OS X DEVELOPMENT

for iOS Developers

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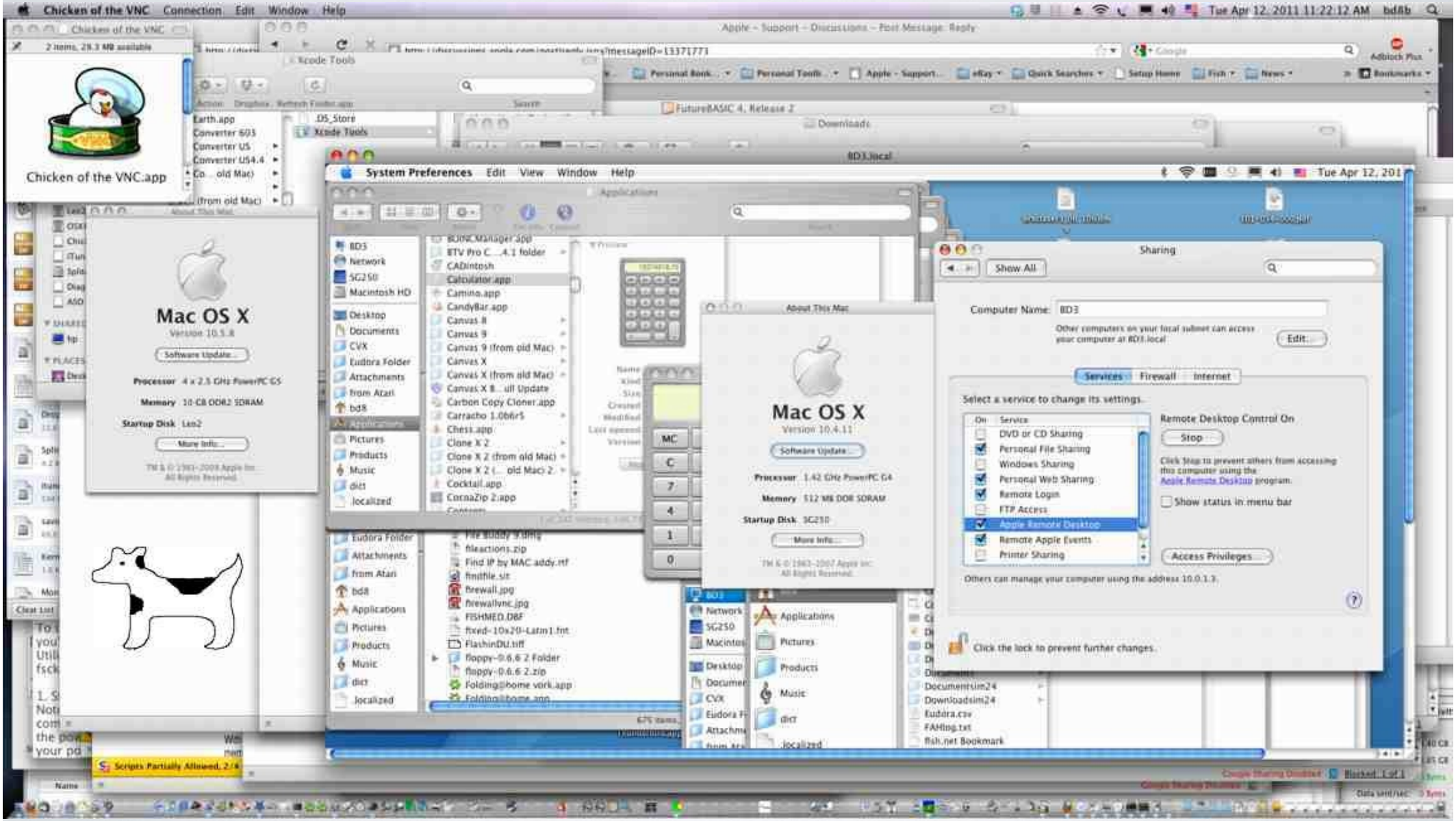
@selsoe

- iOS Developer at SHAPE 2012 -
- OS X Developer at Phase One 2008 - 2012

WHY OS X ?

SCREEN REAL ESTATE

SCREEN REAL ESTATE



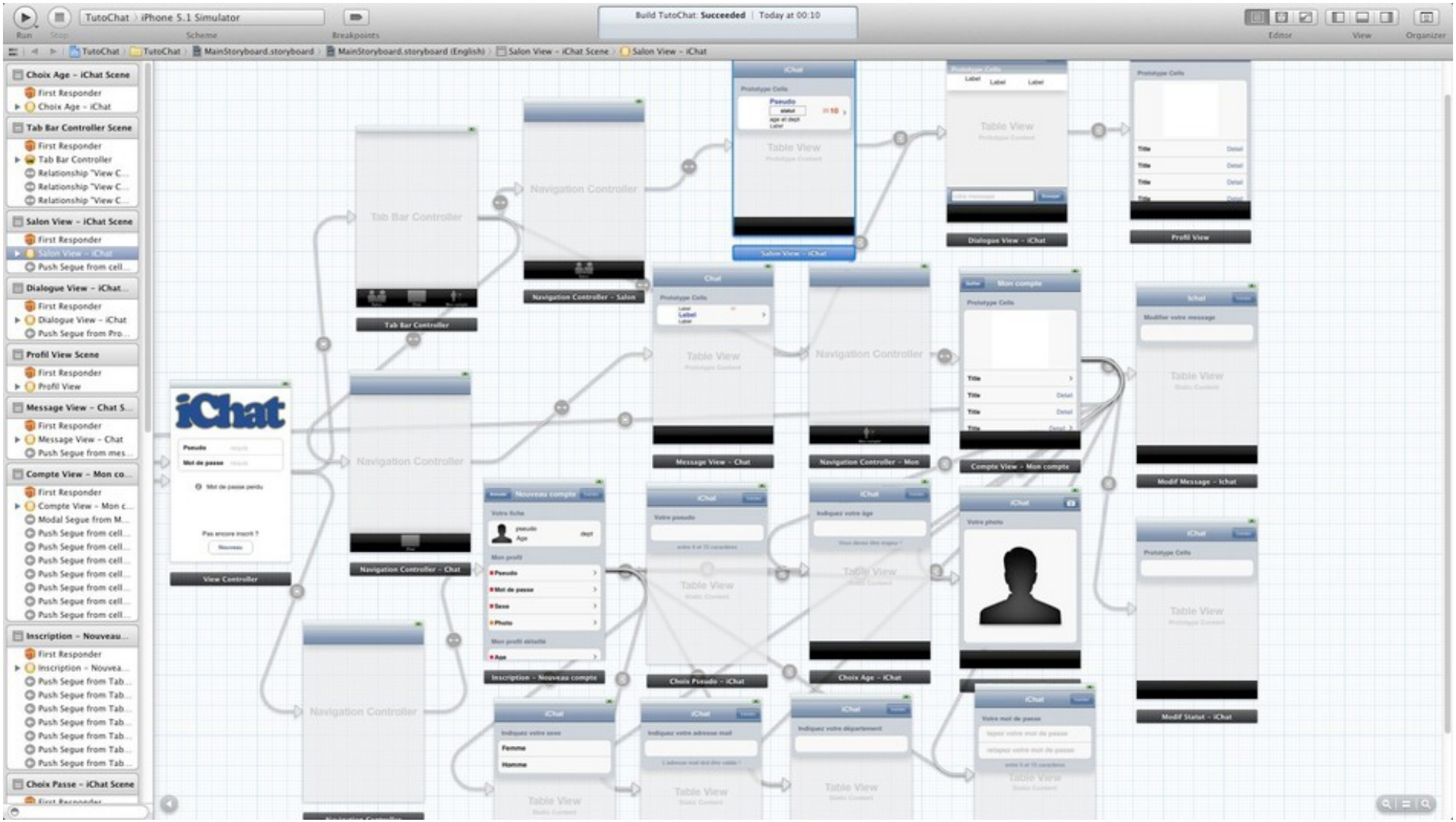
MULTITASKING LIKE A BOSS

MULTITASKING LIKE A BOSS

UNLIMITED POWER

DO WHAT YOU WANT

~~DO WHAT YOU WANT~~


TutoChat › iPhone 5.1 Simulator
Build TutoChat: Succeeded | Today at 00:10
Choix Age - iChat Scene
Tab Bar Controller Scene
Salon View - iChat Scene
Dialogue View - iChat...
Profil View Scene
Message View - Chat S...
Compte View - Mon co...
Inscription - Nouveau...
Choix Passe - iChat Scene
Tab Bar Controller
Navigation Controller
Navigation Controller - Salon
Navigation Controller - Chat
Navigation Controller - Mon
Salon View - iChat
Dialogue View - iChat
Profil View
Message View - Chat
Compte View - Mon compte
Modif Message - Ichat
Inscription - Nouveau compte
Choix Pseudo - iChat
Choix Age - iChat
Modif Statut - iChat
View Controller
iChat

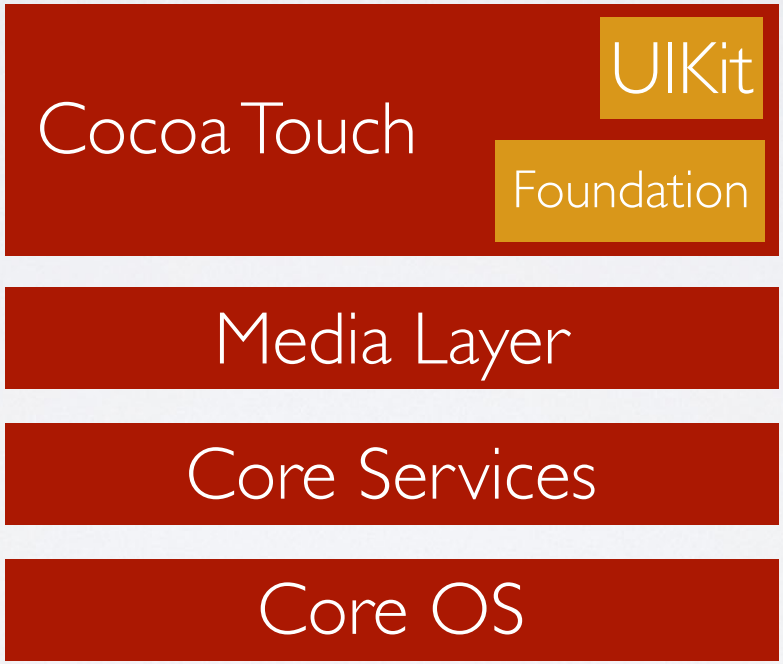
Storyboard Free

YOU'RE HALFWAY THERE

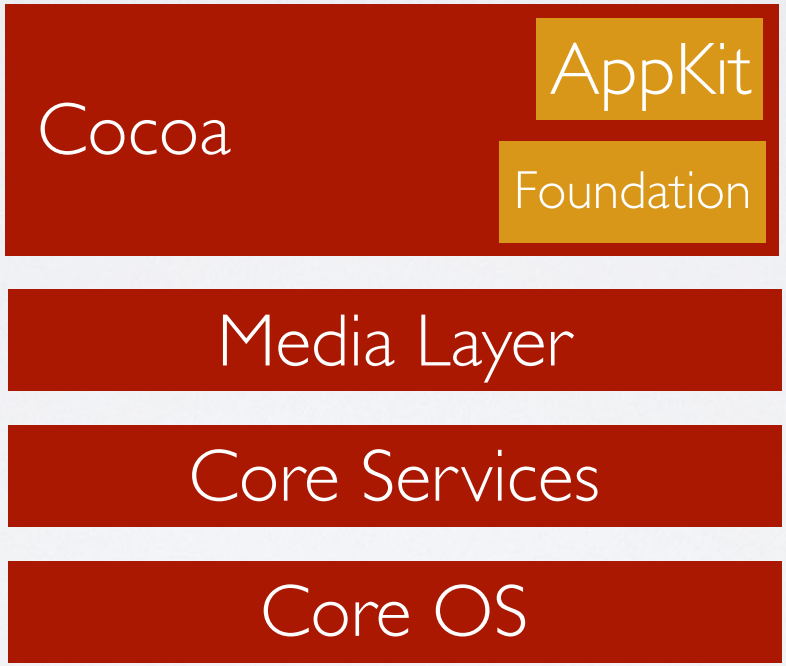
SHARED TECHNOLOGIES

SHARED TECHNOLOGIES

SHARED FRAMEWORKS



SHARED FRAMEWORKS



FRAMEWORKS

- Frameworks are roughly equivalent
- OS X frameworks more extensive

UIVIEW VS NSVIEW

UIView	NSView
Backed by CALayer	Backed by CALayer upon request

UIVIEW VS NSVIEW

UIView	NSView
Backed by CALayer	Backed by CALayer upon request

```
[view setWantsLayer: YES];
```

UIVIEW VS NSVIEW

Animation

UIView

```
[UIView animateWithDuration:1.0 animations:^{
    view.frame = CGRectMake(50, 50, 100, 100);
}];
```

UIVIEW VS NSVIEW

Animation

NSView

```
view.animator.frame = NSMakeRect(50, 50, 100, 100);
```

UIVIEW VS NSVIEW

Animation

NSView

```
CABasicAnimation* anim = [CABasicAnimation animationWithKeyPath:@"frame"];

anim.fromValue = [NSValue valueWithRect: NSMakeRect(0,0,50,50)];
anim.toValue = [NSValue valueWithRect: NSMakeRect(50,50,100,100)];
anim.duration = 1.0;

[theLayer addAnimation:anim forKey:@"frame"];

theLayer.frame = NSMakeRect(50,50,100,100);
```

UIVIEW VS NSVIEW

Animation

NSView

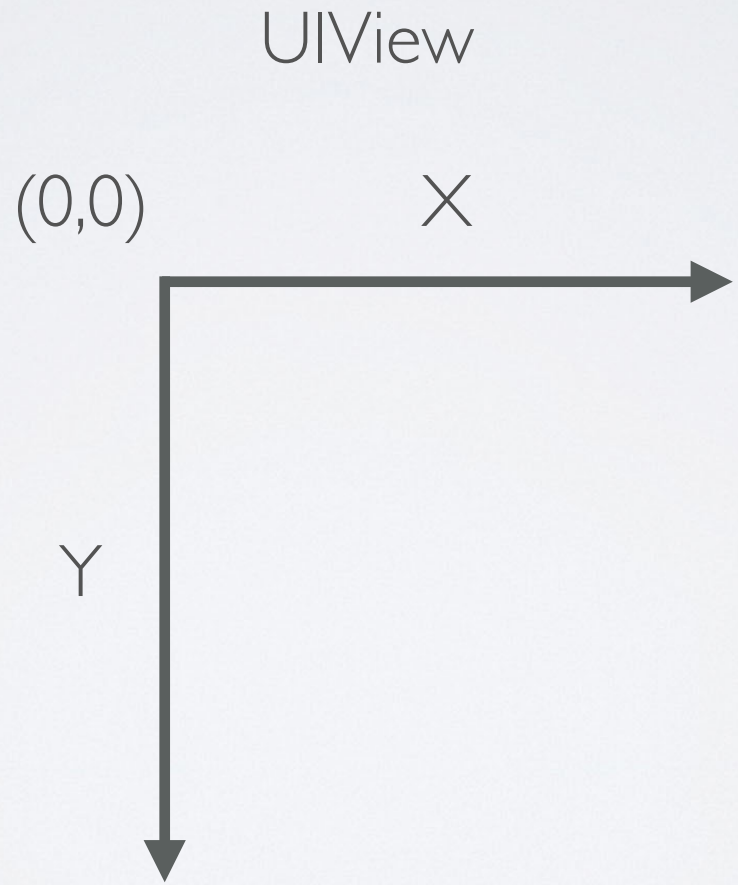
NSViewAnimation

UIVIEW VS NSVIEW

Animation

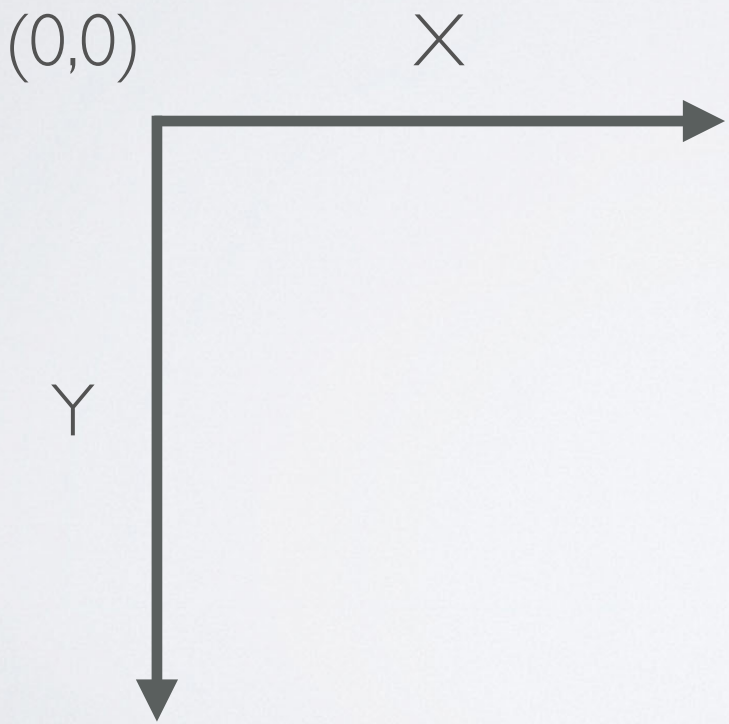
NSView

UIVIEW VS NSVIEW

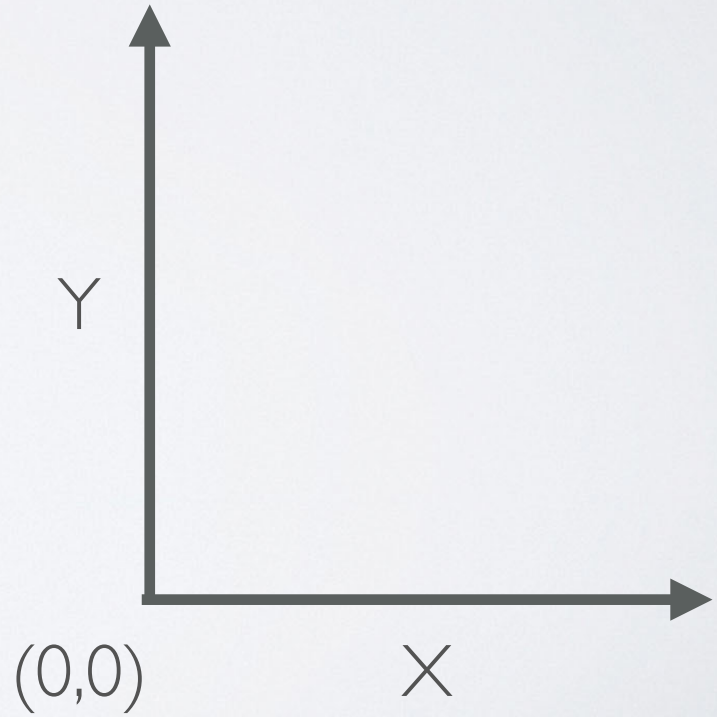


UIVIEW VS NSVIEW

UIView



NSView



UIVIEW VS NSVIEW

```
- (BOOL) isFlipped {
   return YES;
}
```

NSCONTROL

NSCELL

- Not a NSView
- Not related to TableViewCells

NSCELL

- Primitive class
- Small overhead compared to NSView
- Draws text, images etc.
- No subviews

UIKIT VS APPKIT

- Not just views
  - UIColor vs. NSColor
  - UIFont vs. NSFont
  - UIImage vs. NSImage

VIEW CONTROLLERS?

VIEW CONTROLLERS?

- Don’t use NSViewController
- UIViewController ≈ NSWindowController

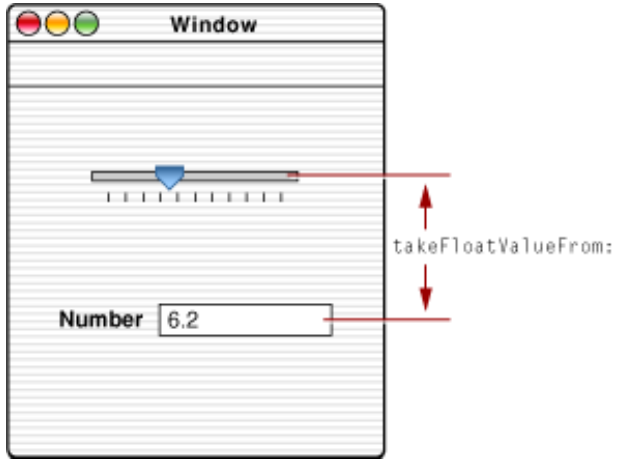
COCOA BINDINGS

COCOA BINDINGS

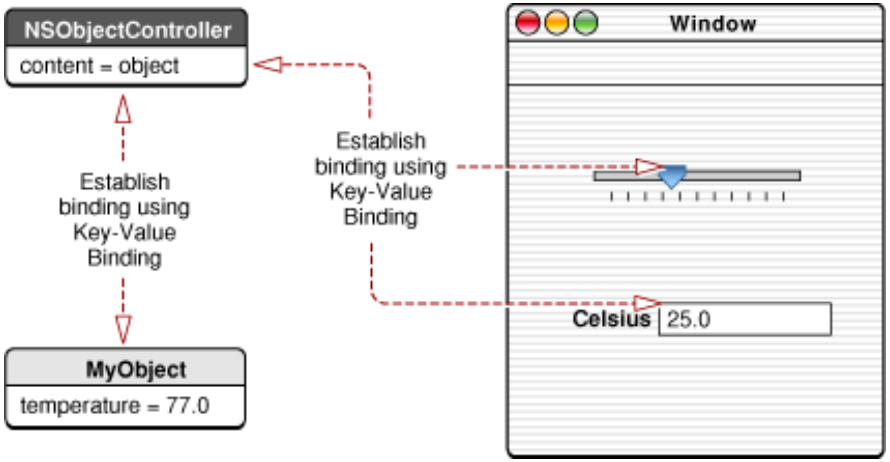
- Based on Key Value Observing

…*an attribute of one object that may be bound to a property in another such that a change in either one is reflected in the other.*

COCOA BINDINGS



COCOA BINDINGS



COCOA BINDINGS

```
[textview bind: NSValueBinding
      toObject: obj
   withKeyPath: @"text"
       options: (@{NSContinuouslyUpdatesValueBindingOption : @YES})];
```

APPLICATION PARADIGMS

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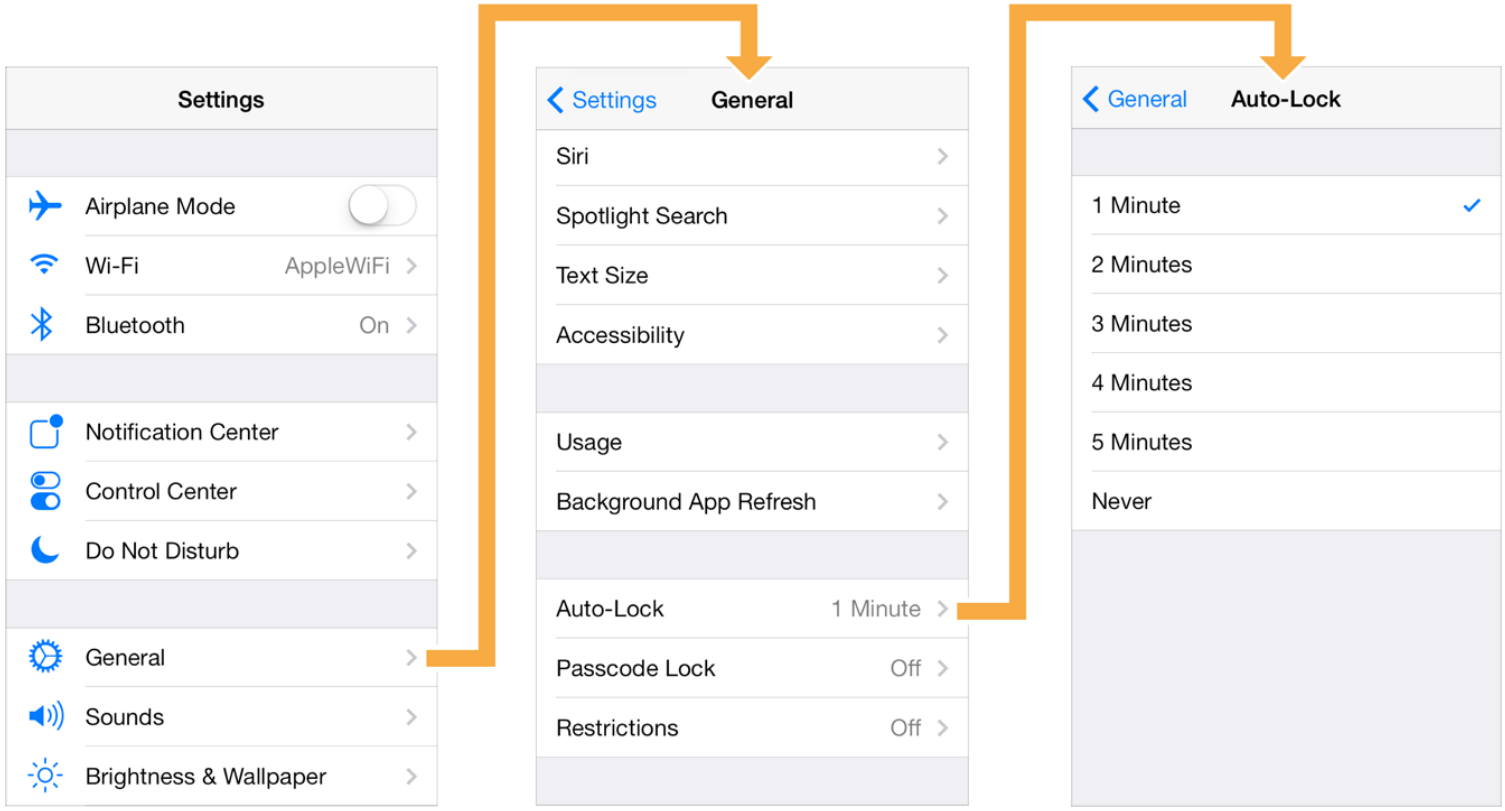

APPLICATION PARADIGMS

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UIViewController

Getting Other Related View Controllers

`presentingViewController` *property*
`presentedViewController` *property*
`parentViewController` *property*
`navigationController` *property*
`splitViewController` *property*
`tabBarController` *property*
`searchDisplayController` *property*

APPLICATION PARADIGMS

?

APPLICATION PARADIGMS

NSDOCUMENT

NSDOCUMENT

- Open / Save files
- Undo / Redo
- iCloud integrated
- File/Edit/Window menus
- Lots more!

DEMO

MORE INFORMATION

WWDC 2013

Bringing Your iOS Apps to OS X
Session 216