

Production of iOS applications

Fabrice.Kordon@lip6.fr



Tests and analysis of programs

Development



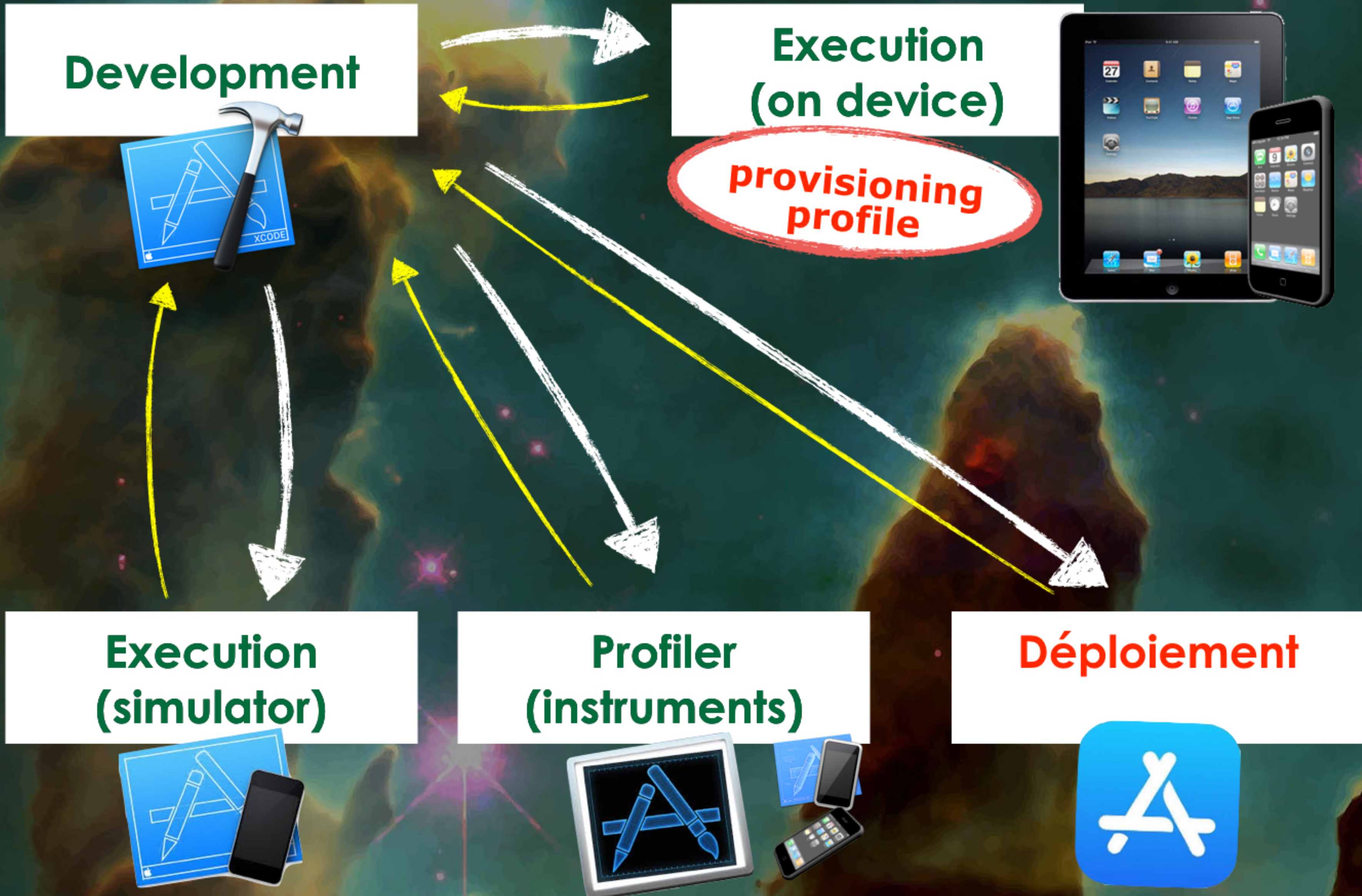
LLVM

Unit testing

**Analyzer
(inside Xcode)**



Typical «Apple development workflow»





As a conclusion...

Xcode = the main environment for development

- Elaborated and maintained by Apple
- Follows iOS (but requires an  Mac)

Other possibilities

- Some on windows (ask your favorite  search engine)
 - ▶ **May not exploit all recent features**
- Alternative environments unde MacOS
 - ▶ **Ask your favorite search engine ()**
- Cross-platform environments
 - ▶ **lintersection of iOS and Android behaviors**
- HTML5
 - ▶ **Execution in an embedded browser**
 - ▶ **Danger of a different look and feel**
 - ▶ **Another mean to do Cross-platform**

As a conclusion...



Xcode is the main environment for development

Some alternative solutions...

AppCode (<http://www.jetbrains.com/objc>)
paid

∃ «academic» and «open source» licences

Haxe (multi-platform), <http://haxe.org>
paid (for help/maintenance)
Cross-platform

Titanium (<http://www.appcelerator.com/titanium>)
paid (for help/maintenance)
Cross-platform

Corona (<http://www.coronalabs.com>)
free & cross-platform



- ▶ Execution in an embedded browser
- ▶ Danger of a different look and feel
- ▶ Another mean to do Cross-platform