Título:

Autor: **Precio:** $858.00

Editorial: **Año:** 2008

Tema: **Edición:** 3ª

Sinopsis   **ISBN:** 9780321503619

Suitable for anyone with a little C/C++ programming experience who wants to create software for the newest Mac platform, Cocoa Programming for Max OS X provides a slickly packaged and approachable tutorial that will get you started creating state-of-the-art Mac programs.

The smart presentation style and easy-to-understood code examples help make this text an excellent resource. (It also helps that Aaron Hillegass is a truly engaging writer.) He first explains how the legacy NeXTSTEP platform has evolved into Cocoa on the Mac OS X. Beginning with short examples illustrating the actual Cocoa tools in action, the author gets you started with simple programs for a random-number generator, a raise calculator, and other comprehensible examples. Rather than just listing APIs and classes, the emphasis is on hands-on Cocoa development. An early standout section provides a nice tour of essential Objective-C features you'll need to know to use Cocoa effectively.

This book covers the several dozen built-in Cocoa controls, from basic text and buttons to more advanced widgets (including lists and tables). Subsequent sections look at user interface design (using the Interface Builder to create nib files) and how to add programmatic processing behind the visual layout. Along the way, the author introduces coverage of essential Cocoa APIs for strings, arrays, and dictionaries. Later chapters look at saving and loading documents (and user defaults) and how to tap the powerful graphics abilities available in Cocoa. (Besides image and basic drawing, there are short sections on PDF support and printing.)

More advanced user interface features get their due by the end of the book, including cutting and pasting data through the Cocoa pasteboard and also adding drag-and-drop support. Final sections look at creating new controls for use with the Interface Builder palette, and, briefly, how to use Java with Cocoa (an option that the author doesn't necessarily recommend). Throughout this text, the author provides more advanced, challenging problems at the end of each chapter for the "more curious" reader. This approach keeps beginners from getting lost in the details of Cocoa development, but gives the more advanced reader something more to do.

While there are comparably fewer books on Mac OS X compared to other platforms, readers are lucky to have this one available. Anyone who wants to get onboard with Cocoa development will be well served by this title. It's a fine tutorial that earns high marks for its approachable, clear examples and an excellent presentation by an author who knows his stuff and, better yet, knows how to teach it to others. --Richard Dragan