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Nota di contenuto	Beginning Mac OS X Snow Leopard Programming; About the Authors; Contents; Introduction; WHO THIS BOOK IS FOR; HOW THIS BOOK IS STRUCTURED; WHAT YOU NEED TO USE THIS BOOK; CONVENTIONS; SOURCE CODE; ERRATA; P2P.WROX.COM; Part I: Mac OS X Developer Resources; Chapter 1: The Mac OS X Environment; INTRODUCING THE MAC OS X; THE CORE OPERATING SYSTEM; GRAPHICS AND MEDIA LAYERS; APPLICATION FRAMEWORKS AND UI; APPLE HUMAN INTERFACE GUIDELINES; SUMMARY; Chapter 2: Developer Tools; INSTALLING THE DEVELOPER SOFTWARE; DEVELOPER APPLICATIONS; DEVELOPER DOCUMENTATION AND EXAMPLES; APPLE DEVELOPER CONNECTION SUMMARY Chapter 3: Xcode; STARTING A NEW PROJECT; WORKING WITH FILES; WRITING YOUR CODE; BUILDING AND RUNNING; FINDING PROBLEMS WITH THE STATIC ANALYZER; USING THE DEBUGGER; ONLINE DOCUMENTATION; SUMMARY; Chapter 4: Interface Builder; STARTING A NEW INTERFACE; BUILDING MENUS; BUILDING WINDOWS; MAKING WINDOWS RESIZABLE; SUMMARY; Part II: Application Programming; Chapter 5: The Application; BASIC BUNDLE STRUCTURE; EXAMINING APPLICATION BUNDLES; BUILDING AN APPLICATION BUNDLE; APPLICATION PREFERENCES; SUMMARY; Chapter 6: The C Language; A LITTLE HISTORY; GETTING STARTED; VARIABLES AND DATA TYPES OPERATORS ARRAYS AND POINTERS; CONDITIONAL BRANCHING;

LOOPS; FUNCTIONS AND BLOCKS; CHARACTERS AND STRINGS; INPUT/OUTPUT; DATA STRUCTURES; MEMORY MANAGEMENT; THE PREPROCESSOR; ORGANIZING PROGRAMS; SUMMARY; Chapter 7: The Objective-C Language; OBJECT-ORIENTED PROGRAMMING; CLASSES AND OBJECTS; METHODS; DATA HIDING; SUBCLASSING; MESSAGING; PROTOCOLS AND INFORMAL PROTOCOLS; NAMING CONVENTIONS; CREATING AND DESTROYING OBJECTS; MEMORY MANAGEMENT; ACCESSOR METHODS AND PROPERTIES; SUMMARY; Chapter 8: Introduction to Cocoa; CONNECTING COCOA INTERFACES; SUMMARY Chapter 9: Document-Based Cocoa Applications WORKING WITH DOCUMENTS; SUBCLASSING CONTROLS IN INTERFACE BUILDER; CONNECTING MENUS; SUMMARY; Chapter 10: Core Data-Based Cocoa Applications; ARCHIVING OBJECTIVE-C OBJECTS; MODELING OBJECTS WITH CORE DATA; CONNECTING USER INTERFACE TO CORE DATA; SELECTING FILES WITH OPEN PANELS; CREATING NEW DOCUMENTS; SORTING RESULTS; USING TRANSIENT OBJECTS; APPLICATION PREFERENCES; SUMMARY; Part III: Script Programming; Chapter 11: Overview of Scripting Languages; WHAT IS A SCRIPT?; WHAT IS A SCRIPTING LANGUAGE?; BASH; APPLESCRIPT; PYTHON; RUBY; JAVASCRIPT OTHER SCRIPTING LANGUAGES SUMMARY; Chapter 12: The Bash Shell; GETTING STARTED; UNIX BASICS; SHELL PROGRAMMING; SUMMARY; Chapter 13: AppleScript and AppleScriptObjC; APPLESCRIPT; APPLESCRIPT APPLICATIONS; SUMMARY; Chapter 14: JavaScript, Dashboard, and Dashcode; JAVASCRIPT; DASHCODE; SUMMARY; Appendix A: Answers to Exercises; CHAPTER 1; CHAPTER 2; CHAPTER 3; CHAPTER 4; CHAPTER 5; CHAPTER 6; CHAPTER 7; CHAPTER 8; CHAPTER 9; CHAPTER 10; CHAPTER 11; CHAPTER 12; CHAPTER 13; CHAPTER 14; Appendix B: Developer Resources; WEB SITES; MAILING LISTS; OTHER RESOURCES; Index

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## Sommario/riassunto

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

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