

# Mac OS® X

## Advanced Development Techniques

Joe Zobkiw



# Mac Os X Advanced Development Techniques Joe Zobkiw

**Mark Dalrymple**



## **Mac OS X Advanced Development Techniques Joe Zobkiw:**

Mac OS X Advanced Development Techniques Joe Zobkiw, 2003-04-22 Mac OS X Advanced Development Techniques introduces intermediate to advanced developers to a wide range of topics they will not find so extensively detailed anywhere else. The book concentrates on teaching Cocoa development first and then takes that knowledge and teaches in depth advanced Mac OS X development through detailed examples. Topics covered include writing applications in Cocoa supporting plug-in architectures using shell scripts as startup items, understanding property lists, writing screen savers, implementing preference panes and storing global user preferences, custom color pickers, components, core and non-core services, foundations, frameworks, bundles, tools, applications, and more. Source code in Objective-C, Perl, Java, shell script, and other languages are included as appropriate. These solutions are necessary when developing Mac OS X software but many times are overlooked due to their complexities and lack of documentation and examples. The project-oriented approach of Mac OS X Advanced Development Techniques lends itself perfectly to those developers who need to learn a specific aspect of this new OS. Stand-alone examples allow them to strike a specific topic with surgical precision. Each chapter will be filled with snippets of deep technical information that is difficult or impossible to find anywhere else. **The British National Bibliography**

Arthur James Wells, 2004 *Mac OS X* Joe Zobkiw, 2003 Apple's Mac OS X operating system marries the power of Unix with the elegance of the Macintosh user interface. By harnessing the advanced features of Unix at its core, Mac OS X arguably becomes the most powerful consumer operating system available today. With its Aqua user interface implementation, Mac OS X also provides a unique and approachable experience for the user. Mac OS X also includes a complete suite of free development tools from Apple and third parties that allow programmers to create applications in Objective-C, C, Java, Perl, PHP, and other languages. Mac OS X Advanced Development Techniques provides intermediate to advanced software developers with a collection of useful programming projects and techniques. Each project chapter contains complete source code and detailed explanations to help give developers an edge. Examples include applications, Cocoa and Carbon plug-ins, frameworks, system services, preference panes, status items, threads, XML, RPC, SOAP, and more. No matter what type of software a developer may be tasked to create, Mac OS X Advanced Development Techniques helps get it done. Book jacket

**Forthcoming Books** Rose Arny, 2003-04 **50 Fast Mac OS X Techniques** Joe Kissell, 2003-05-02 Includes 50 fast and easy effects for streamlining and customizing Mac OS X that any user can achieve almost instantly. Each technique is fully illustrated. All techniques are explained with a proven step-by-step format. Each professional-level technique takes no more than five minutes to accomplish. Learn Objective-C on the Mac Scott Knaster, Mark Dalrymple, Waqar Malik, 2012-08-10 Learn to write apps for some of today's hottest technologies including the iPhone and iPad using iOS as well as the Mac using OS X. It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac For OS X and iOS Second Edition updates a best-selling book and

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**Beginning Mac OS X Programming** Michael Trent,Drew McCormack,2005-10-24 Beginning Mac OS X Programming Every Mac OS X system comes with all the essentials required for programming free development tools resources and utilities However finding the place to begin may be challenging especially if you have no prior development knowledge This comprehensive guide offers you an ideal starting point to writing programs on Mac OS X with coverage of the latest release 1 4 Tiger With its hands on approach the book examines a particular element and then presents step by step instructions that walk you through how to use that element when programming You ll quickly learn how to efficiently start writing programs on Mac OS X using languages such as C Objective C r and AppleScript r technologies such as Carbon r and Cocoa r and other Unix tools In addition you ll discover techniques for incorporating the languages in order to create seamless applications All the while you can follow along on your own system so that you ll be prepared to apply your new Mac OS X skills to real world projects What you will learn from this book The major role the new Xcode plays in streamlining Mac OS X development The process for designing a graphical user interface on Mac OS X that conforms to Apple s guidelines How to write programs in the C and Objective C programming languages The various scripting languages available on the Mac OS X system and what tasks each one is best suited to perform How to write shell scripts that interact with pre installed command line tools Who this book is for This book is for novice programmers who want to get started writing programs that run on Mac OS X Experienced programmers who are new to the Mac will also find this book to be a useful overview of the Mac development environment Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think providing a structured tutorial format that will guide you through all the techniques involved

*Sams Teach Yourself Mac OS X Lion App Development in 24 Hours* Kevin Hoffman,2012 In just 24 sessions of one hour or less you can master Mac OS X Lion development from the ground up and start writing tomorrow s most exciting iOS style Mac apps Using this book s straightforward step by step approach you ll get comfortable with Apple s powerful new development tools and techniques build engaging user interfaces integrate data and web services and take advantage of Apple s latest innovations everything from gestures and multitouch to iCloud and In App Purchasing Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step

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**Mac OS X Programming** Dan Parks Sydow, 2002 Mac OS X Programming Techniques provides the reader with definitions details and explanations of the various components that make up this new operating system Understanding the operating system helps the reader use the programming tools and the Carbon application programming interface API both of which are covered extensively in this book Much of the original programming API now referred to as the Classic API is still usable But it s been revamped and renamed it s now the Carbon API This modified set of functions includes plenty of new routines that make a Mac programmer s work easier and more powerful provided that the programmer knows how to make use of the new code The reader learns about the all new Carbon Event Manager as well as the changes and enhancements that have been made to existing managers such as the Window Manager and the Menu Manager Readers new to Mac programming will appreciate the journey that takes them from the start of a new Macintosh project to the final building of a standalone Mac OS X application Readers experienced in programming the Mac will find this same material of great interest and these readers will benefit from the lengthy section on porting existing Mac OS 8 and 9 applications to Mac OS X Finally readers will appreciate the Carbon API reference section that provides information and example code for dozens of the most commonly used Carbon routines All the code developed in the book will be available on [www.newriders.com](http://www.newriders.com)

Java and Mac OS X T. Gene Davis, 2010-03-30 Learn the guidelines of integrating Java with native Mac OS X applications with this Developer Reference book Java is used to create nearly every type of application that exists and is one of the most required skills of employers seeking computer programmers Java code and its libraries can be integrated with Mac OS X features and this book shows you how to do just that You ll learn to write Java programs on OS X and you ll even discover how to integrate them with the Cocoa APIs Shows how Java programs can be integrated with any Mac OS X feature such as NSView widgets or screen savers Reveals the requirements for integrating Java with native OS X applications Covers OS X libraries and behaviors unique to working with Java With this book you will

learn that creating Java based applications that integrate closely with OS X is not a myth Note CD ROM DVD and other supplementary materials are not included as part of eBook file

*Step Into Xcode* Fritz Anderson, 2006 A Step by Step Guide to the Xcode Mac OS Development Environment Every copy of Mac OS X comes with Xcode the powerful development suite that Apple uses to build applications ranging from Safari to iTunes But because Xcode is complex and subtle even experienced Mac programmers rarely take full advantage of it Now Mac developer Fritz Anderson has written the definitive introduction and guide to using Xcode to build applications with any Macintosh technology or language Anderson helps you master Xcode s powerful text editor industry standard gcc compiler graphical interactive debugger mature UI layout and object linkage editor and exceptional optimization tools One step at a time you ll develop a command line utility then use Xcode tools to evolve it into a full fledged Cocoa application Anderson provides expert guidance on development frameworks source code management Core Data modeling localization and much more Coverage includes Understanding Xcode workflow and the Mac OS X application lifecycle Porting established legacy projects into Xcode Using the Model View Controller design pattern to build robust graphical applications Building static libraries and working with Xcode s build system Making the most of bundles and package directories Creating applications compatible with older versions of Mac OS X Creating universal binaries to run on both Intel and PowerPC Macintoshes Adding Spotlight searchability to data files Leveraging Xcode s built in support for unit testing Using Xcode on makefile based UNIX development projects

*Step Into Xcode* s breadth depth and practical focus make it indispensable to every Mac developer current Xcode users upgrading to Xcode 2.1 experienced Mac programmers migrating from CodeWarrior UNIX Linux programmers moving to Mac OS X and even novices writing their first programs or scripts

*Cocoa Programming for Mac OS X* Aaron Hillegass, 2002 This serious developer s guide to Cocoa offers start to finish coverage showing how to master the design patterns that give Cocoa its power and elegance The entire Cocoa toolset is covered with guidance on mastering Objective C

*Mac OS X Snow Leopard for Power Users* Scott Granneman, 2011-04-06 Mac OS X Snow Leopard for Power Users Advanced Capabilities and Techniques is for Mac OS X users who want to go beyond the obvious the standard and the easy If want to dig deeper into Mac OS X and maximize your skills and productivity using the world s slickest and most elegant operating system then this is the book for you Written by Scott Granneman an experienced teacher developer and consultant Mac OS X for Power Users helps you push Mac OS X to the max unveiling advanced techniques and options that you may have not known even existed Create custom workflows and apps with Automator run Windows programs and even Windows itself without dual booting and sync data on your hard drive on your phone and in the cloud learn all of these techniques and more This is not a book that talks down to you Mac OS X for Power Users is an essential book for experienced Mac users who are smart enough to know there is more to be known and are ready to become power users

**Mac OSX Developer's Guide** Jesse Feiler, 2001-10-16 Mac OS X Apple s newest operating system for the Macintosh platform is profoundly different from its earlier versions because of its similarity to the

UNIX operating system For developers writing software for OS X this means adjusting to two new environments to create applications and to access the enhanced features of the new OS Cocoa and Carbon Cocoa is an object oriented API in which all future OS X programs will be written Carbon is a transitional technology allowing compatibility of applications written for earlier versions of the Mac OS with Mac OS X Mac OS X Developer's Guide focuses equally on Cocoa and Carbon guiding the reader through these technologies and showing how to write applications in both It is the first book for Mac OS X developers written for those who are already working on applications as well as new developers just getting started It starts off describing the new OS and its development tools then focuses on specific programming issues providing tips on making the transition from classic Mac OS code to Mac OS X A guide for developers already writing applications as well as new developers just getting started Focuses equally on both Cocoa and Carbon environments Provides tips on transitioning from writing code for classic Mac OS to OS X References Apple online materials extensively to keep developers up to speed on changes

Mastering MacOS Programming Stuart Grimshaw, 2016-12-30 Take your macOS Sierra to the next level using the latest tools designs and best coding practices while developing with Swift 3 0 About This Book Learn to harness the power of macOS with the elegance of the Swift programming language Become highly competent in building apps on the macOS platform Get the most in depth guide with a hands on approach on the latest version of macOS Who This Book Is For This book is for developers who have some experience with macOS and want to take their skills to next level by unlocking the full potential of latest version of macOS with Swift 3 to build impressive applications Basic knowledge of Swift will be beneficial but is not required What you will learn Combine beautiful design with robust code for the very best user experience Bring the best coding practices to the new macOS Sierra See what's new in Swift 3 0 and how best to leverage the Swift language Master Apple's tools including Xcode Interface Builder and Instruments Use Unix and other common command line tools to increase productivity Explore the essential Cocoa frameworks including networking animation audio and video In Detail macOS continues to lead the way in desktop operating systems with its tight integration across the Apple ecosystem of platforms and devices With this book you will get an in depth knowledge of working on macOS enabling you to unleash the full potential of the latest version using Swift 3 to build applications This book will help you broaden your horizons by taking your programming skills to next level The initial chapters will show you all about the environment that surrounds a developer at the start of a project It introduces you to the new features that Swift 3 and Xcode 8 offers and also covers the common design patterns that you need to know for planning anything more than trivial projects You will then learn the advanced Swift programming concepts including memory management generics protocol orientated and functional programming and with this knowledge you will be able to tackle the next several chapters that deal with Apple's own Cocoa frameworks It also covers AppKit Foundation and Core Data in detail which is a part of the Cocoa umbrella framework The rest of the book will cover the challenges posed by asynchronous programming error handling debugging and many other areas that are an

indispensable part of producing software in a professional environment By the end of this book you will be well acquainted with Swift Cocoa and AppKit as well as a plethora of other essential tools and you will be ready to tackle much more complex and advanced software projects     [Learn Xcode Tools for Mac OS X and iPhone Development](#) Ian Piper,2010-03-26 This book will give you a thorough grounding in the principal and supporting tools and technologies that make up the Xcode developer tools suite Apple has provided a comprehensive collection of developer tools and this is the first book to examine the complete Apple programming environment for both Mac OS X and iPhone Comprehensive coverage of all the Xcode developer tools Additional coverage of useful third party development tools Not just a survey of features but a serious examination of the complete development process for Mac OS X and iPhone applications     *Mac OS X Snow Leopard for Power Users* Scott Granneman,2010-10-21 Mac OS X Snow Leopard for Power Users Advanced Capabilities and Techniques is for Mac OS X users who want to go beyond the obvious the standard and the easy If want to dig deeper into Mac OS X and maximize your skills and productivity using the world s slickest and most elegant operating system then this is the book for you Written by Scott Granneman an experienced teacher developer and consultant Mac OS X for Power Users helps you push Mac OS X to the max unveiling advanced techniques and options that you may have not known even existed Create custom workflows and apps with Automator run Windows programs and even Windows itself without dual booting and sync data on your hard drive on your phone and in the cloud learn all of these techniques and more This is not a book that talks down to you Mac OS X for Power Users is an essential book for experienced Mac users who are smart enough to know there is more to be known and are ready to become power users     **Advanced Mac OS X Programming** Mark Dalrymple,2011-08-18 While there are several books on programming for Mac OS X Advanced Mac OS X Programming The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies This book gets down to the real nitty gritty The third edition is updated for Mac OS X 10 5 and 10 6 and covers new technologies like DTrace Instruments Grand Central Dispatch blocks and NSOperation     **Beginning Mac OS X Snow Leopard Programming** Michael Trent,Drew McCormack,2010-03-25 A solid introduction to programming on the Mac OS X Snow Leopard platform The Mac OS X Snow Leopard system comes with everything you need in its complete set of development tools and resources However finding where to begin can be challenging This book serves as an ideal starting point for programming on the Mac OS X Snow Leopard platform Step by step instructions walk you through the details of each featured example so that you can type them out run them and even figure out how to debug them when they don t work right Taking into account that there is usually more than one way to do something when programming the authors encourage you to experiment with a variety of solutions This approach enables you to efficiently start writing programs in Mac OS X Snow Leopard using myriad languages and put those languages together in order to create seamless applications Coverage Includes The Mac OS X Environment Developer Tools Xcode Interface Builder The C Language The Objective C Language An Introduction to Cocoa Document



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