

Really Simple Cocoa Tips


(But save your life!)

CocoaHeads.tw

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Coverage

- 
- A hammer with a black handle and a silver head is positioned diagonally across the left side of the slide. It rests on a stack of blueprints. The blueprints are filled with faint, light-colored lines and text, including the words 'PROJECT APPLICATION APP' and 'EXTERNAL'. The background is a dark, textured grey.
- Common mistakes.
 - Handy code snippets.
 - Tools setting / hotkey / usage.

目的：節省生命！

Compile Cocoa using gcc

- Encounter `/usr/bin/ld: Undefined symbols?`
- `gcc something.m -o something -framework Cocoa`
- How about universal binary? Try this:
 - `gcc sth.m -o sth -framework Cocoa -arch i386 -arch ppc -isysroot /Developer/SDKs/MacOSX10.4u.sdk`

Save: 2 hours of try & error

[[NSObject alloc] init]

• 簡寫！ [NSObject new]

Save: 2 secs each time

NSString, 中文?



Save: 2 hour in your life

NSString, 中文?

• NSString *s = @"中文" ????

Save: 2 hour in your life

NSString, 中文?

- NSString *s = @"中文" ????
- Tiger 還不能這樣寫...

NSString, 中文?

- NSString *s = @"中文" ????

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- NSString *s =

```
[NSString stringWithUTF8String: "中文"];
```

NSString, 中文?

- NSString *s = @"中文" ????

- Tiger 還不能這樣寫...

- NSString *s =

```
[NSString stringWithUTF8String: "中文"];
```

- 更好的辦法是放在 Localized Resource 裡!

NSLog, 中文?

- 猜猜這個程式的 Output 是啥：

```
#import <Cocoa/Cocoa.h>
int main() {
    NSAutoreleasePool *pool = [NSAutoreleasePool new];
    NSLog(@"%@", @"Hello, world.");
    NSLog(@"%@", [NSString stringWithUTF8String: "世界你好"]);
    NSLog(@"%@", [NSString stringWithUTF8String: "お元気ですか?"]);
    NSLog(@"%@", [NSString stringWithUTF8String: "bonjour."]);
    [pool release];
    return 0;
}
```

NSLog, 中文? (續)

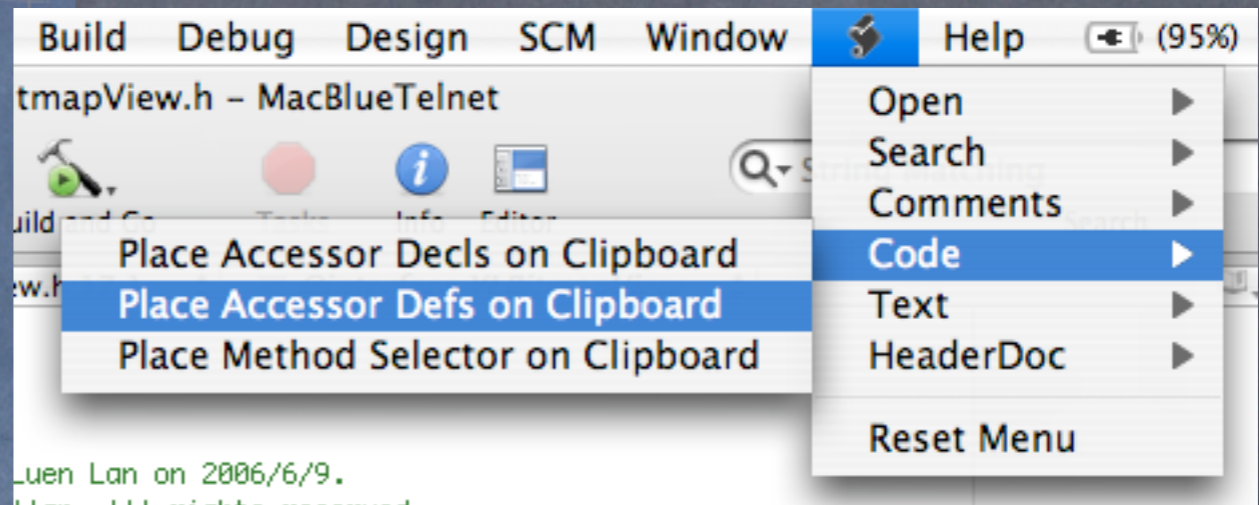
● 直接用 `fprintf` 或者確保包含英文
字元!

如果 **NSLog** 印的字元全都是中文或日文這種, 就會印不出來, 無聲無息!

Save: 5 hours of debugging

Accessor?

- Xcode Script Menu!



- TextMate:

• acc

tab

• stracc


tab

• objacc

tab

Save: 5 mins each time

在純文字程式使用 Cocoa 畫圖

A hammer with a black handle and a metal head is positioned diagonally across the left side of the image. Below it are several sheets of blueprints with faint pencil drawings and text. The background is a dark, textured chalkboard. A yellow sticky note is placed in the center-right area.

在程式前面寫這一行

Save: 3 hours of googling

在純文字程式使用 Cocoa 畫圖

在程式前面寫這一行

NSApplicationLoad()

Save: 3 hours of googling

UIImage 在迴圈中生成

```
void test() {  
    for (i = 0; i < 1000; i++) {  
        NSString *filename = [NSString stringWithFormat: @"BigImage%d.jpg", i];  
        UIImage *img = [[UIImage alloc] initWithContentsOfFile: filename];  
        // doing something with img  
        [img release];  
    }  
}
```

autorelease 物件讓記憶體爆錶！



Save: 1 hour of debugging, 5 mins for googling

UIImage 在迴圈中生成

```
void test() {  
    for (i = 0; i < 1000; i++) {  
        NSAutoreleasePool *pool = [NSAutoreleasePool new];  
        NSString *filename = [NSString stringWithFormat: @"BigImage%d.jpg", i];  
        UIImage *img = [[UIImage alloc] initWithContentsOfFile: filename];  
        // doing something with img  
        [img release];  
        [pool release];  
    }  
}
```

Autorelease 物件讓記憶體爆錶！



Save: 1 hour of debugging, 5 mins for googling

UIImage 在迴圈中生成

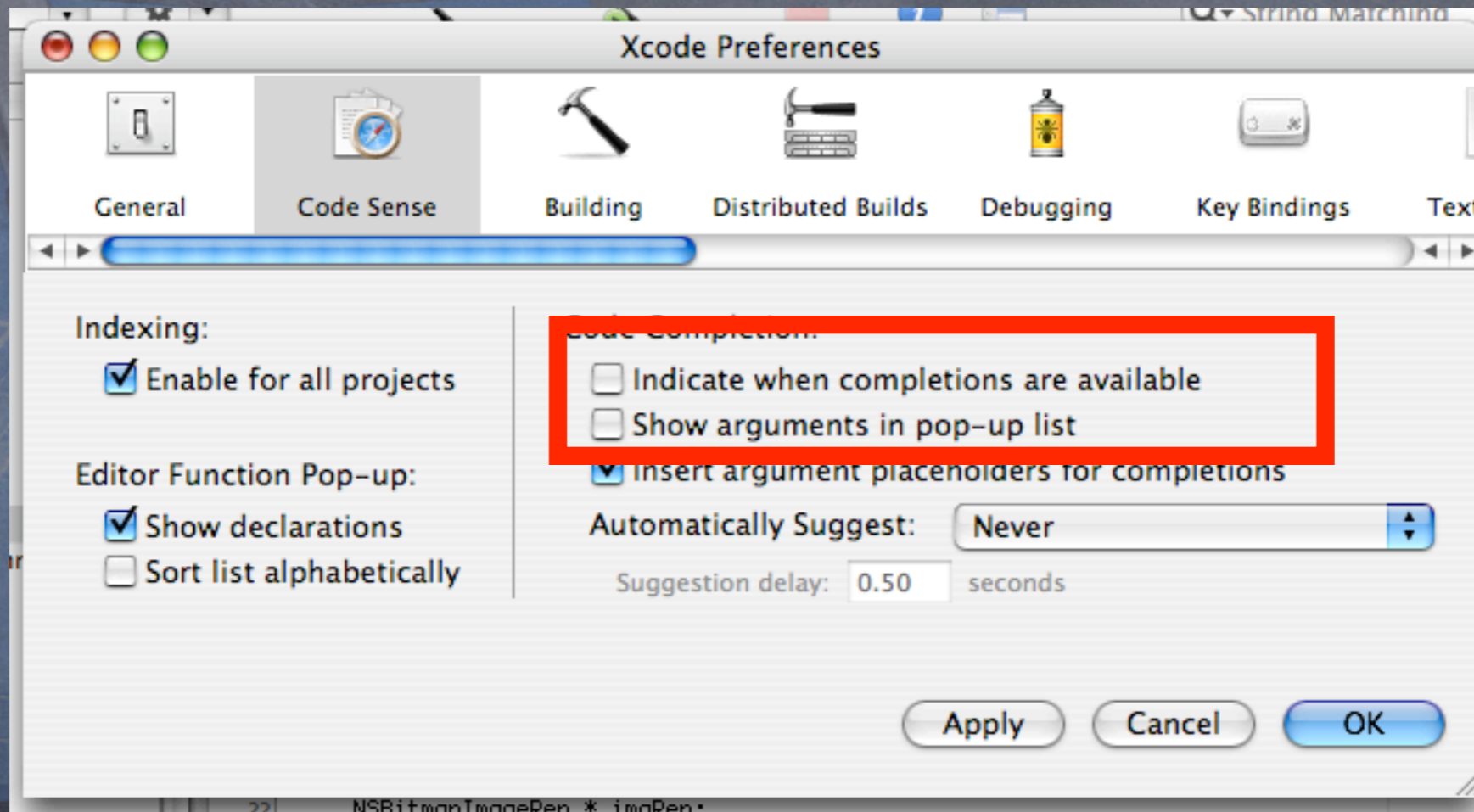
```
void test() {  
    for (i = 0; i < 1000; i++) {  
        NSAutoreleasePool *pool = [NSAutoreleasePool new];  
        NSString *filename = [NSString stringWithFormat: @"BigImage%d.jpg", i];  
        UIImage *img = [[UIImage alloc] initWithContentsOfFile: filename];  
        // doing something with img  
        [img release];  
        [pool release];  
    }  
}
```

Autorelease 物件讓記憶體爆錶！



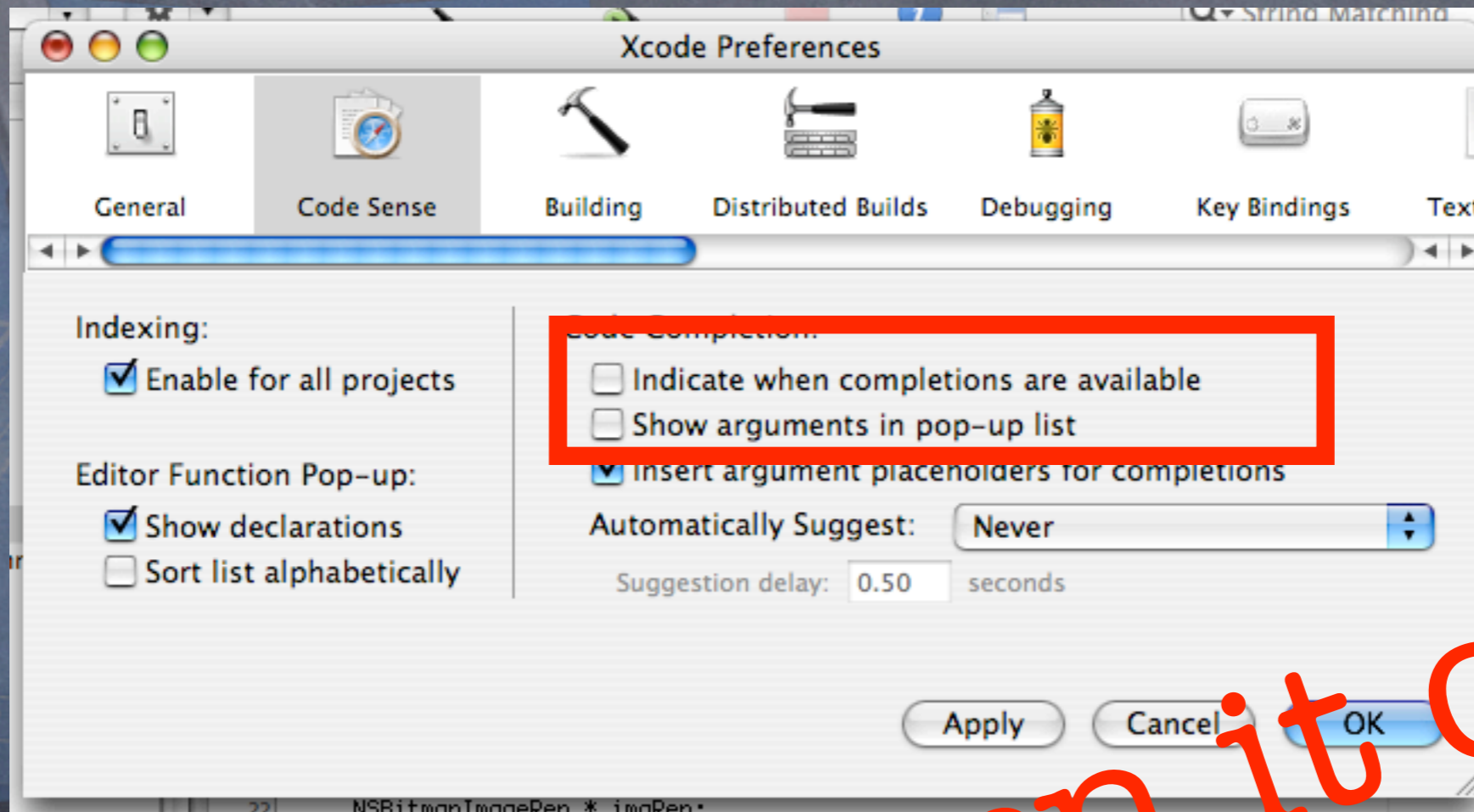
Save: 1 hour of debugging, 5 mins for googling

Xcode Speedup



Save: 2 secs each time

Xcode Speedup



Turn it Off!

Save: 2 secs each time

Xcode Hotkey

A hammer with a black handle and a silver head is positioned diagonally across several sheets of blue architectural blueprints. The blueprints feature faint yellow lines and text, including the words 'PROJECT APPLICATION APP' and 'ARCHITECT XCODE'.

opt

+

esc

```
- (void) nothing {  
    id obj = [NSObject al];  
}
```

Xcode Hotkey

opt

+

esc

Auto-Complete

```
- (void) nothing {
```

```
    id obj = [NSObject al];
```

```
}
```

M alloc

M allocWithZone:

NSObject

A

Save: 10 secs each time

Xcode Hotkey

opt + **esc**

Auto-Complete

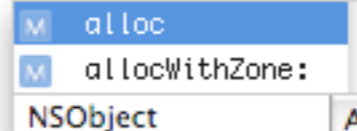
ctrl + **.**

Cycle-Through

```
- (void) nothing {
```

```
    id obj = [NSObject alloc];
```

```
}
```



```
- (void) nothing {
```

```
    id obj = [NSObject allocWithZone:<#(NSZone *)zone#>];
```

```
}
```

Save: 10 secs each time

Xcode Hotkey

ctrl + /

Jump to next placeholder

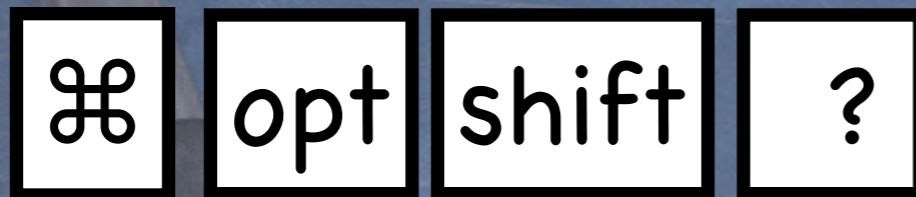
```
- (void) nothing {  
    |  
    id obj = [NSObject allocWithZone:<#(NSZone *)zone#>];  
}
```



```
- (void) nothing {  
    id obj = [NSObject allocWithZone:<#(NSZone *)zone#>];  
}
```

Save: 1.5 secs each time

Xcode Hotkey



= Help



= Jump to definition /
declaration



= Look up in Apple
Reference Library

Save: 10 secs each time

___MyCompanyName___ ?

```
/*  
 * encoding.h  
 * MacBlueTelnet  
 *  
 * Created by Yung-Luen Lan on 9/11/07.  
 * Copyright 2007 ___MyCompanyName___. All rights reserved.  
 *  
 */
```

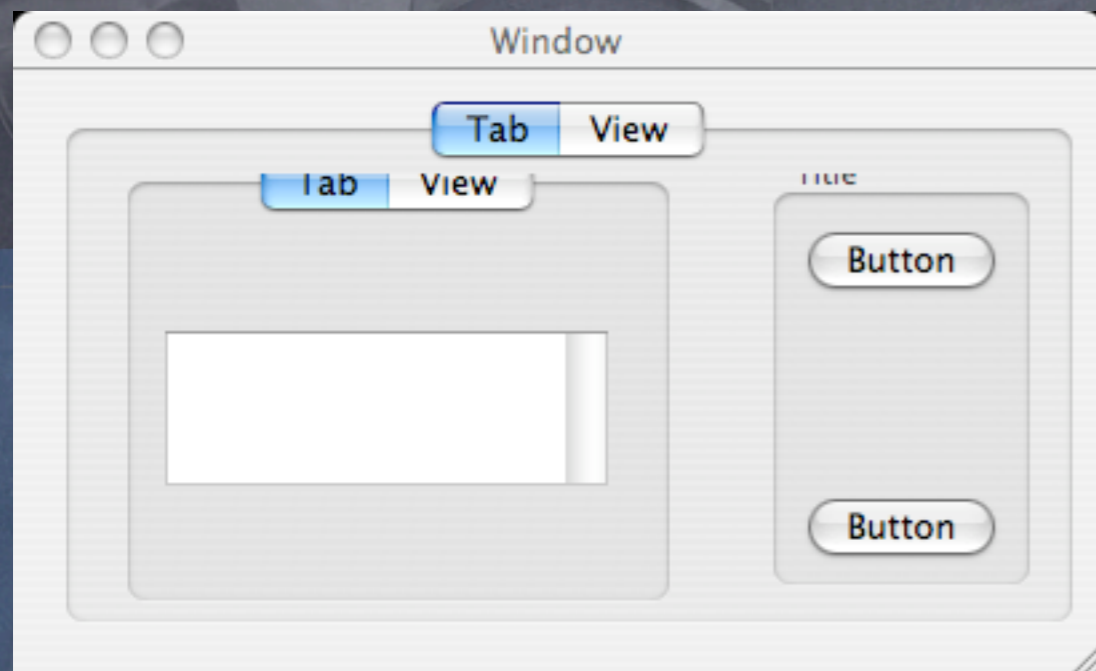
```
defaults write com.apple.Xcode PBXCustomTemplateMacroDefinitions  
' { "ORGANIZATIONNAME" = "My Company"; } '
```

or edit:

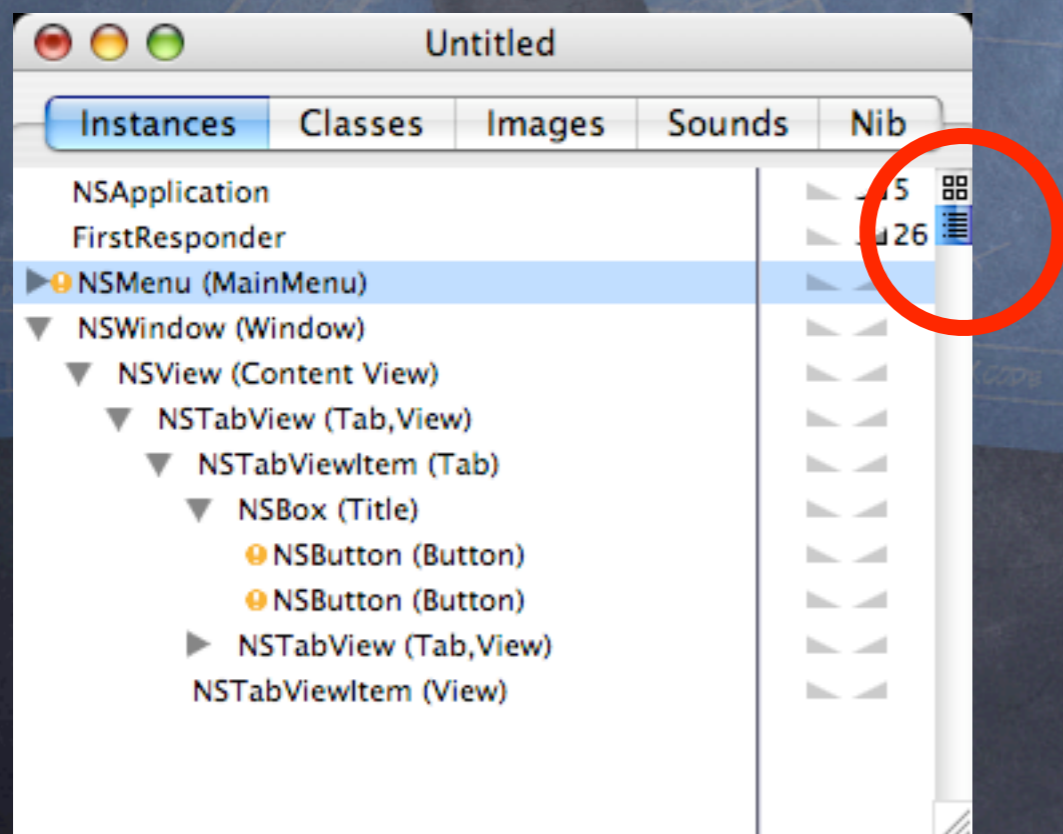
/Library/Application Support/Apple/Developer Tools

Save: 1 mins for googling OR 4 hours of searching your HD manually

Interface Builder



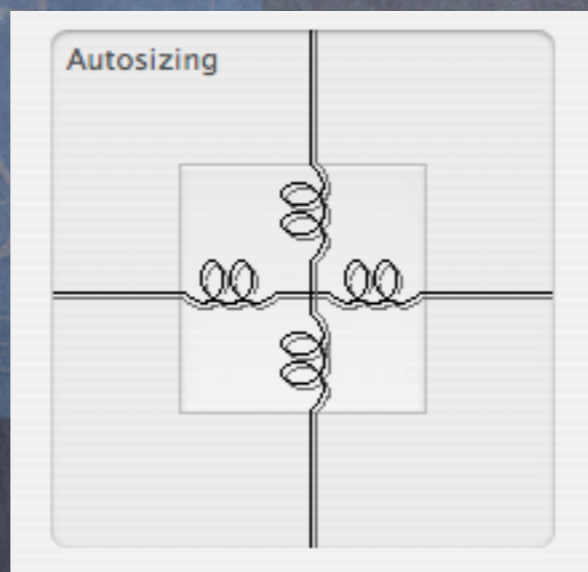
- 控制元件太多？疊在一起很難選到想要的？別忘了有 Hierarchy View:



Interface Builder

- **Resize :**

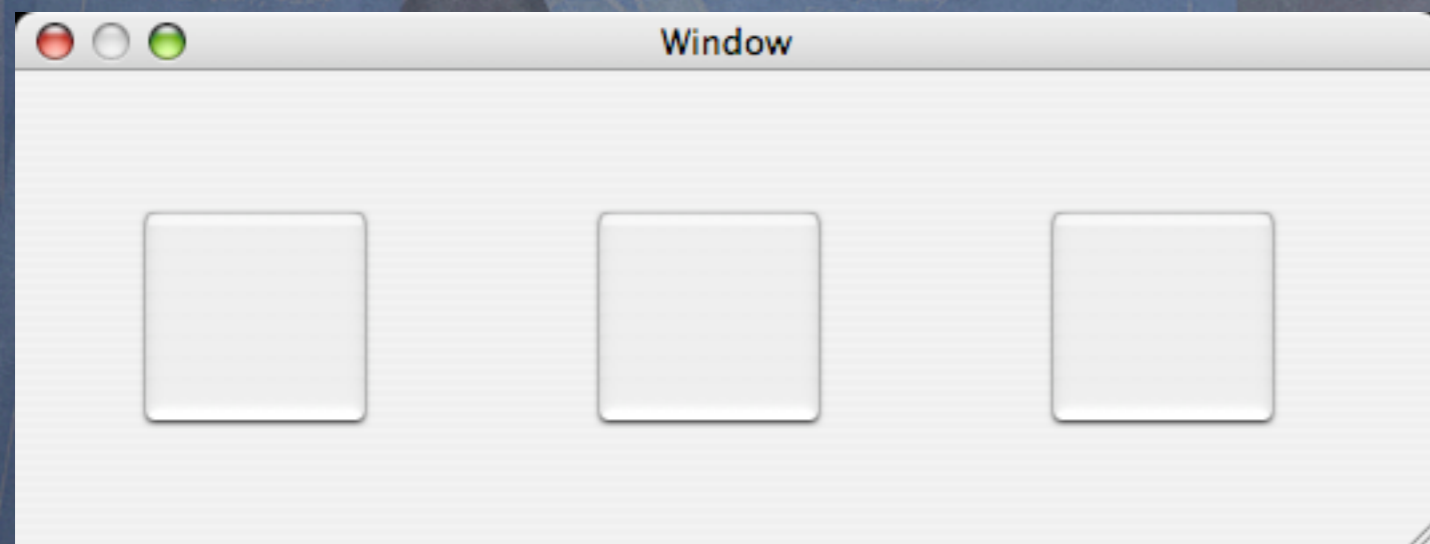
拖曳時按著 **Ctrl** 可讓 **Resize** 遵守彈簧設定！



Save: 30 secs each time

Interface Builder

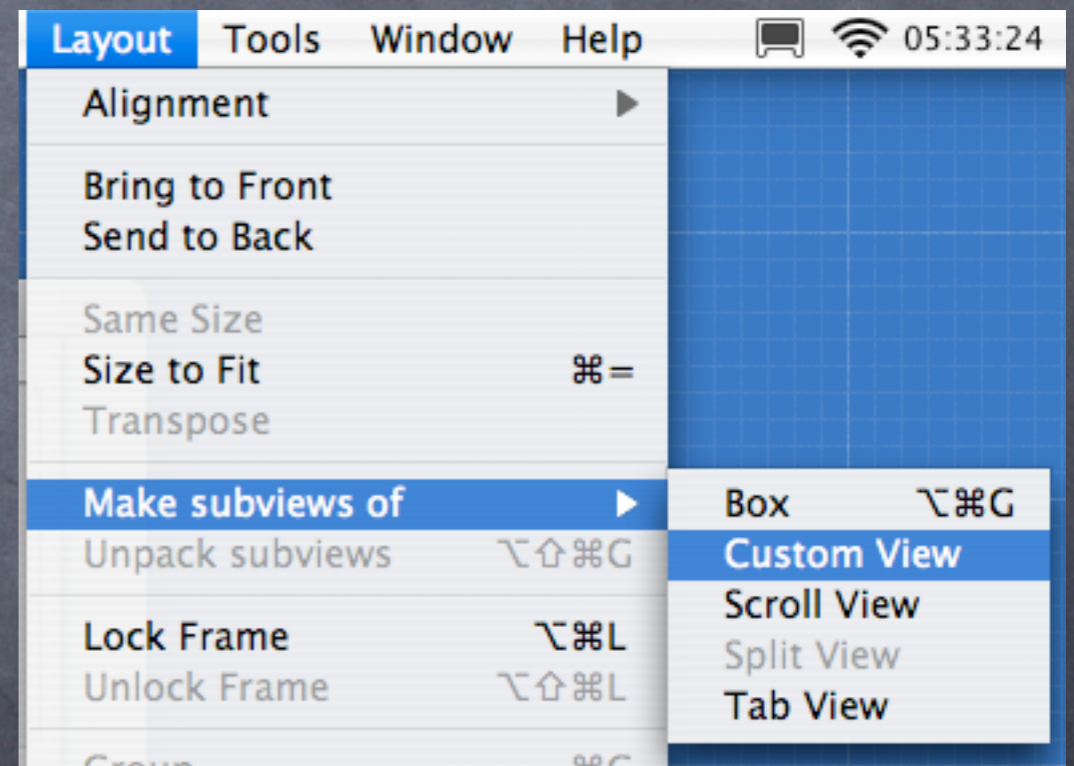
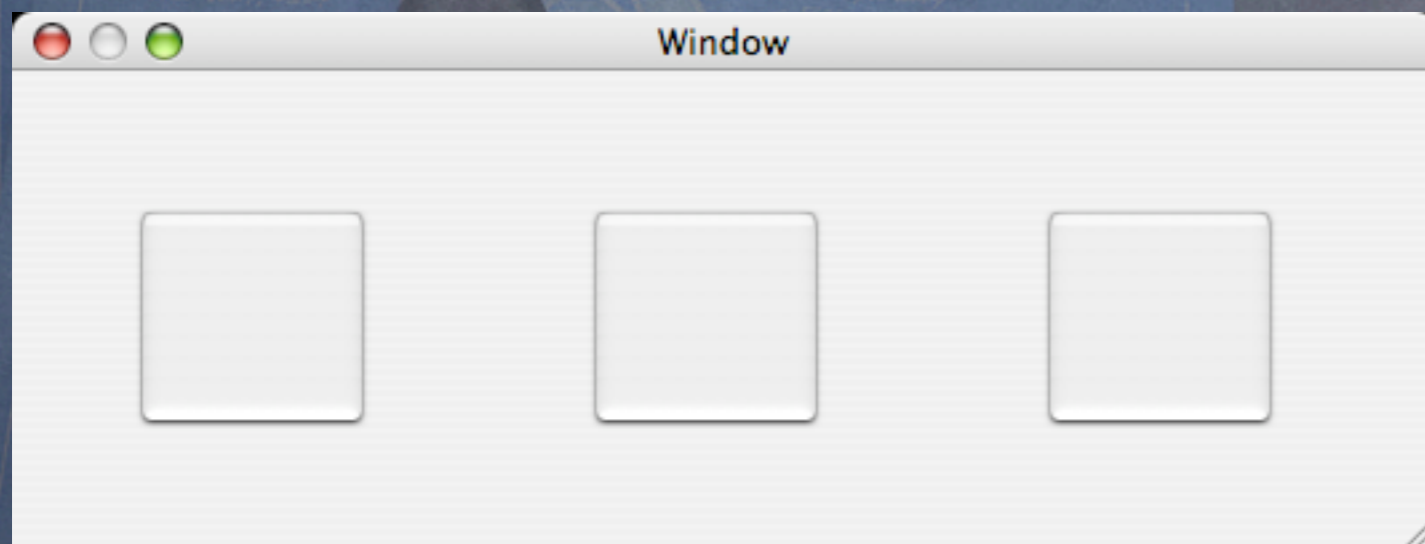
Make Subview of...



Save: 5 mins of try & error

Interface Builder

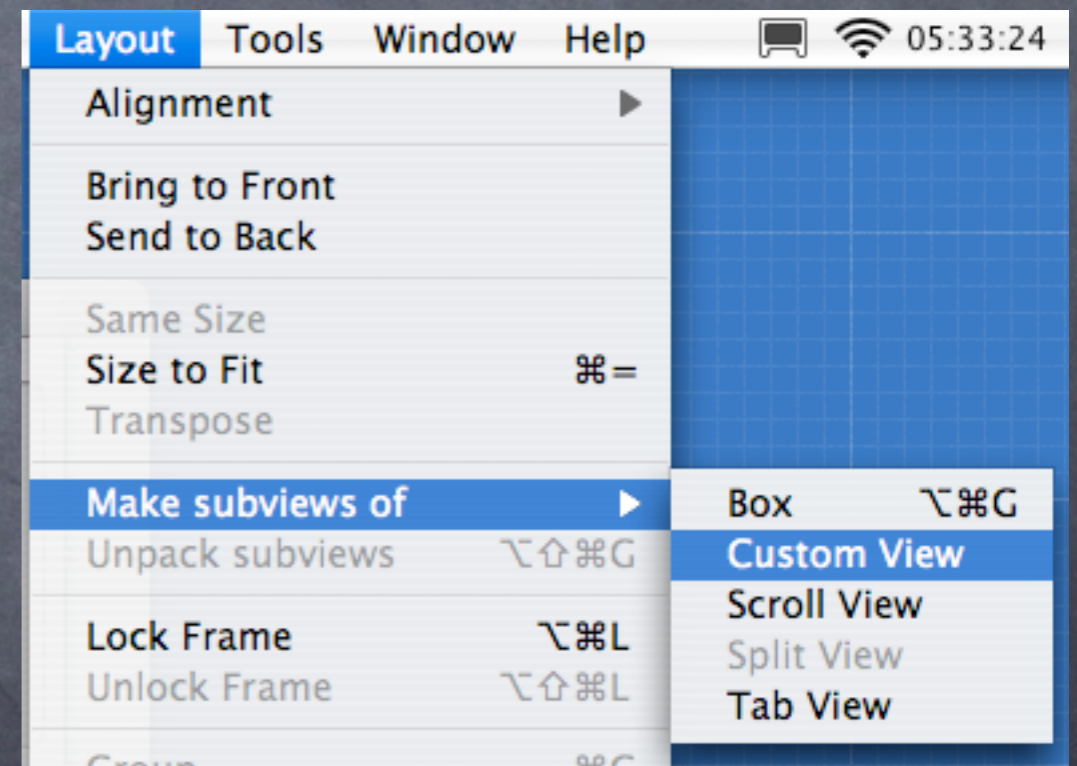
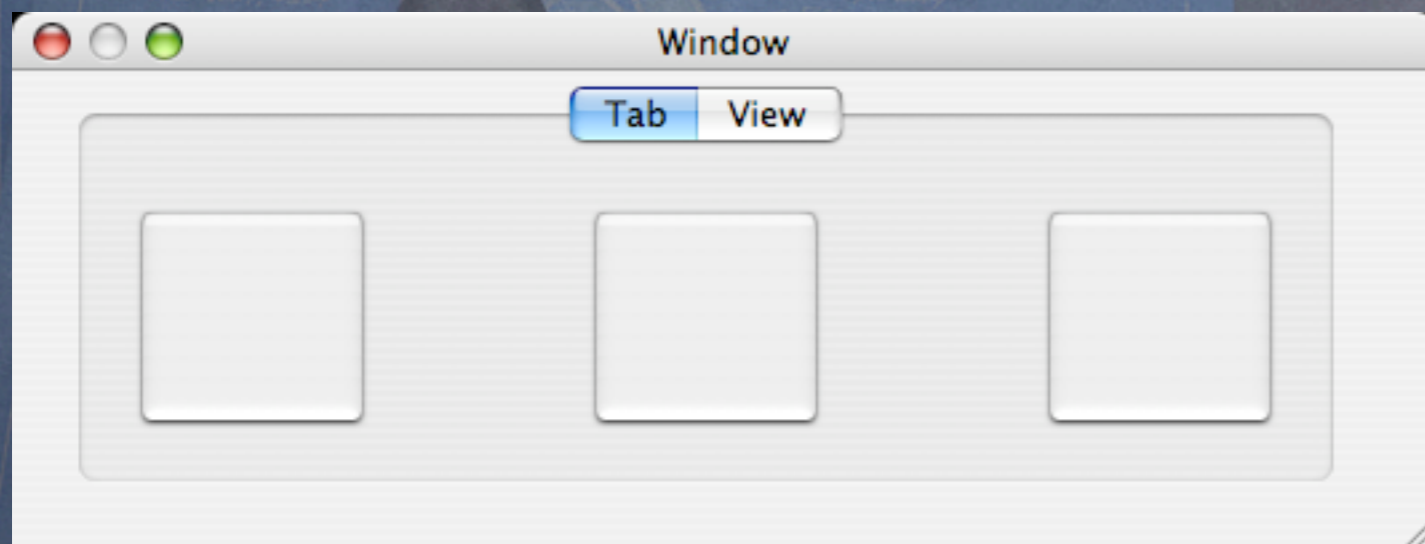
Make Subview of...



Save: 5 mins of try & error

Interface Builder

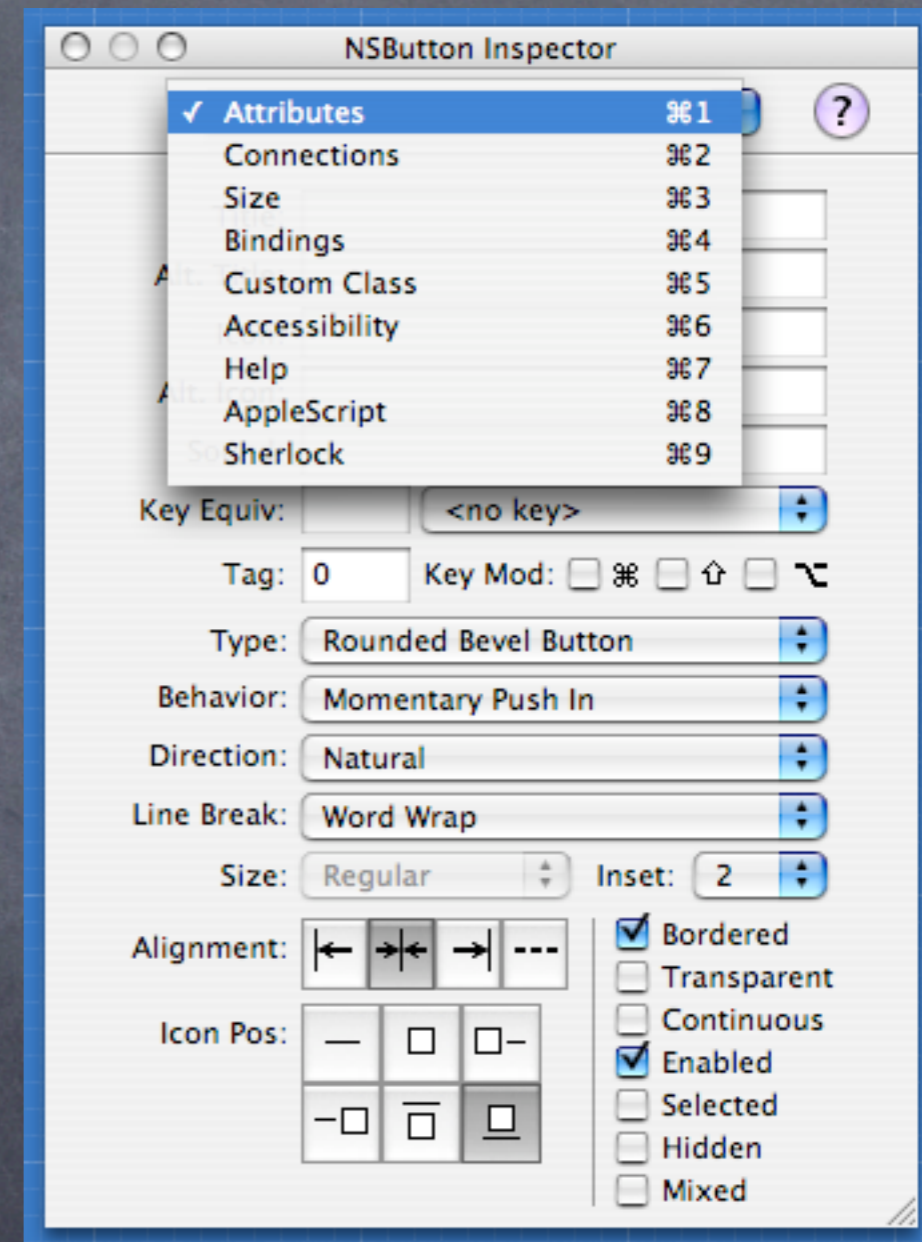
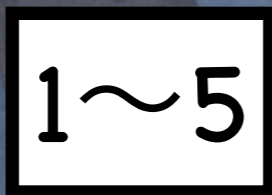
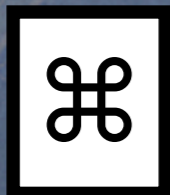
Make Subview of...



Save: 5 mins of try & error

Interface Builder

Hotkey 超有用！

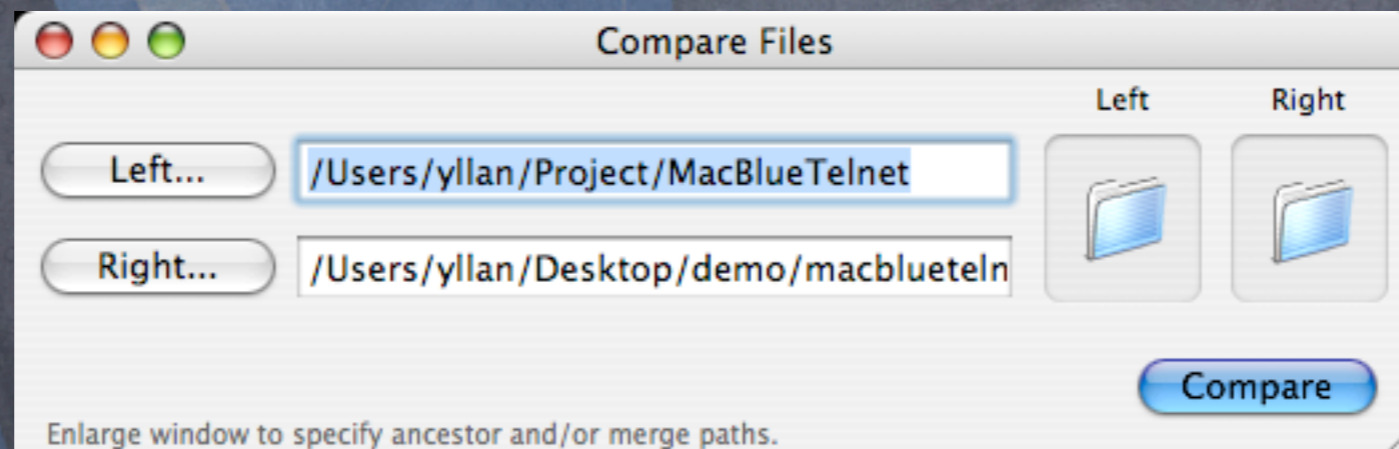


Save: 3.1415926 secs each time

FileMerge



- 可以比對兩個目錄的不同之處！



Save: 10 minutes each time

FileMerge



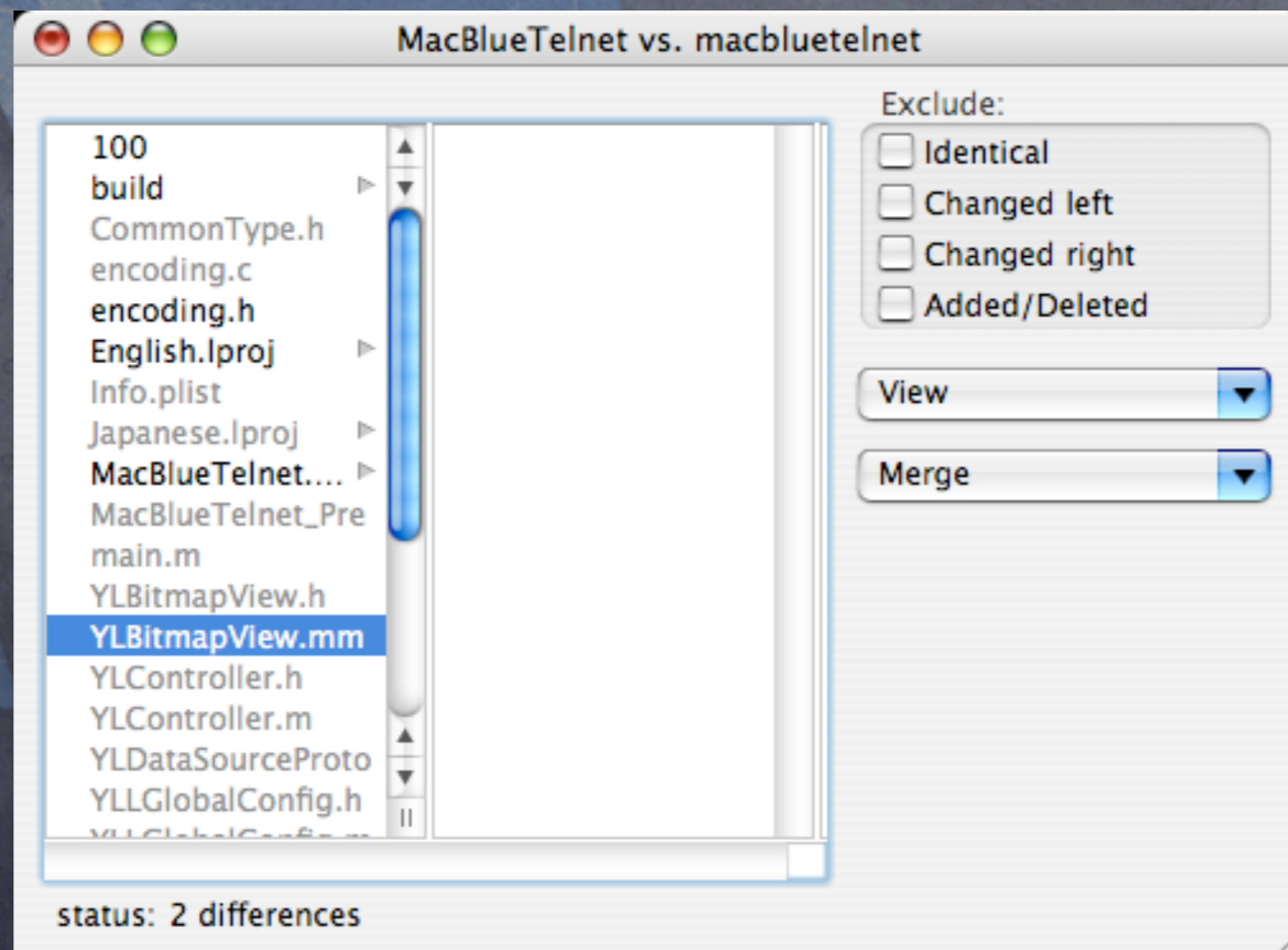
- 可以比對兩個目錄的不同之處！

Save: 10 minutes each time

FileMerge



- 可以比對兩個目錄的不同之處！



Save: 10 minutes each time

Thank You!