

Building a Modern Mac OS X App

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The Deal

80% Solution

Point you in the right direction

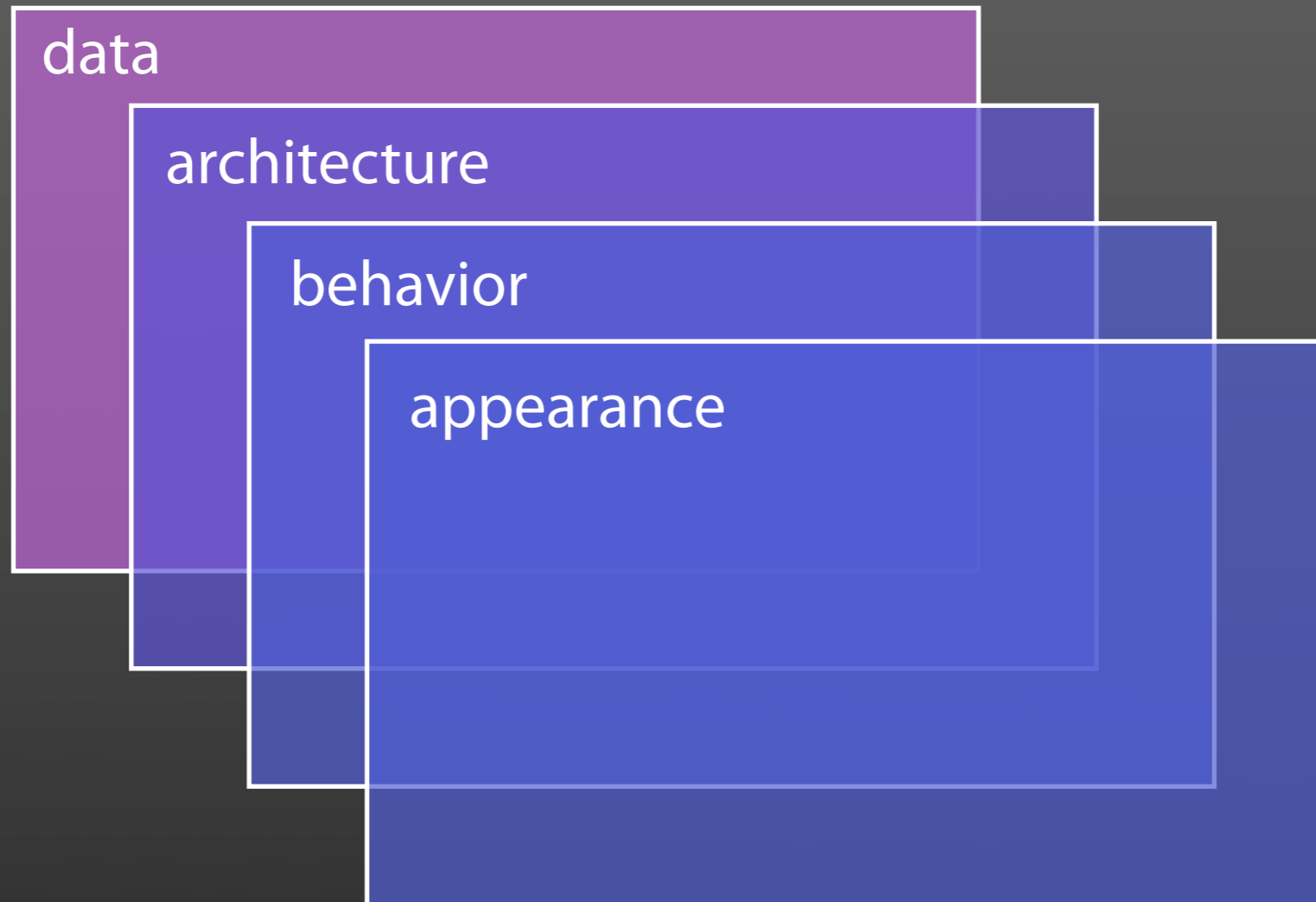
Give some practical starting points

You research as it applies to your app

Some sample code to work with

The Basics

Layers of a Mac OS X App



The Basics

Take advantage of the frameworks: 82!

Good UI is essential, not a “nice to have”

Use highest-possible abstractions

In features, less is more

- Essential features out in open

- Secondary features discoverable

Be gutsy

Specific Examples

Objective-C Frameworks

Core Data

Cocoa Bindings

QuickTime Kit

PDF Kit

WebKit

Core Image

Design

User Experience can be the tiebreaker

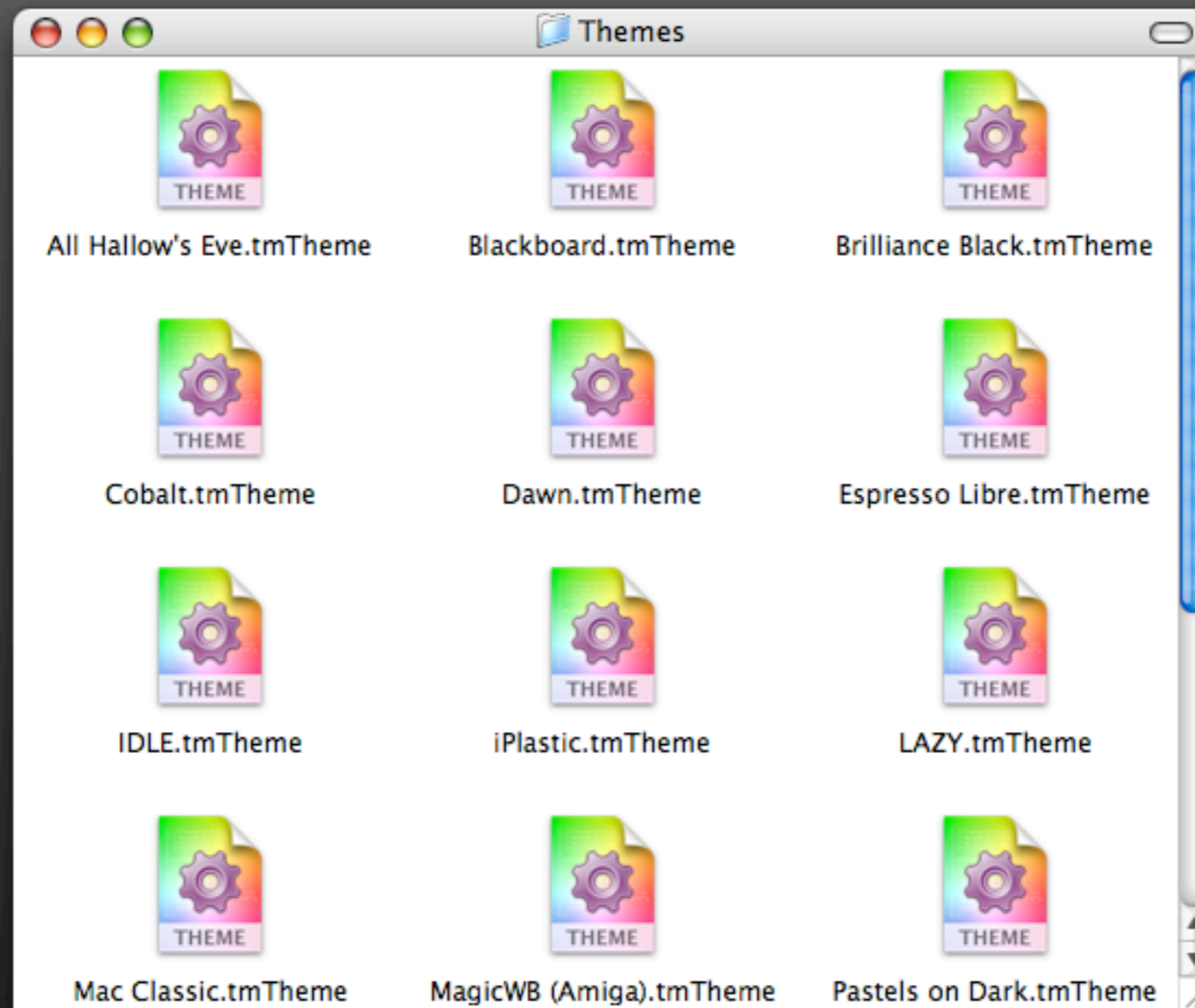
A fresh approach can redefine a category

Good design exposes functionality

Functionality becomes part of workflow

Establish a long-term relationship

Little Things



Leopard

Key Points for Leopard

Objective-C 2.0

View Improvements

Model and Controller Improvements

User Interface

System Integration: Services, Artwork

New and Updated Tools

Future: 64-bit and High Resolution

Objective-C 2.0

Properties

Dot Syntax

Loops

Synthesized Properties

Garbage Collection

View Improvements

Layer Backing

See if new views fit your needs

PDF Kit

ImageKit

Model Improvements

Data Migration

NSRuleEditor + NSPredicateEditor

NSAtomicStore

Fetch Requests

NSManagedObjects with @dynamic

User Interface

Drawers are gone. Source Lists

Unified Look: `contentBorderThickness`

Subtle animations. Use carefully

New buttons styles: Simple Gradients

Fuzzy: Less rigid look

System Integration

Calendar Store

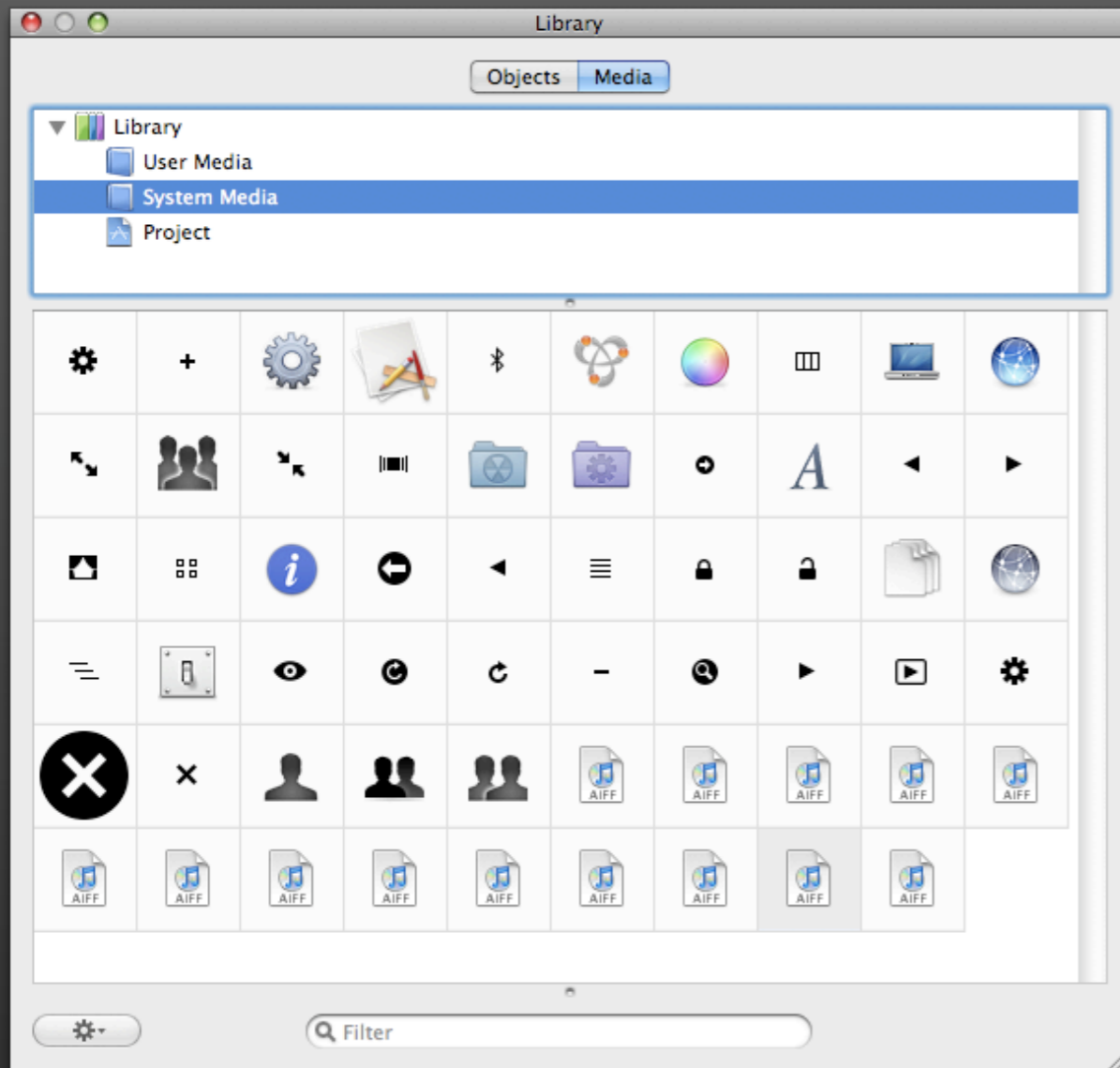
QuickLook

Spotlight

Large Icons

iChat Theatre

Standard Artwork



`+[UIImage imageNamed]`
`UIImageNameAddTemplate`
`UIImageNameRemoveTemplate`
`UIImageNameStopProgressTemplate`
`UIImageNameBonjour`
`UIImageNameDotMac`
`UIImageNameComputer`
`UIImageNameFolderSmart`
`UIImageNameNetwork`

New and Updated Tools

Xcode

Refactoring

Snapshots

IB3 Integration

Interface Builder 3: Complete Revamp

Dashcode

Instruments

Future: 64-bit and High Resolution

NSInteger

NSUInteger

CGFloat

Carbon UI

QuickTime

Wrap Up

Take Home Points

Use the frameworks

Design is not an afterthought

Start with highest-level abstractions

Start with something simple

Be gutsy and have fun

Contact

<http://theocacao.com/>