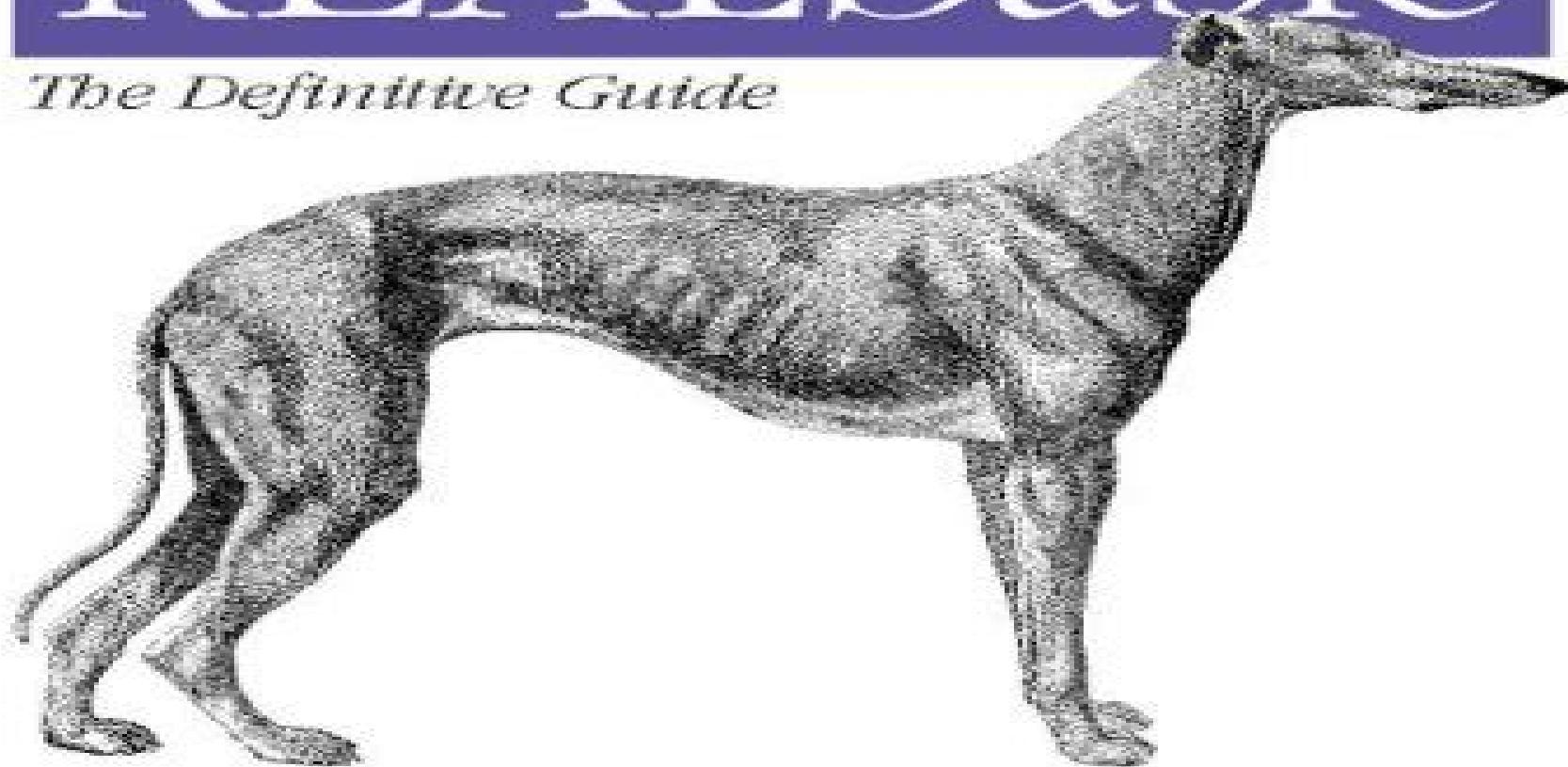


Create Your Own Macintosh Applications

REALbasic

The Definitive Guide



O'REILLY*

Matt Neuburg

Realbasic The Definitive Guide

Rael Dornfest, James Duncan Davidson



Realbasic The Definitive Guide:

REALbasic Matt Neuburg, 2001 REALbasic is a programming language in the best Macintosh tradition visual intuitive and easy to learn It allows you to create interfaces in minutes and entire compiled applications without having to learn a complicated language the strong object orientation makes it very easy even for beginners to develop maintain and alter projects Best of all an REALbasic 3 a single button click generates your project as a Mac OS 8 9 application a Mac OS X native Carbon application or a Windows executable No other application framework lets you compile for users on so many platforms so quickly and easily REALbasic The Definitive Guide not only gives you a firm grasp of the program s essential concepts but also tells you things you won t learn from the official documentation alone If you ve never programmed before the book offers both a primer in REALbasic and an intuitive approach to the concepts of programming itself as you quickly reach the ability to program every aspect of REALbasic You start out drawing the interface much as you would do in a drawing program by selecting buttons menus dialog boxes and the like from a tools menu Then you use the code editor to fill in the code that tells these pieces what to do The widely hailed first edition of REALbasic The Definitive Guide has been completely rewritten to encompass reader suggestions and the many improvements of REALbasic 3 like its ability to compile and run under OS X The book is divided into three sections Fundamentals a detailed summary of the language that quickly shows you how to think about programming and accomplish your goals in less time User Interface how to create a complete application using the rich classes and pre defined tools that make life so much easier for the REALbasic programmer Reaching Out Internet communications databases multimedia game programming and more

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improvements Offline sound file rendering image picker controller changes new map annotation types and more All example code now rewritten in Swift 4 is available on GitHub for you to download study and run Want to brush up on the basics Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift Xcode and Cocoa Together with Programming iOS 11 you ll gain a solid rigorous and practical understanding of iOS 11 development

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IOS 9 Programming Fundamentals with Swift Matt Neuburg,2015-09-28 And ConclusionChapter 2 Functions Function Parameters and Return Value Void Return Type and Parameters Function Signature External Parameter Names Overloading Default Parameter Values Variadic Parameters Ignored Parameters Modifiable Parameters Function In Function Recursion Function As Value Anonymous Functions Define and Call Closures How Closures Improve Code Function Returning Function Closure Setting a Captured Variable Closure Preserving Its Captured Environment Curried Functions

Chapter 3 Variables and Simple Types Variable Scope and Lifetime *Programming iOS 4* Matt Neuburg,2011-05-23 Provides information on using iOS 4 to create applications for the iPhone iPad and iPod Touch *Programming iOS 7* Matt Neuburg,Matt Neuburg, PH.D.,2013-12-10 Dive deep into views view controllers and frameworks Cover *Modding Mac OS X* Erica Sadun,2004 Modding Mac OS X isn t about cutting up your Power Mac s case with a saws all it s about modifying

Mac OS X's user interface and unlocking secrets and dispelling your fears of the Unix command line so you can take command of your Mac

Modding Mac OS X starts out with the very basics of showing you how to configure your Mac and do simple things like change Finder views use an image from iPhoto's library on your desktop and how to find and use screen savers From there **Modding Mac OS X** shows you how to Find hidden features in your favorite applications Dive inside application bundles to find hidden resources Change application and system wide keyboard shortcuts Work with the Property List Editor to read and edit property list files Wrap your head around the defaults command to tweak an application's settings Hack on NIB files to change an application's interface Control an application with AppleScript even if it isn't scriptable Each **Modding** example includes detailed step by step instructions that even a novice Mac user can follow while also providing the necessary detail to satisfy the experienced hacker The knowledge you gain from tweaking one application can be easily applied to the next So go on empower your inner Mac geek You know you want to

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