Mac® OS X Programming

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Mac Os X Programming:

    Beginning Mac OS X Programming Michael Trent,Drew McCormack,2005-10-24 Beginning Mac OS X Programming Every Mac OS X system comes with all the essentials required for programming free development tools resources and utilities However finding the place to begin may be challenging especially if you have no prior development knowledge This comprehensive guide offers you an ideal starting point to writing programs on Mac OS X with coverage of the latest release 1 4 Tiger With its hands on approach the book examines a particular element and then presents step by step instructions that walk you through how to use that element when programming You ll quickly learn how to efficiently start writing programs on Mac OS X using languages such as C Objective C r and AppleScript r technologies such as Carbon r and Cocoa r and other Unix tools In addition you ll discover techniques for incorporating the languages in order to create seamless applications All the while you can follow along on your own system so that you ll be prepared to apply your new Mac OS X skills to real world projects What you will learn from this book The major role the new Xcode plays in streamlining Mac OS X development The process for designing a graphical user interface on Mac OS X that conforms to Apple s guidelines How to write programs in the C and Objective C programming languages The various scripting languages available on the Mac OS X system and what tasks each one is best suited to perform How to write shell scripts that interact with pre installed command line tools Who this book is for This book is for novice programmers who want to get started writing programs that run on Mac OS X Experienced programmers who are new to the Mac will also find this book to be a useful overview of the Mac development environment Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think providing a structured tutorial format that will guide you through all the techniques involved   **Mac OS X Programming** Dan Parks Sydow,2002 Mac OS X Programming Techniques provides the reader with definitions details and explanations of the various components that make up this new operating system Understanding the operating system helps the reader use the programming tools and the Carbon application programming interface API both of which are covered extensively in this book Much of the original programming API now referred to as the Classic API is still usable But it s been revamped and renamed it s now the Carbon API This modified set of functions includes plenty of new routines that make a Mac programmer s work easier and more powerful provided that the programmer knows how to make use of the new code The reader learns about the all new Carbon Event Manager as well as the changes and enhancements that have been made to existing managers such as the Window Manager and the Menu Manager Readers new to Mac programming will appreciate the journey that takes them from the start of a new Macintosh project to the final building of a standalone Mac OS X application Readers experienced in programming the Mac will find this same material of great interest and these readers will benefit from the lengthy section on porting existing Mac OS 8 and 9 applications to Mac OS X Finally readers will appreciate the Carbon API reference section that provides information and example code for dozens of the most commonly used Carbon

routines All the code developed in the book will be available on www newriders com __Cocoa Programming for Mac OS X__ Aaron Hillegass,2004 Harness the power of Cocoa s object oriented software development environment with this book that is completely updated for Mac OS X 10 2 Cocoa has quickly gained recognition as the leading development framework for building OS X applications Users will understand the common features found in Cocoa s tools InterfaceBuilder ProjectBuilder the GCC compiler and the GDB debugger **Advanced Mac OS X Programming** Mark Dalrymple,Aaron Hillegass,2005 There are several other books on programming for Mac OS X but none of them contain explanations of how to leverage the powerful underlying technologies This book goes down to the real nitty gritty of multi threading interprocess communication networking performance tuning distributed objects queues Bonjour authentication the keychain and directory services The tools are also covered gcc gdb subversion Shark and Saturn __Cocoa Programming for Mac OS X__ Aaron Hillegass,Adam Preble,2011-11-09 The best selling introduction to Cocoa once again updated to cover the latest Mac programming technologies and still enthusiastically recommended by experienced Mac OS X developers Cocoa Programming for Mac OS X is considered by most to be the de facto intro to OS X programming text Bob Rudis the Apple Blog I would highly recommend this title to anyone interested in Mac development Even if you own the previous edition I think you ll find the new and revised content well worth the price Bob McCune bobmccune com If you re developing applications for Mac OS X Cocoa Programming for Mac OS X Fourth Edition is the book you ve been waiting to get your hands on If you re new to the Mac environment it s probably the book you ve been told to read first Covering the bulk of what you need to know to develop full featured applications for OS X written in an engaging tutorial style and thoroughly class tested to assure clarity and accuracy it is an invaluable resource for any Mac programmer Specifically Aaron Hillegass and Adam Preble introduce the two most commonly used Mac developer tools Xcode and Instruments They also cover the Objective C language and the major design patterns of Cocoa Aaron and Adam illustrate their explanations with exemplary code written in the idioms of the Cocoa community to show you how Mac programs should be written After reading this book you will know enough to understand and utilize Apple s online documentation for your own unique needs And you will know enough to write your own stylish code Updated for Mac OS X 10 6 and 10 7 this fourth edition includes coverage of Xcode 4 blocks view based table views Apple s new approach to memory management Automatic Reference Counting and the Mac App Store This edition adds a new chapter on concurrency and expands coverage of Core Animation The book now devotes a full chapter to the basics of iOS development **Advanced Mac OS X Programming** Mark Dalrymple,2011-08-18 While there are several books on programming for Mac OS X Advanced Mac OS X Programming The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies This book gets down to the real nitty gritty The third edition is updated for Mac OS X 10 5 and 10 6 and covers new technologies like DTrace Instruments Grand Central Dispatch blocks and NSOperation __Beginning Mac OS X Snow Leopard Programming__ Michael Trent,Drew McCormack,2010-03-25

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 to do something when programming the authors encourage you to experiment with a variety of solutions This approach enables you to efficiently start writing programs in Mac OS X Snow Leopard using myriad languages and put those languages together in order to create seamless applications Coverage Includes The Mac OS X Environment Developer Tools Xcode Interface Builder The C Language The Objective C Language An Introduction to Cocoa Document Based Cocoa Applications Core Data Based Cocoa Applications An Overview of Scripting Languages The Bash Shell AppleScript and AppleScriptObjC Javascript Dashboard and Dashcode Note CD ROM DVD and other supplementary materials are not included as part of eBook file **Swift OS X Programming for Absolute Beginners** Wallace Wang,2015-08-11 Swift OS X Programming for Absolute Beginners is your step by step guide to learning how to code using Swift Apple s hottest new programming language This book will not only teach complete programming novices how to write OS X programs but it can also help experienced programmers moving to the Macintosh for the first time You will learn to understand the principles of programming how to use Swift and Xcode and how to combine your knowledge into writing OS X programs If you ve always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you ll want to learn Swift Swift is your gateway to both Macintosh and iOS app development while being powerful and easy to learn at the same time and Swift OS X Programming for Absolute Beginners is the perfect place to start add it to your library today *Learn Objective-C on the Mac* Scott Knaster,Mark Dalrymple,Waqar Malik,2012-08-10 Learn to write apps for some of today s hottest technologies including the iPhone and iPad using iOS as well as the Mac using OS X It starts with Objective C the base language on which the native iOS software development kit SDK and the OS X are based Learn Objective C on the Mac For OS X and iOS Second Edition updates a best selling book and is an extensive newly updated guide to Objective C Objective C is a powerful object oriented extension of C making this update the perfect follow up to Dave Mark s bestselling Learn C on the Mac Whether you re an experienced C programmer or you re coming from a different language such as C or Java leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective C in your apps A complete course on the basics of Objective C using Apple s newest Xcode tools An introduction to object oriented programming Comprehensive coverage of new topics like blocks GCD ARC class extensions as well as inheritance composition object initialization categories protocols memory management and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non C programmers to get

off the ground even faster   **Cocoa Programming for OS X** Aaron Hillegass,Adam Preble,Nate Chandler,2015-04-16 Covering the bulk of what you need to know to develop full featured applications for OS X this edition is updated for OS X Yosemite 10 10 Xcode 6 and Swift Written in an engaging tutorial style and class tested for clarity and accuracy it is an invaluable resource for any Mac programmer The authors introduce the two most commonly used Mac developer tools Xcode and Instruments They also cover the Swift language basic application architecture and the major design patterns of Cocoa Examples are illustrated with exemplary code written in the idioms of the Cocoa community to show you how Mac programs should be written After reading this book you will know enough to understand and utilize Apple s online documentation for your own unique needs And you will know enough to write your own stylish code This edition was written for Xcode 6 3 and Swift 1 2 At WWDC 2015 Apple announced Xcode 7 and Swift 2 both of which introduce significant updates that along with some changes to Cocoa for OS X 10 11 affect some of the exercises in this book We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book it is available at https github com bignerdranch cocoa programming for osx 5e blob master Swift2 md   **Mac OSX Developer's Guide** Jesse Feiler,2001-10-16 Mac OS X Apple s newest operating system for the Macintosh platform is profoundly different from its earlier versions because of its similarity to the UNIX operating system For developers writing software for OS X this means adjusting to two new environments to create applications and to access the enhanced features of the new OS Cocoa and Carbon Cocoa is an object oriented API in which all future OS X programs will be written Carbon is a transitional technology allowing compatibility of applications written for earlier versions of the Mac OS with Mac OS X Mac OS X Developer s Guide focuses equally on Cocoa and Carbon guiding the reader through these technologies and showing how to write applications in both It is the first book for Mac OS X developers written for those who are already working on applications as well as new developers just getting started It starts off describing the new OS and its development tools then focuses on specific programming issues providing tips on making the transition from classic Mac OS code to Mac OS X A guide for developers already writing applications as well as new developers just getting started Focuses equally on both Cocoa and Carbon environments Provides tips on transitioning from writing code for classic Mac OS to OS X References Apple online materials extensively to keep developers up to speed on changes   **Cocoa Programming for Mac OS X For Dummies** Erick Tejkowski,2009-03-03 Cocoa programming is not only the favored development environment for Mac OS X it s also a primary tool for creating iPhone and iPod Touch software That makes this a great time to learn Cocoa and Cocoa Programming for Mac OS X For Dummies is the ideal place to start This book gives you a solid foundation in Cocoa and the unusual syntax of Objective C You ll learn what s new in Cocoa frameworks and create an application step by step For example you can See how Xcode underlies your applications as the main component of Apple s IDE Examine the basics of the Objective C language the elements of a Cocoa interface and object oriented programming Use Xcode and Interface Builder Spruce up your apps with audio video Internet

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complete suite of free development tools from Apple and third parties that allow programmers to create applications in Objective C C Java Perl PHP and other languages Mac OS X Advanced Development Techniques provides intermediate to advanced software developers with a collection of useful programming projects and techniques Each project chapter contains complete source code and detailed explanations to help give developers an edge Examples include applications Coca and Carbon plug ins frameworks system services preference panes status items threads XML RPC SOAP and more No matter what type of software a developer may be tasked to create Mac OS X Advanced Development Techniques helps get it done Book jacket **A Practical Guide to UNIX for Mac OS X Users** Mark G. Sobell,Peter Seebach,2005-12-21 The Most Useful UNIX Guide for Mac OS X Users Ever with Hundreds of High Quality Examples Beneath Mac OS X s stunning graphical user interface GUI is the most powerful operating system ever created UNIX With unmatched clarity and insight this book explains UNIX for the Mac OS X user giving you total control over your system so you can get more done faster Building on Mark Sobell s highly praised A Practical Guide to the UNIX System it delivers comprehensive guidance on the UNIX command line tools every user administrator and developer needs to master together with the world s best day to day UNIX reference This book is packed with hundreds of high quality examples From networking and system utilities to shells and programming this is UNIX from the ground up both the whys and the hows for every Mac user You ll understand the relationships between GUI tools and their command line counterparts Need instant answers Don t bother with confusing online manual pages rely on this book s example rich quick access 236 page command reference Don t settle for just any UNIX guidebook Get one focused on your specific needs as a Mac user A Practical Guide to UNIX for Mac OS X Users is the most useful comprehensive UNIX tutorial and reference for Mac OS X and is the only book that delivers Better more realistic examples covering tasks you ll actually need to perform Deeper insight based on the authors immense knowledge of every UNIX and OS X nook and cranny Practical guidance for experienced UNIX users moving to Mac OS X Exclusive discussions of Mac only utilities including plutil ditto nidump otool launchctl diskutil GetFileInfo and SetFile Techniques for implementing secure communications with ssh and scp plus dozens of tips for making your OS X system more secure Expert guidance on basic and advanced shell programming with bash and tcsh Tips and tricks for using the shell interactively from the command line Thorough guides to vi and emacs designed to help you get productive fast and maximize your editing efficiency In depth coverage of the Mac OS X filesystem and access permissions including extended attributes and Access Control Lists ACLs A comprehensive UNIX glossary Dozens of exercises to help you practice and gain confidence And much more including a superior introduction to UNIX programming tools such as awk sed otool make gcc gdb and CVS **More Cocoa Programming for Mac OS X** Aaron Hillegass,Juan Pablo Claude,2013-02-04 There s a fast growing audience of Mac OS X developers who are getting comfortable with Apple s Cocoa framework and now want to take their skills to the next level Many of them began with Aaron Hillegass s classic book Cocoa Programming for Mac OS X Now in More Cocoa

Programming The Big Nerd Ranch Guide Hillegass and colleague Juan Pablo Claude show experienced Cocoa developers how to build Cocoa applications that work better and do more than ever before Starting from a basic sample application you will walk through adding powerful new functionality one step at a time As you do you ll master valuable Cocoa tips and tricks that can t be found in any other book The authors detailed example rich coverage includes Uncovering the secrets of Cocoa s text system and making the most of it Incorporating support for Spotlight Quick Look AppleScript and other advanced OS X platform technologies Providing more effective help and accessibility features Delivering applications as packages Implementing automatic updates via Sparkle Using unit testing to deliver more reliable code Incorporating graphics and animations into your software and much more This title is part of the new Big Nerd Ranch Guides series the world s best books on Mac and iOS development straight from the world s 1 Mac programming trainers Aaron Hillegass and Big Nerd Ranch *Learn OS X Lion* Scott Meyers,Mike Lee,2011-12-15 You re smart and savvy but you re also busy This comprehensive guide to Apple s latest version of OS X Lion gives you everything you need to know to live a happy productive Mac life Learn OS X Lion will have you up and connected right away With a minimum of overhead and a maximum of useful information you ll cover a lot of ground in the time it takes other books to get you plugged in If this isn t your first experience with OS X skip right to the What s New in Lion sections You may also find yourself using this book as a quick refresher course or a way to learn new Mac skills you ve never tried before **Sams Teach Yourself Mac OS X Lion App Development in 24 Hours** Kevin Hoffman,2012 In just 24 sessions of one hour or less you can master Mac OS X Lion development from the ground up and start writing tomorrow s most exciting iOS style Mac apps Using this book s straightforward step by step approach you ll get comfortable with Apple s powerful new development tools and techniques build engaging user interfaces integrate data and web services and take advantage of Apple s latest innovations everything from gestures and multitouch to iCloud and In App Purchasing Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Mac OS X Lion development tasks Quizzes at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode Get started fast with Mac Developer Center XCode Objective C and Cocoa Programmatically control OS X Lion s powerful new features Work with Cocoa s powerful Model View Controller MVC pattern Safely manage memory and fix leaks Create robust engaging highly interactive user interfaces Organize Cocoa layouts controls bindings tables and collections Support gestures and multi touch events Define user defaults and provide Preference Panes Work with documents versions and iOS style Autosave Make the most of notifications alerts sheets and popovers Use images and animation to make apps more powerful and more fun Use Core Data to cleanly integrate data into your apps Query and

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