Mac OS X and iOS Internals

To the Apple's Core

Jonathan Levin

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Jesse Feiler

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Mac OS X and iOS Internals Jonathan Levin,2012-11-05 An in depth look into Mac OS X and iOS kernels Powering Macs iPhones iPads and more OS X and iOS are becoming ubiquitous When it comes to documentation however much of them are shrouded in mystery Cocoa and Carbon the application frameworks are neatly described but system programmers find the rest lacking This indispensable guide illuminates the darkest corners of those systems starting with an architectural overview then drilling all the way to the core Provides you with a top down view of OS X and iOS Walks you through the phases of system startup both Mac EFi and mobile iBoot Explains how processes threads virtual memory and filesystems are maintained Covers the security architecture Reviews the internal Apis used by the system BSD and Mach Dissects the kernel XNU into its sub components Mach the BSD Layer and I o kit and explains each in detail Explains the inner workings of device drivers From architecture to implementation this book is essential reading if you want to get serious about the internal workings of Mac OS X and iOS   Mac OS X and iOS Internals Jonathan Levin,2015-11-23   **Mac OS X and iOS Internals** Jonathan Levin,2015-07-07 Greatly expanded and updated from Jonathan Levin s original Mac OS X and iOS Internals To the Apple s Core this new edition is now two volumes with Volume 1 an expanded treatment of User Mode and Volume 2 The Kernel In Volume 1 User Mode Levin details Mac OS X and iOS for power users beyond where the documentation leaves off It covers The Architecture of OS X and iOS including The User Experience Layer Filesystems Frameworks and libraries OS X and iOS Technologies and in particular the parts that are built on BSD Executables and binaries Process and Thread Internals including updates to 64 bit IPC in OS X and iOS with explanations of Unix Mach and XPC Details on the Objective C and new Swift runtime environments Process Tracing and Debugging with DTrace and KDebug Boot Panic and Shutdown Launchd and the GUI Shells All new coverage of iCloud and networking protocols All new coverage of OS X and iOS Security Along with Volume 2 The Kernel this is the definitive documentation of the inner workings of Apple operating systems for system level developers kernel hackers and power users   *OS internals Jonathan Levin,2016 Apple s growing family of operating systems is well documented until the point where they tell you it just works But how does it really work Page 4 of cover of volume 1   **Mac OS X Internals** Amit Singh,2006-06-19 Mac OS X was released in March 2001 but many components such as Mach and BSD are considerably older Understanding the design implementation and workings of Mac OS X requires examination of several technologies that differ in their age origins philosophies and roles Mac OS X Internals A Systems Approach is the first book that dissects the internals of the system presenting a detailed picture that grows incrementally as you read For example you will learn the roles of the firmware the bootloader the Mach and BSD kernel components including the process virtual memory IPC and file system layers the object oriented I O Kit driver framework user libraries and other core pieces of software You will learn how these pieces connect and work internally where they originated and how they evolved The book also covers several key areas of the Intel based

Macintosh computers A solid understanding of system internals is immensely useful in design development and debugging for programmers of various skill levels System programmers can use the book as a reference and to construct a better picture of how the core system works Application programmers can gain a deeper understanding of how their applications interact with the system System administrators and power users can use the book to harness the power of the rich environment offered by Mac OS X Finally members of the Windows Linux BSD and other Unix communities will find the book valuable in comparing and contrasting Mac OS X with their respective systems Mac OS X Internals focuses on the technical aspects of OS X and is so full of extremely useful information and programming examples that it will definitely become a mandatory tool for every Mac OS X programmer **Concurrent Programming in Mac OS X and iOS** Vandad Nahavandipoor,2011-05-24 Now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads This concise book shows you how to use Apple s Grand Central Dispatch GCD to simplify programming on multicore iOS devices and Mac OS X Managing your application s resources on more than one core isn t easy but it s vital Apps that use only one core in a multicore environment will slow to a crawl If you know how to program with Cocoa or Cocoa Touch this guide will get you started with GCD right away with many examples to help you write high performing multithreaded apps Package your code as block objects and invoke them with GCD Understand dispatch queues the pools of threads managed by GCD Use different methods for executing UI and non UI tasks Create a group of tasks that GCD can run all at once Instruct GCD to execute tasks only once or after a delay Discover how to construct your own dispatch queues ***OS Internals** Jonathan Levin,2019 Jonathan Levin takes on the security of Apple s OSes Part I of this volume explores the mechanisms and techniques employed Including Auditing Authentication the MAC Framework Code Signing Sandboxing SIP AMFI and more most of which are documented for the first time The second part then discusses historical vulnerabilities in MacOS 10 10 and 10 11 as well as all modern exploits from Evasi0n iOS6 through the very latest mach_portal for 10 1 1 with KPP bypass in unprecedented detail showing both the vulnerabilities and their exploitation methods step by step With no source code for most of Apple s components or for the jailbreaks the approach taken is that of deep reverse engineering with plenty of hands on examples illustrations and decompilation of code 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 is an extensive newly updated guide to Objective C Objective C is a powerful object oriented extension of C making this update the perfect follow up to Dave Mark s bestselling Learn C on the Mac Whether you re an experienced C programmer or you re coming from a different language such as C or Java leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective C in your apps A

complete course on the basics of Objective C using Apple s newest Xcode tools An introduction to object oriented programming Comprehensive coverage of new topics like blocks GCD ARC class extensions as well as inheritance composition object initialization categories protocols memory management and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non C programmers to get off the ground even faster

Core Data in Objective-C Marcus S. Zarra,2016-06-13 Core Data is Apple s data storage framework it s powerful built in and can integrate with iCloud Discover all of Core Data s powerful capabilities learn fundamental principles including thread and memory management and add Core Data to both your iOS and OS X projects All examples in this edition are based on Objective C and are up to date for the latest versions of OS X El Capitan and iOS 9 Core Data expert Marcus Zarra walks you through a fully developed application based around the Core Data APIs You ll build on this application throughout the book learning key Core Data principles such as NSPredicate NSFetchRequest thread management and memory management Start with the basics of Core Data and learn how to use it to develop your application Then delve deep into the API details Explore how to get Core Data integrated into your application properly and work with this flexible API to create convenience methods to improve your application s maintainability Reduce your migration difficulties integrate your Core Data app with iCloud and Watch Kit and use Core Data in a queue based environment By the end of the book you ll have built a full featured application gained a complete understanding of Core Data and learned how to integrate your application into the iPhone iPad platform This third edition updates all examples for OS X El Capitan and iOS 9 and gets you up to speed on changes in multithreading and batch processing There s a new chapter on efficiently importing data from a network location and a new discussion of how best to pre load data into your application What You Need Mac OS X El Capitan and iOS 9 and a basic working knowledge of Objective C **OS X and iOS Kernel Programming** Ole Henry Halvorsen,Douglas Clarke,2012-01-29 OS X and iOS Kernel Programming combines essential operating system and kernel architecture knowledge with a highly practical approach that will help you write effective kernel level code You ll learn fundamental concepts such as memory management and thread synchronization as well as the I O Kit framework You ll also learn how to write your own kernel level extensions such as device drivers for USB and Thunderbolt devices including networking storage and audio drivers OS X and iOS Kernel Programming provides an incisive and complete introduction to the XNU kernel which runs iPhones iPads iPods and Mac OS X servers and clients Then you ll expand your horizons to examine Mac OS X and iOS system architecture Understanding Apple s operating systems will allow you to write efficient device drivers such as those covered in the book using I O Kit With OS X and iOS Kernel Programming you ll Discover classical kernel architecture topics such as memory management and thread synchronization Become well versed in the intricacies of the kernel development process by applying kernel debugging and profiling tools Learn how to deploy your kernel level projects and how to successfully package them Write code that interacts with hardware devices Examine easy to understand example code that

can also be used in your own projects Create network filters Whether you re a hobbyist student or professional engineer turn to OS X andiOS Kernel Programming and find the knowledge you need to start developing **Concurrent Programming in Mac OS X and IOS** Vandad Nahavandipoor,2011 Now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads This concise book shows you how to use Apple s Grand Central Dispatch GCD to simplify programming on multicore iOS devices and Mac OS X Managing your application u2019 s resources on more than one core isn t easy but it s vital Apps that use only one core in a multicore environment will slow to a crawl If you know how to program with Cocoa or Cocoa Touch this guide will get you started with GCD right away with many examples to help you write high performing multithreaded apps Package your code as block objects and invoke them with GCD Understand dispatch queues u2014 the pools of threads managed by GCD Use different methods for executing UI and non UI tasks Create a group of tasks that GCD can run all at once Instruct GCD to execute tasks only once or after a delay Discover how to construct your own dispatch queues Core Data Marcus S Zarra,2016-10-15 Whether you are targeting Mac OS X or the iPhone at some point your Cocoa application is probably going to need to persist data You could struggle with SQLite generate XML or create your own binary format Or you can save time and energy by taking advantage of Apple s Core Data API instead Core Data makes it easy for you to work with object graphs and to persist data but there are plenty of pitfalls and issues to watch out for This book shows you everything from versioning to integrating with Quick Look Sync Services and Spotlight You ll see how to boost performance and work in multithreaded applications You ll work with Core Data on both the desktop and the iPhone By the end of Core Data you ll have built a full featured application gained a complete understanding of Core Data and learned how to integrate your application into OS X As an extra bonus you ll see numerous recipes that are useful in unusual situations or even in places where you wouldn t have thought to use the Core Data API before It will become another indispensable tool in your kit *Mac OS X* Jesse Feiler,2001 A guide to the updated operating system reviews Mac fundamentals while showcasing the new interface and covering installation configuration Mac architecture networking and graphics support Core Data in Objective-C, 3rd Edition Marcus Zarra S.,2016 *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 instructions carefully walk you through the most common Mac OS X Lion development tasks Quizzes at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You

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OS X 10 8 Mountain Lion iOS 5 1 and all of Apple s newest computers and devices Top OS X and iOS developer Robert Clair first reviews the essential object and C concepts that every Objective C 2 0 developer needs to know Next he introduces the basics of the Objective C 2 0 language itself walking through code examples one line at a time and explaining what s happening behind the scenes This revised edition thoroughly introduces Apple s new Automated Reference Counting ARC while also teaching conventional memory management techniques that remain indispensable Carefully building on what you ve already learned Clair progresses to increasingly sophisticated techniques in areas ranging from frameworks to security Every topic has been carefully chosen for its value in real world day to day programming and many topics are supported by hands on practice exercises Coverage includes Reviewing key C techniques and concepts from program structure and formats to variables and scope Understanding how objects and classes are applied in Objective C 2 0 Writing your first Objective C program with Xcode 4 4 Using messaging to efficiently perform tasks with objects Getting started with Apple s powerful frameworks and foundation classes Using Objective C control structures including Fast Enumeration and exception handling Adding methods to classes without subclassing Using declared properties to save time and simplify your code Mastering ARC and conventional memory management and knowing when to use each Using Blocks to prepare for concurrency with Apple s Grand Central Dispatch Leveraging Xcode 4 4 improvements to enums and implementation

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