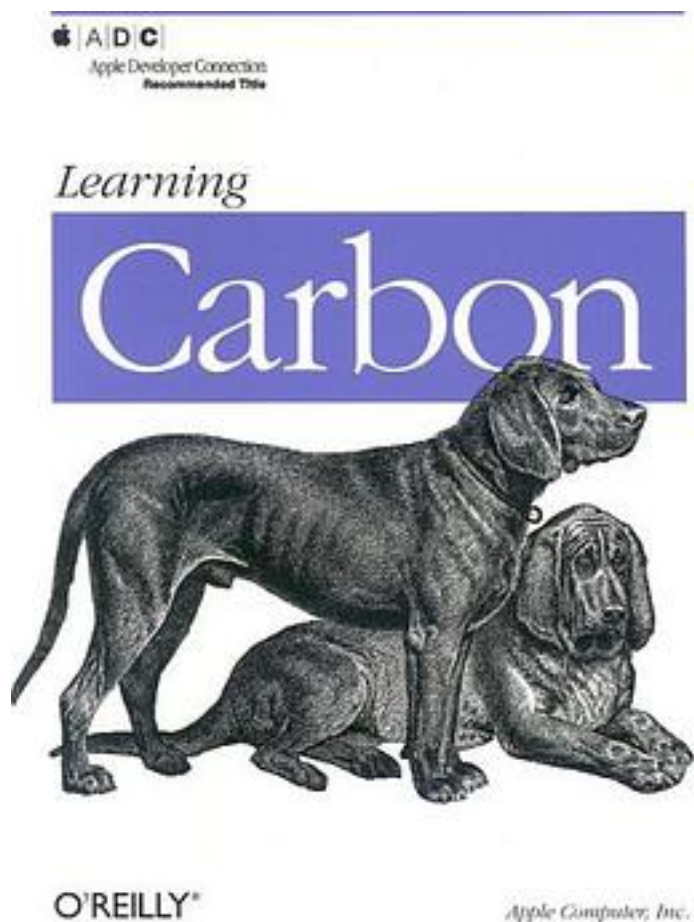


# Learning Carbon



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著者:Apple Computer Inc

出版者:O'Reilly Media, Inc.

出版时间:2001-05-16

装帧:Paperback

isbn:9780596001612

Carbon is one of two APIs (Application Programmer Interfaces) that Macintosh programmers can use to write applications that run native in Mac OS X. Using Carbon, you don't have to rewrite your Mac OS programs entirely to get them to take advantage

of the new features in Mac OS X. Instead, all you have to rewrite is the 10 to 20 percent of the code that can't be translated to OS X. For C programmers, Apple's Carbon is the essential building block for applications on Mac OS X. With Carbon, you can use simple, traditional C interfaces to create world-class applications for a world-class operating system. "Learning Carbon" is designed to get you programming right away in Carbon. After orienting you with a detailed tour of a Carbon application, the book walks you through the entire process of designing and creating a complete Carbon application called Moon Travel Planner. Along the way, you'll be introduced to two pivotal development tools: Project Builder and Interface Builder. You'll learn key concepts about Carbon and Mac OS X programming, including event management, resource handling, and bundle anatomy. And you'll get direct, hands-on instruction on how to implement essential application tasks, such as managing windows, printing documents, opening and saving files, creating and responding to menu commands, providing user help, and organizing your application for easy localization in multiple countries and languages. Written by Apple insiders with access to engineers deeply involved in creating Mac OS X, "Learning Carbon" provides information to get you in on the ground floor of the new Mac OS X application development market.

作者介绍:

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