



# Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly))

By Michael Beam, James Duncan Davidson

[Download now](#)

[Read Online](#) 

## Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly))

By Michael Beam, James Duncan Davidson

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few.

*Cocoa in a Nutshell* begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively.

*Cocoa in a Nutshell* is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes:

- An overview of the Objective-C language
- Coverage of the Foundation and Application Kit frameworks
- Overviews of Cocoa's drawing and text handling classes
- Network services such as hosts, Rendezvous URL services, sockets, and file handling
- Distributed notifications and distributed objects for interapplication communication
- Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks

The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation,

*Cocoa in a Nutshell* is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2).

Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, *Cocoa in a Nutshell* is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

*Cocoa in a Nutshell* is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.



[Download](#) [Cocoa in a Nutshell: A Desktop Quick Reference \(In ...pdf\)](#)



[Read Online](#) [Cocoa in a Nutshell: A Desktop Quick Reference \( ...pdf\)](#)

# Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly))

By Michael Beam, James Duncan Davidson

**Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly))** By Michael Beam, James Duncan Davidson

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few.

*Cocoa in a Nutshell* begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively.

*Cocoa in a Nutshell* is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes:

- An overview of the Objective-C language
- Coverage of the Foundation and Application Kit frameworks
- Overviews of Cocoa's drawing and text handling classes
- Network services such as hosts, Rendezvous URL services, sockets, and file handling
- Distributed notifications and distributed objects for interapplication communication
- Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks

The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation, *Cocoa in a Nutshell* is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2).

Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, *Cocoa in a Nutshell* is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

*Cocoa in a Nutshell* is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

## **Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson Bibliography**

- Sales Rank: #3177150 in Books
- Brand: Brand: O'Reilly Media
- Published on: 2003-05-29
- Released on: 2003-05-26
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 1.25" w x 6.00" l, 1.71 pounds
- Binding: Paperback
- 568 pages



[Download Cocoa in a Nutshell: A Desktop Quick Reference \(In ...pdf](#)



[Read Online Cocoa in a Nutshell: A Desktop Quick Reference \( ...pdf](#)

## **Download and Read Free Online Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson**

---

### **Editorial Review**

#### **About the Author**

James Duncan Davidson is a freelance author, software developer, and consultant focusing on Mac OS X, Java, XML, and open source technologies. He is the author of Learning Cocoa with Objective-C (published by O'Reilly & Associates) and is a frequent contributor to the O'Reilly Network online website as well as publisher of his own website, x180 (<http://www.x180.net>), where he keeps his popular weblog. Duncan was the creator of Apache Tomcat and Apache Ant and was instrumental in their donation to the Apache Software Foundation by Sun Microsystems . While working at Sun, he authored two versions of the Java Servlet API specification as well as the Java API for XML Processing. Duncan regularly presents at conferences all over the world on topics ranging from open source and collaborative development to programming Java more effectively. He didn't graduate with a Computer Science degree, but sees that as a benefit in helping explain how software works. His educational background is in Architecture (the bricks and mortar kind), the essence of which he applies to every software problem that finds him. He currently resides in San Francisco, California.

### **Users Review**

#### **From reader reviews:**

##### **Jose Longoria:**

As people who live in the modest era should be change about what going on or info even knowledge to make them keep up with the era which is always change and make progress. Some of you maybe will update themselves by examining books. It is a good choice for you personally but the problems coming to a person is you don't know what one you should start with. This Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) is our recommendation to cause you to keep up with the world. Why, since this book serves what you want and want in this era.

##### **Donald Mobley:**

The e-book untitled Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) is the guide that recommended to you to see. You can see the quality of the e-book content that will be shown to a person. The language that author use to explained their ideas are easily to understand. The author was did a lot of analysis when write the book, therefore the information that they share for your requirements is absolutely accurate. You also will get the e-book of Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) from the publisher to make you more enjoy free time.

##### **Clara Gay:**

Is it anyone who having spare time subsequently spend it whole day by watching television programs or just

laying on the bed? Do you need something totally new? This Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) can be the answer, oh how comes? A fresh book you know. You are and so out of date, spending your extra time by reading in this brand-new era is common not a nerd activity. So what these ebooks have than the others?

**Tony Reed:**

Publication is one of source of expertise. We can add our expertise from it. Not only for students but also native or citizen require book to know the change information of year in order to year. As we know those guides have many advantages. Beside all of us add our knowledge, also can bring us to around the world. With the book Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) we can have more advantage. Don't you to be creative people? Being creative person must love to read a book. Just simply choose the best book that suited with your aim. Don't always be doubt to change your life with that book Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)). You can more inviting than now.

**Download and Read Online Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson #MPKE218A0F7**

# **Read Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson for online ebook**

Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson books to read online.

## **Online Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson ebook PDF download**

**Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson Doc**

**Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson Mobipocket**

**Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson EPub**

**MPKE218A0F7: Cocoa in a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) By Michael Beam, James Duncan Davidson**