

Mac Application Development by Example: Beginner's Guide

Robert Wiebe

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In Detail

It's never been more important to have the ability to develop an App for Mac OS X. Whether it's a System Preference, a business app that accesses information in the Cloud, or an application that uses multi-touch or uses a camera, you will have a solid foundation in app development to get the job done.

Mac Application Development by Example takes you through all the aspects of using the Xcode development tool to produce complete working apps that cover a broad range of topics. This comprehensive book on developing applications covers everything a beginner needs to know and demonstrates the concepts using examples that take advantage of some of the most interesting hardware and software features available.

You will discover the fundamental aspects of OS X development while investigating innovative platform features to create a final product which take advantage of the unique aspects of OS X.

Learn how to use Xcode tools to create and share Mac OS X apps. Explore numerous OS X features including iCloud, multi-touch trackpad, and the iSight camera.

This book provides you with an illustrated and annotated guide to bring your idea to life using fundamental concepts that work on Mac.

Approach

This book is a beginners guide that teaches the topic using a learn by example method.

Who this book is for

This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.



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