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Titolo	The official GNOME 2 developer's guide / / Matthias Warkus
Pubbl/distr/stampa	San Francisco, : No Starch Press, c2004
Edizione	[1st ed.]
Descrizione fisica	497 p
Disciplina	005.4/38
Soggetti	Computer programming Computer software - Development Graphical user interfaces (Computer systems)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliography.
Nota di contenuto	Intro -- BRIEF CONTENTS -- CONTENTS IN DETAIL -- FOREWORD -- TECHNICAL REVIEWER'S NOTE -- PREFACE TO THE ORIGINAL EDITION -- PREFACE TO THE ENGLISH EDITION -- INTRODUCTION -- 1 GLIB -- 2 GOBJECT -- 3 GTK+ -- 4 THE GNOME LIBRARIES -- 5 GLADE AND LIBGLADE -- 6 ADDITIONAL SOFTWARE DEVELOPMENT TOOLS -- 7 GCONF -- 8 GNOMEVFS -- 9 WHERE TO GO FROM HERE -- A STOCK ITEM REFERENCE -- B GLOSSARY -- C BIBLIOGRAPHY -- D GETTING THE GNOME DEVELOPMENT SOFTWARE -- E CREATIVE COMMONS NONCOMMERCIAL - SHAREALIKE LICENSE -- INDEX -- UPDATES.
Sommario/riassunto	Developers who write programs for GNOME use the GNOME API. Working with the GNOME API is preferable because the program will conform to the standard GNOME program look and feel. It also allows the developer to use the GNOME specific libraries in the program, greatly simplifying the development process. "The Official GNOME 2 Developer's Guide is the official GNOME Foundation guide to programming GUIs and applications using the GTK+ and GNOME API. Developed in partnership with the GNOME Foundation, this book is for programmers working with the GNOME 2 desktop environment. Each section begins with an example program that serves as a tutorial, then develops into a reference on the topic. Includes abundant, well-annotated examples. Knowledge of the C programming language is required, but no GUI programming experience is necessary.

