

About the iOS development environment

Fabrice.Kordon@lip6.fr



Xcode, the main development environment for iOS

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Originally built for MacOS (still supporting it)

- 👤 October 2008: versions 3.* (first one for iOS)
- 👤 July 2011: versions 4.*
- 👤 September 2013: versions 5.*
- 👤 And then one major please a year
 - ▶ Xcode 10 in September 2018



GUI + SDK

- 👤 Graphical User interface
- 👤 Software Development Kit
 - ▶ MacOS/iOS/WatchOS/TVOS
 - ▶ Cross compilation
 - ▶ Simulator and driven debug on devices



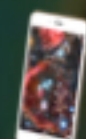
What's inside?


 **Xcode = «main entrance»**

 **Modules**

- Storyboard
- Simulator/Debugger
- Instrument (profiler)
- Static analysis
- Version management integrated
 - ▶ subversion, git



 **Accès to the reference manual**

 **Next videos**
Some demos
of Xcode into action