
Objclint Documentation

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Objclint is a clang based tool for performing code style guidelines check for Objective-C project. Each rule is just JS script.

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Version 0.1 Alpha. Try on your own risk.

Github <https://github.com/smirn0v/objclint>

Contents:

Installation

Run following commands in terminal to install objclint

```
$ git clone git@github.com:smirn0v/objclint.git
$ cd objclint
$ ./install.sh
```

Usage

2.1 Simple usage

Objclint currently is only usable via terminal. One command you will need is

```
$ objclint-xcodebuild
```

It just proxy to **xcodebuild** command and accept any argument that **xcodebuild** accept.

2.2 Configuration file

By default **objclint** will use *.lints* folder for JS validation scripts and will analyze all files passed into during **xcodebuild** process. But it is possible to alter this behaviour, create **.objclint** file in the same folder as project file is. Here is example of possible configuration file

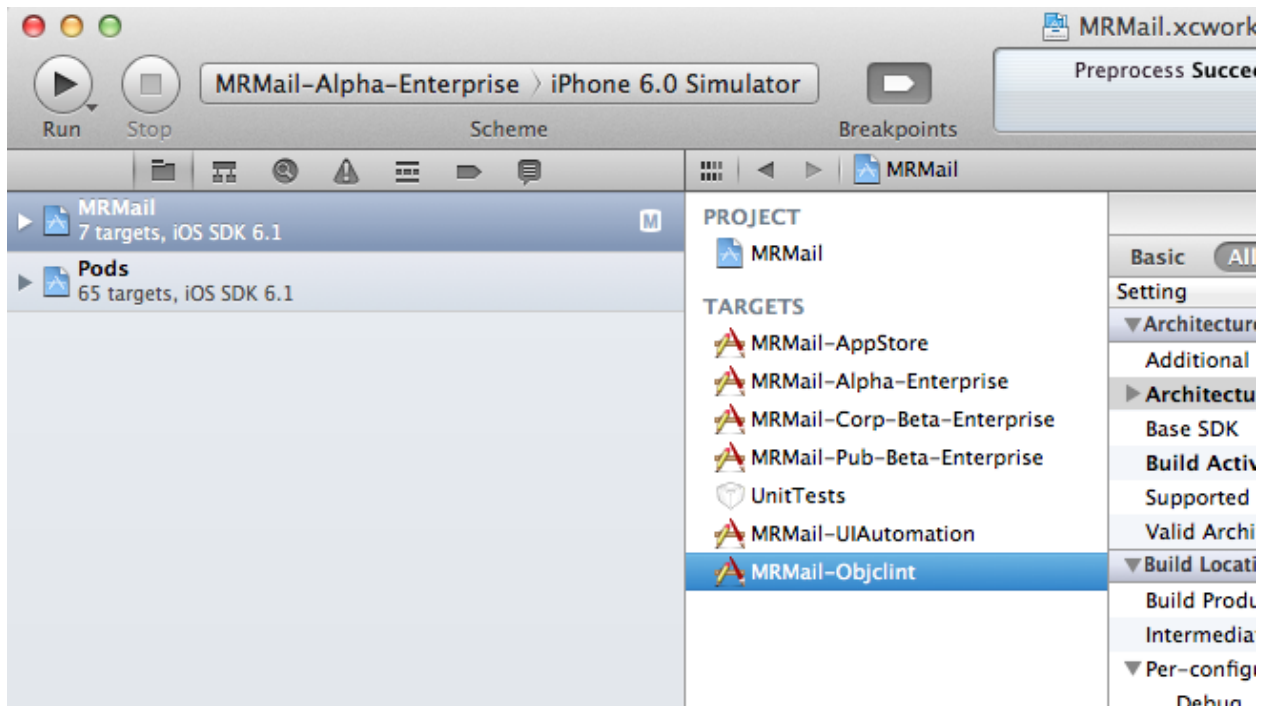
```
{
  "lints-directories": ["/my-lints"],
  "ignores": [
    "src/infrastructure/blowfish/ablowfishv1.h$",
    "local-pods/*.\"",
    "Pods/*.\"",
    "thirdparty/*.\""
  ]
}
```

So **objclint** will look for JS lints in *.my-lints* folder and will ignore some files in listed folders.

2.3 Project configuration

You should create separate project target to ignore any resource file and don't perform analysis twice for every supported platform.

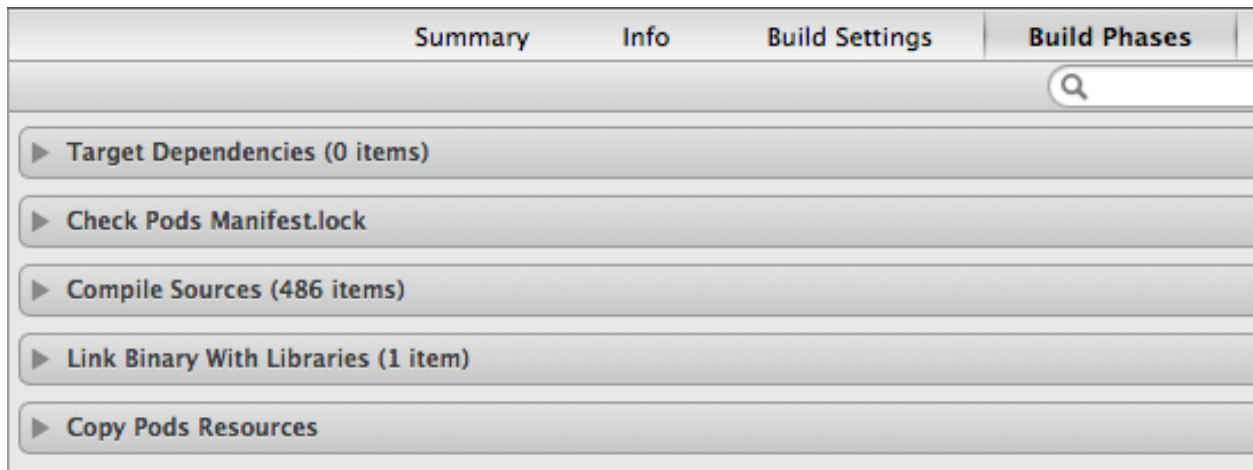
2.3.1 Seperate target 'Objclint' copied from your main target.



2.3.2 Only one architecture to build for.

Summary		Info	Build Settings
Basic	All	Combined	Levels
Setting		MRMail-Objclint	
▼ Architectures			
Additional SDKs			
► Architectures		armv7 ▾	
Base SDK		Latest iOS (iOS 6.1) ▾	
Build Active Architecture Only		No ▾	
Supported Platforms		iOS ▾	
Valid Architectures		armv7 armv7s	

2.3.3 No unnecessary build phases.



All **objclint** analysis is performed with JavaScript.

```
var objc_msg = cursor.kind=="ObjCMessageExpr";
var nsassert_method = cursor.spelling == "handleFailureInMethod:object:file:lineNumber:description:";

if(objc_msg && nsassert_method) {
    lint.reportError("Using NSAssert() may cause retain cycles. Try NSCAssert() instead");
}
```

There are two global objects:

1. `cursor`
2. `lint`

And number of other objects that you can get:

1. `token`
2. `objc-method-declaration`

3.1 Cursor object

Cursor is one of the most significant objects in **objclint**. Clang builds Abstract Syntax Tree of every source file and allows us to visit every element of it as **cursor** and its child. Every time javascript validator called you have global **cursor** object that can be analyzed.

cursor have following properties:

lineNumber Line number of **cursor**.

column Line column of **cursor**.

offset Global offset in file.

fileName Current file name.

displayName Retrieve the display name for the entity referenced by this cursor.

The display name contains extra information that helps identify the cursor, such as the parameters of a function or template or the arguments of a class template specialization.

USR Retrieve a Unified Symbol Resolution (USR) for the entity referenced by the given cursor.

A Unified Symbol Resolution (USR) is a string that identifies a particular entity (function, class, variable, etc.) within a program. USRs can be compared across translation units to determine, e.g., when references in one translation refer to an entity defined in another translation unit.

spelling Retrieve a range for a piece that forms the cursors spelling name. Most of the times there is only one range for the complete spelling but for objc methods and objc message expressions, there are multiple pieces for each selector identifier.

kind Retrieve the kind of the given cursor. See [clang documentation](#) for full list (ignore `CXCursor` prefix).