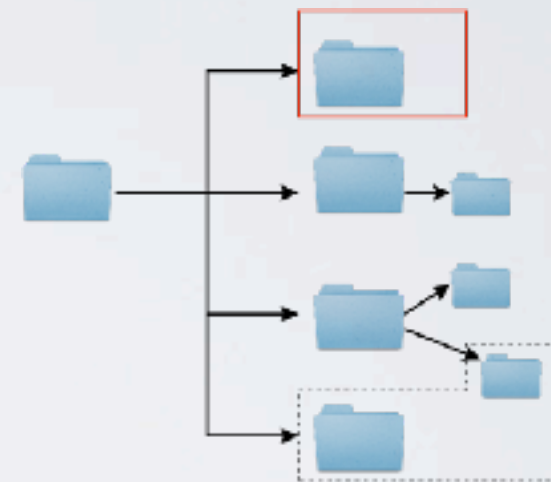


SIMULATORS (LIFE IN A VIRTUAL SANDBOX)



The simulator creates the sandbox file structure on the development machine's file system.

`~/Library/Application Support/iPhone Simulator/6.1/Applications/APP_UUID/`

simulator version

big ugly hex number
with dashes

Evolution of iOS/macOS

1985



Macintosh launched

starts



is selling computers
~1989

1986

Steve Jobs leaves Apple



Apple becomes a sad and
sickly creature

1990 - used by Tim
Berners-Lee to create
web server and
browser

John Carmack writes
Wolfenstein3D &
Doom

1997

Apple buys NeXT to
replace the aging MacOS
(cooperative multi-
tasking no longer cool)

"Carbon" created
to allow some
backward
compatibility

Openstep
renamed
Cocoa

Jobs returns
to Apple

2001

Mac OSX 10.0, first Darwin-based MacOS

NeXTSTEP



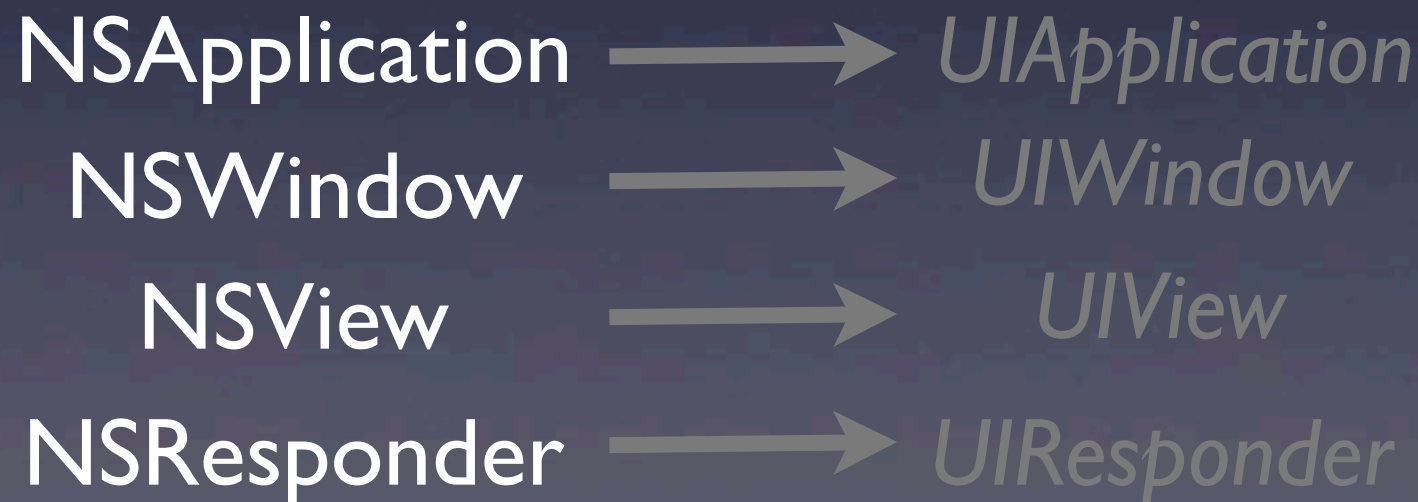
- Mach microkernel (experimental CMU technology)
- Objective-C used for development
- Application Bundles
- Vector based display (Postscript)



The Evolution of Objective-C

- Developed by Brad Cox & Tom Love in the early 80s in an effort to add features of SmallTalk to C.
- In 1988 NeXT licensed Objective-C, extended GCC to support it and developed AppKit & Foundation

AppKit



UIKit

Foundation

NSObject

NSString

NSValue

NSNumber

DARWIN KERNEL

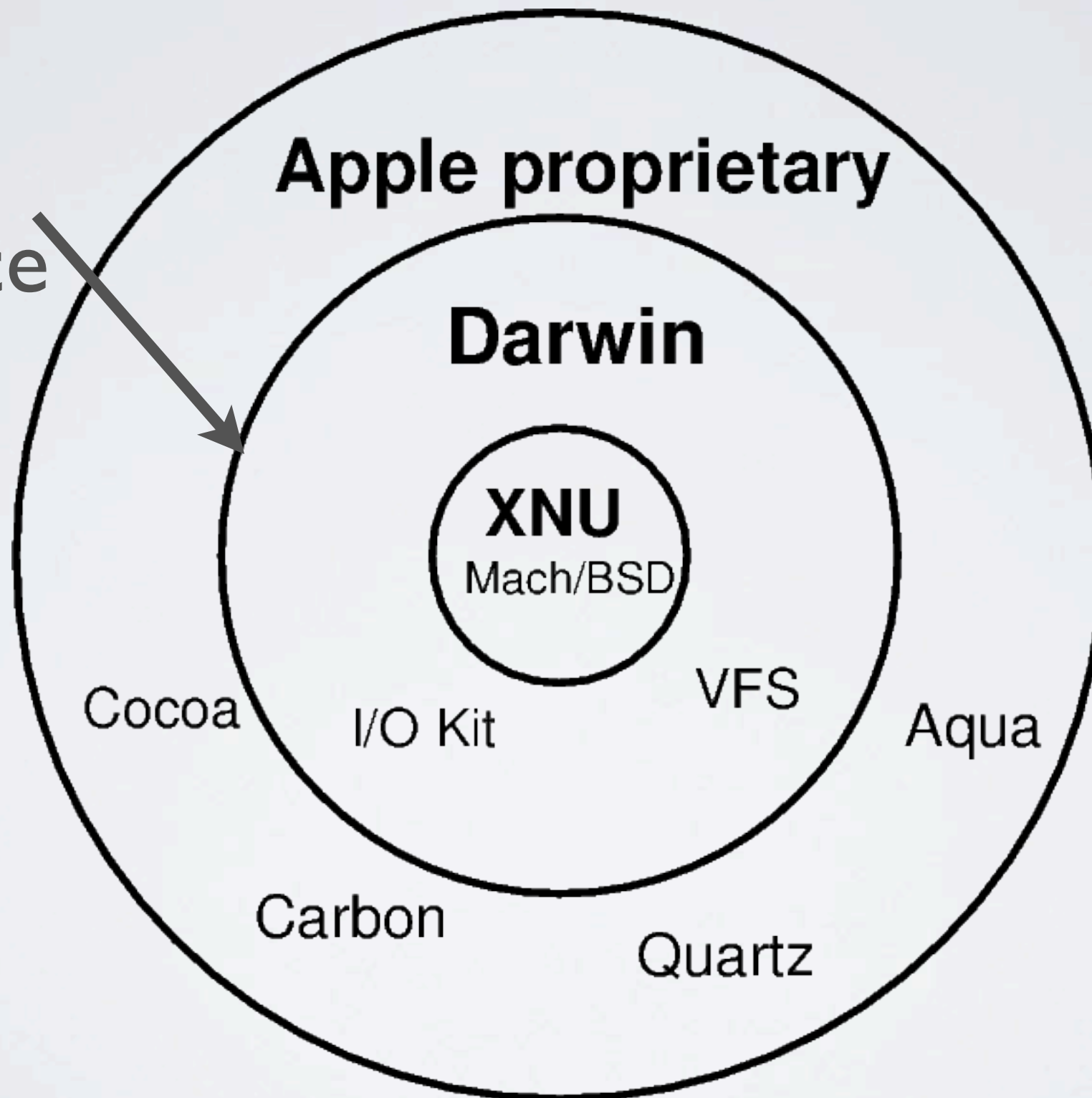
(at the core of both OSX and iOS)



Hexley

Darwin is
open-source

MacPorts
Fink
Homebrew



Monolithic vs. Microkernel

