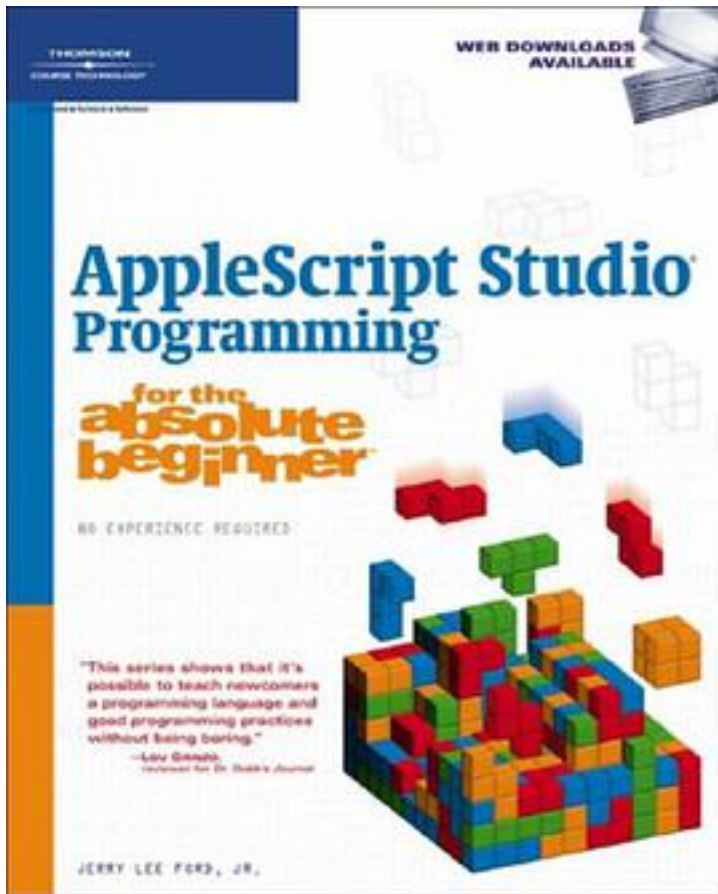


AppleScript Studio Programming for the Absolute Beginner



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出版者:Course Technology Ptr

出版时间:2006-10

装帧:Pap

isbn:9781598633030

This book focuses on teaching the reader how to program using AppleScript, the language that controls and automates applications on Mac OS X. Unlike other books on AppleScript, AppleScript Studio Programming for the Absolute Beginner focuses on

AppleScript's role in supporting the development of AppleScript Studio applications. AppleScript Studio comes free with Mac OS X and provides the framework and integrated development environment for creating applications that include fully functional graphical user interfaces. Throughout the book, users will learn the key functionality of both the AppleScript language and the AppleScript Studio application development framework by developing graphical game-based applications that are actually fun to create. Topics covered include values, variables, classes, conditional logic, loop building, strings, lists, records, handlers, and much more. Although intended for readers new to programming, there is also additional coverage of more advanced topics; users will learn to work with drives, files and folders, how to control applications, and how to debug programs and handle errors. The companion CD-ROM includes all of the source code from the book.

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