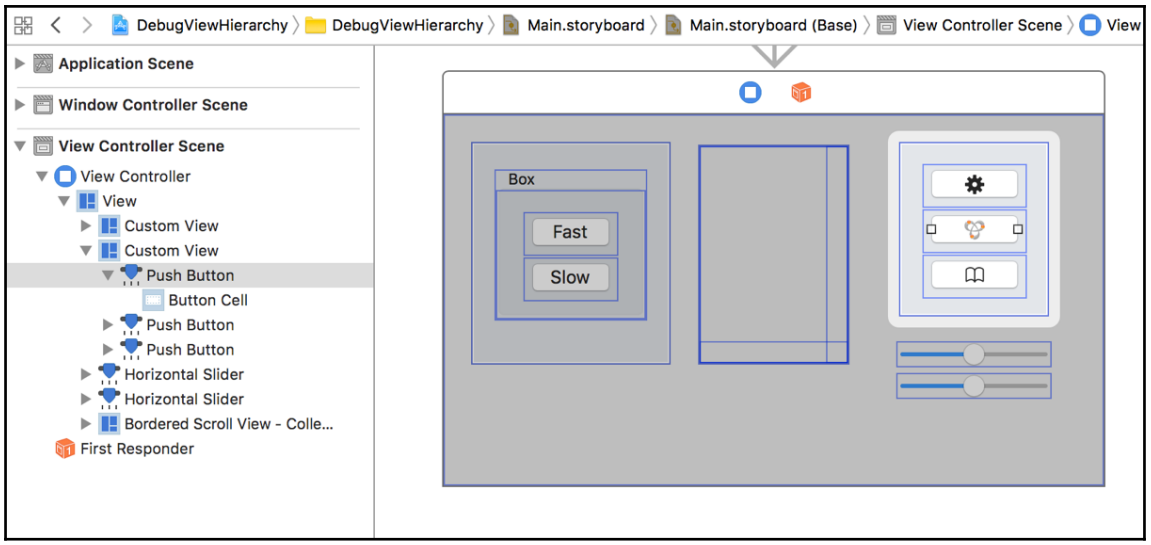
Chapter 9:
Getting More from Interface Builder

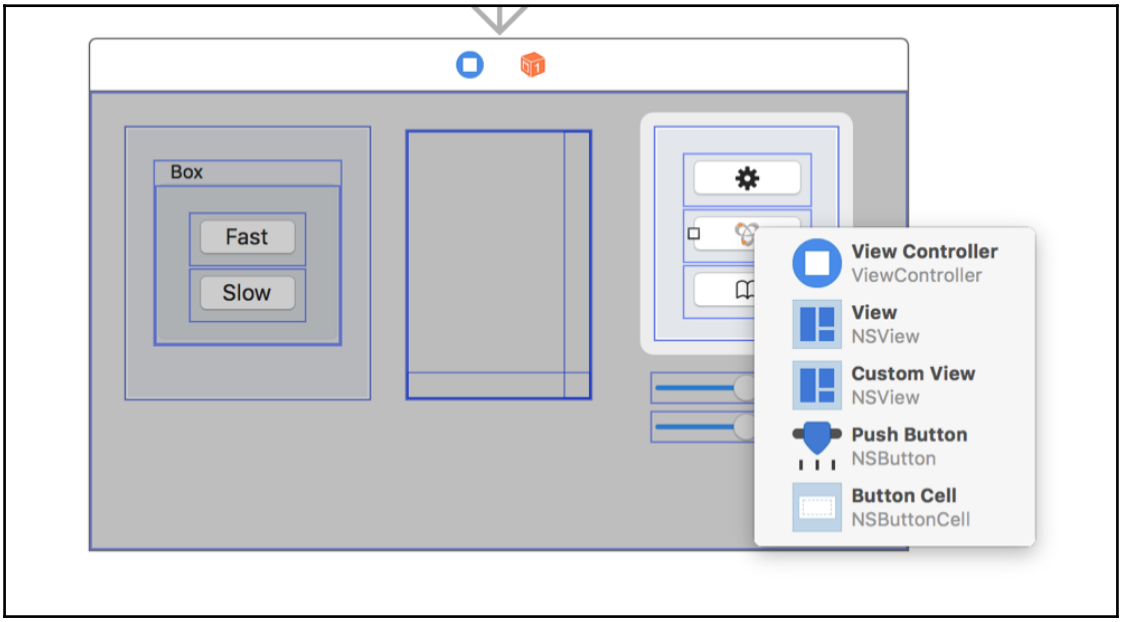


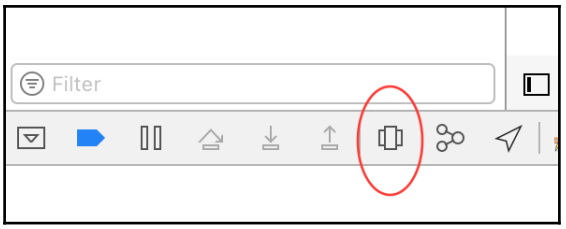


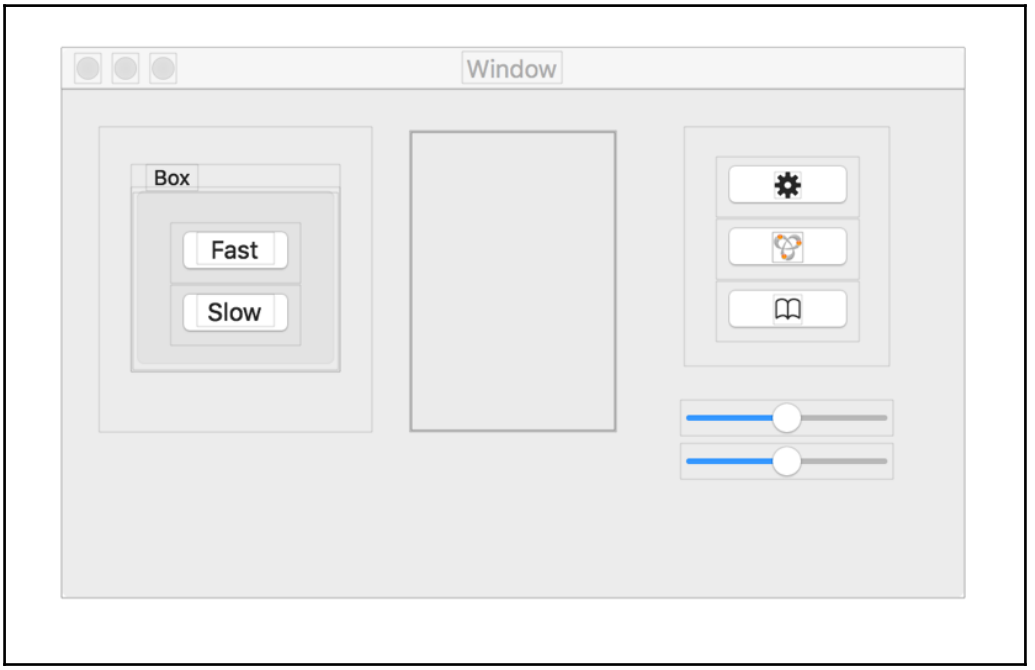

View Controller Scene
View Controller
View
Custom View
Box
View
Slow
Fast
Fast
Constraints
Constraints
Custom View
Horizontal Slider
Horizontal Slider
Filter

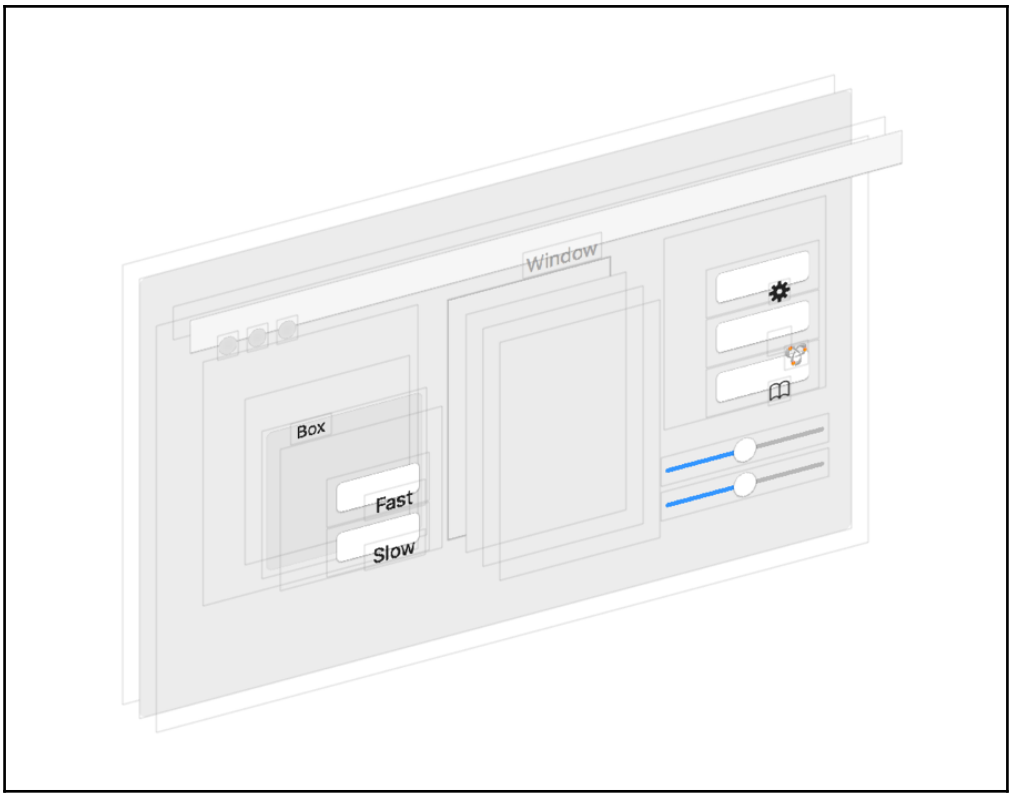

Box
Fast
Slow

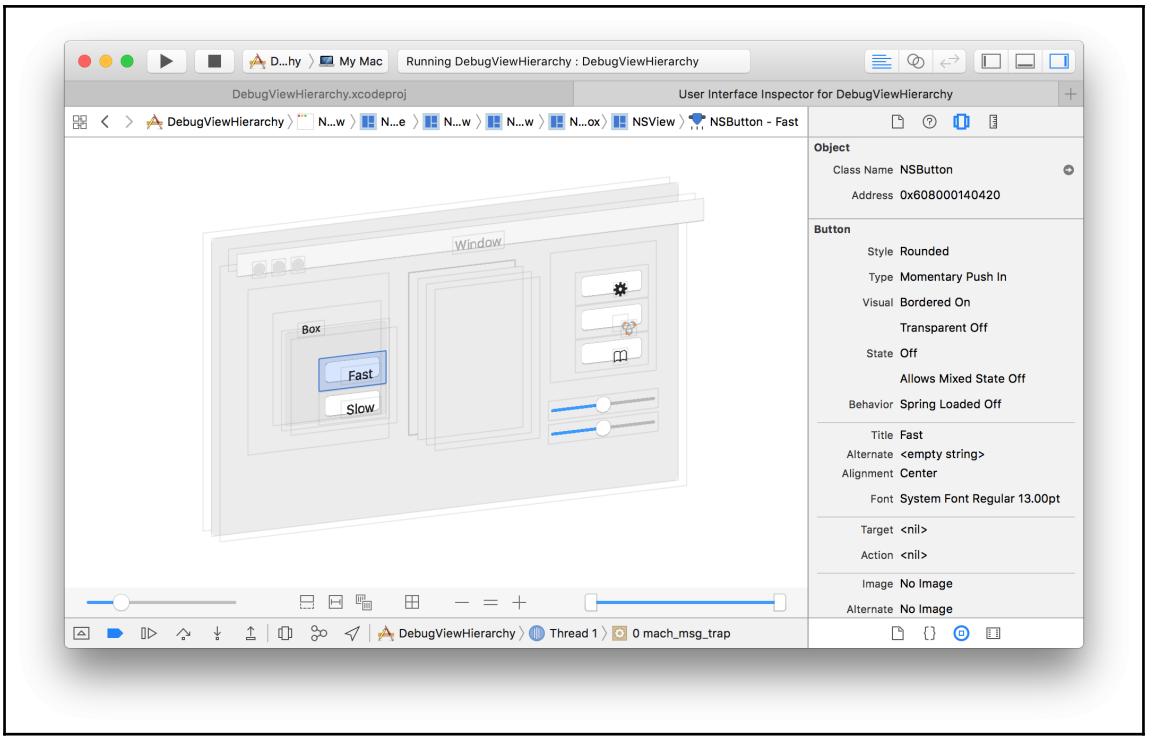

DebugViewHierarchy
DebugViewHierarchy
Main.storyboard
Main.storyboard (Base)
View Controller Scene
View
Application Scene
Window Controller Scene
View Controller Scene
View Controller
View
Custom View
Custom View
Push Button
Button Cell
Push Button
Push Button
Horizontal Slider
Horizontal Slider
Bordered Scroll View - Colle...
First Responder
Box
Fast
Slow

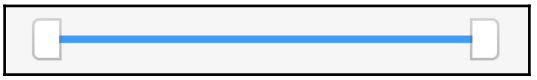

Box
Fast
Slow
View Controller
ViewController
View
NSView
Custom View
NSView
Push Button
NSButton
Button Cell
NSButtonCell

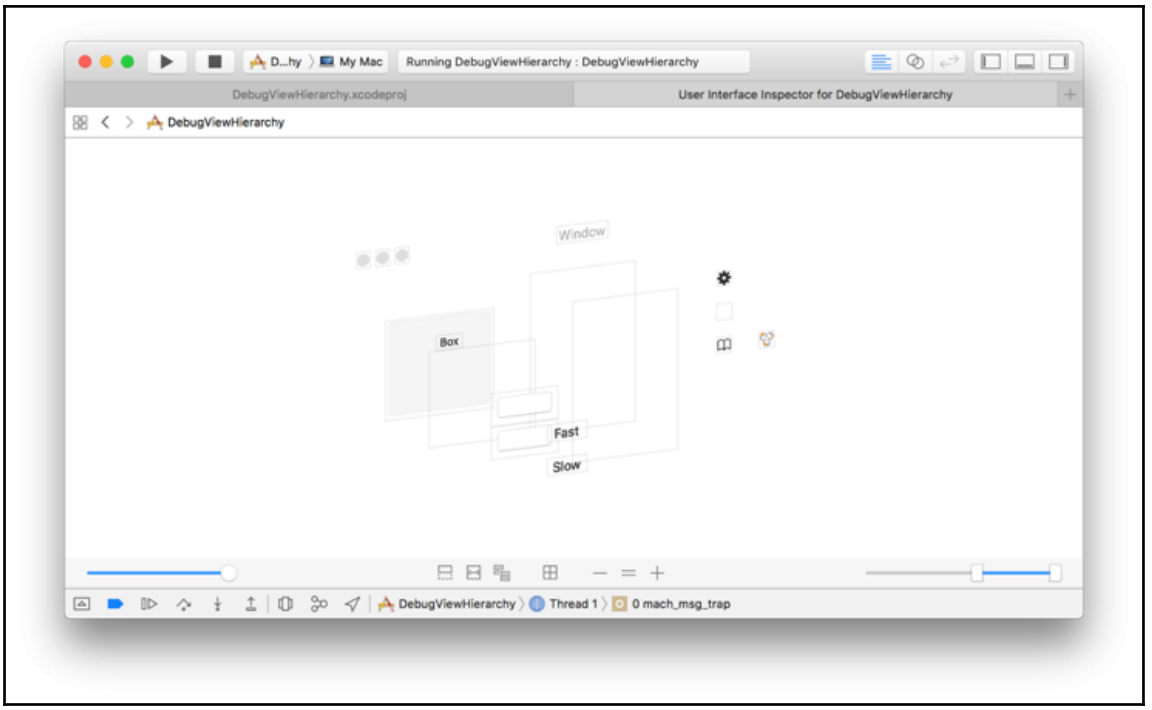

Filter

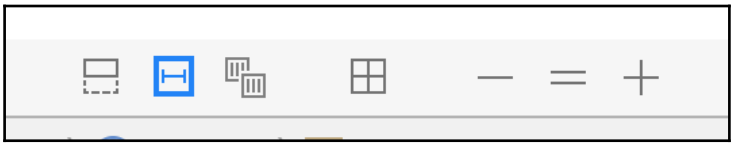

Window
Box
Fast
Slow

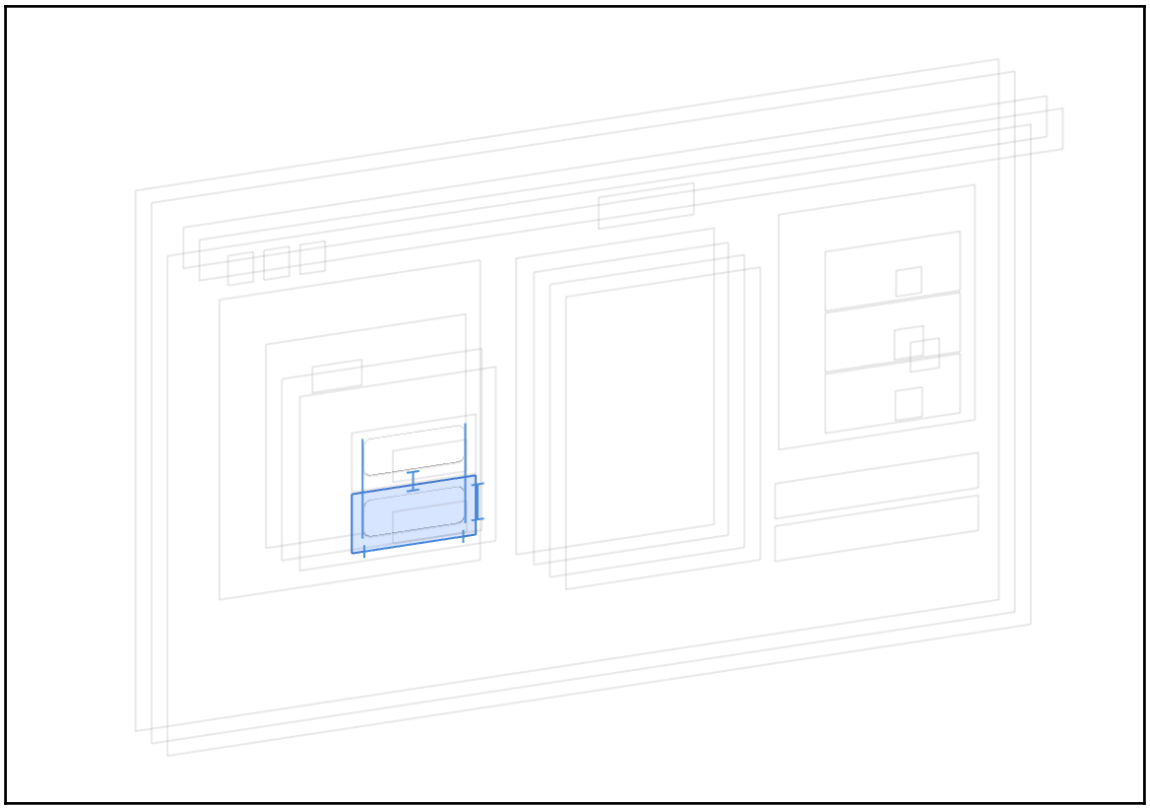

Window
Box
Fast
Slow

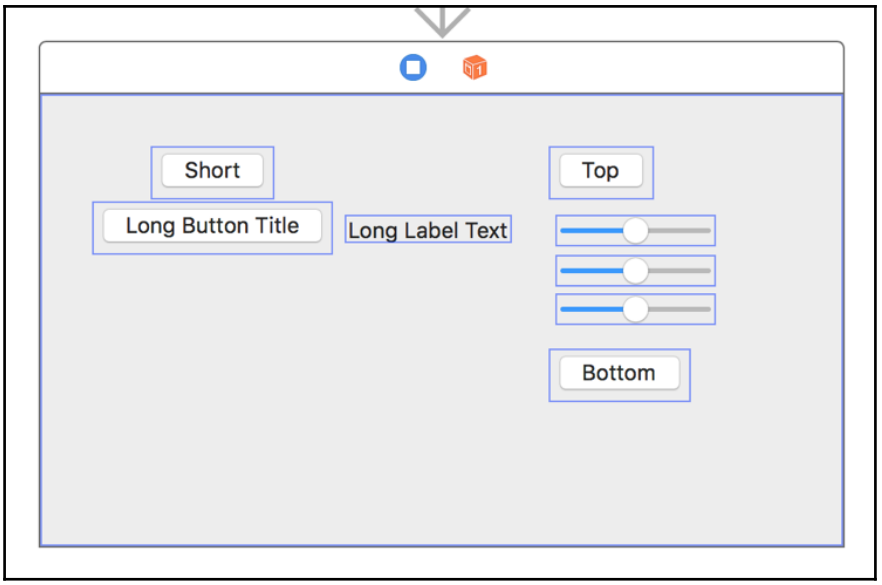

D...hy
My Mac
Running DebugViewHierarchy : DebugViewHierarchy
DebugViewHierarchy.xcodeproj
User Interface Inspector for DebugViewHierarchy
DebugViewHierarchy
NSView
NSButton - Fast
Window
Box
Fast
Slow
Object
Class Name NSButton
Address 0x608000140420
Button
Style Rounded
Type Momentary Push In
Visual Bordered On
Transparent Off
State Off
Allows Mixed State Off
Behavior Spring Loaded Off
Title Fast
Alternate <empty string>
Alignment Center
Font System Font Regular 13.00pt
Target <nil>
Action <nil>
Image No Image
Alternate No Image
DebugViewHierarchy
Thread 1
0 mach_msg_trap

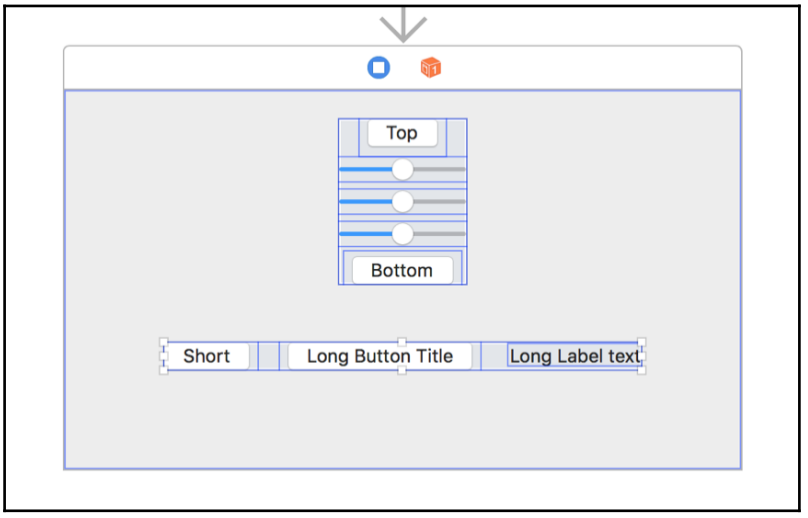


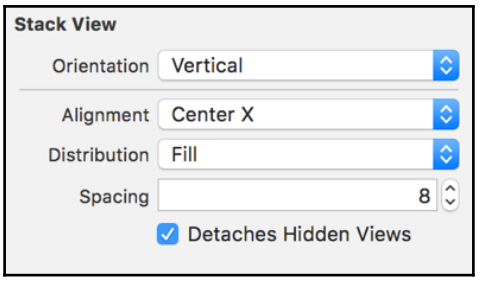

Running DebugViewHierarchy : DebugViewHierarchy
DebugViewHierarchy.xcodeproj
User Interface Inspector for DebugViewHierarchy
DebugViewHierarchy
Window
Box
Fast
Slow
DebugViewHierarchy
Thread 1
0 mach_msg_trap

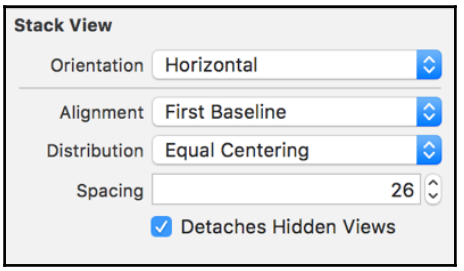


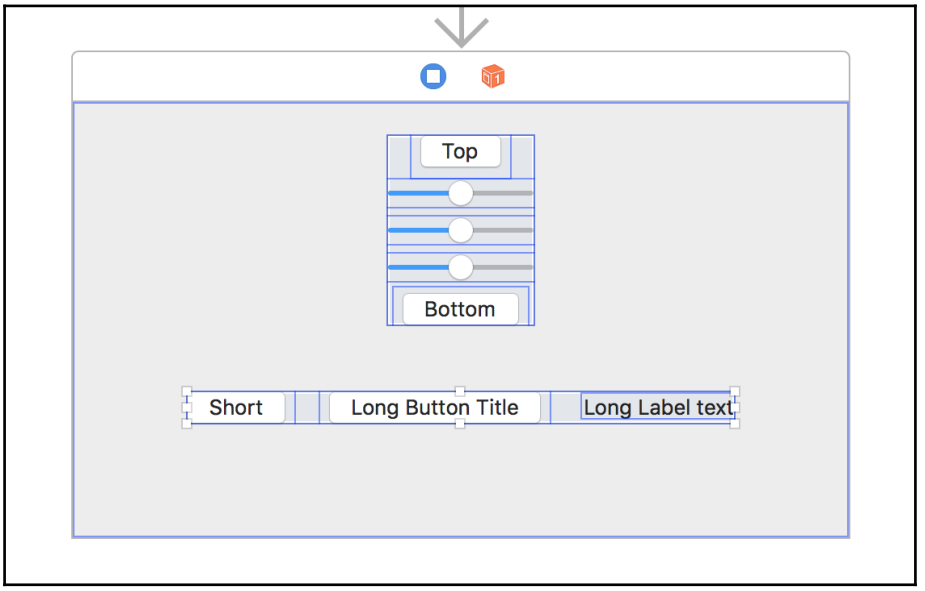


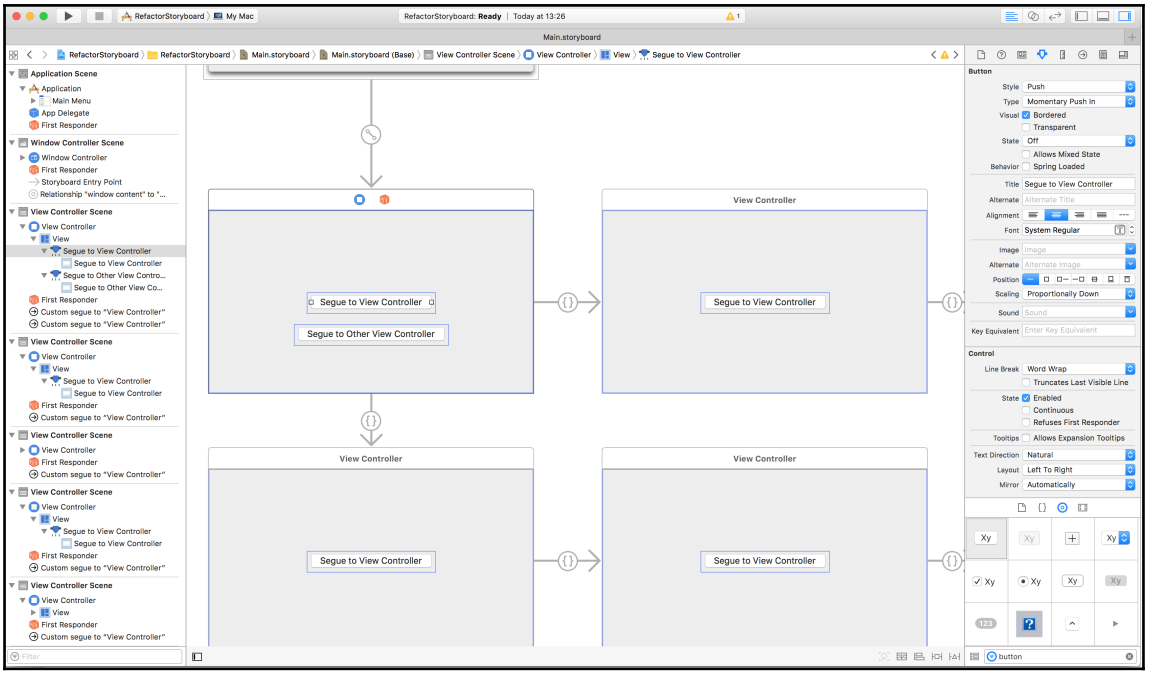

Short
Long Button Title
Long Label Text
Top
Bottom

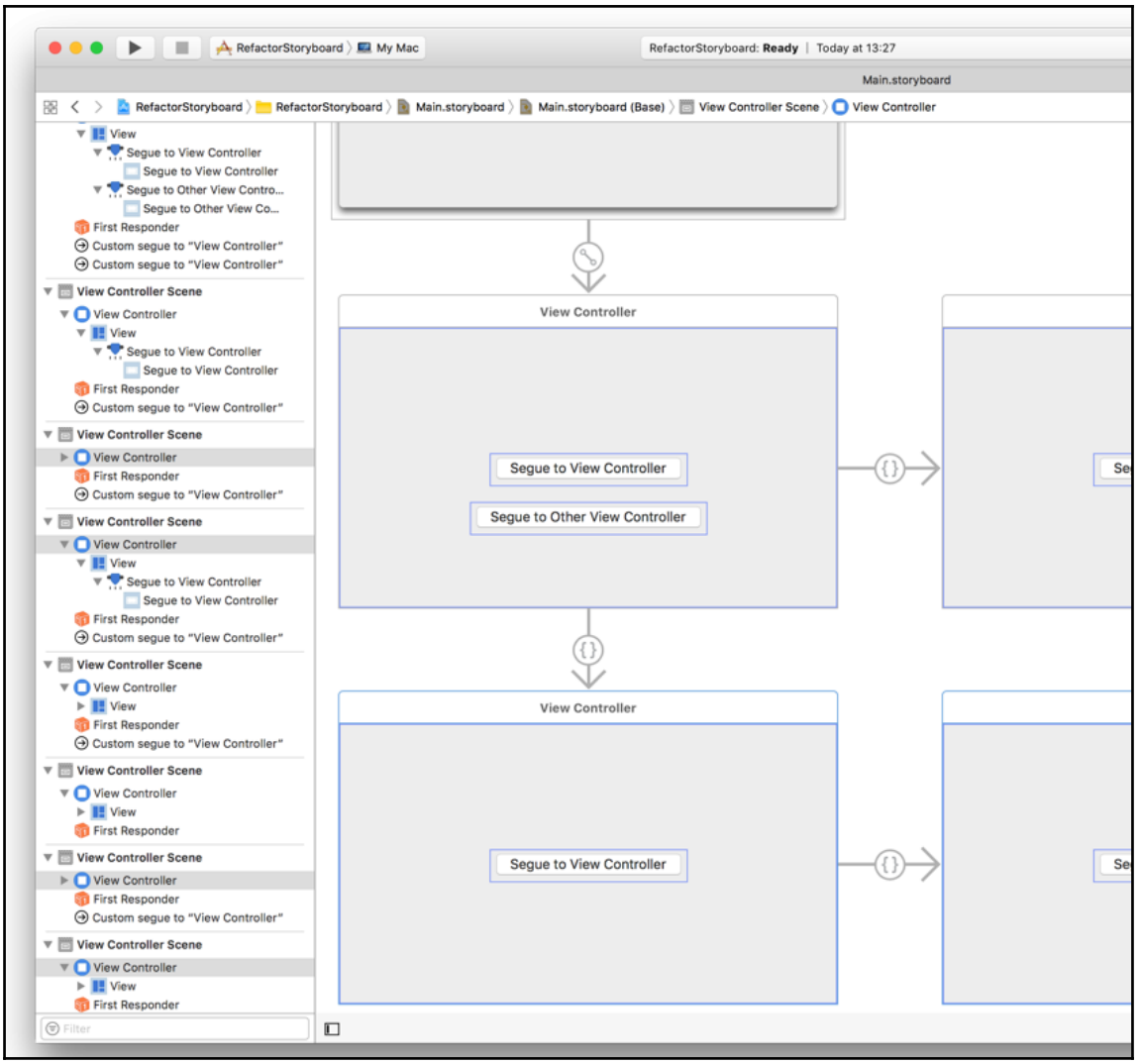

Top
Bottom
Short
Long Button Title
Long Label text

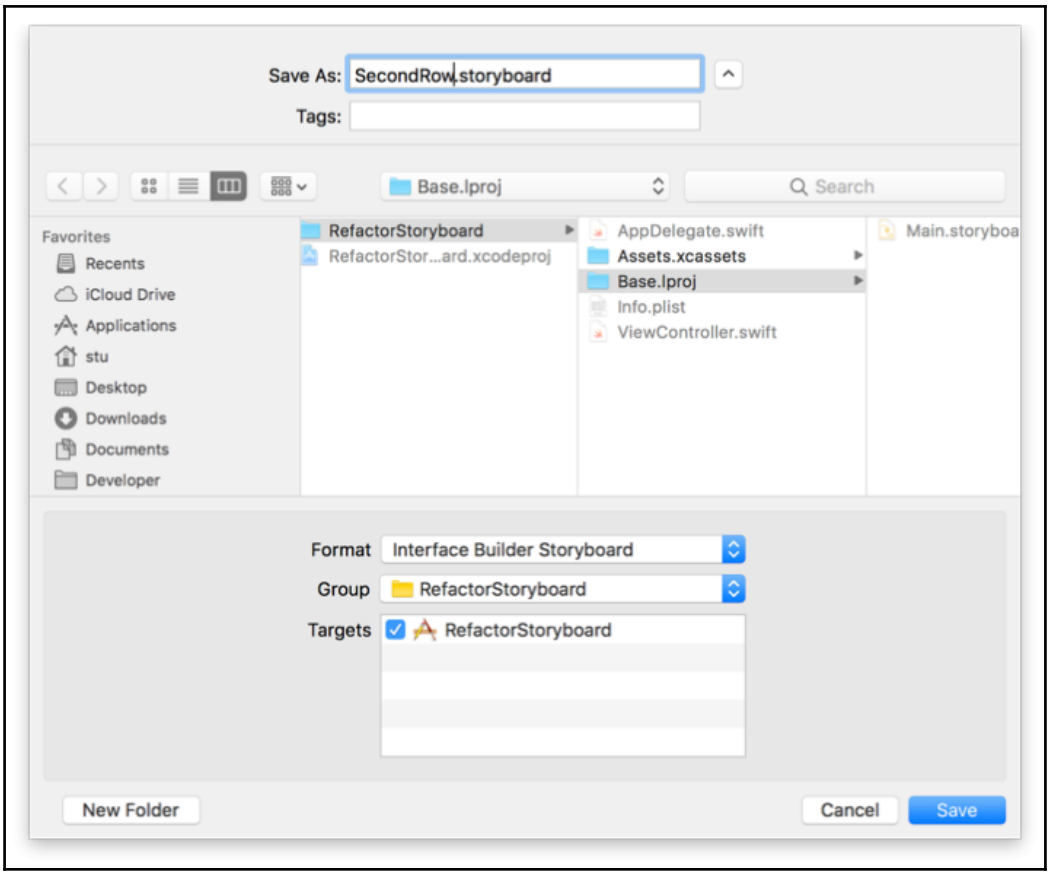

Stack View
Orientation
Vertical
Alignment
Center X
Distribution
Fill
Spacing
8
Detaches Hidden Views

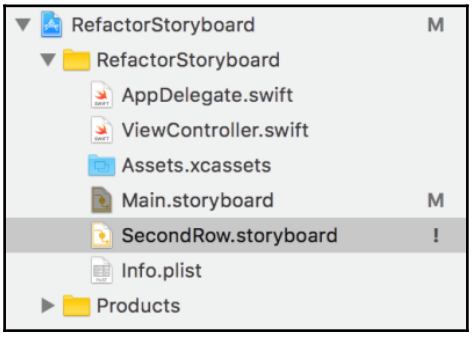

Stack View
Orientation
Horizontal
Alignment
First Baseline
Distribution
Equal Centering
Spacing
26
Detaches Hidden Views

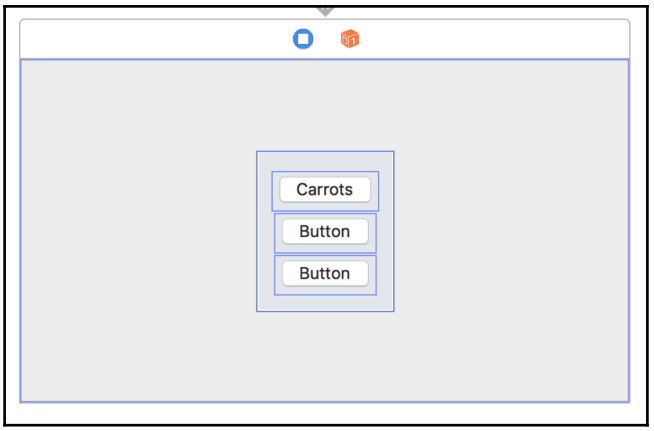

Top
Bottom
Short
Long Button Title
Long Label text


RefactorStoryboard
My Mac
RefactorStoryboard: Ready | Today at 13:26
Main.storyboard
Application Scene
Application
Main Menu
App Delegate
First Responder
Window Controller Scene
Window Controller
First Responder
Storyboard Entry Point
Relationship "window content" to "..."
View Controller Scene
View Controller
View
Segue to View Controller
Segue to View Controller
Segue to Other View Contro...
Segue to Other View Co...
First Responder
Custom segue to "View Controller"
Custom segue to "View Controller"
View Controller Scene
View Controller
View
Segue to View Controller
Segue to View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
View
Segue to View Controller
Segue to View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
View
First Responder
Custom segue to "View Controller"
Segue to View Controller
Segue to Other View Controller
View Controller
Segue to View Controller
View Controller
Segue to View Controller
View Controller
Segue to View Controller
Button
Style Push
Type Momentary Push In
Visual Bordered
Transparent
State Off
Allows Mixed State
Behavior Spring Loaded
Title Segue to View Controller
Alternate Alternate Title
Alignment
Font System Regular
Image Image
Alternate Alternate Image
Position
Scaling Proportionally Down
Sound Sound
Key Equivalent Enter Key Equivalent
Control
Line Break Word Wrap
Truncates Last Visible Line
State Enabled
Continuous
Refuses First Responder
Tooltips Allows Expansion Tooltips
Text Direction Natural
Layout Left To Right
Mirror Automatically
button

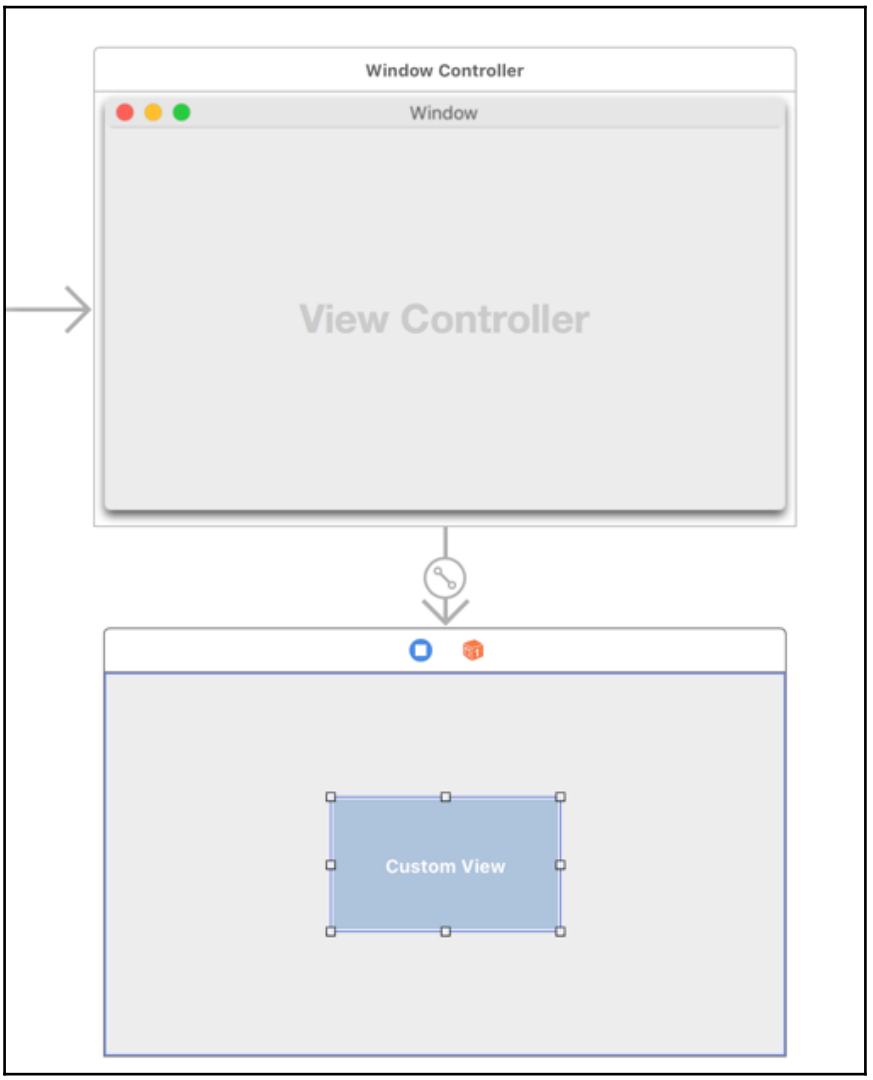

RefactorStoryboard
My Mac
RefactorStoryboard: Ready | Today at 13:27
Main.storyboard
RefactorStoryboard
RefactorStoryboard
Main.storyboard
Main.storyboard (Base)
View Controller Scene
View Controller
View
Segue to View Controller
Segue to View Controller
Segue to Other View Contro...
Segue to Other View Co...
First Responder
Custom segue to "View Controller"
Custom segue to "View Controller"
View Controller Scene
View Controller
View
Segue to View Controller
Segue to View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
View
Segue to View Controller
Segue to View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
View
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
View
First Responder
View Controller Scene
View Controller
First Responder
Custom segue to "View Controller"
View Controller Scene
View Controller
View
First Responder
Filter
View Controller
Segue to View Controller
Segue to Other View Controller
View Controller
Segue to View Controller

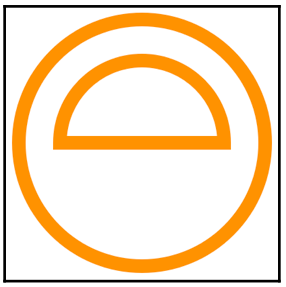

Save As: SecondRow.storyboard
Tags:
Base.lproj
Search
Favorites
Recents
iCloud Drive
Applications
stu
Desktop
Downloads
Documents
Developer
RefactorStoryboard
RefactorStor...ard.xcodeproj
AppDelegate.swift
Assets.xcassets
Base.lproj
Info.plist
ViewController.swift
Main.storyboa
Format
Interface Builder Storyboard
Group
RefactorStoryboard
Targets
RefactorStoryboard
New Folder
Cancel
Save

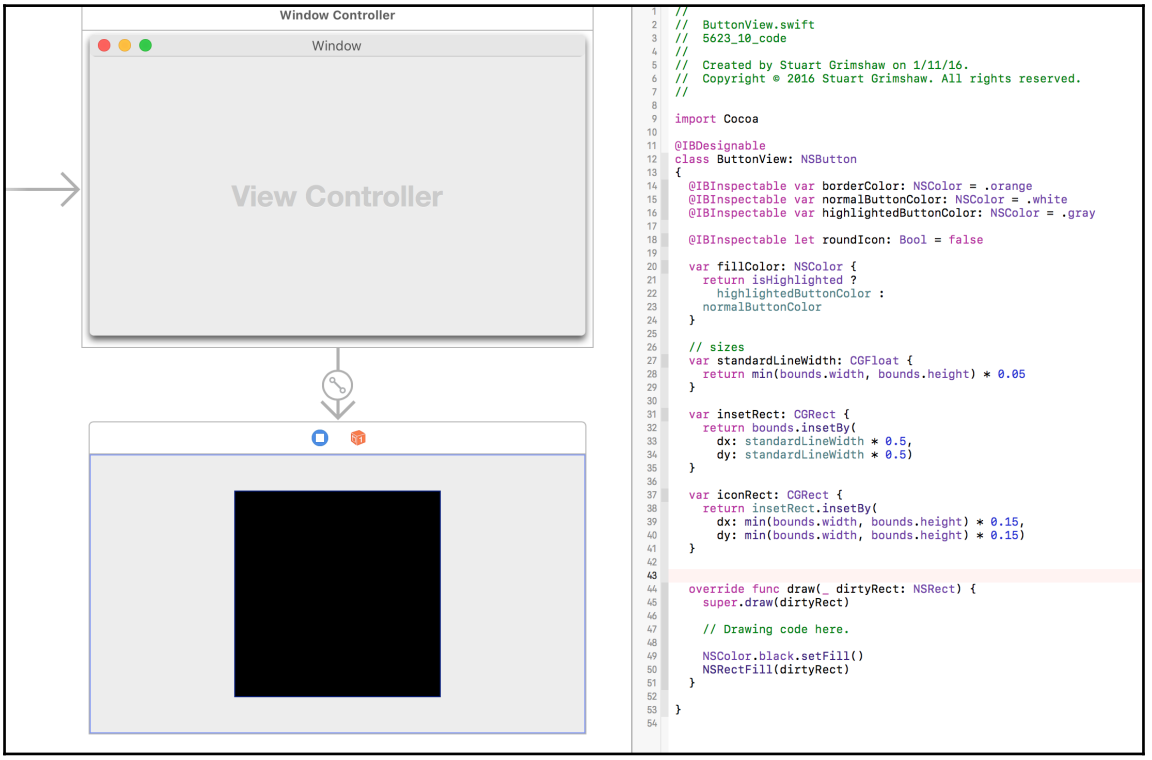

RefactorStoryboard
M
RefactorStoryboard
AppDelegate.swift
ViewController.swift
Assets.xcassets
Main.storyboard
M
SecondRow.storyboard
!
Info.plist
Products


Carrots
Button
Button

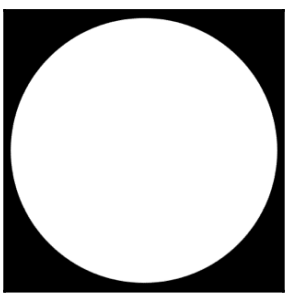
Chapter 10:
Drawing on the Strength of Core Graphics

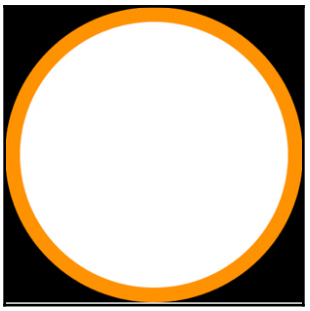


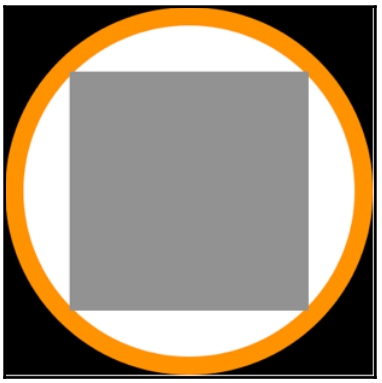


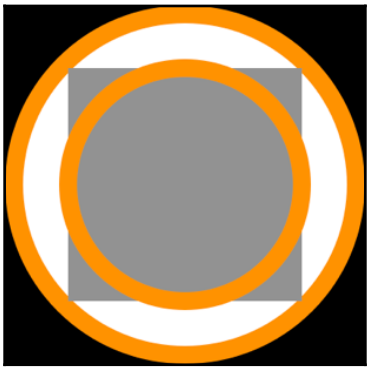


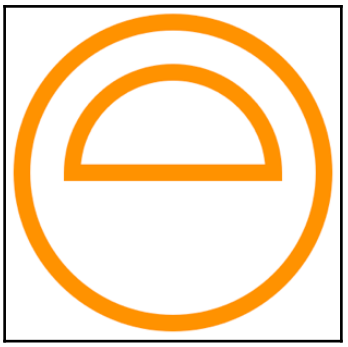

```swift
//
//  ButtonView.swift
//  5623_10_code
//
//  Created by Stuart Grimshaw on 1/11/16.
//  Copyright © 2016 Stuart Grimshaw. All rights reserved.
//

import Cocoa

@IBDesignable
class ButtonView: NSButton
{
  @IBInspectable var borderColor: NSColor = .orange
  @IBInspectable var normalButtonColor: NSColor = .white
  @IBInspectable var highlightedButtonColor: NSColor = .gray

  @IBInspectable let roundIcon: Bool = false

  var fillColor: NSColor {
    return isHighlighted ?
      highlightedButtonColor :
    normalButtonColor
  }

  // sizes
  var standardLineWidth: CGFloat {
    return min(bounds.width, bounds.height) * 0.05
  }

  var insetRect: CGRect {
    return bounds.insetBy(
      dx: standardLineWidth * 0.5,
      dy: standardLineWidth * 0.5)
  }

  var iconRect: CGRect {
    return insetRect.insetBy(
      dx: min(bounds.width, bounds.height) * 0.15,
      dy: min(bounds.width, bounds.height) * 0.15)
  }


  override func draw(_ dirtyRect: NSRect) {
    super.draw(dirtyRect)

    // Drawing code here.

    NSColor.black.setFill()
    NSRectFill(dirtyRect)
  }

}
```

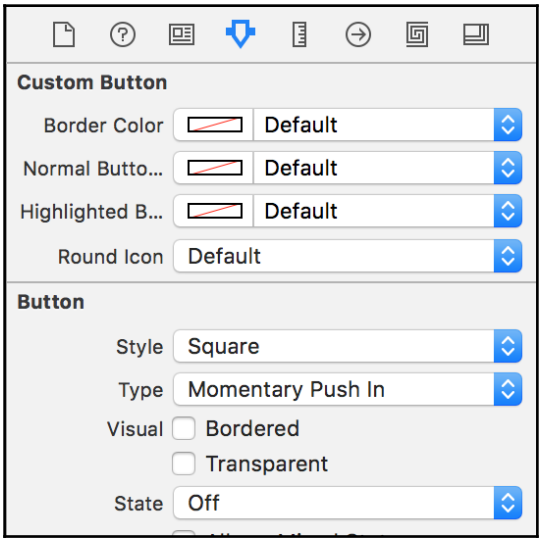


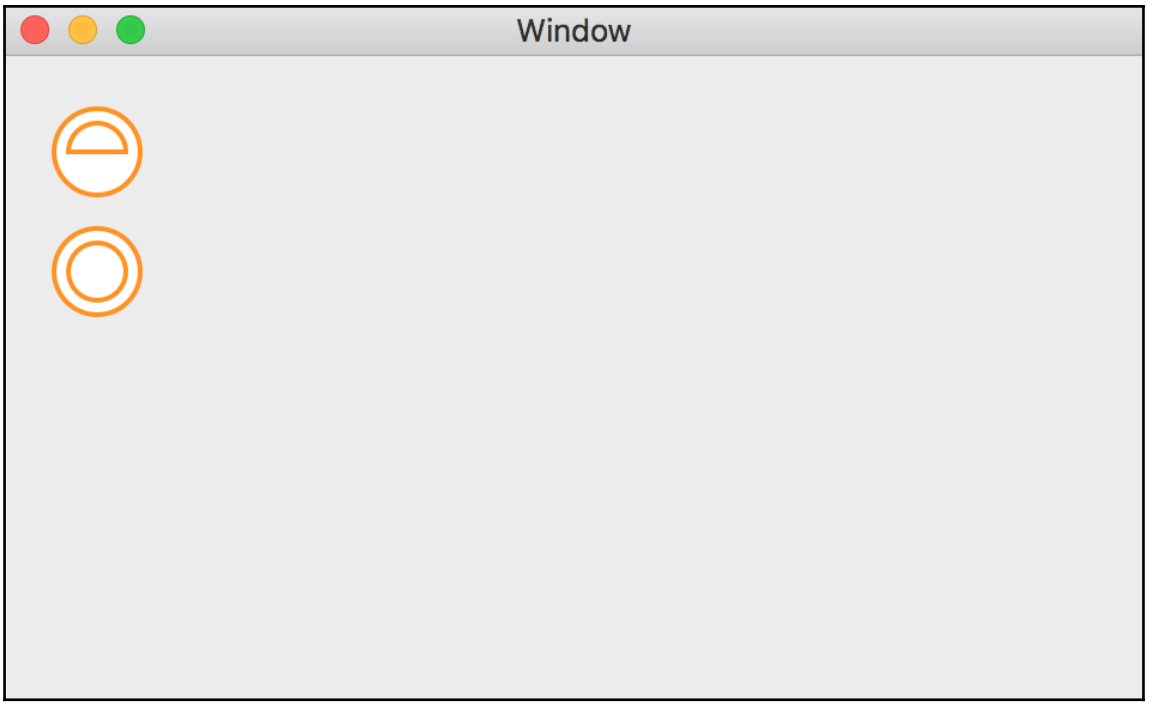


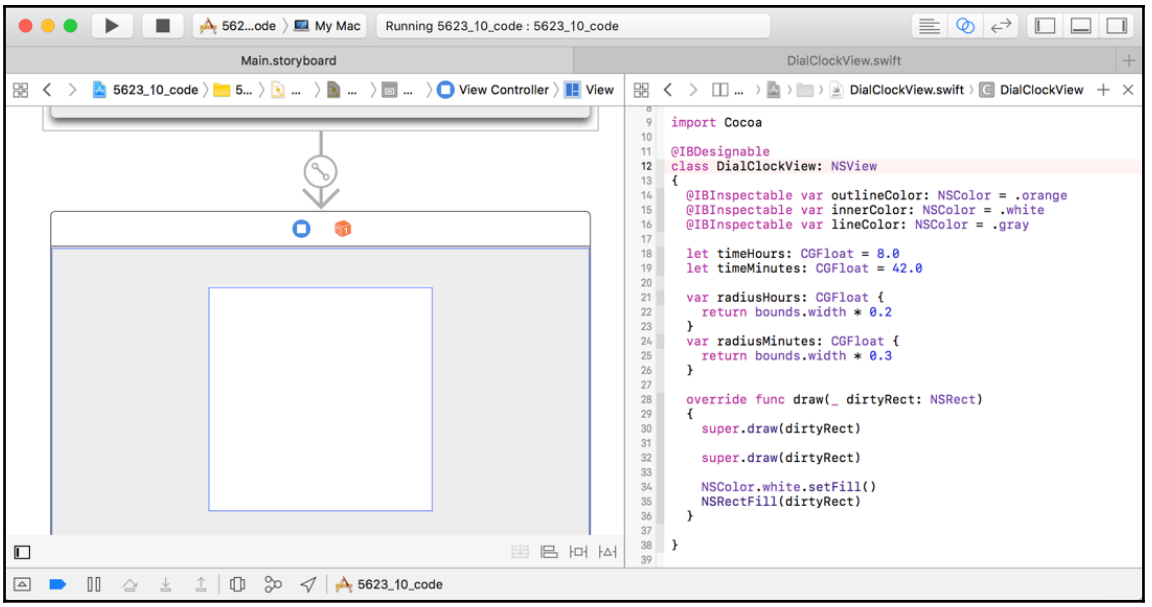


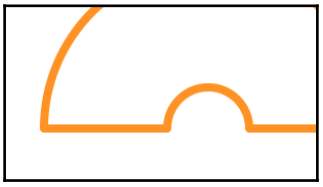


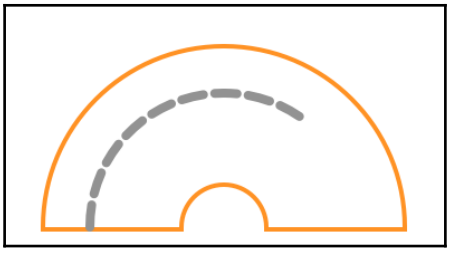


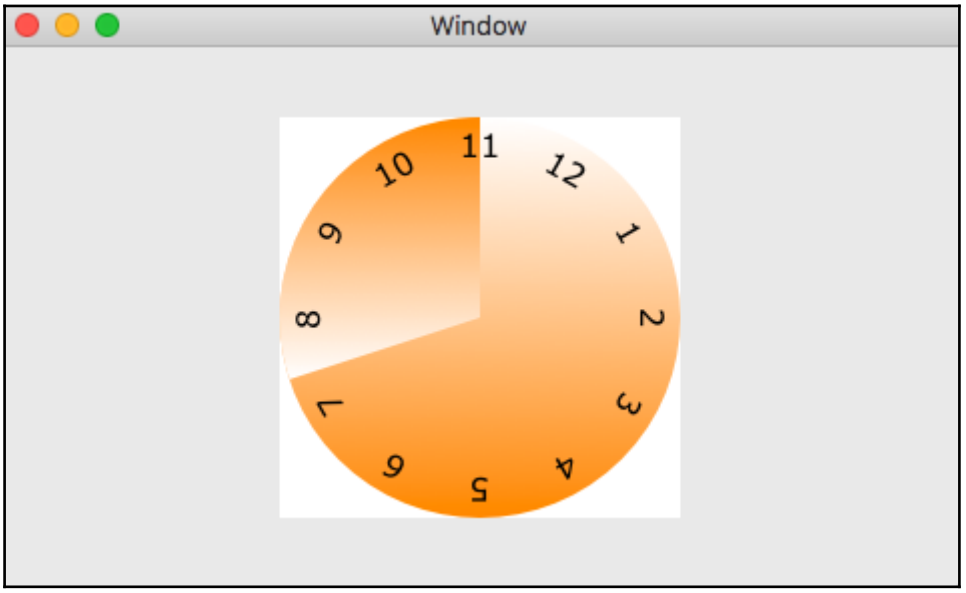

Custom Button
Border Color
Default
Normal Butto...
Default
Highlighted B...
Default
Round Icon
Default
Button
Style
Square
Type
Momentary Push In
Visual
Bordered
Transparent
State
Off


Window


562...ode
My Mac
Running 5623_10_code : 5623_10_code
Main.storyboard
DialClockView.swift
5623_10_code
View Controller
View
DialClockView.swift
DialClockView
import Cocoa
@IBDesignable
class DialClockView: NSView
{
@IBInspectable var outlineColor: NSColor = .orange
@IBInspectable var innerColor: NSColor = .white
@IBInspectable var lineColor: NSColor = .gray
let timeHours: CGFloat = 8.0
let timeMinutes: CGFloat = 42.0
var radiusHours: CGFloat {
return bounds.width * 0.2
}
var radiusMinutes: CGFloat {
return bounds.width * 0.3
}
override func draw(_ dirtyRect: NSRect)
{
super.draw(dirtyRect)
super.draw(dirtyRect)
NSColor.white.setFill()
NSRectFill(dirtyRect)
}
}
5623_10_code






Window
11
12
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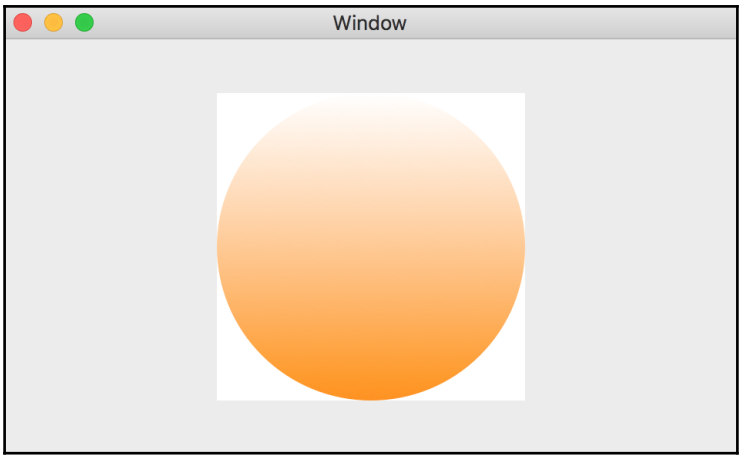
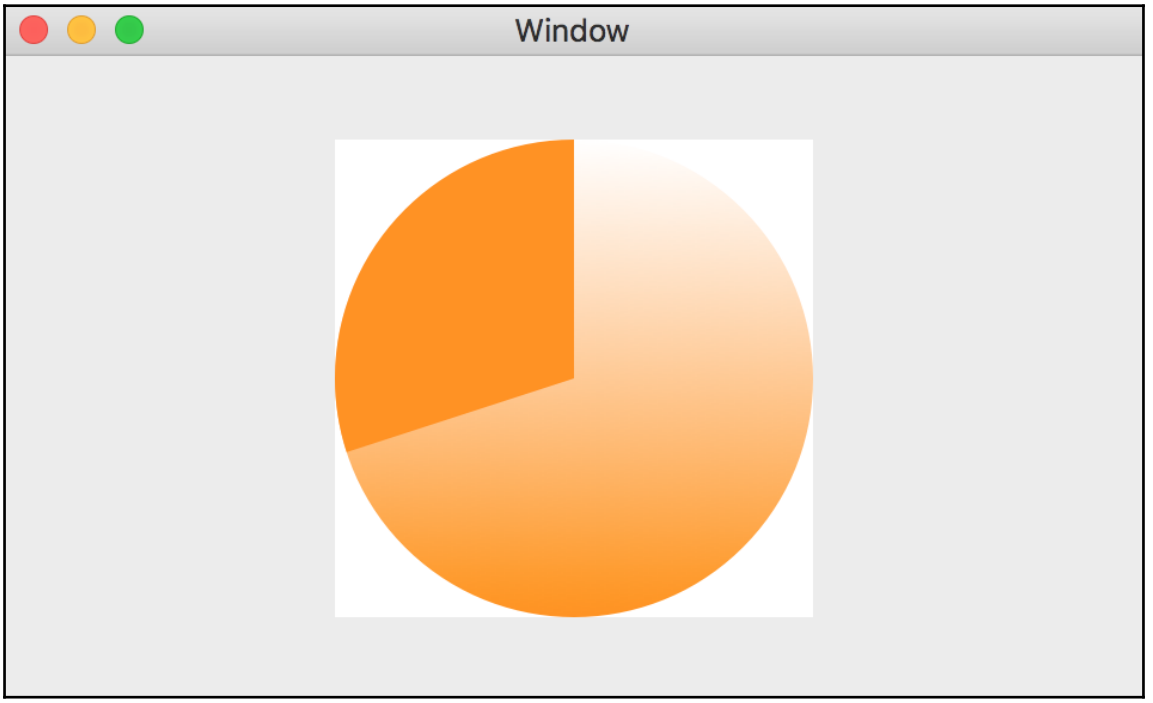
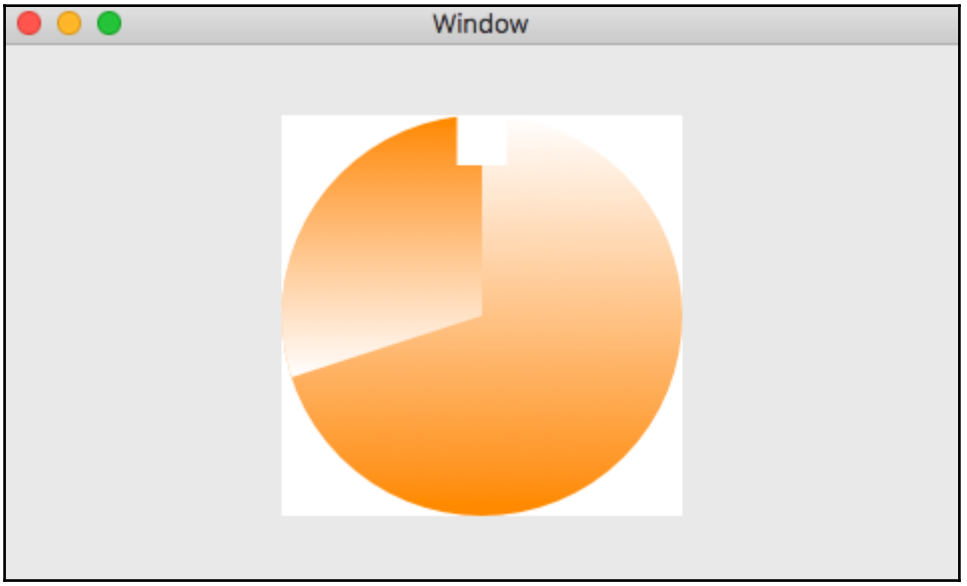
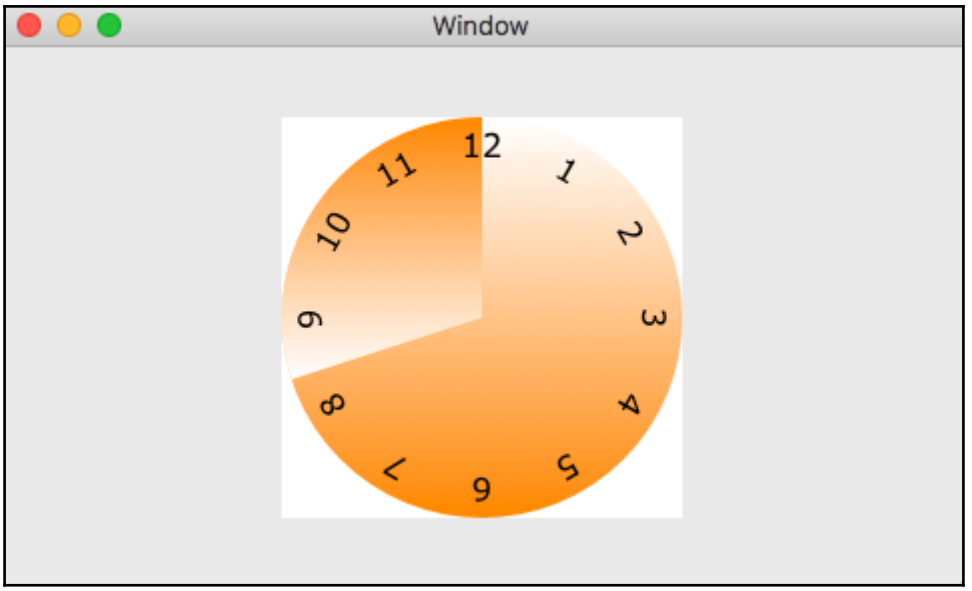

Window


Window


Window


Window
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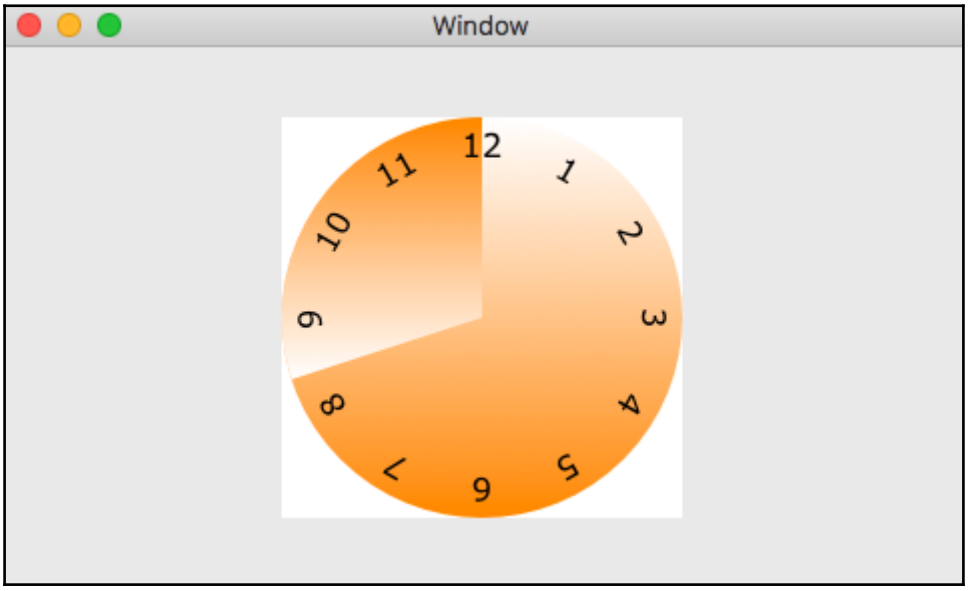
Window
12
1
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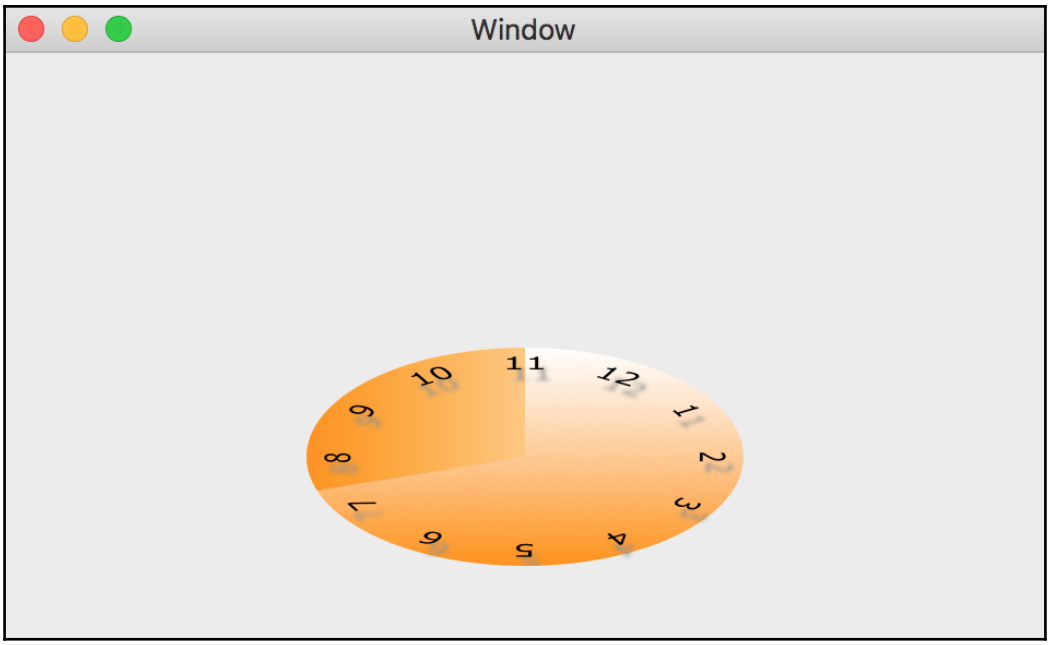
10
11


Window
12
1
2
3
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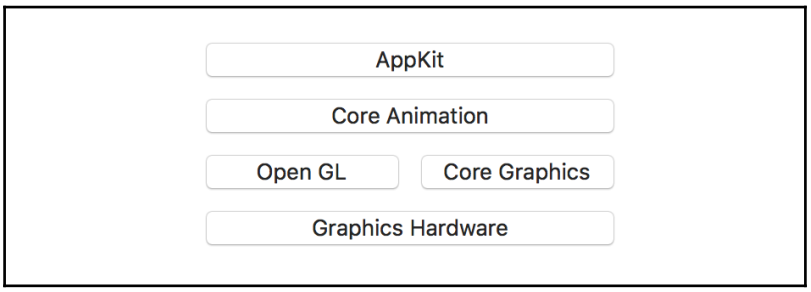
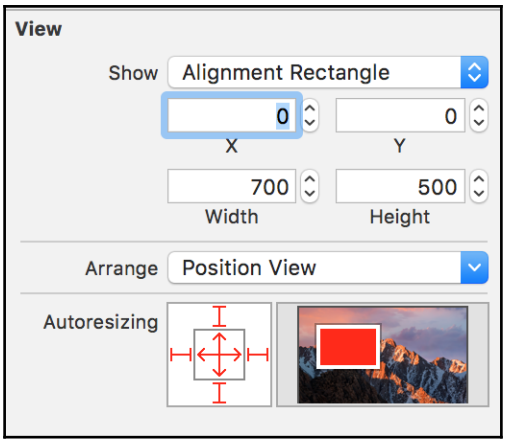
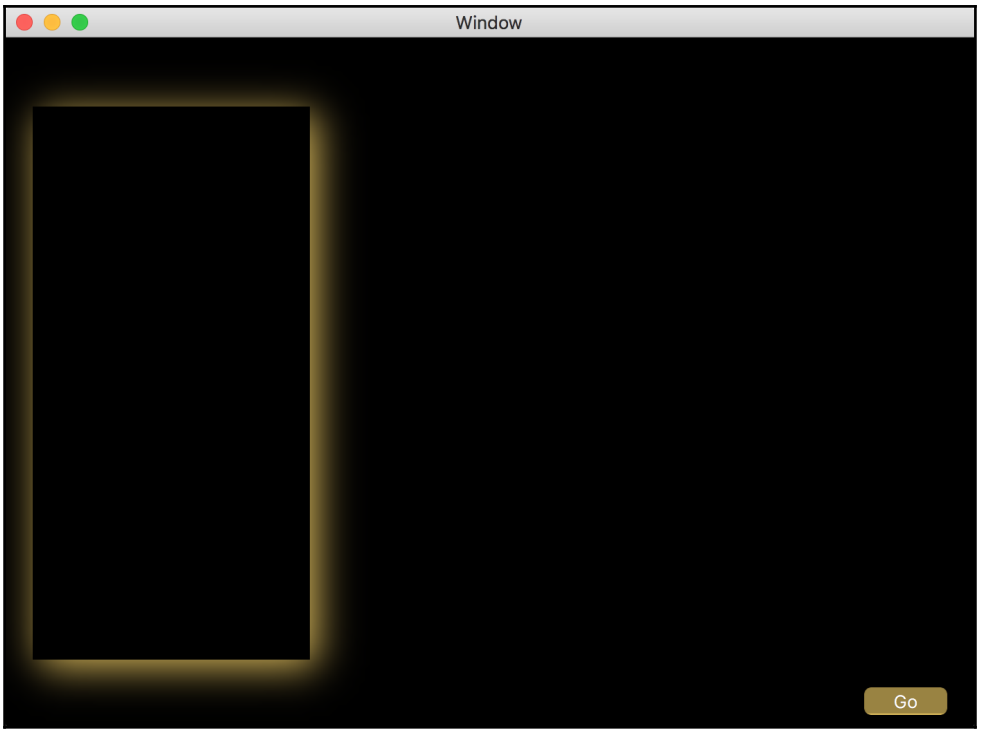
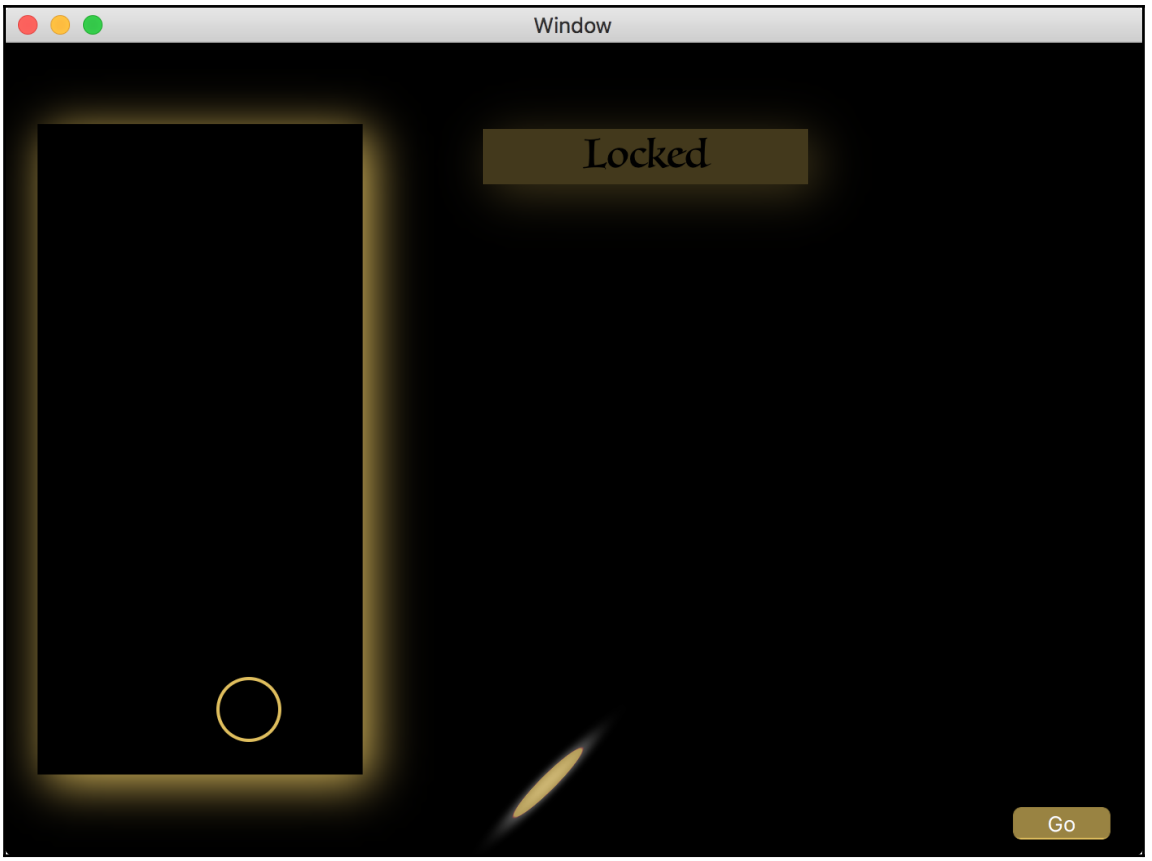
11

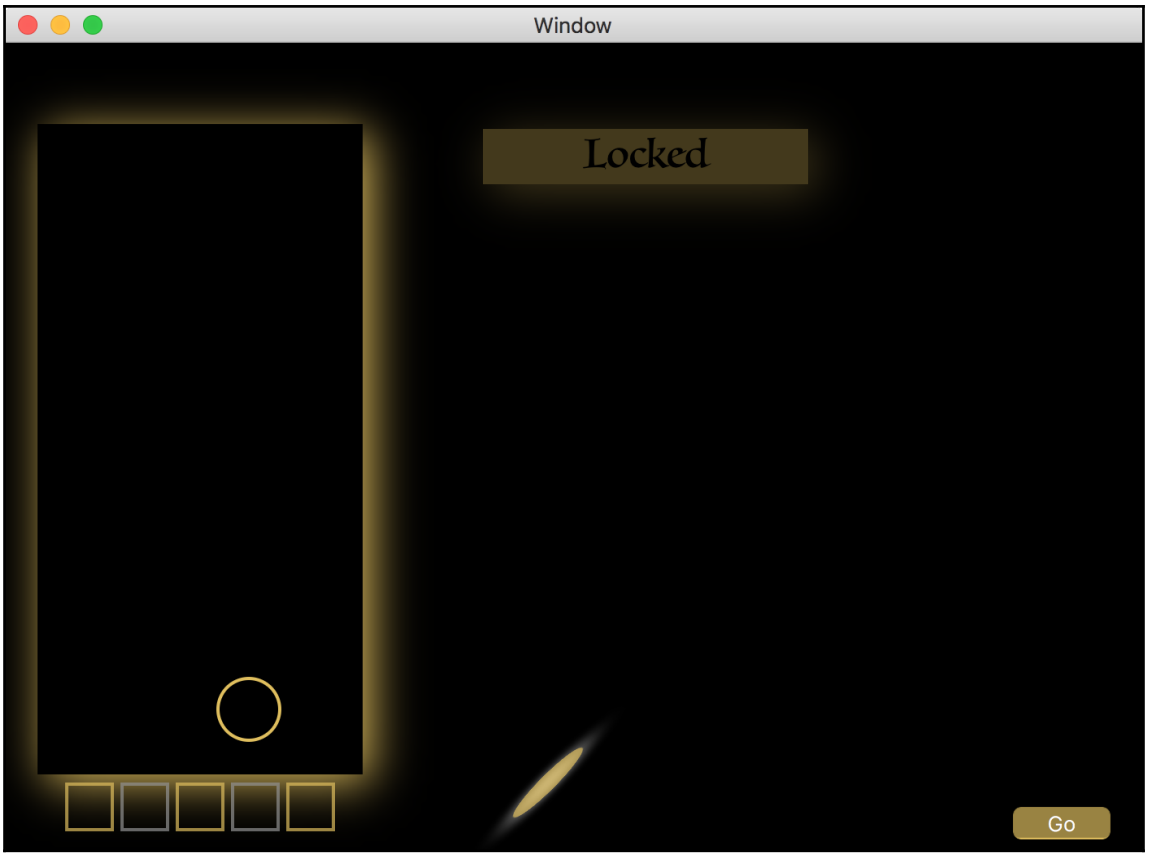
Chapter 11: Core Animation

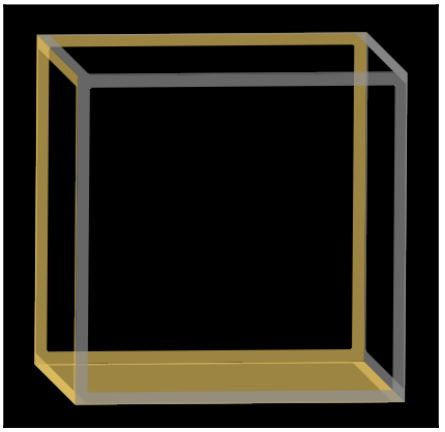


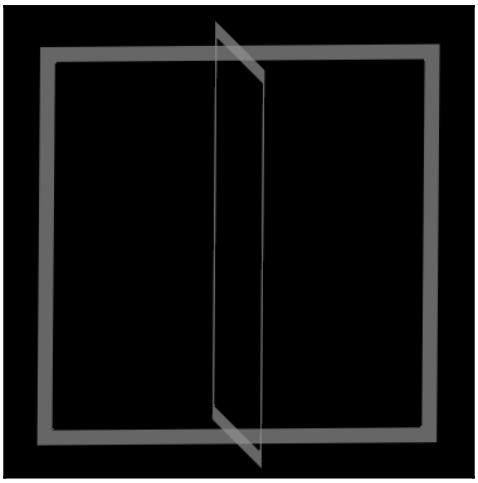


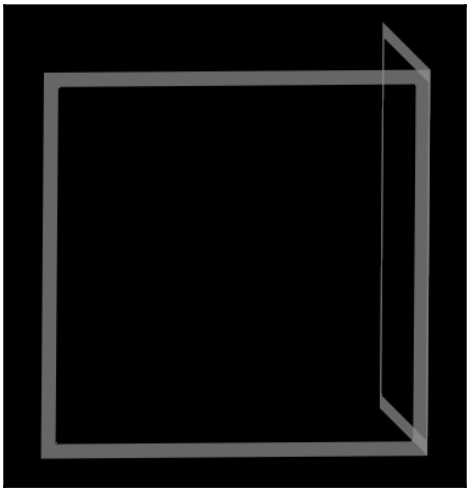

Window
Go

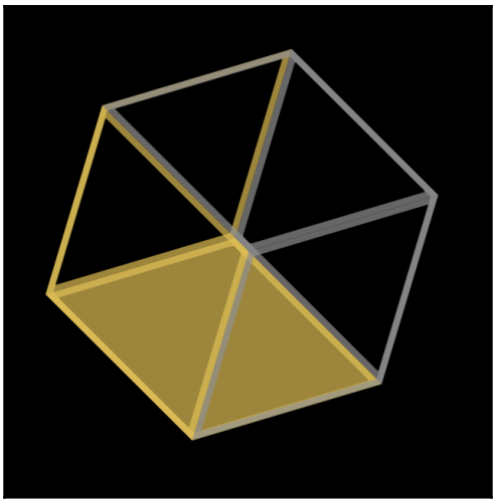

Window
Locked
Go


Window
Locked
Go

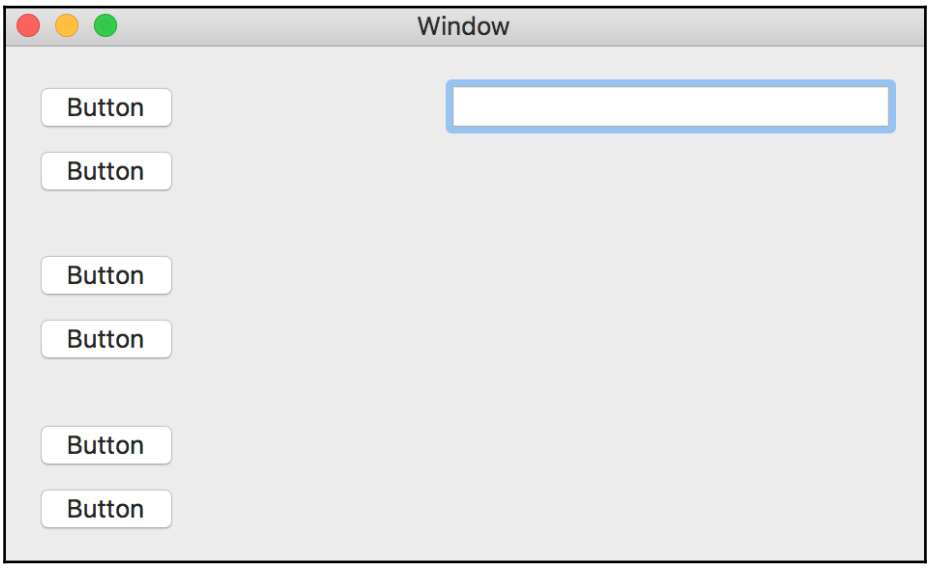


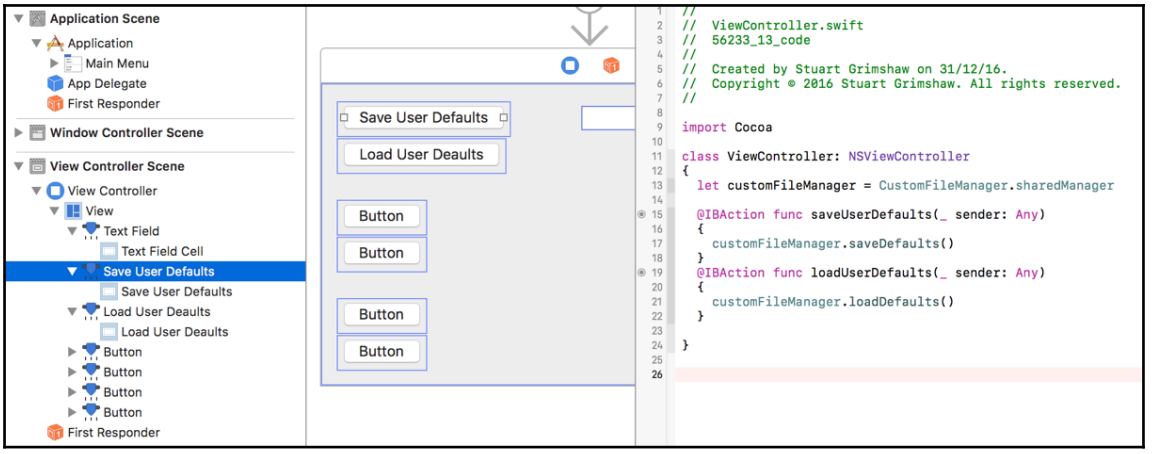


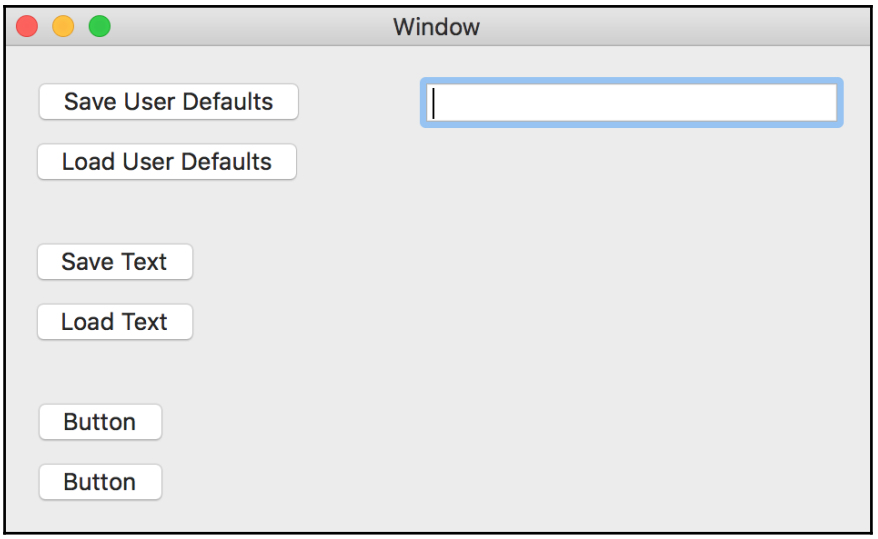


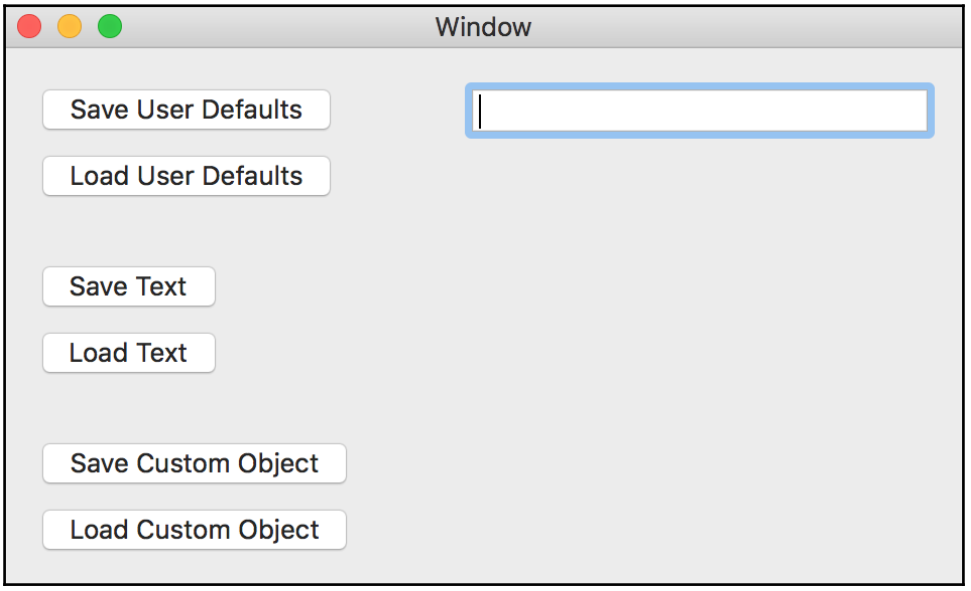


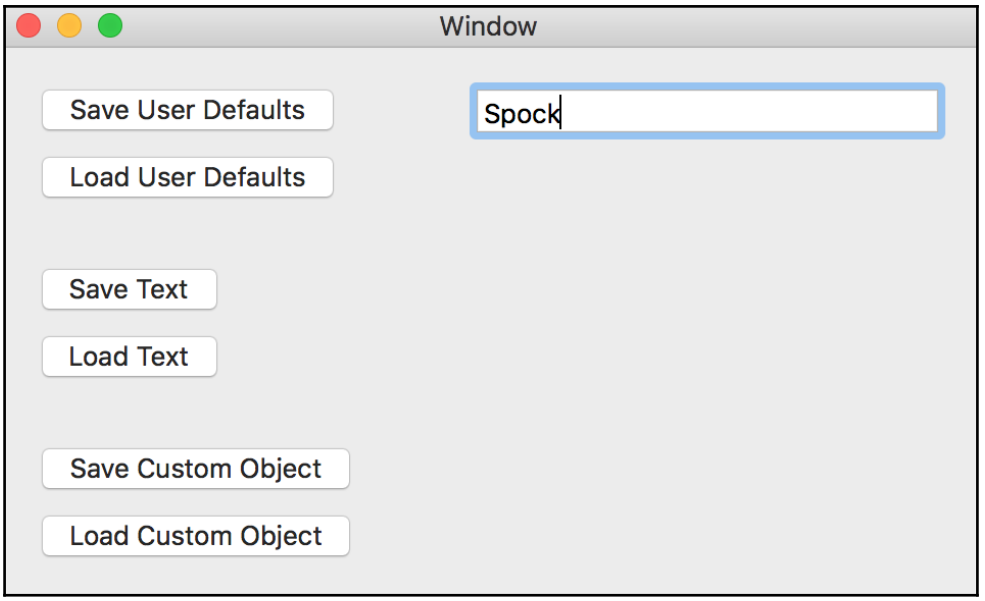
Chapter 13: Persistent Storage

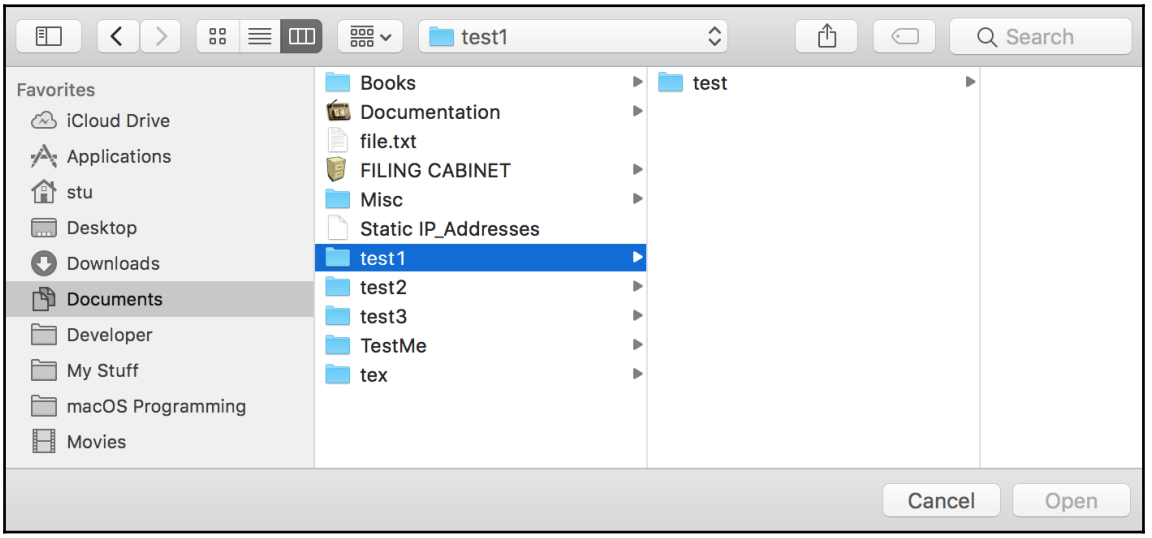




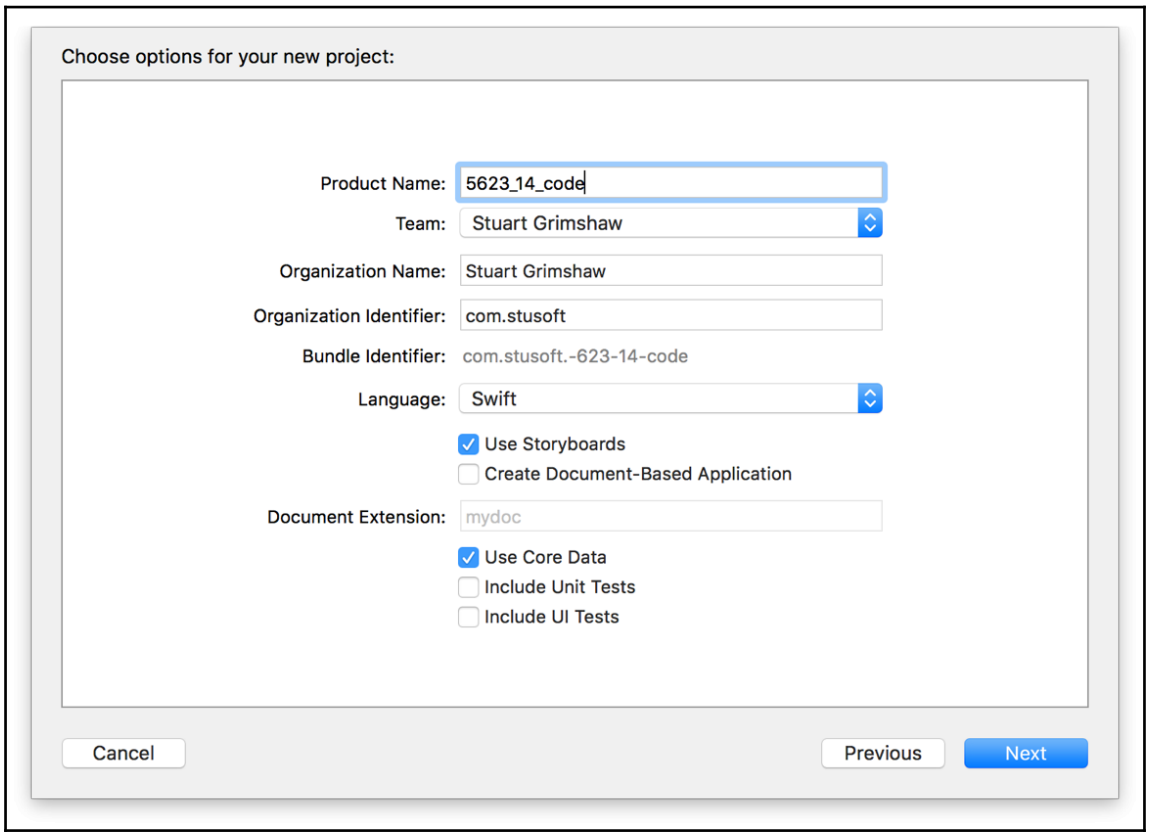

Window
Save User Defaults
Load User Defaults
Save Text
Load Text
Button
Button

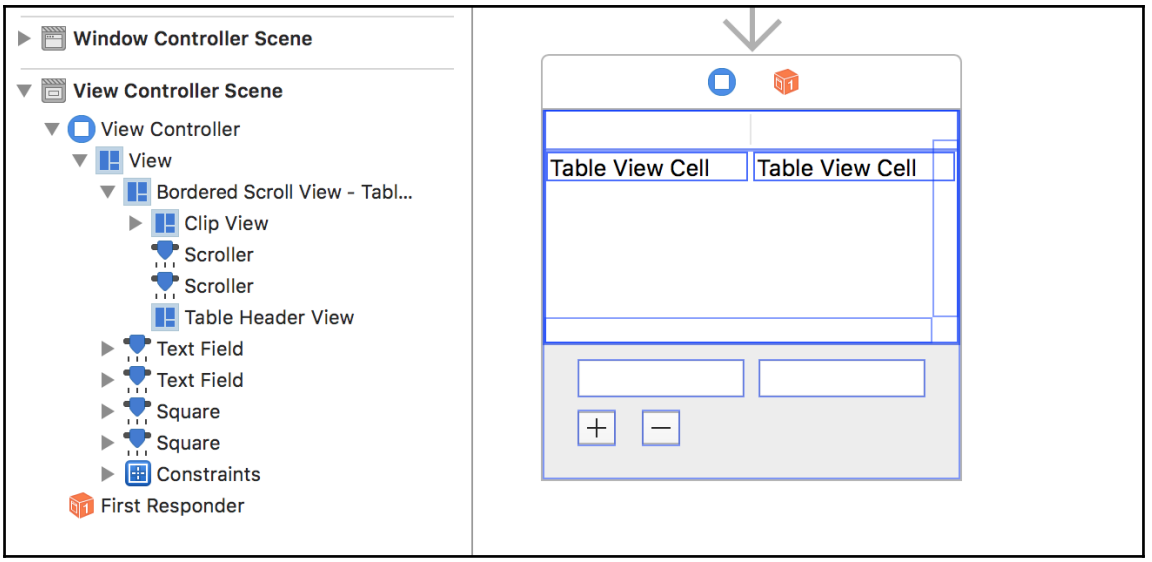

Window
Save User Defaults
Load User Defaults
Save Text
Load Text
Save Custom Object
Load Custom Object

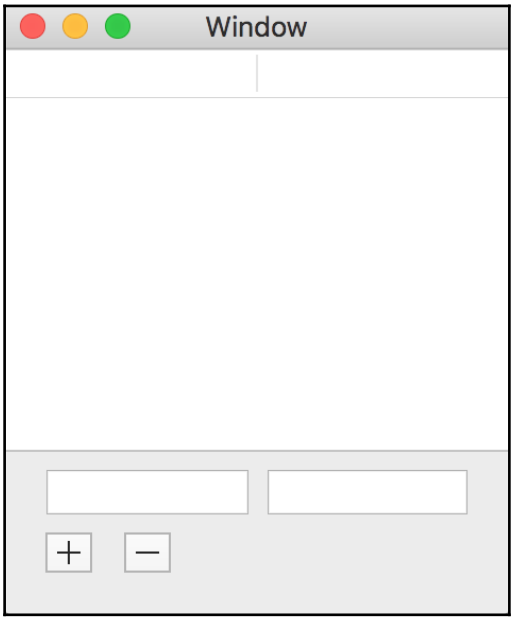

Window
Save User Defaults
Spock
Load User Defaults
Save Text
Load Text
Save Custom Object
Load Custom Object

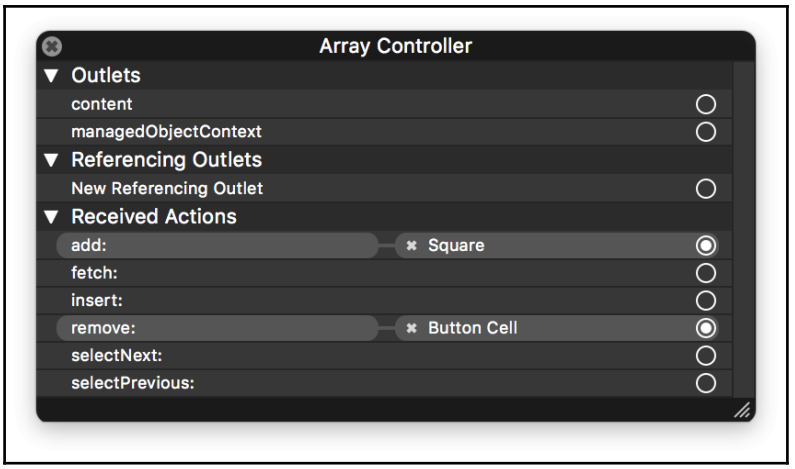

test1
Search
Favorites
iCloud Drive
Applications
stu
Desktop
Downloads
Documents
Developer
My Stuff
macOS Programming
Movies
Books
Documentation
file.txt
FILING CABINET
Misc
Static IP_Addresses
test1
test2
test3
TestMe
tex
test
Cancel
Open

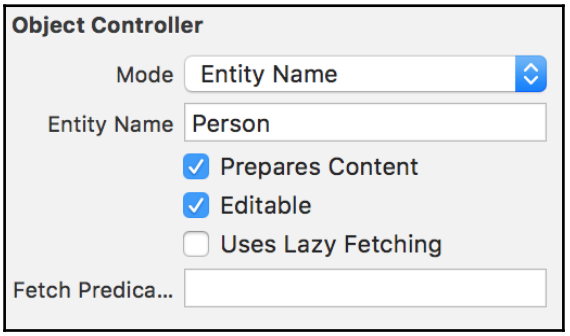
Chapter 14: The Benefits of Core Data

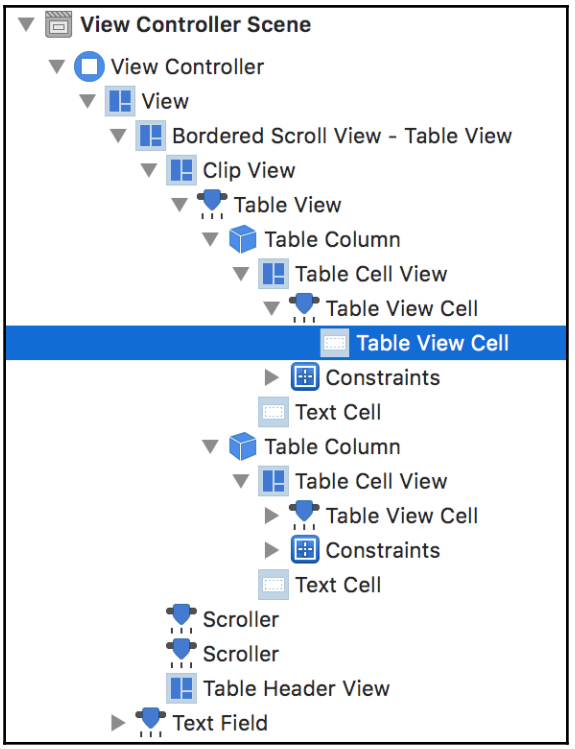


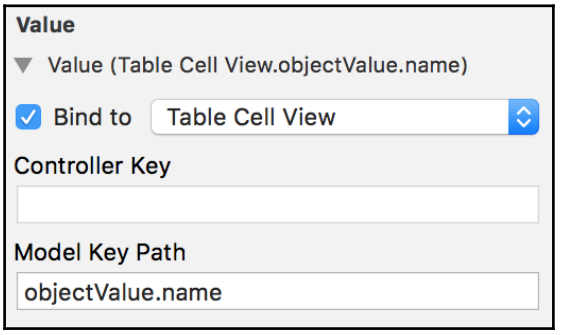

Window Controller Scene
View Controller Scene
View Controller
View
Bordered Scroll View - Tabl...
Clip View
Scroller
Scroller
Table Header View
Text Field
Text Field
Square
Square
Constraints
First Responder
Table View Cell
Table View Cell

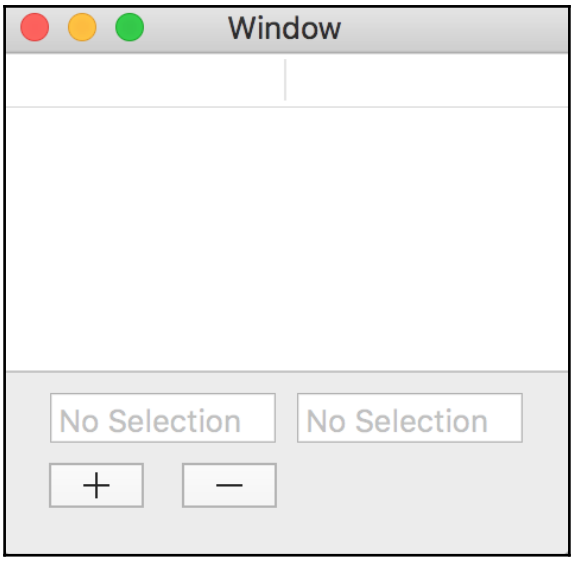

Window

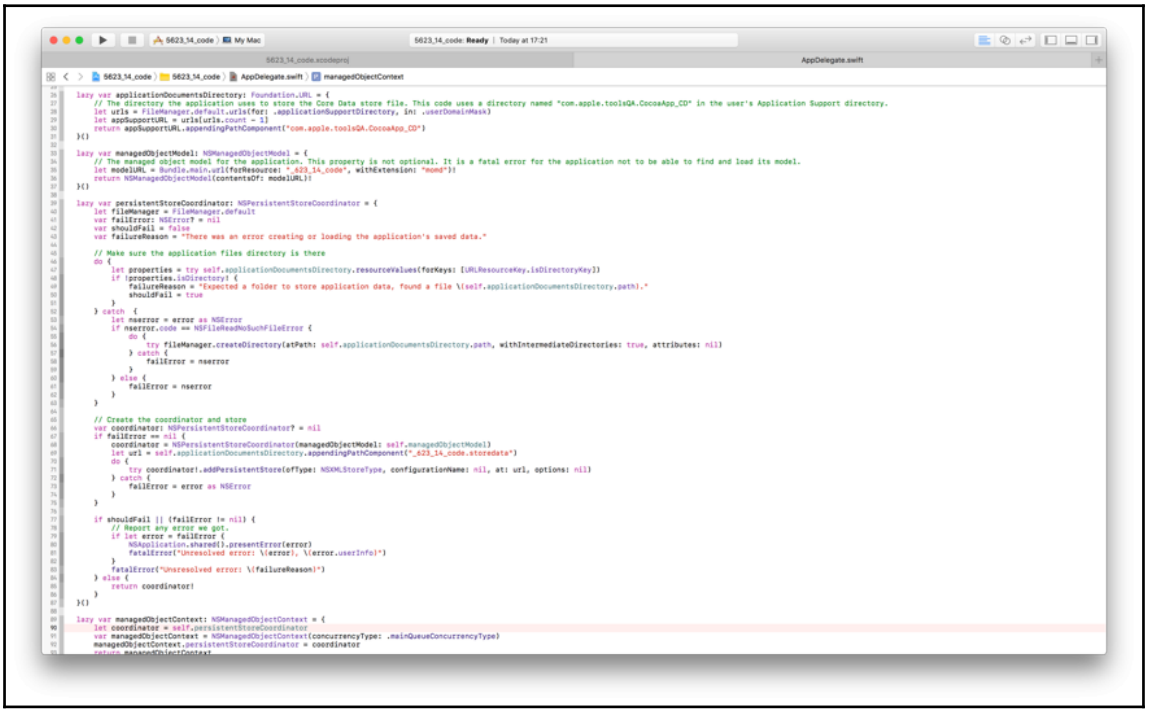

Array Controller
Outlets
content
managedObjectContext
Referencing Outlets
New Referencing Outlet
Received Actions
add:
Square
fetch:
insert:
remove:
Button Cell
selectNext:
selectPrevious:

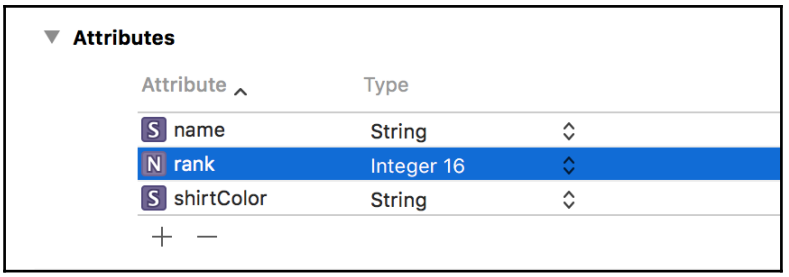

Object Controller
Mode
Entity Name
Entity Name
Person
Prepares Content
Editable
Uses Lazy Fetching
Fetch Predica...

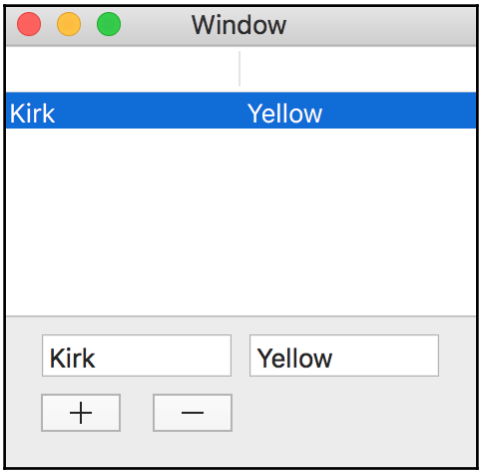

View Controller Scene
View Controller
View
Bordered Scroll View - Table View
Clip View
Table View
Table Column
Table Cell View
Table View Cell
Table View Cell
Constraints
Text Cell
Table Column
Table Cell View
Table View Cell
Constraints
Text Cell
Scroller
Scroller
Table Header View
Text Field

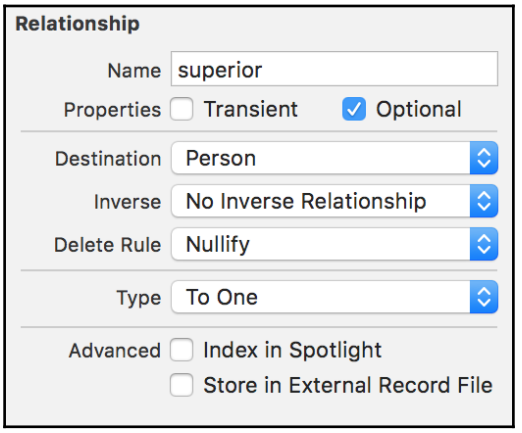

Value
Value (Table Cell View.objectValue.name)
Bind to
Table Cell View
Controller Key
Model Key Path
objectValue.name

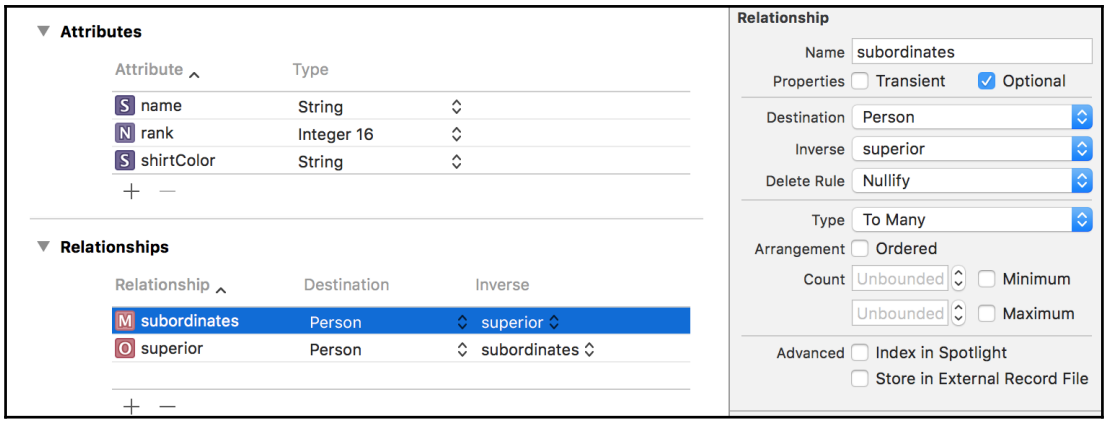

Window
No Selection
No Selection
+
—

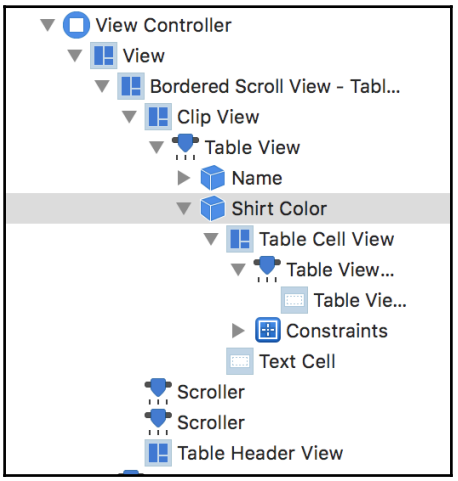



Attributes
Attribute
Type
name
String
rank
Integer 16
shirtColor
String

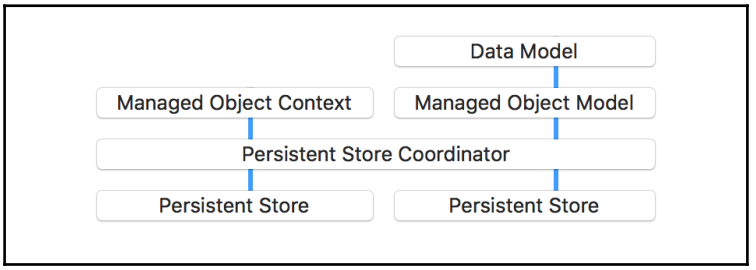

Window
Kirk
Yellow
Kirk
Yellow


Relationship
Name
superior
Properties
Transient
Optional
Destination
Person
Inverse
No Inverse Relationship
Delete Rule
Nullify
Type
To One
Advanced
Index in Spotlight
Store in External Record File

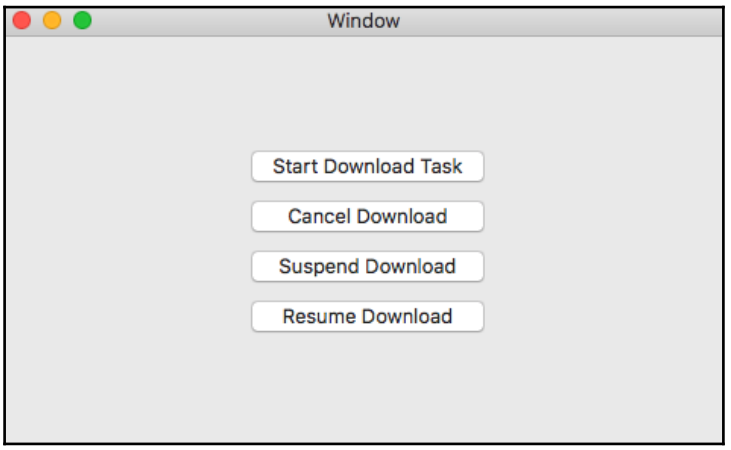

Attributes
Attribute
Type
name
String
rank
Integer 16
shirtColor
String
Relationships
Relationship
Destination
Inverse
subordinates
Person
superior
superior
Person
subordinates
Relationship
Name
subordinates
Properties
Transient
Optional
Destination
Person
Inverse
superior
Delete Rule
Nullify
Type
To Many
Arrangement
Ordered
Count
Unbounded
Minimum
Unbounded
Maximum
Advanced
Index in Spotlight
Store in External Record File

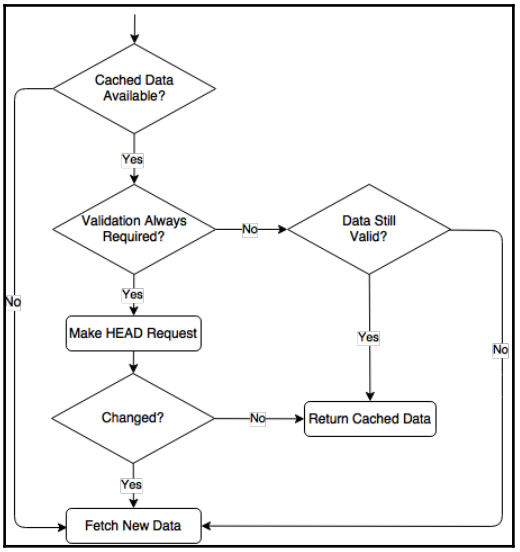

View Controller
View
Bordered Scroll View - Tabl...
Clip View
Table View
Name
Shirt Color
Table Cell View
Table View...
Table Vie...
Constraints
Text Cell
Scroller
Scroller
Table Header View

Window
Name
Shirt Color
Kirk
Yellow
Nameless
Red
Spock
Blue
Sulu
Yellow
Uhura
Red
Kirk
Yellow
+
—

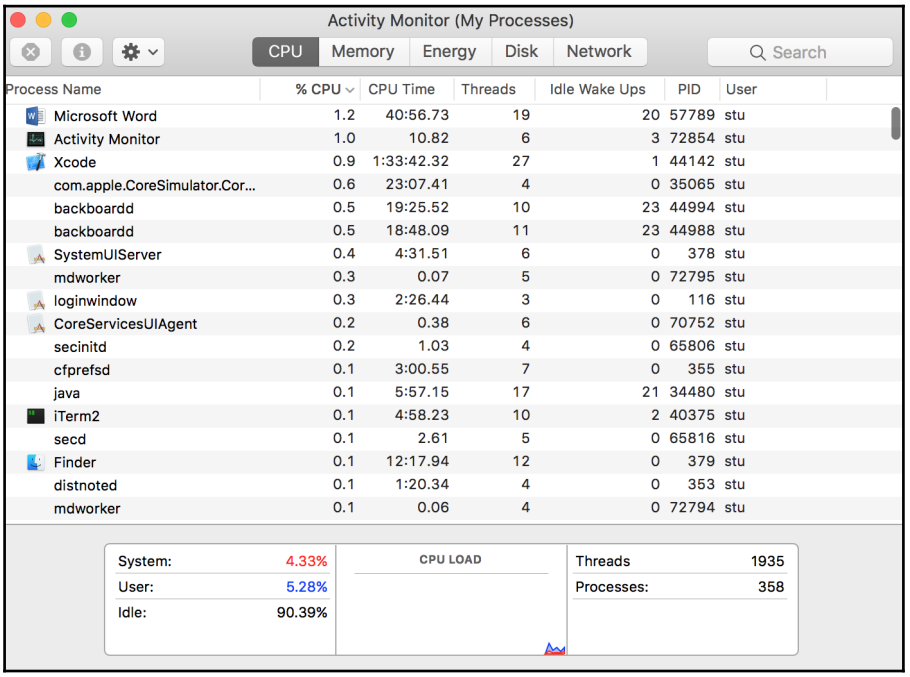

Data Model
Managed Object Context
Managed Object Model
Persistent Store Coordinator
Persistent Store
Persistent Store

Chapter 15: Connect to the World - Networking

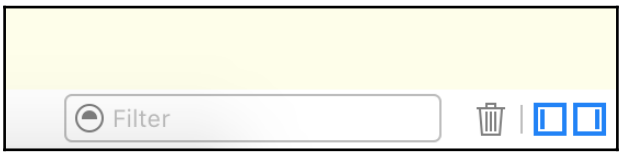


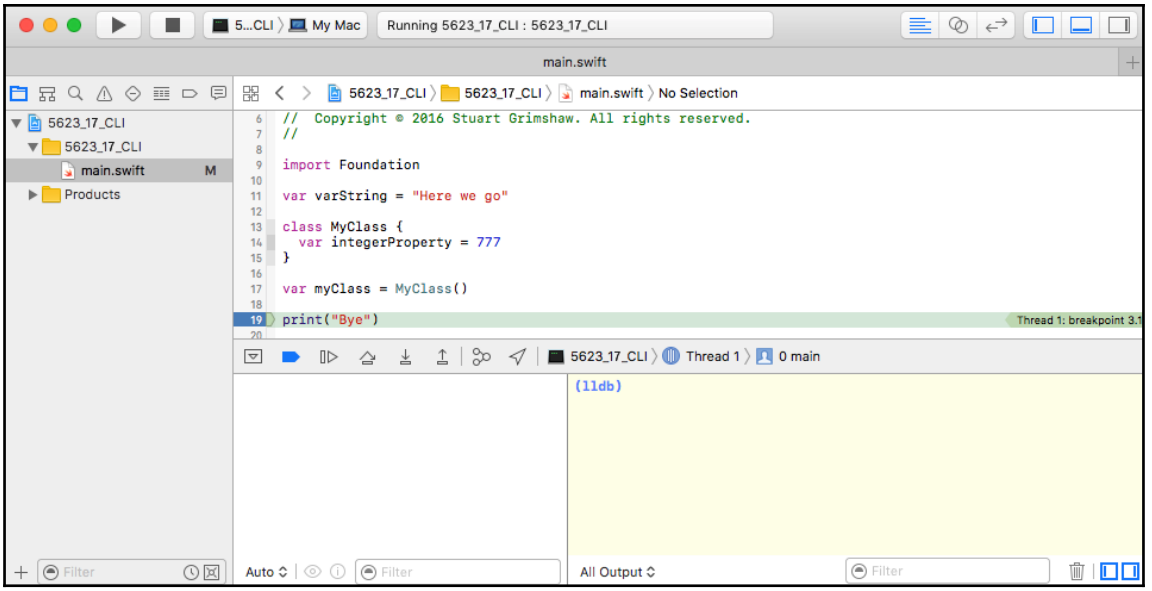


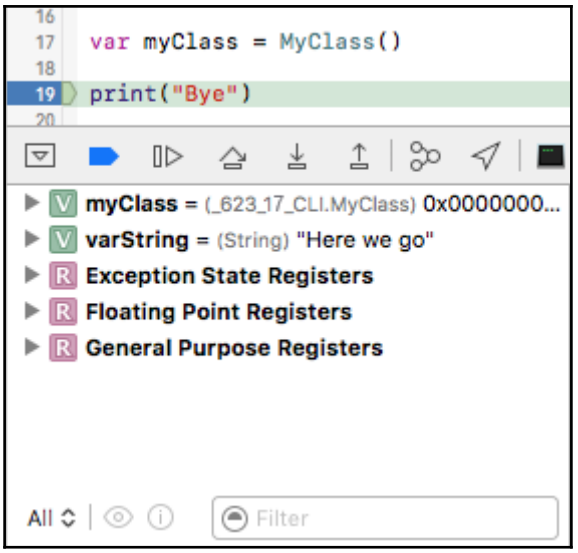
Chapter 16: Concurrency and Asynchronous Programming

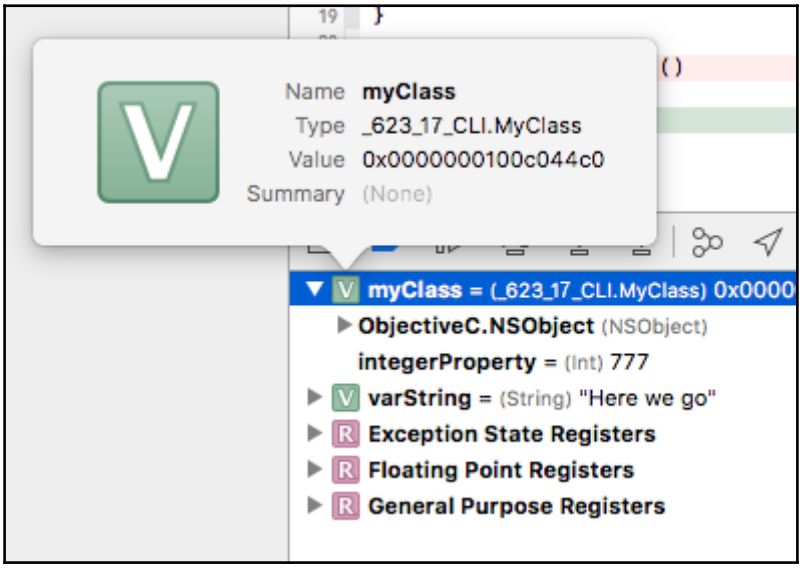


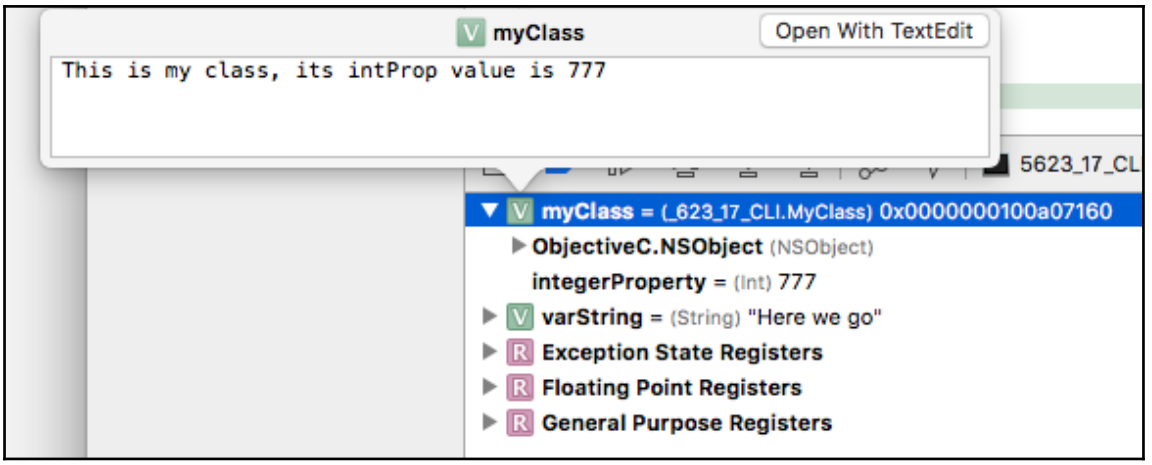
Chapter 17:
Understanding Xcodes Debugging Tools

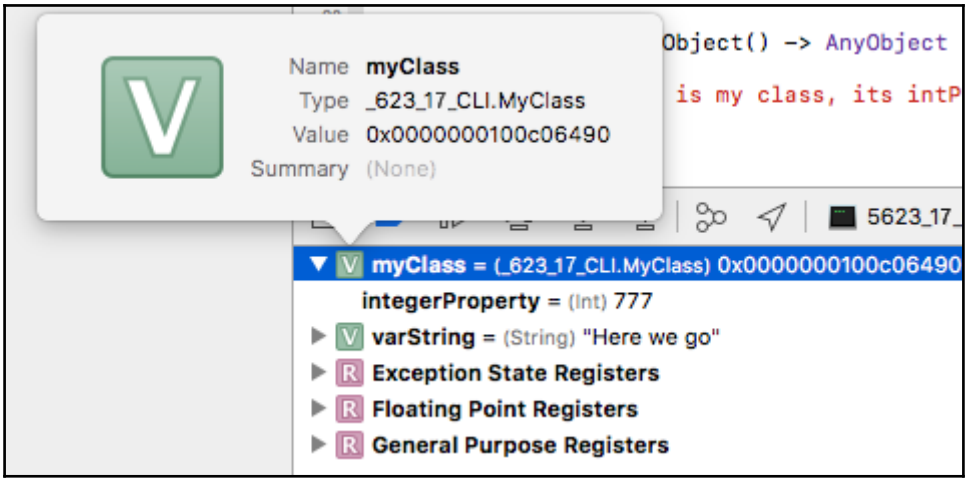





16
17 var myClass = MyClass()
18
19 print("Bye")
20
myClass = (_623_17_CLI.MyClass) 0x0000000...
varString = (String) "Here we go"
Exception State Registers
Floating Point Registers
General Purpose Registers
All
Filter

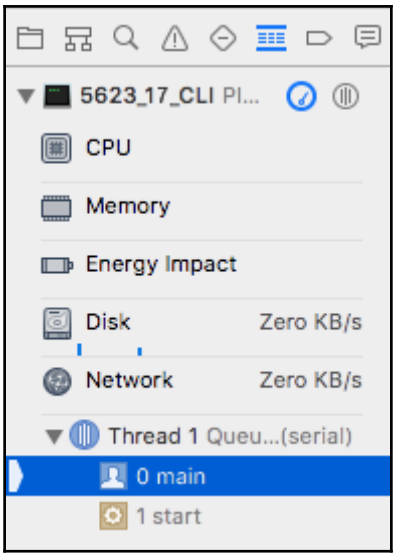

19 }
()
Name myClass
Type _623_17_CLI.MyClass
Value 0x0000000100c044c0
Summary (None)
myClass = (_623_17_CLI.MyClass) 0x0000
ObjectiveC.NSObject (NSObject)
integerProperty = (Int) 777
varString = (String) "Here we go"
Exception State Registers
Floating Point Registers
General Purpose Registers

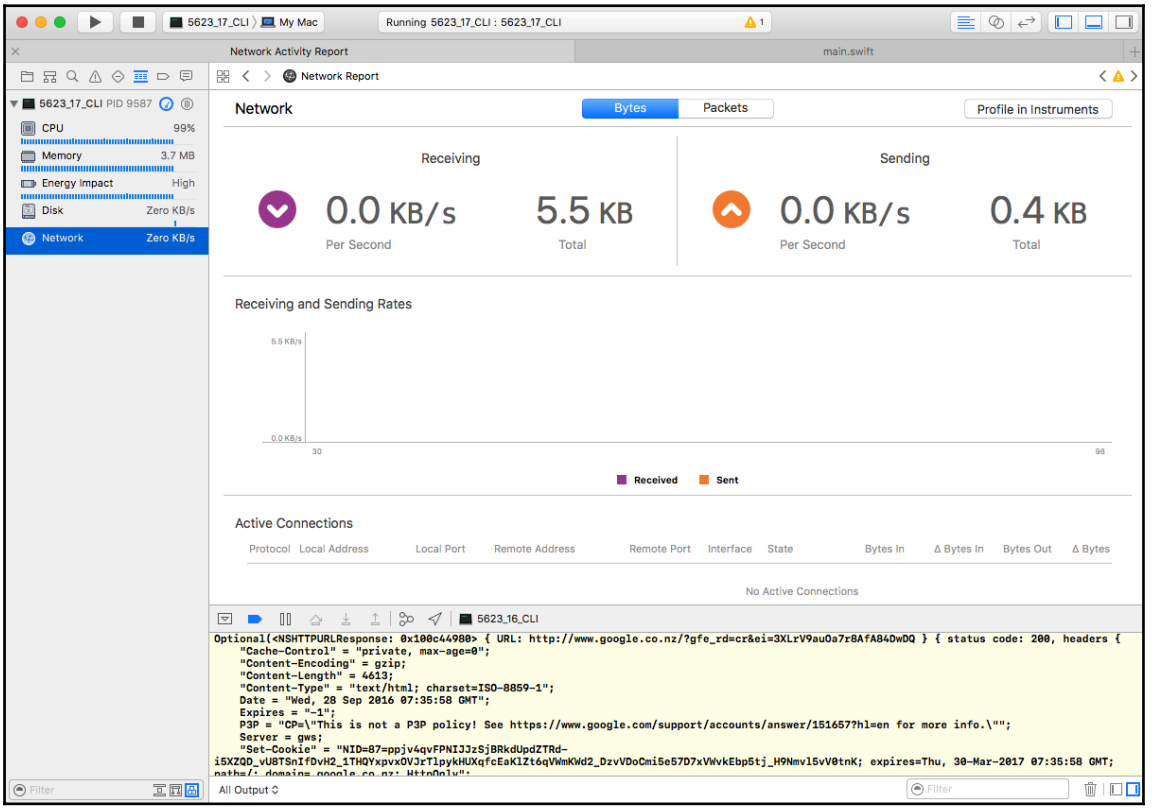


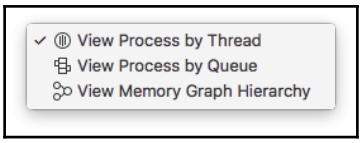


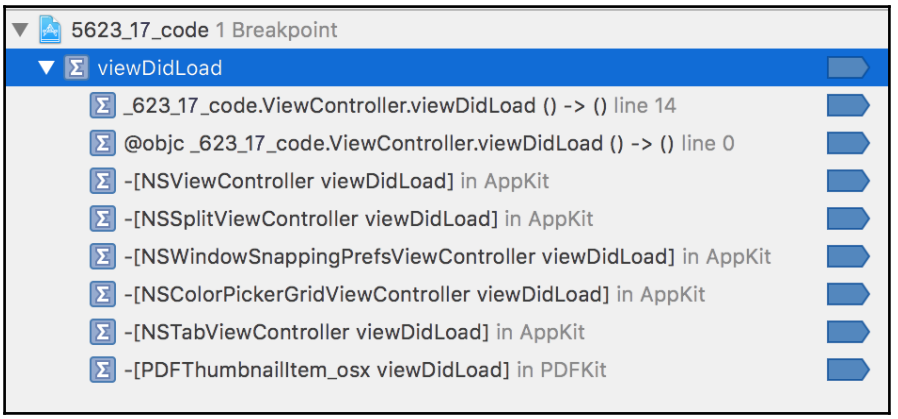

```
28  var myClass = MyClass()
29  print("This is Target Output")
30
31  print("Bye")
32
```

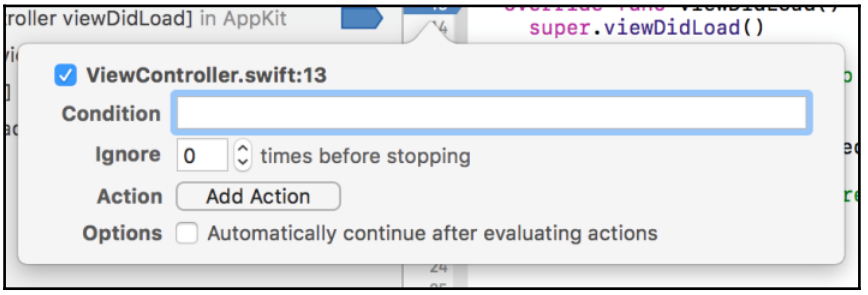
```
This is Debugger Output
This is Target Output
(lldb)
```

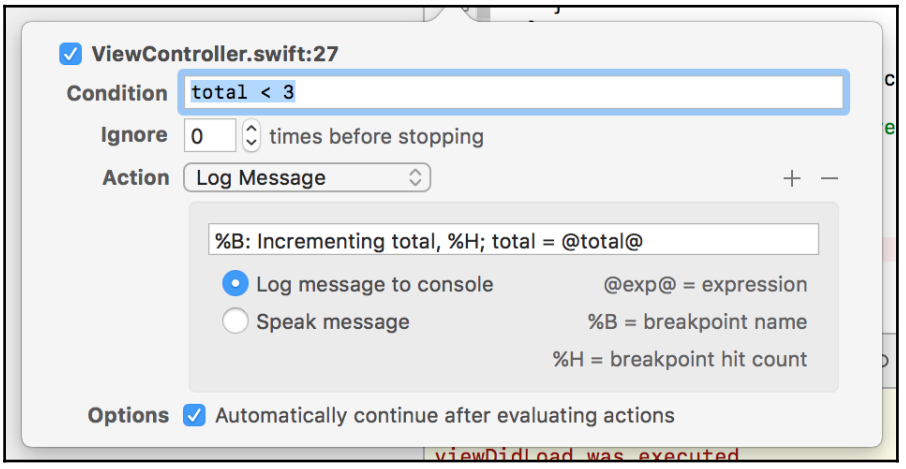

5623_17_CLI PI...
CPU
Memory
Energy Impact
Disk
Zero KB/s
Network
Zero KB/s
Thread 1 Queu...(serial)
0 main
1 start

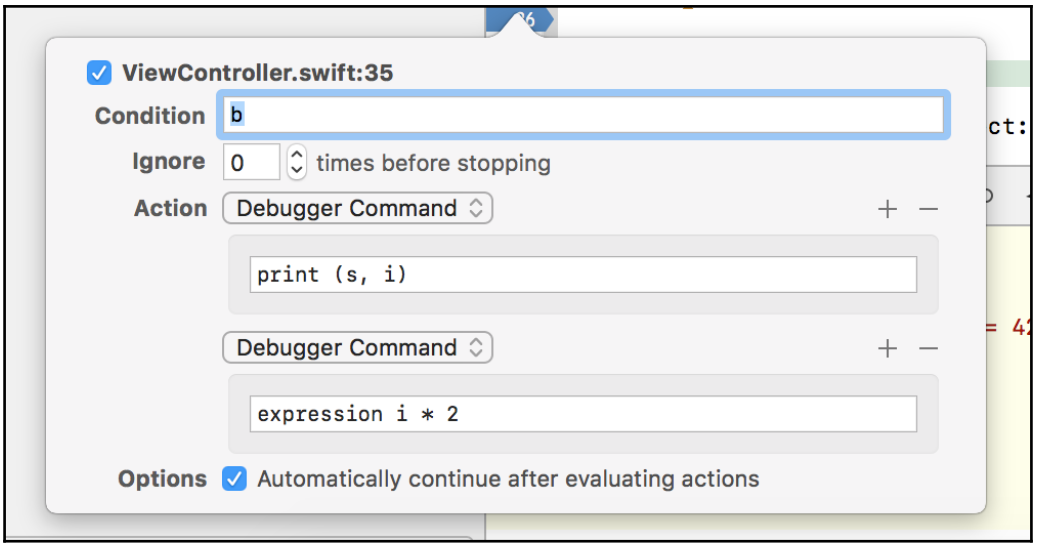

5623_17_CLI
My Mac
Running 5623_17_CLI : 5623_17_CLI
Network Activity Report
main.swift
Network Report
5623_17_CLI PID 9587
CPU 99%
Memory 3.7 MB
Energy Impact High
Disk Zero KB/s
Network Zero KB/s
Network
Bytes
Packets
Profile in Instruments
Receiving
0.0 KB/s
Per Second
5.5 KB
Total
Sending
0.0 KB/s
Per Second
0.4 KB
Total
Receiving and Sending Rates
5.5 KB/s
0.0 KB/s
30
98
Received
Sent
Active Connections
Protocol Local Address Local Port Remote Address Remote Port Interface State Bytes In Δ Bytes In Bytes Out Δ Bytes
No Active Connections
5623_16_CLI
Optional(<NSHTTPURLResponse: 0x100c44980> { URL: http://www.google.co.nz/?gfe_rd=cr&ei=3XLrV9auOa7r8AfA84DwDQ } { status code: 200, headers {
"Cache-Control" = "private, max-age=0";
"Content-Encoding" = gzip;
"Content-Length" = 4613;
"Content-Type" = "text/html; charset=ISO-8859-1";
Date = "Wed, 28 Sep 2016 07:35:58 GMT";
Expires = "-1";
P3P = "CP=\"This is not a P3P policy! See https://www.google.com/support/accounts/answer/151657?hl=en for more info.\"";
Server = gws;
"Set-Cookie" = "NID=87=ppjv4qvFPNIJJzSjBRkdUpdZTRd-
i5XZQD_vU8TSnIfDvH2_1THQYxpvxOVJrT1pykHUXqfcEaKlZt6qVWmKWd2_DzvVDoCmi5e57D7xVWvkEbp5tj_H9Nmvl5vV0tnK; expires=Thu, 30-Mar-2017 07:35:58 GMT;
All Output

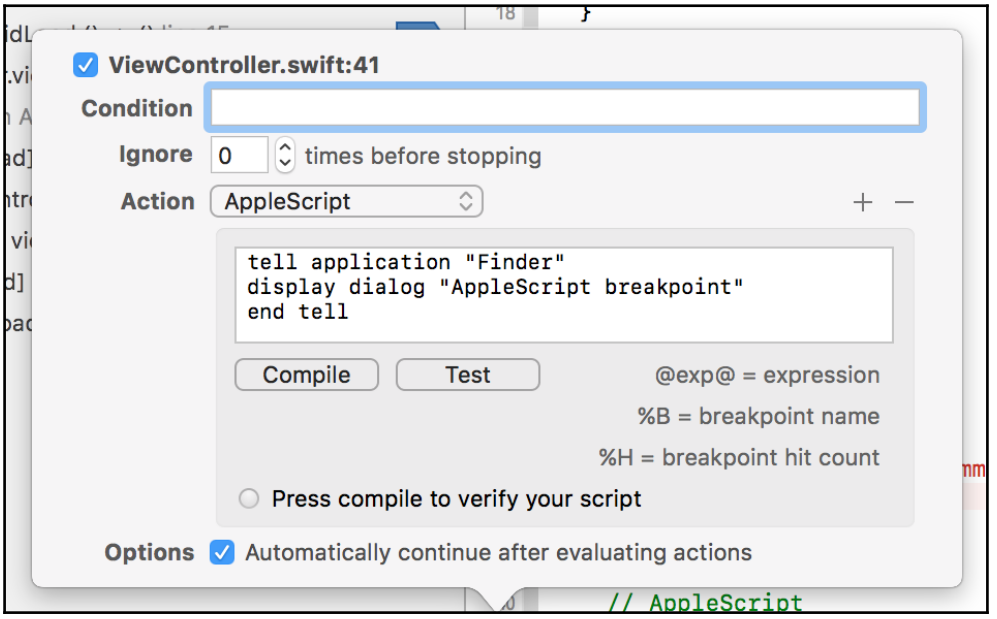

View Process by Thread
View Process by Queue
View Memory Graph Hierarchy

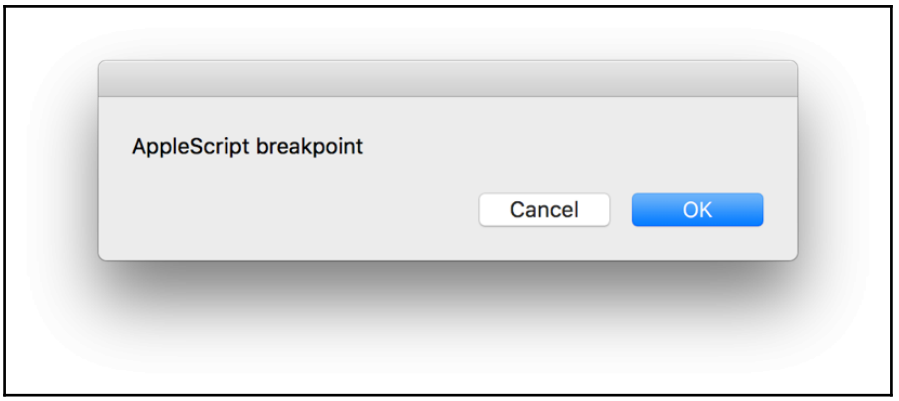

5623_17_code 1 Breakpoint
viewDidLoad
_623_17_code.ViewController.viewDidLoad () -> () line 14
@objc _623_17_code.ViewController.viewDidLoad () -> () line 0
-[NSViewController viewDidLoad] in AppKit
-[NSSplitViewController viewDidLoad] in AppKit
-[NSWindowSnappingPrefsViewController viewDidLoad] in AppKit
-[NSColorPickerGridViewController viewDidLoad] in AppKit
-[NSTabViewController viewDidLoad] in AppKit
-[PDFThumbnailItem_osx viewDidLoad] in PDFKit

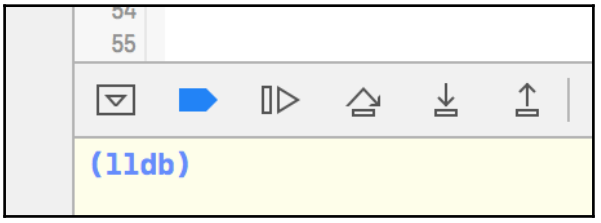

roller viewDidLoad] in AppKit
super.viewDidLoad()
ViewController.swift:13
Condition
Ignore
0
times before stopping
Action
Add Action
Options
Automatically continue after evaluating actions


ViewController.swift:27
Condition
total < 3
Ignore
0
times before stopping
Action
Log Message
%B: Incrementing total, %H; total = @total@
Log message to console
Speak message
@exp@ = expression
%B = breakpoint name
%H = breakpoint hit count
Options
Automatically continue after evaluating actions


ViewController.swift:35
Condition
b
Ignore
0
times before stopping
Action
Debugger Command
print (s, i)
Debugger Command
expression i * 2
Options
Automatically continue after evaluating actions

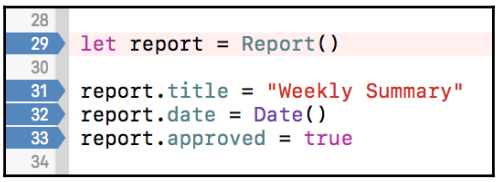

ViewController.swift:41
Condition
Ignore
0
times before stopping
Action
AppleScript
tell application "Finder"
display dialog "AppleScript breakpoint"
end tell
Compile
Test
@exp@ = expression
%B = breakpoint name
%H = breakpoint hit count
Press compile to verify your script
Options
Automatically continue after evaluating actions
// AppleScript

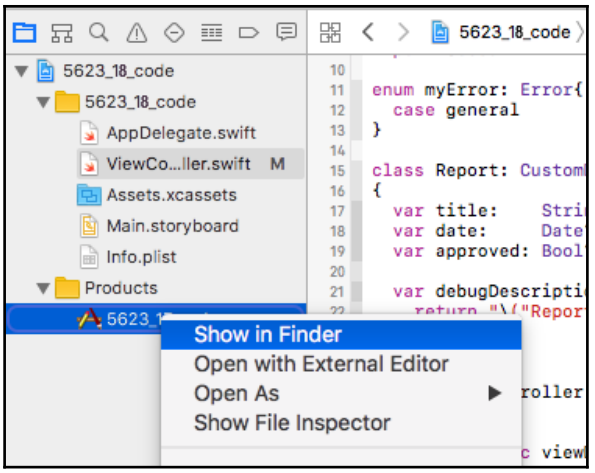




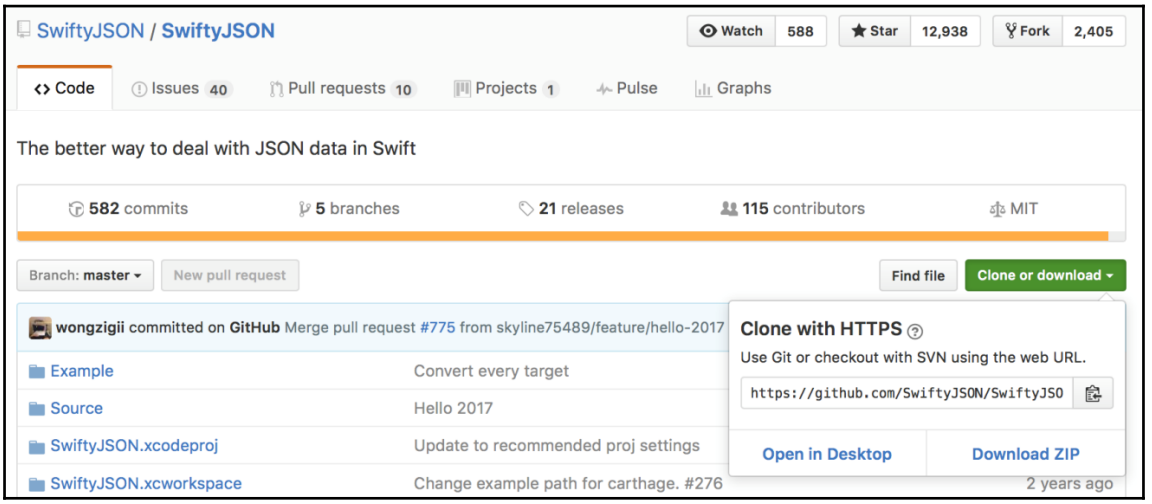

```
46
47  func testStepCommands()
48  {
49    func printObservation()
50    {
51      print("Today you are you!")
52      print("That is truer than true!")
53      print("There is no one alive who is you-er than you!")
54    }
55
56    func printPrediction()
57    {
58      print("And will you succeed?")
59      print("Yes you will indeed!")
60      print("98 and 3/4 percent guaranteed.")
61    }
62
63    printObservation()
64    printPrediction()
65  }
66
```

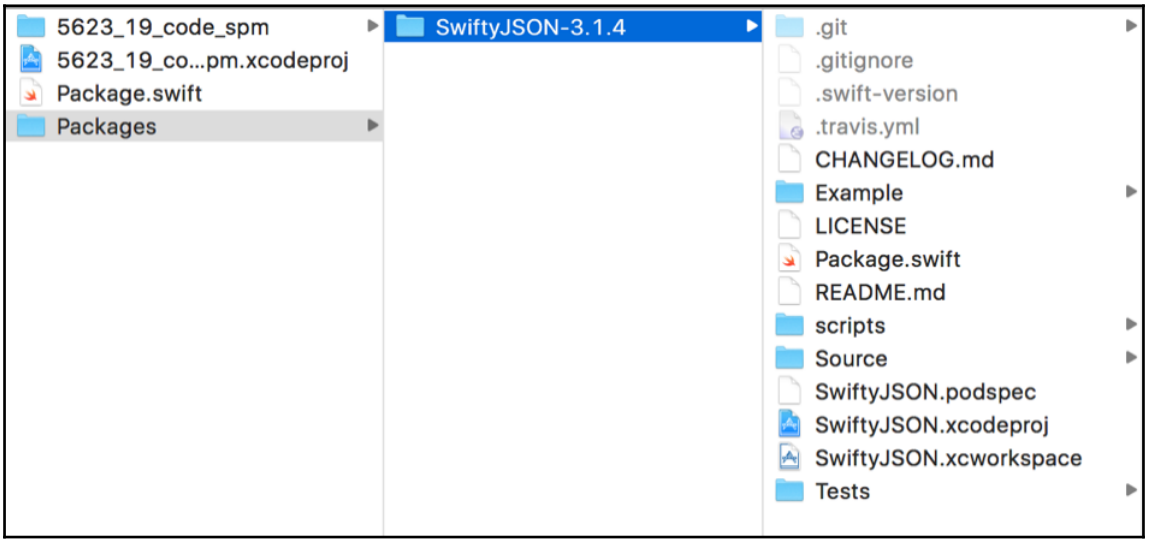
Chapter 18: LLDB and the Command Line

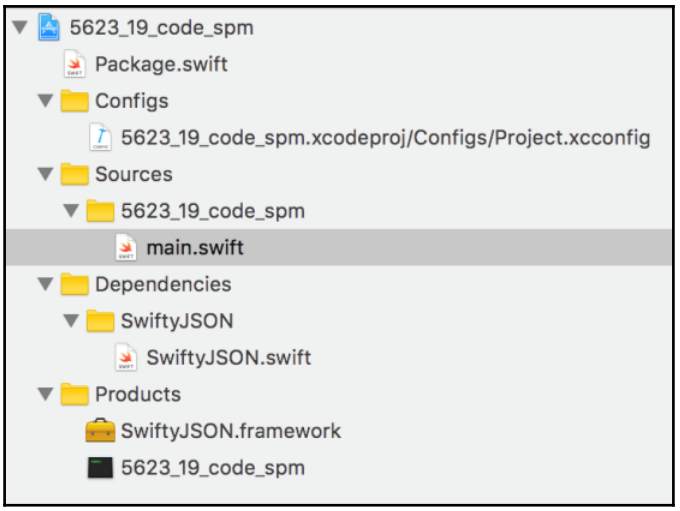


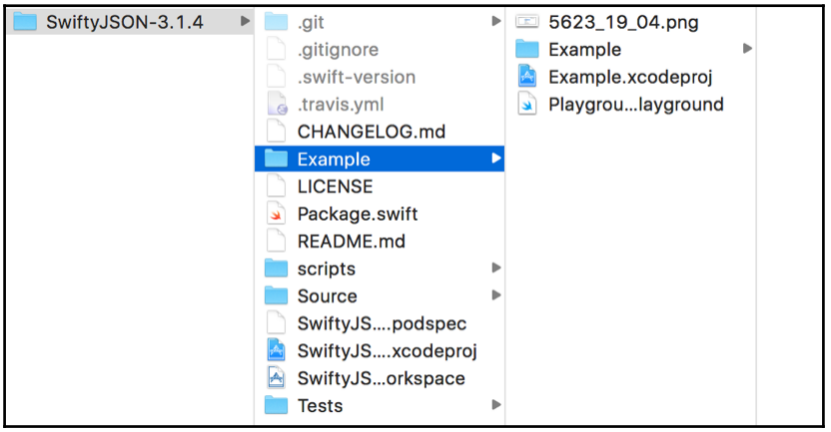


Chapter 19: Deploying Third - Party Code

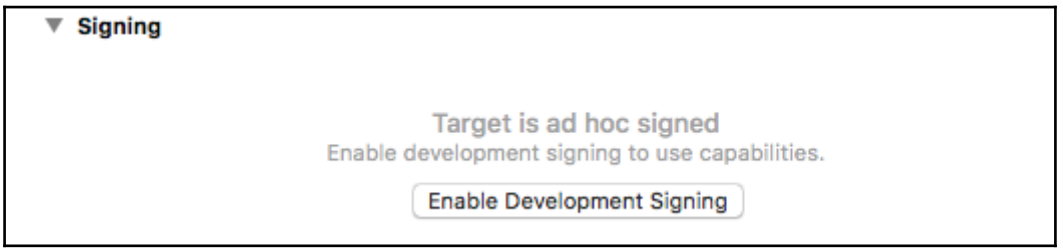


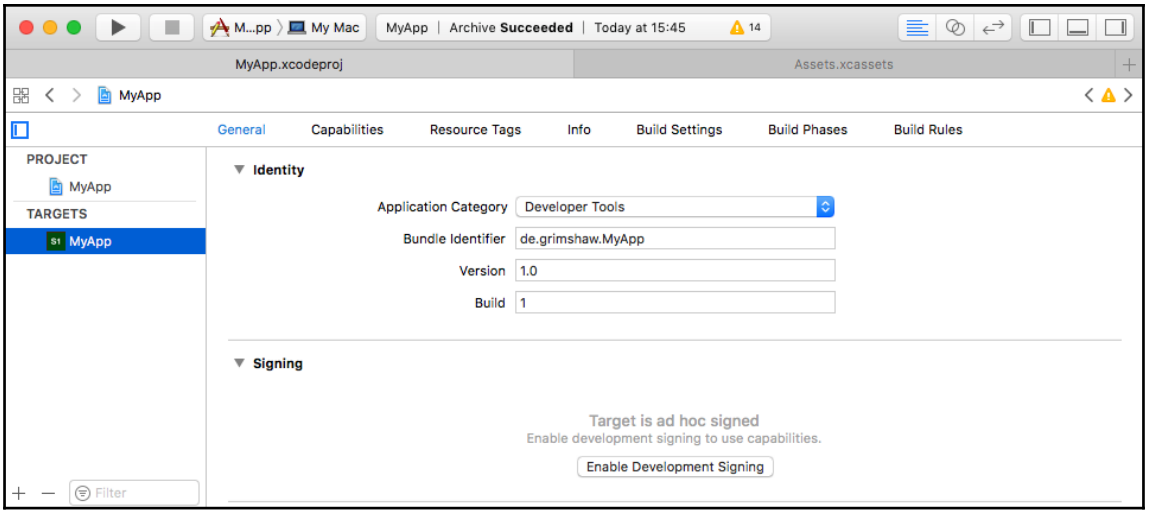


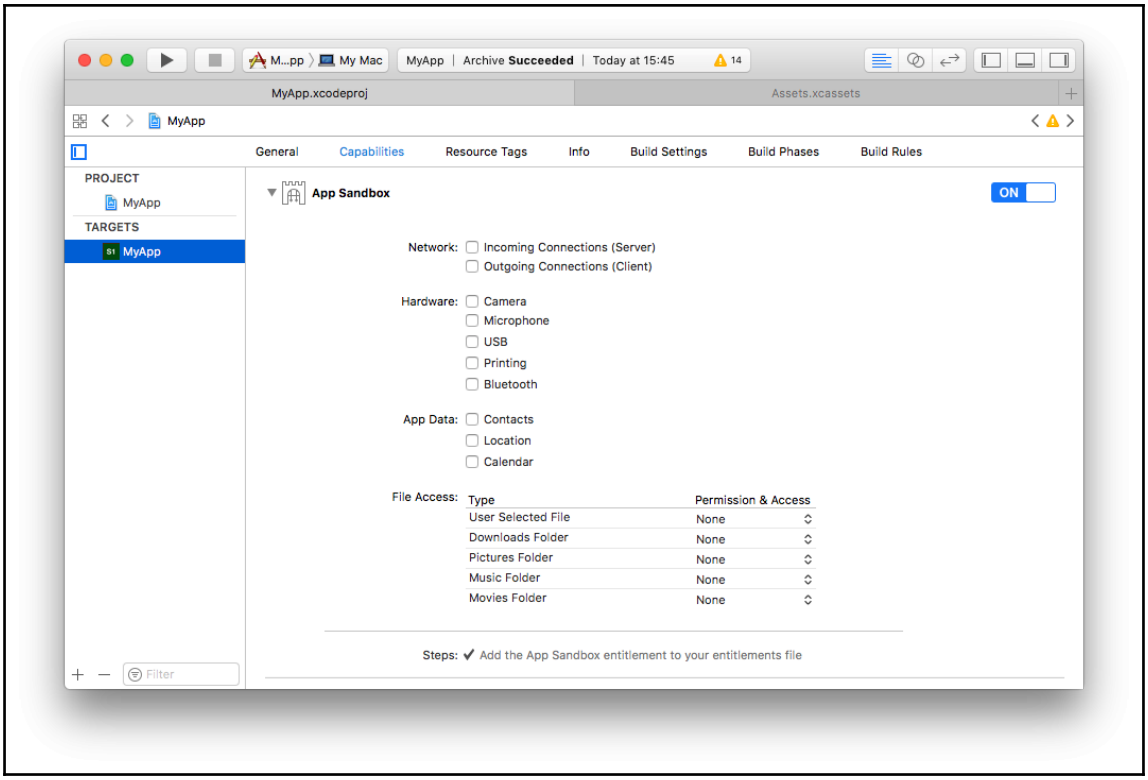

5623_19_code_spm
Package.swift
Configs
5623_19_code_spm.xcodeproj/Configs/Project.xcconfig
Sources
5623_19_code_spm
main.swift
Dependencies
SwiftyJSON
SwiftyJSON.swift
Products
SwiftyJSON.framework
5623_19_code_spm

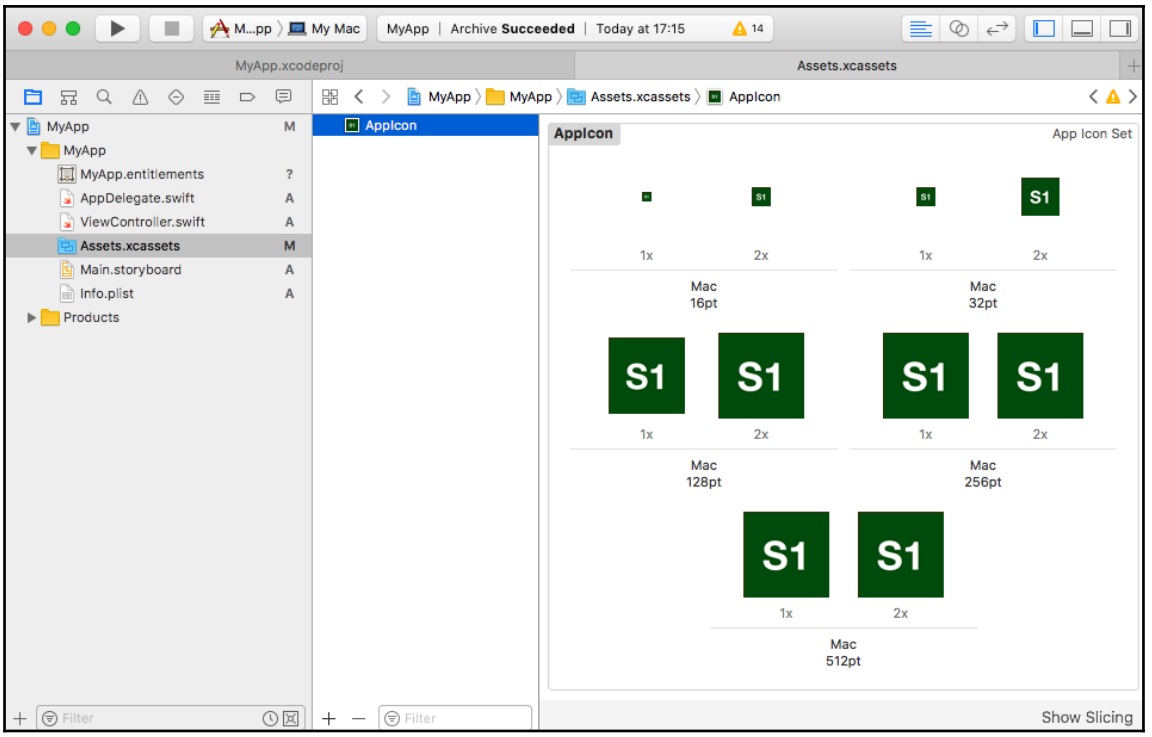

SwiftyJSON-3.1.4
.git
.gitignore
.swift-version
.travis.yml
CHANGELOG.md
Example
LICENSE
Package.swift
README.md
scripts
Source
SwiftyJS....podspec
SwiftyJS....xcodeproj
SwiftyJS...orkspace
Tests
5623_19_04.png
Example
Example.xcodeproj
Playgrou...layground

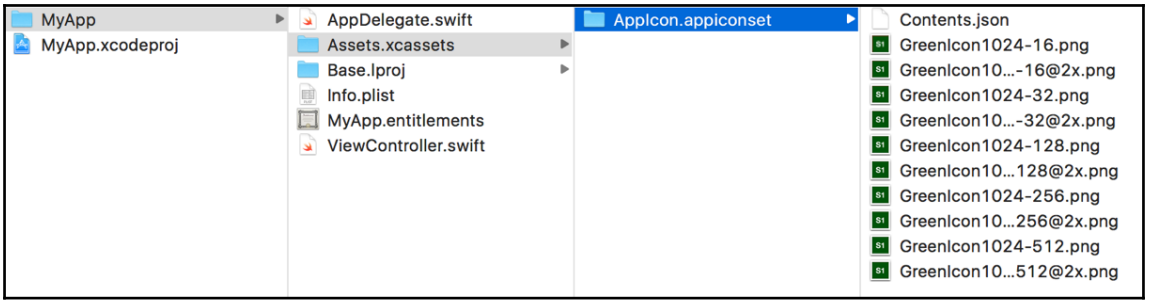
Chapter 20: Wrapping It Up

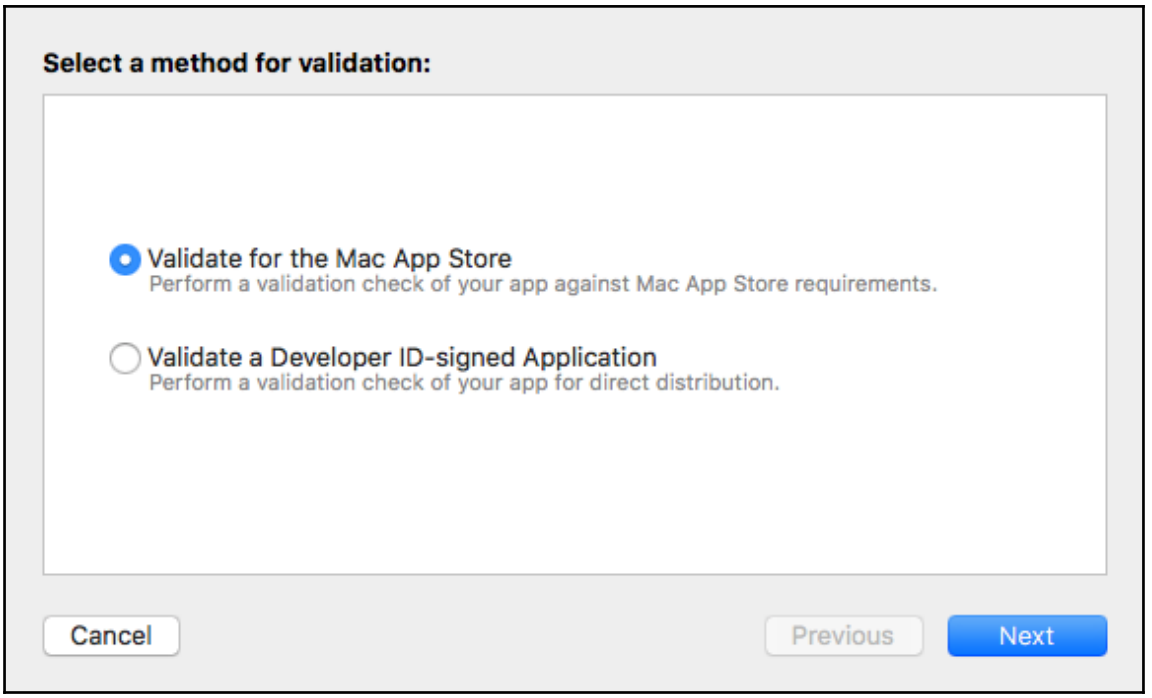


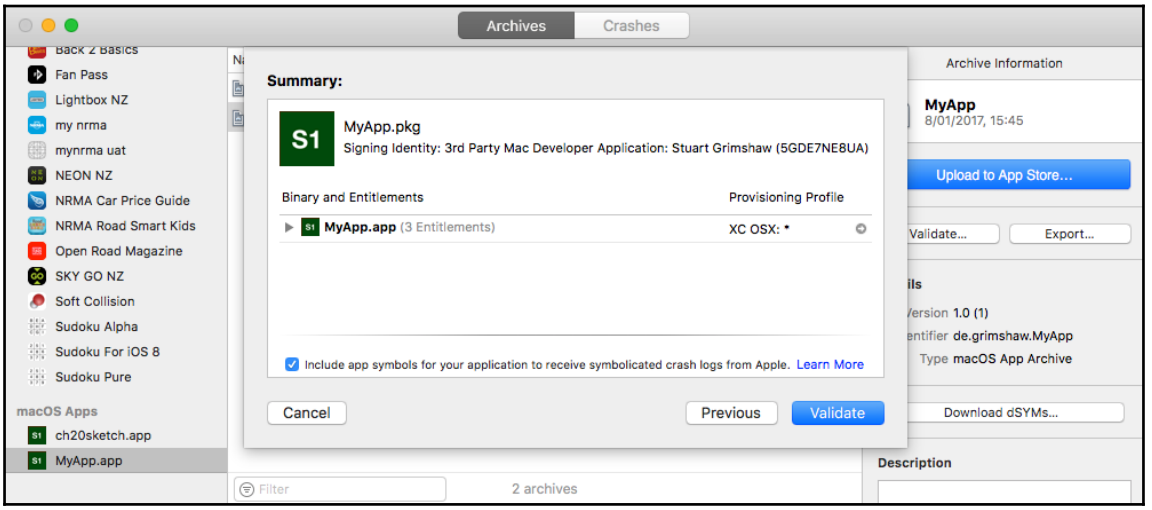


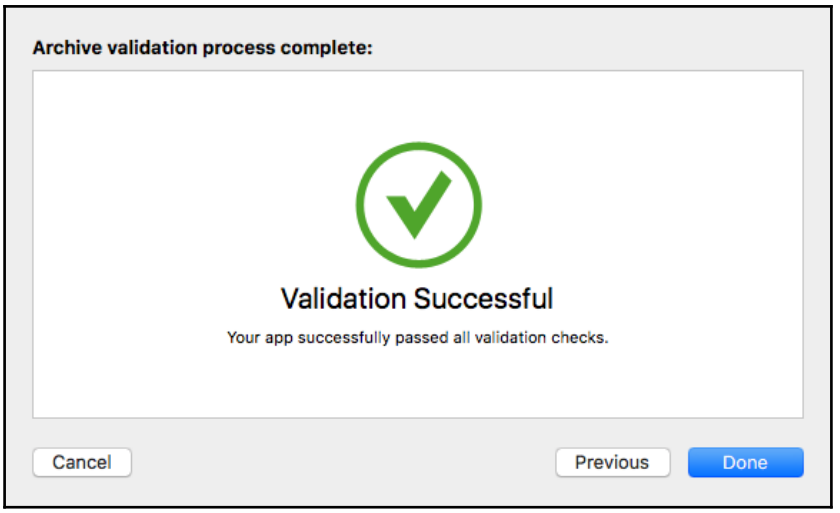

M...pp
My Mac
MyApp | Archive Succeeded | Today at 15:45
14
MyApp.xcodeproj
Assets.xcassets
MyApp
General
Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
PROJECT
MyApp
TARGETS
MyApp
App Sandbox
ON
Network:
Incoming Connections (Server)
Outgoing Connections (Client)
Hardware:
Camera
Microphone
USB
Printing
Bluetooth
App Data:
Contacts
Location
Calendar
File Access:
Type
Permission & Access
User Selected File
None
Downloads Folder
None
Pictures Folder
None
Music Folder
None
Movies Folder
None
Steps:
Add the App Sandbox entitlement to your entitlements file
Filter

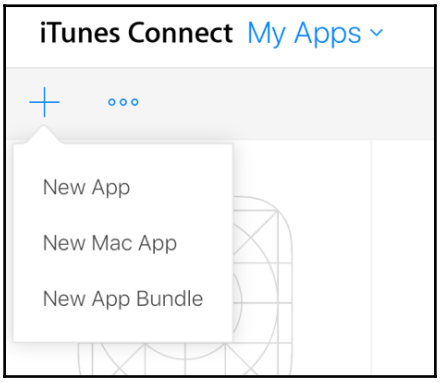

MyApp | Archive Succeeded | Today at 17:15
MyApp.xcodeproj
Assets.xcassets
MyApp
AppDelegate.swift
ViewController.swift
Assets.xcassets
Main.storyboard
Info.plist
Products
AppIcon
App Icon Set
1x
2x
Mac
16pt
Mac
32pt
Mac
128pt
Mac
256pt
Mac
512pt
Show Slicing

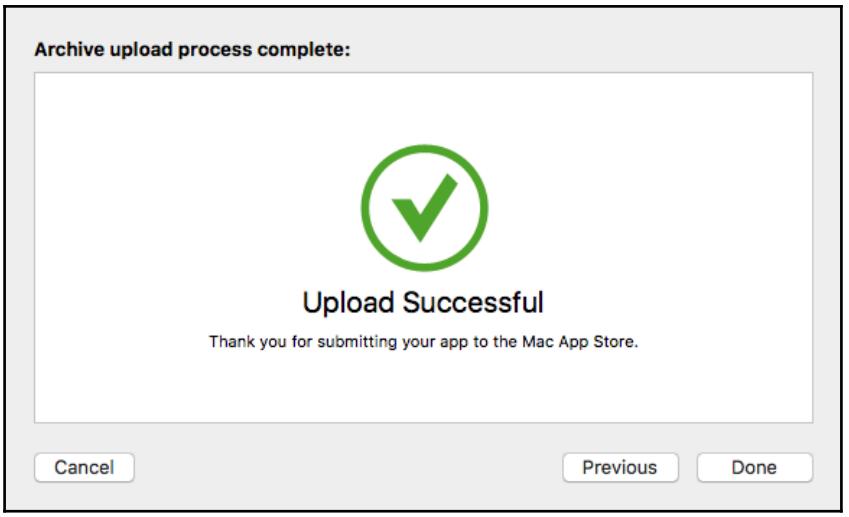

MyApp
MyApp.xcodeproj
AppDelegate.swift
Assets.xcassets
Base.lproj
Info.plist
MyApp.entitlements
ViewController.swift
AppIcon.appiconset
Contents.json
GreenIcon1024-16.png
GreenIcon10...-16@2x.png
GreenIcon1024-32.png
GreenIcon10...-32@2x.png
GreenIcon1024-128.png
GreenIcon10...128@2x.png
GreenIcon1024-256.png
GreenIcon10...256@2x.png
GreenIcon1024-512.png
GreenIcon10...512@2x.png

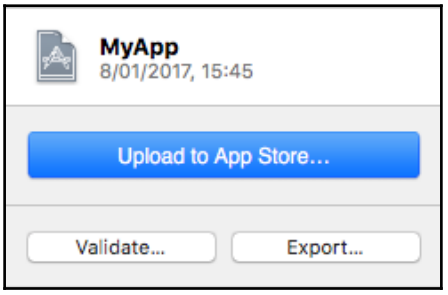

Select a method for validation:
Validate for the Mac App Store
Perform a validation check of your app against Mac App Store requirements.
Validate a Developer ID-signed Application
Perform a validation check of your app for direct distribution.
Cancel
Previous
Next


Archives
Crashes
Back 2 Basics
Fan Pass
Lightbox NZ
my nrma
mynrma uat
NEON NZ
NRMA Car Price Guide
NRMA Road Smart Kids
Open Road Magazine
SKY GO NZ
Soft Collision
Sudoku Alpha
Sudoku For iOS 8
Sudoku Pure
macOS Apps
ch20sketch.app
MyApp.app
Summary:
S1
MyApp.pkg
Signing Identity: 3rd Party Mac Developer Application: Stuart Grimshaw (5GDE7NE8UA)
Binary and Entitlements
Provisioning Profile
MyApp.app (3 Entitlements)
XC OSX: *
Include app symbols for your application to receive symbolicated crash logs from Apple. Learn More
Cancel
Previous
Validate
Filter
2 archives
Archive Information
MyApp
8/01/2017, 15:45
Upload to App Store...
Validate...
Export...
Version 1.0 (1)
Identifier de.grimshaw.MyApp
Type macOS App Archive
Download dSYMs...
Description


Archive validation process complete:
Validation Successful
Your app successfully passed all validation checks.
Cancel
Previous
Done


iTunes Connect
My Apps
New App
New Mac App
New App Bundle


Archive upload process complete:
Upload Successful
Thank you for submitting your app to the Mac App Store.
Cancel
Previous
Done


MyApp
8/01/2017, 15:45
Upload to App Store…
Validate…
Export…