



## Building Cocoa Applications: A Step by Step Guide

By Simson Garfinkel

O'Reilly Media. Paperback. Condition: New. 648 pages. Dimensions: 9.1in. x 7.0in. x 1.4in. Cocoa is an object-oriented development environment available in Apples Mac OS X environment. Mac OS X, a unified operating system and graphical operating environment, is the fastest growing Unix variant on the market today. Hard-core Unix programmers, developers who cut their teeth on classic Mac operating systems, and developers who cherished NeXTSTEP, the decade-old system on which today's Cocoa is based -- all are flocking to Cocoa, and they need a lot more practical information than is currently available from Apple. There is a lot to learn. Building Cocoa Applications is an ideal book for serious developers who want to write programs for the Mac OS X using Cocoa. It's a no-nonsense, hands-on text that's filled with examples -- not only simple and self-contained examples of individual Cocoa features, but extended examples of complete applications with enough sophistication and complexity that readers can put them to immediate use in their own environments. Building Cocoa Applications takes a step-by-step approach to teaching developers how to build real graphics applications using Cocoa. By showing the basics of an application in one chapter and then layering additional functionality onto that application...



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