

Status Bar

This screenshot shows the Xcode IDE interface with three main panes highlighted:

- Navigation Pane** (Grey): Located on the left, it displays a project tree for 'MapOfXcode' with files like AppDelegate.swift, SceneDelegate.swift, ViewController.swift, Main.storyboard, Assets.xcassets, LaunchScreen.storyboard, Info.plist, and Products.
- Document Outline** (Red): Located in the top-left of the main workspace, it shows a hierarchy for 'View Controller Scene' containing 'View Controller', 'View', 'Safe Area', 'First Responder', and 'Exit'.
- Interface Builder** (Purple): The central area showing a mobile device simulator with the text 'Interface Builder' overlaid.
- Code Editor** (Orange): The top-right area showing Swift code for 'ViewController.swift'. The code includes comments and a class definition for 'ViewController' with an overridden 'viewDidLoad()' method.
- Inspector Pane** (Blue): Located on the right, it shows 'No Selection'.
- Debug Pane** (Green): Located at the bottom, it contains a filter and 'All Output' options.

This screenshot shows the Xcode IDE interface with the 'Project Settings' pane open:

- Project Settings** (Purple): The main pane showing settings for the 'MapOfXcode' project. It includes tabs for 'General', 'Signing & Capabilities', 'Resource Tags', 'Info', 'Build Settings', 'Build Phases', and 'Build Rules'. The 'Identity' section is expanded, showing fields for 'Display Name' (MapOfXcode), 'Bundle Identifier' (com.angelayu.MapOfXcode), and 'Version' (1.0).
- Inspector Pane** (Blue): Located on the right, it shows 'Identity and Type' settings for the selected project, including 'Name' (MapOfXcode), 'Location' (Absolute), and 'Full Path'.