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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Our First Program - SimpleCalc; Locating developer tools; Time for action - Installing the Xcode App; Working with projects; Time for action - creating the SimpleCalc Xcode project; Understanding the Xcode project template; Time for action - examine the items in the project navigator; Configuring an Xcode project; Time for action - configuring the SimpleCalc Xcode project; Running an App; Time for action - run the SimpleCalc App; Customizing an Xcode template's interface Time for action - creating the SimpleCalc interfaceCustomizing an Xcode template's implementation; Time for action - implement the SimpleCalc behavior; Building an App; Time for action - building and installing the SimpleCalc App; Summary; Chapter 2: Debugger - Finding and Fixing Problems; The Debug area in Xcode; Time for action - displaying the Debug area in Xcode; The Debug area appears on its own; Time for action - integer division by zero; Examining variable values in the debugger; Time for action - examining a variable value; Unexpected App behavior - no debugger? Time for action - index out of rangeUsing breakpoints to get more information from Xcode; Time for action - set a breakpoint; Summary;

Chapter 3: System Preferences - NewDefaults; Understanding preference panes; The transition to 64 bit from 32 bit; Creating an Xcode preference pane project; Time for action - creating the NewDefaults Xcode project; Configuring an Xcode preference pane project; Time for action - customizing the icon and copyright; Customizing the preference pane template interface; Time for action - creating the NewDefaults interface  
Customizing the preference pane Xcode template's .h implementation  
Time for action - completing the NewDefaults.h interface definition; Customizing the preference pane Xcode template's .m implementation; Time for action - completing the NewDefaults.m implementation; Implementing the readDefaults:forKey: method; Time for action - writing the readDefaults:forKey: program code; Implementing the didSelect: method; Time for action - writing the didSelect: program code; Implementing the myButtonAction: method; Time for action - writing the myButtonAction: program code; Summary  
Chapter 4: Business Application - Global Currency Converter  
Designing the GUI for global currency converter; Time for action - creating our project and GUI; Connecting the GUI to program elements; Time for action - connecting the App Delegate to the GUI; What is an XML file?; Format of the XML file we will download; Time for action - downloading an XML file; Parsing an XML document; Time for action - parsing the XML Document; How to invoke a background thread; Time for action - invoking a background thread; Managing a pop-up menu  
Time for action - implementing the program code for the pop-up menu

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#### Sommario/riassunto

This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.

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