



# **Xcode 6 Start to Finish: iOS and OS X Development (2nd Edition) (Developer's Library)**

*Fritz Anderson*

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This is the only Xcode 6 book focused on deep mastery of the tools you'll be living with every day. Anderson reveals better ways to storyboard, instrument, build, and compile code, and helps you apply new features, ranging from Interface Builder Live Rendering to View Debugging and XCTest Performance Testing. By the time you're finished, you'll have all the Xcode 6 skills you need in order to develop truly exceptional software.

Coverage includes

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- Streamlining Model, View, and Controller development with Swift
- Rewriting Objective-C functions in Swift
- Efficiently managing layouts and view hierarchies with size classes
- Inspecting and fixing interface issues with the new View Debugger
- Displaying and configuring custom views within Interface Builder via Live Rendering
- Benchmarking performance within the Xcode 6 unit test framework
- Leveraging Xcode 6 automated tools to simplify localization
- Creating new extensions to inject services and UI into other applications
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