

Create Your Own Macintosh Applications

REALbasic

The Definitive Guide



O'REILLY*

Matt Neuberg

Realbasic The Definitive Guide

Nick Heinle, Bill Peña



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 REALBasic: TDG Matt Neuburg, 2001-09-18 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

AppleScript: The Definitive Guide Matt Neuburg, 2006-01-04 Mac users everywhere even those who know nothing about programming are discovering the value of the latest version of AppleScript Apple's vastly improved scripting language for Mac OS X Tiger And with this new edition of the top selling AppleScript The Definitive Guide anyone regardless of your level of experience can learn to use AppleScript to make your Mac time more efficient and more enjoyable by automating repetitive tasks customizing applications and even controlling complex workflows Fully revised and updated and with more and better examples than ever AppleScript The Definitive Guide 2nd Edition explores AppleScript 1.10 from the ground up You will learn how AppleScript works and how to use it in a variety of contexts in everyday scripts to process automation in CGI scripts for developing applications in Cocoa or in combination with other scripting languages like Perl and Ruby AppleScript has shipped with every Mac since System 7 in 1991 and its ease of use and English friendly dialect are highly appealing to most Mac fans Novices developers and everyone in between who wants to know how where and why to use AppleScript will find AppleScript The Definitive Guide 2nd Edition to be the most complete source on the subject available It's as perfect for beginners who want to write their first script as it is for experienced users who need a definitive reference close at hand AppleScript The Definitive Guide 2nd Edition begins with a relevant and useful AppleScript overview and then gets quickly to the language itself when you have a good handle on that you get to see AppleScript in action and learn how to put it into action for you An entirely new chapter shows developers how to make your Mac applications scriptable and how to give them that Mac OS X look and feel with AppleScript Studio Thorough appendixes deliver additional tools and resources you won't find anywhere else Reviewed and approved by Apple this indispensable guide carries the ADC Apple Developer Connection logo

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Mac OS X is a wonderful combination of the power and flexibility of Unix with the ease of use that seems to come only from Apple Between the tools baked right into the system a veritable cornucopia of third-party applications and a cottage industry of customizations tweaks and hacks the Mac is a force to be reckoned with like never before Mac OS X Panther Hacks celebrates the Macintosh's adventurous spirit inviting the citizen engineer on a quest of deeper discovery both with the purpose of going further and simply enjoying the ride Mac OS X Panther Hacks continues the tradition started with Mac OS X Hacks sitting squarely at the peculiar confluence of deadly earnest optimization and creative albeit sometimes wacky tweaking you seem to find only on a Mac **Programming iOS 11** Matt Neuburg, 2017-12-07 If you're grounded in the

basics of Swift Xcode and the Cocoa framework this book provides a structured explanation of all essential real-world iOS app components Through deep exploration and copious code examples you'll learn how to create views manipulate view controllers and add features from iOS frameworks Create arrange draw layer and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views table views text popovers split views web views and controls Dive into frameworks for sound video maps and sensors Access user libraries music photos contacts and calendar Explore additional topics including files networking and threads Stay up to date on iOS 11 innovations such as Drag and drop Autolayout changes including the new safe area Stretchable navigation bars Table cell

swipe buttons Dynamic type 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 **Programming iOS 14** Matt Neuburg,2020-10-08 If you re grounded in the basics of Swift Xcode and the Cocoa framework this book provides a structured explanation of all essential real world iOS app components Through deep exploration and copious code examples you ll learn how to create views manipulate view controllers and add features from iOS frameworks Create arrange draw layer and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views table views collection views text popovers split views web views and controls Dive into frameworks for sound video maps and sensors Access user libraries music photos contacts and calendar Explore additional topics including files networking and threads Stay up to date on iOS 14 innovations such as Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color picker new page control behavior revised date pickers and more Want to brush up on the basics Pick up iOS 14 Programming Fundamentals with Swift to learn about Swift Xcode and Cocoa Together with Programming iOS 14 you ll gain a solid rigorous and practical understanding of iOS 14 development *iOS 10 Programming Fundamentals with Swift* Matt Neuburg,2016-09-26 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode IDE the Cocoa Touch framework and Swift 3 the latest version of Apple s acclaimed programming language With this thoroughly updated guide you ll learn Swift s object oriented concepts understand how to use Apple s development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Explore Swift s object oriented concepts variables and functions scopes and namespaces object types and instances Become familiar with built in Swift types such as numbers strings ranges tuples Optionals arrays dictionaries and sets Learn how to declare instantiate and customize Swift object types enums structs and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 3 innovations revised APIs new Foundation bridged types and more Tour the lifecycle of an Xcode project from inception to App Store including Xcode s new automatic code signing and debugging features Construct app interfaces with the nib editor Interface Builder Understand Cocoa s event driven model and its major design patterns and features Find out how Swift communicates with Cocoa s C and Objective C APIs Once you master the fundamentals you ll be ready to tackle the details of iOS app development with author Matt Neuburg s companion guide Programming iOS 10 **Programming iOS 10** Matt Neuburg,2016-11-09 If you re grounded in the basics of Swift Xcode and the Cocoa framework this book provides a structured explanation of all essential real world iOS app components Through deep exploration and copious code examples you ll learn how to create views manipulate view

controllers and add features from iOS frameworks Stay up to date on iOS 10 innovations such as property animators force touch speech recognition and the User Notification framework as well as Xcode 8 improvements for autolayout and asset catalogs All example code now rewritten in Swift 3 is available on GitHub for you to download study and run Create arrange draw layer and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views table views text popovers split views web views and controls Dive into frameworks for sound video maps and sensors Access user libraries music photos contacts and calendar Explore additional topics including files networking and threads Want to brush up on the basics Pick up iOS 10 Programming Fundamentals with Swift 978 1 491 97007 2 to learn about Swift Xcode and Cocoa Together with Programming iOS 10 you ll gain a solid rigorous and practical understanding of iOS 10 development

Programming iOS 5 Matt Neuburg, 2012-03-15 Get a solid grounding in the fundamentals of Cocoa Touch and avoid problems during iPhone and iPad app development With this revised and expanded edition you ll dig into Cocoa and learn how to work effectively with Objective C and Xcode This book covers iOS 5 and Xcode 4 3 in a rigorous orderly fashion ideal whether you re approaching iOS for the first time or need a reference to bolster existing skills Many discussions have been expanded or improved All code examples have been revised and many new code examples have been added The new memory management system ARC is thoroughly explained and all code examples have been revised to use it New Objective C features such as declaration of instance variables in the class s implementation section are described and incorporated into the revised example code Discussion of how an app launches and all code examples are revised for project templates from Xcode 4 2 and later Other new Xcode features including the Simulator s Debug menu are covered with screen shots based on Xcode 4 2 and later The discussion of Instruments is expanded with screen shots by popular request Storyboards are explained and discussed The explanation of view controllers is completely rewritten to include iOS 5 features such as custom parent view controllers and UIPageViewController The Controls chapter now includes iOS 5 interface customizability and the appearance proxy New features of interface classes are discussed including tiling and animated images new table view features new alert view styles Coverage of frameworks such as Core Motion and AV Foundation is greatly expanded New iOS 5 classes and frameworks are also discussed including Core Image and UIDocument and iCloud support Important iOS 5 changes that can break existing code are explicitly called out in the text and listed in the index

Programming iOS 7 Matt Neuburg, Matt Neuburg, PH.D., 2013-12-10 Dive deep into views view controllers and frameworks Cover

Programming iOS 6 Matt Neuburg, 2013 Get a solid grounding in all the fundamentals of Cocoa Touch and avoid problems during iPhone and iPad app development With this revised and expanded edition you ll dig into Cocoa and learn how to work effectively with Objective C and Xcode This book covers iOS 6 in a rigorous orderly fashion ideal whether you re approaching iOS for the first time or need a reference to bolster existing skills Learn about features introduced with iOS 6 including Objective C language advances autosynthesis autolayout new view

controller rotation rules unwind segues state restoration styled text and collection views Learn Objective C language details and object oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes receiving events and model view controller architecture Learn how views and layers are managed drawn composited and animated Become familiar with view controllers and their relationships along with nib and storyboard management Fully explore all basic interface objects such as scroll views table views and controls Delve into Cocoa frameworks for sound video sensors maps and other features Touch on advanced topics such as threading and networking

iOS 12 Programming Fundamentals with Swift Matt Neuburg, 2018-09-26 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 9 IDE Cocoa Touch and the latest version of Apple's acclaimed programming language Swift 4 With this thoroughly updated guide you'll learn the Swift language understand Apple's Xcode development tools and discover the Cocoa framework Explore Swift's object oriented concepts Become familiar with built in Swift types Dive deep into Swift objects protocols and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event driven design Communicate with C and Objective C Once you master the fundamentals you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide Programming iOS 12

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iOS 9 Programming Fundamentals with Swift Matt Neuburg, 2015-09-28 And Conclusion Chapter 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

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

Designing with Javascript Nick Heinle, Bill Peña, 2002 A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages identify browsers and integrate sound graphics and animation into Web applications

The Enigmatic Realm of **Realbasic The Definitive Guide**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing lacking extraordinary. Within the captivating pages of **Realbasic The Definitive Guide** a literary masterpiece penned with a renowned author, readers attempt a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting impact on the hearts and minds of those who partake in its reading experience.

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