

# Contents

<b>Acknowledgments</b>	<b>xvii</b>
<b>Introduction</b>	<b>xix</b>
<b>Part I: Mac OS X Developer Resources</b>	<b>1</b>
<b>Chapter 1: The Mac OS X Environment</b>	<b>3</b>
<b>Introducing the Mac OS X</b>	<b>3</b>
<i>Try It Out: Slide Master</i>	4
<b>The Core Operating System</b>	<b>6</b>
The Kernel	8
The System Library	8
Unix Commands	9
<i>Try It Out: Experiencing Darwin's Command-Line Interface</i>	9
<b>Graphics and Media Layers</b>	<b>11</b>
The Quartz Compositor	12
Quartz 2D	14
OpenGL	14
QuickTime	15
<b>Application Frameworks and UI</b>	<b>15</b>
Cocoa	16
Carbon	16
Java JDK	17
<b>Apple Human Interface Guidelines</b>	<b>18</b>
<b>Summary</b>	<b>19</b>
<b>Exercises</b>	<b>20</b>
<b>Chapter 2: Developer Tools</b>	<b>21</b>
<b>Installing the Developer Software</b>	<b>21</b>
<b>Developer Applications</b>	<b>22</b>
Build Tools	22
Performance Tools	22
MallocDebug	23
ObjectAlloc	24
Quartz Debug	25
Sampler	26

# Contents

---

Shark	27
Spin Control	28
Thread Viewer	28
Other Utilities	30
FileMerge	31
Icon Composer	31
PackageMaker	31
Pixie	33
Property List Editor	33
Script Editor	34
Command-Line Tools	34
cc / gcc	35
diff	36
gdb	36
GetFileInfo / SetFile	37
Rez / DeRez	37
sample	38
sh / bash / tcsh	38
Top	39
<b>Developer Documentation and Examples</b>	<b>39</b>
Conceptual Documentation	40
Apple Human Interface Guidelines	42
Mac OS X Technology Overview	42
Xcode 2.0 User Guide	42
API Reference	42
Examples	46
Man Pages	47
<b>Apple Developer Connection</b>	<b>48</b>
Documentation	49
Examples	51
Mailing Lists	53
Developer Tools	53
Developer Support	54
Business Resources	54
<b>Summary</b>	<b>54</b>
<b>Exercises</b>	<b>55</b>
<b>Chapter 3: Xcode</b>	<b>57</b>
<hr/>	
<b>Starting a New Project</b>	<b>58</b>
<i>Try It Out: Create a Default Project</i>	58
<b>Working with Files</b>	<b>61</b>
<i>Try It Out: Using Xcode's Groups &amp; Files Viewer</i>	61

---

<b>Writing Your Code</b>	<b>65</b>
<i>Try It Out: Working in the Code Editor</i>	<b>65</b>
A Second Look at Indenting	70
<i>Try It Out: Indenting Automatically</i>	<b>70</b>
<b>Building and Running</b>	<b>72</b>
<i>Try It Out: Building Your Calculator Project</i>	<b>72</b>
<b>Using the Debugger</b>	<b>78</b>
<i>Try It Out: Debugging Changes to Calculator</i>	<b>78</b>
<b>Online Documentation</b>	<b>84</b>
<i>Try It Out: Searching the Online Documentation</i>	<b>84</b>
<b>Summary</b>	<b>89</b>
<b>Exercises</b>	<b>90</b>
<b>Chapter 4: Interface Builder</b>	<b>93</b>
<hr/>	
<b>Starting a New Interface</b>	<b>93</b>
<i>Try It Out: Create a New Interface</i>	<b>94</b>
<b>Building Menus</b>	<b>97</b>
<i>Try It Out: Building Carbon Menus</i>	<b>98</b>
A Second Look at Menus	103
<i>Try It Out: Building Cocoa Menus</i>	<b>103</b>
<b>Building Windows</b>	<b>106</b>
<i>Try It Out: Building a Dialog Window</i>	<b>106</b>
<b>Making Windows Resizable</b>	<b>113</b>
<i>Try It Out: Building a Resizable Cocoa Window</i>	<b>114</b>
A Second Look at Resizing Windows	120
<i>Try It Out: Building a Resizable Carbon Window</i>	<b>120</b>
<b>Summary</b>	<b>123</b>
<b>Exercises</b>	<b>124</b>
<b>Part II: Application Programming</b>	<b>125</b>
<b>Chapter 5: The Application</b>	<b>127</b>
<hr/>	
<b>Basic Bundle Structure</b>	<b>127</b>
Opaque Directory	128
Versioned Bundles	128
The Info.plist File	130
Executable Code	131
Global Resources	131
Localized Resources	131

# Contents

---

<b>Examining Application Bundles</b>	<b>132</b>
<i>Try It Out: Examining the Mail Application</i>	132
<b>Building an Application Bundle</b>	<b>136</b>
<i>Try It Out: Building the Slide Master Bundle</i>	137
<b>Application Preferences</b>	<b>144</b>
<i>Try It Out: Examining Preference Files</i>	144
<b>Summary</b>	<b>150</b>
<b>Exercises</b>	<b>151</b>
<b>Chapter 6: The C Language</b>	<b>153</b>
<b>A Little History</b>	<b>153</b>
<b>Getting Started</b>	<b>154</b>
<i>Try It Out: Compiling and Running a C Program with Xcode</i>	155
<b>Variables and Data Types</b>	<b>157</b>
<b>Operators</b>	<b>159</b>
<b>Arrays and Pointers</b>	<b>163</b>
<i>Try It Out: Working with Pointers</i>	166
<b>Conditional Branching</b>	<b>169</b>
<b>Loops</b>	<b>173</b>
<i>Try It Out: Statistical Analysis of Array Data</i>	177
<b>Functions</b>	<b>180</b>
<b>Characters and Strings</b>	<b>183</b>
<b>Input/Output</b>	<b>186</b>
<i>Try It Out: Searching a File</i>	191
<b>Data Structures</b>	<b>194</b>
<b>Memory Management</b>	<b>196</b>
<b>The Preprocessor</b>	<b>200</b>
<b>Organizing Programs</b>	<b>205</b>
<i>Try It Out: Getting Started with MyAddressBook</i>	207
<i>Try It Out: Writing the AddressBook ADT</i>	210
<i>Try It Out : Finishing Off MyAddressBook</i>	218
<b>Summary</b>	<b>224</b>
<b>Exercises</b>	<b>225</b>
<b>Chapter 7: The Objective-C Language</b>	<b>227</b>
<b>Object-Oriented Programming</b>	<b>227</b>
<b>Classes and Objects</b>	<b>229</b>
<b>Methods</b>	<b>231</b>
<i>Try It Out: Rewriting Grepper in Objective-C</i>	233
<b>Data Hiding</b>	<b>237</b>

---

<b>Subclassing</b>	<b>238</b>
<b>Messaging</b>	<b>241</b>
<b>Protocols and Informal Protocols</b>	<b>242</b>
<b>Naming Conventions</b>	<b>246</b>
<b>Creating and Destroying Objects</b>	<b>247</b>
<b>Memory Management</b>	<b>250</b>
<i>Try It Out: Memory Management with Cats</i>	251
<b>Accessor Methods</b>	<b>253</b>
<i>Try It Out: Beginning MyAddressBook in Objective-C</i>	257
<i>Try It Out: Writing the AddressBook Class</i>	260
<i>Try It Out: Writing the Controller and Command Classes</i>	266
<i>Try It Out: Adding Command Subclasses</i>	275
<b>Summary</b>	<b>278</b>
<b>Exercises</b>	<b>278</b>
<b>Chapter 8: Using the Cocoa Frameworks</b>	<b>279</b>
<hr/>	
<b>Connecting Cocoa Interfaces</b>	<b>280</b>
Connecting Interfaces Manually with Outlets and Actions	280
<i>Try It Out: Building the Email Formatter Interface</i>	282
<i>Try It Out: Setting the Key View Loop</i>	284
<i>Try It Out: Declaring a Custom Controller</i>	287
<i>Try It Out: Connecting Controls to Your Controller</i>	290
<i>Try It Out: Writing Your Controller</i>	293
Working with Cocoa Bindings	296
<i>Try It Out: Building the Email Formatter 2 Interface</i>	297
<i>Try It Out: Creating an NSObjectController</i>	297
<i>Try It Out: Connecting Controls to NSObjectController</i>	298
<i>Try It Out: Writing Your EmailAddress Class</i>	302
The Model/View/Controller Design Pattern	305
<b>Working with Documents</b>	<b>306</b>
Creating a New Document	306
<i>Try It Out: Configuring a Scrollable Image View</i>	308
<i>Try It Out: Setting the Nib File's Owner</i>	310
<i>Try It Out: Writing a Custom NSDocument Subclass</i>	311
<i>Try It Out: Writing a Custom NSWindowController Subclass</i>	315
Replacing the Existing MyDocument Class	318
<i>Try It Out: Replacing the MyDocument Class</i>	318
<b>Subclassing Controls in Interface Builder</b>	<b>320</b>
<i>Try It Out: Creating a Custom NSImageView Subclass</i>	320

<b>Connecting Menus</b>	<b>322</b>
<i>Try It Out: Connecting Menus to the First Responder</i>	323
<i>Try It Out: Implementing an Application Delegate</i>	325
<i>Try It Out: Receiving Menu Commands in a Document</i>	326
<b>Selecting Files with Open Panels</b>	<b>328</b>
<i>Try It Out: Building a Simple Model Object</i>	328
<i>Try It Out: Using Mutable Arrays</i>	330
<i>Try It Out: Running an Open Panel</i>	334
<i>Try It Out: Creating a New Document</i>	336
<b>Tracking Changes with Notifications</b>	<b>339</b>
<i>Try It Out: Sending and Receiving Notifications</i>	340
<b>Using Drawers</b>	<b>343</b>
<i>Try It Out: Adding a Drawer</i>	344
<b>Working with Table Views</b>	<b>346</b>
<i>Try It Out: Configuring Table Views in Interface Builder</i>	346
<i>Try It Out: Defining a Table Data Source</i>	349
<b>Handling Undo</b>	<b>354</b>
<i>Try It Out: Handling Undo and Redo</i>	354
<b>Archiving Objective-C Objects</b>	<b>356</b>
<i>Try It Out: Archiving Objects</i>	356
<b>Application Preferences</b>	<b>359</b>
<i>Try It Out: Creating a Preference Window Interface</i>	360
<i>Try It Out: Running the Modal Preferences Window</i>	362
<b>Responding to Keyboard Events</b>	<b>368</b>
<i>Try It Out: Responding to Keyboard Events</i>	368
<b>Summary</b>	<b>370</b>
<b>Exercises</b>	<b>371</b>
<b>Chapter 9: Using the Carbon Frameworks</b>	<b>373</b>
<b>Memory Management in Carbon</b>	<b>375</b>
Carbon Memory Functions	375
Carbon Pointers	375
Carbon Handles	375
CoreFoundation Memory Conventions	377
<b>Connecting Carbon Interfaces</b>	<b>377</b>
<i>Try It Out: Building the Carbon Email Formatter Interface</i>	378
<i>Try It Out: Responding to Carbon Events</i>	382
<i>Try It Out: Working with Carbon Controls</i>	387

---

<b>Carbon File Manager</b>	<b>392</b>
FSSpec and FSRef	392
Aliases	393
<i>Try It Out: Storing and Resolving Aliases</i>	<b>394</b>
<b>Working with QuickTime</b>	<b>400</b>
<i>Try It Out: Drawing into a GWorld</i>	<b>401</b>
<i>Try It Out: Creating a New QuickTime Movie</i>	<b>404</b>
<i>Try It Out: Creating a New Video Track</i>	<b>409</b>
<i>Try It Out: Inserting New Video Samples</i>	<b>412</b>
<i>Try It Out: Hooking Up the Movie Command</i>	<b>417</b>
<b>Summary</b>	<b>421</b>
<b>Exercises</b>	<b>421</b>
<b>Part III: Script Programming</b>	<b>423</b>
<b>Chapter 10: Overview of Scripting Languages</b>	<b>425</b>
<b>What Is a Script?</b>	<b>425</b>
<b>What Is a Scripting Language?</b>	<b>426</b>
<b>Bash</b>	<b>427</b>
Why Bash?	427
<i>Try It Out: A Bash Example</i>	<b>428</b>
More Information	431
<b>AppleScript</b>	<b>432</b>
Why AppleScript?	432
<i>Try It Out: An AppleScript Example</i>	<b>432</b>
More Information	436
<b>Python</b>	<b>436</b>
Why Python?	437
<i>Try It Out: A Python Example</i>	<b>438</b>
More Information	445
<b>Perl</b>	<b>446</b>
Why Perl?	446
<i>Try It Out: A Perl Example</i>	<b>447</b>
More Information	451
<b>JavaScript and Dashboard</b>	<b>451</b>
Dashboard	452
<i>Try It Out: Beginning the DashBall Dashboard Widget</i>	<b>453</b>
<i>Try It Out: Finishing the DashBall Dashboard Widget</i>	<b>459</b>
More Information	465

# Contents

---

<b>Other Scripting Languages</b>	<b>466</b>
<b>Summary</b>	<b>466</b>
<b>Exercises</b>	<b>467</b>
<b>Chapter 11: The Bash Shell</b>	<b>469</b>
<b>Getting Started</b>	<b>469</b>
The Command-Line Interface	470
Interactive versus Script	470
The Terminal Application	470
Editors	471
Configuring Bash	473
<i>Try It Out: Configuring Your Bash Shell</i>	<b>474</b>
<b>Unix Basics</b>	<b>476</b>
Paths	476
Locating and Learning Commands	478
Running Commands and Other Executables	480
Redirecting Input and Output	481
<i>Try It Out: Determining Your Memory by Redirecting Data</i>	<b>484</b>
Navigating the File System	486
Working with Files and Directories	488
File Permissions	491
Globbing	494
<i>Try It Out : Interacting with the File System</i>	<b>496</b>
Searching for Files	497
Working with Text	500
<i>Try It Out : Editing an HTML File with sed</i>	<b>504</b>
Process Control	505
Mac OS X Exclusive Commands	507
Overview of Other Commands	508
<b>Shell Programming</b>	<b>509</b>
Scripts	509
Variables	510
Quoting	513
Conditional Branching	515
Looping	518
Functions	520
<i>Try It Out: Writing a Shell Script to Compress Large Files</i>	<b>521</b>
<b>Summary</b>	<b>524</b>
<b>Exercises</b>	<b>524</b>

---

<b>Chapter 12: AppleScript and AppleScript Studio</b>	<b>527</b>
<b>AppleScript</b>	<b>528</b>
Creating an AppleScript	528
<i>Try It Out: Using Script Editor</i>	<b>529</b>
Scriptable and Recordable Applications	530
Apple Events	530
Variables and Data Types	531
<i>Try It Out: Working with Data</i>	<b>535</b>
Handlers	537
Control Statements	540
Conditional Branching	540
Looping	541
tell	543
<i>Try It Out: Downloading and Saving Stock Quotes</i>	<b>546</b>
Operators	549
Equality and Inequality Operators	550
The Concatenation Operator	551
The Contains Operator	552
Specifying Elements	553
Scripts and Objects	555
Classes	558
Working with Scripts	558
<i>Try It Out: Creating the User Interface for Slideshow Maker</i>	<b>559</b>
<i>Try It Out: Finishing Off Slideshow Maker</i>	<b>562</b>
<b>AppleScript Studio</b>	<b>568</b>
The AppleScript–Cocoa Bridge	568
Using Xcode	570
Using Interface Builder	572
<i>Try It Out: Creating the Piles of Pictures User Interface</i>	<b>575</b>
<i>Try It Out: Writing the Piles of Pictures Script</i>	<b>578</b>
<b>Summary</b>	<b>586</b>
<b>Exercises</b>	<b>587</b>
<b>Chapter 13: Using Scripts Within Applications</b>	<b>589</b>
<b>Running Subprocesses with C Functions</b>	<b>589</b>
Using the system Function	590
Using popen to Run Scripts Asynchronously	594
<i>Try It Out: Creating a Cocoa Interface for Searcher</i>	<b>595</b>
<i>Try It Out: Writing the Search Engine for Searcher</i>	<b>601</b>

# Contents

---

<b>Running Scripts with Cocoa</b>	<b>604</b>
Introducing NSTask	604
Transferring Data with Pipes	605
<i>Try It Out: Creating a User Interface for Crumbs</i>	<b>607</b>
<i>Try It Out: Finishing Off the Crumbs Application</i>	<b>612</b>
<b>Summary</b>	<b>619</b>
<b>Exercise</b>	<b>619</b>
<b>Appendix A: Exercise Answers</b>	<b>621</b>
<b>Appendix B: Developer Resources</b>	<b>659</b>
<b>Appendix C: Developer Tools Roadmap</b>	<b>663</b>
<b>Index</b>	<b>673</b>