

Pro iOS5 Tools

Xcode Instruments and Build Tools



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Apress®

Pro iOS5 Tools: Xcode Instruments and Build Tools

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To Erin and Sage, the most beautiful girls in my life. Lub.

—Brandon Alexander

To my wife Jennifer, and our kids, Nevaeh and Jack.

—J. Bradford Dillon

To Annie, for all her love and support.

—Kevin Y. Kim

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About the Authors



Brandon Alexander is an iOS developer, writer and conference speaker living in Decatur, Georgia with his wife and daughter. Brandon began iOS development in 2008 and has spoken at several conferences. As a developer, Brandon enjoys making technology transparent to users and elegantly useful; as a speaker and writer, he loves teaching others about technology so that they can do the same. When he's not coding, writing or speaking at conferences, Brandon enjoys magic and photography. He can be found on twitter at @whilethis and via email at brandon.alexander@gmail.com.



Coming from an autodidactic background, **Brad Dillon** taught himself the technologies of his trade, working his way through web development, animation, and other desktop-based interactive platforms, finally finding his home in touchscreen interface development. Since the iPhone SDK launched, Brad has been building apps for iOS devices full time. With a passion for user experience and a deep understanding of the technologies at play, Brad has helped to build solutions that bridge the gap between the devices, users, and global brands. He can be found online at <http://jbradforddillon.com>, and followed on Twitter at @jbradforddillon.



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About the Technical Reviewer



Anselm Bradford is a lecturer in digital media at the Auckland University of Technology (AUT) in New Zealand, where he researches interactive media, web media, and visual communication. His experience with Internet-related development stretches back to 1996, when he hand-coded his first web site. He may be found @anselmbradford on Twitter and occasionally blogs at AnselmBradford.com.

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They say writing a book is a lot of work. This book wasn't any different. Documentation was read and many dead ends were found when looking for the best way to do something. But the end product is something we are all proud of. This book isn't just the product of the three of us; there were many people involved.

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J. Bradford Dillon

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Kevin Y. Kim

Introduction

The iOS platform has exploded in popularity over the past few years and is showing no signs of slowing down. The app marketplace has become highly competitive and the users are becoming accustomed to great experiences. This makes our jobs as app developers very difficult. What sets a great application apart from other applications? We're going to attempt to answer that question through the course of this book.

Why Write a Book on Tools?

They say, "An artisan is only as good as his/her tools." This is generally true for most professions. As developers, we usually only need a text editor and a compiler. While that setup can get the job done, a great set of tools starting with the IDE (Integrated Development Environment) and moving to performance analysis and debugging tools can greatly improve a developer's efficiency during the development and debugging process. The main problem a developer faces, especially with new versions of these tools being released, is how does one effectively use these tools? This is the space where this book fits. This book is all about using the amazing developer tools that Apple has provided and how to use them to make our apps great.

How This Book Is Organized

This book is all about process. As you'll read in Chapter 1, no matter what stage you are in, this book will help you on your journey to being a better developer. The first few chapters of this book are all about debugging and performance tuning. We're going to take a project from a state that needs a lot of work to ready for beta testing. Then we take a look at how to improve our efficiency as developers and let the tools do most of our work for us. We will even automate a lot of the process to let us focus on more important issues. The final part of the book is how to share our application with testers, respond to feedback and finally start sharing code between our applications. The last chapter is all about navigating and customizing Xcode to fit our own workflow.

Support and Contributions

If you run into any issues or find a great tip to help those reading this book, head over to <http://proiostools.com/forum/> and participate in the discussion! The goal here is to get a great community going that will intersect with the great iOS development community that already exists. We're here to help and would love to see what kind of tips and tricks you discover while going through the book.