Table of Contents

Foreword xv
Introduction xvii
    Mac OS X: Built to Evolve xvii
    This Book xvii
    Typographical Conventions xix
    Online Materials xix
1. C and Objective-C 1
    C 1
        The Compiler pipeline 1
        The C preprocessor 2
        Const and volatile variables 13
        Variable argument lists 13
        Bitwise operations 21
    Objective-C 27
        C callbacks in Objective-C 27
        Objective-C 2.0 29
    Exercises 40
2. The Compiler 43
    Handy Flags 43
        Debugging 44
        Warnings 45
    Seeing Preprocessor Output 46
    Seeing the Generated Assembly Code 47
    Compiler Optimization 48
    GCC Extensions 49
    Name Mangling 50
        Testing the compiler version 50
        The Optimizer 50
        Vectorization 51
    Even More Compiler Flags 51
    64-Bit Computing 53
        The 64-bit programming model 53
        New Objective-C runtime 56
    Universally Fat Binaries 56
        Fat binaries from the command line 56
        Fat binaries in Xcode 60
        Fat binary considerations 60
3. Blocks 61
    Block Syntax 62
    Return Values 63
    Accessing Enclosing Scope 64
    Changing Enclosing Scope 64
    Block Variables 65
    Variable Capture Redux 66
    Blocks as Objects 67

When To Copy 68
Blocks in Collections 69
Block Retain Cycles 69
New API Using Blocks 70
For the More Curious: Blocks Internals 71
Implementation 71
Debugging 78
Dumping runtime information 79
Evolving the implementation 81
Compiler-generated names 81
Exercises 82
4. Command-Line Programs 83
The Basic Program 84
Inside the Central Loop 85
Changing Behavior By Name 86
Looking at the Environment 87
Parsing the Command Line 88
getopt_long() 92
User Defaults 96
5. Exceptions, Error Handling, and Signals 99
errno 99
setjmp, longjmp 102
Signals 104
Handling a signal 104
Blocking signals 106
Signal issues 110
Exception Handling in Cocoa 114
Classic exception handling 114
Native exception handling 117
Subclassing NSApplication to catch exceptions 119
64-bit Objective-C runtime 120
NSError 120
Logging 121
syslog() 121
ASL 123
For the More Curious: Assertions 129
Static assertions 130
AssertMacros.h 130
Exercises 130
6. Libraries 131
Static Libraries 131
Shared Libraries 135
But I included the header! 137
Frameworks 137
Libraries or Frameworks? 141
Writing Plug-ins 142
Bundles in Cocoa 142
Shared Libraries and dlopen 146

dlopen() 146
dlsym() 147
BundlePrinter 147
For the More Curious: libtool 150
For the More Curious: otool 151
For the More Curious: Runtime Environment Variables 152
Exercises 154
7. Memory 155
Virtual Memory 155
Program Memory Model 156
Memory Lifetime 159
Dynamic Memory Allocation 159
malloc() 160
free() 163
realloc() 163
calloc() 164
alloca() 164
Memory Ownership Issues 165
Nodepools 165
Debugging Memory Problems 169
Common API issues 169
Memory corruption 170
Memory leaks 173
Other Tools 175
ps 175
Resource limits 176
Miscellaneous tools 180
vm_stat 182
Objective-C Garbage Collection 183
How to use it 183
How it works 186
Strong and weak references 187
Finalize methods 188
Non Objective-C objects 188
External reference counts 189
The "new" collection classes 189
GC and threads 189
Debugging 190
Exercises 190
8. Debugging With GDB 193
What Is a Debugger? 193
Using GDB from the Command Line 193
A sample GDB session 194
GDB Specifics 206
Help 206
Stack Traces 207
Program Listings 207
Breakpoints 208

Displaying Data 209
Changing Data 211
Changing Execution Flow 211
Handy Tricks 211
Debugging Techniques 213
Tracking down problems 214
Debugger techniques 215
For the More Curious: Core Files 215
For the More Curious: Stripping 218
More Advanced GDB Commands 220
Threads 220
9. DTrace 223
Overview 223
The D language 224
Scripts 225
Probes 226
Providers 227
BEGIN and END providers 227
pid provider 228
syscall provider 228
profile provider 229
proc provider 229
fbt provider 230
Actions 230
Variables 230
Scoped variables 232
Built-in variables 232
Functions 234
Arrays 234
C arrays 235
Predicates 235
Aggregates 235
Aggregate-related functions 239
Random Leftovers 239
The C preprocessor 239
Pragmas 239
Objective-C 241
Exercises 242
10. Performance Tuning 243
The End of Free Performance 243
Approaches To Performance 244
Major Causes of Performance Problems 244
Memory 245
CPU 249
Disk 249
Graphics 250
Before using any of the profiling tools 251
Command-Line Tools 251

time 252
dtruss 252
fs_usage and sc_usage 253
top 254
Stochastic profiling 255
sample 255
Precise Timing with mach_absolute_time() 256
GUI Tools 257
Activity Monitor 258
Instruments 258
Summary 284
Exercises 284
11. Files, Part 1: I/O and Permissions 285
Unbuffered I/O 285
Opening a file 285
Writing to a file 288
Reading from a file 290
Closing files 291
Changing the read/write offset 291
Atomic operations 293
Scatter / Gather I/O 294
creat() 298
Blocking I/O 298
Buffered I/O 298
Opening files 299
Closing files 300
Text I/O 300
Binary I/O 302
Positioning 304
Formatted I/O 305
Misc Functions 306
Buffered I/O vs. Unbuffered I/O 306
Removing Files 307
Temporary Files 308
File Permissions 310
Users and groups 310
File permissions 312
Directory Permissions 318
Permission-Check Algorithms 319
For the More Curious: Memory-Mapped Files 320
12. Files, Part 2: Directories, File Systems, and Links 325
Directories 325
Creation and destruction 325
Directory iteration 325
Current working directory 327
Inside The File System 328
Links 330
Hard links 331

Symbolic links 331
Mac OS aliases 334
API for links 334
File Metadata 334
stat() 334
getattrlist() 339
Metadata in batches 346
Mac OS X Specific Weirdness 350
Resource forks 350
.DS_Store 351
Disk I/O and sleep 351
For The More Curious 351
Differences between HFS+ and UFS 351
Other random calls 352
Other random programs 354
Access control lists 354
Extended attributes 355
13. NSFileManager - Cocoa and the File System 357
Making and Manipulating Paths 357
NSString path utilities 358
NSURL path utilities 359
Finding Standard Directories 359
Path utilities 360
URL utilities 361
File Metadata 363
Metadata through paths 363
Metadata through URLs 364
File Operations 367
Path operations 367
URL operations 368
Symbolic links 369
Directory Enumeration 369
Enumeration with paths 369
Enumeration with URLs 370
File References and Bookmarks 372
File references 372
Bookmarks 374
Make a File Browser 375
Create the DirEntry class 376
Edit the nib file adding NSTreeController 379
Using NSBrowser and DirEntry 384
Adding deletion 385
NSWorkspace 387
Exercises 388
14. Network Programming With Sockets 389
Addresses 389
Sockets Address Data Structures 390
IPv4 address structures 390

IPv6 address structures 391
Network Byte Order 392
Address Conversions 393
IPv4- and IPv6-compatible functions 393
IPv4-specific functions 395
Domain Name Lookup 396
Simple Network Programming 398
Server coding 398
Constructing an address 399
bind 399
listen 400
accept 400
Client Coding 404
connect 404
More Advanced Issues 408
Multiplexing connections 408
Message boundaries 410
For the More Curious: Datagrams 422
Exercises 423
15. CFRunLoop 425
CFSocket 426
CFHost 428
GUI Chatter Client 430
Runloop Chatter Server 436
The System Configuration Framework 438
Architecture 439
Basic API 439
Seeing all values 441
Creating SCFMonitor 443
For the More Curious: Run Loop Observers 448
Exercises 450
16. kqueue and FSEvents 451
kqueue() 452
Events 452
Registering and Handling Events 454
kqueues for Signal Handling 455
kqueues for Socket Monitoring 458
kqueues for File System Monitoring 459
kqueues and Runloops 462
fsevents 466
fseventsd 467
Watching Directories 467
Events 468
History 468
Visibility 469
FSEvents API 469
Creating the stream 469
Hook up to the runloop 471

Example 473
Exercises 478
17. Bonjour 479
Publishing an NSNetService 480
Make chatterserver Zeroconf-compliant 480
Browsing Net Services 481
Make ChatterClient browse for servers 482
For the More Curious: TXT Records 485
Exercises 486
18. Multiprocessing 487
Process Scheduling 487
Convenience Functions 488
fork 490
Parent and Child Lifetimes 493
exec 497
Pipes 498
fork() Gotchas 502
Summary 503
Exercises 503
19. Using NSTask 505
NSProcessInfo 505
NSTask 505
NSFileHandle 506
NSPipe 507
Creating an App that Creates a New Process 507
Non-blocking reads 510
Create the header and edit the xib file 511
Edit the code 512
Exercises 514
20. Multithreading 515
Posix Threads 515
Creating threads 515
Synchronization 519
Mutexes 520
Deadlocks 522
Condition variables 523
Cocoa and Threading 534
NSThread 534
Cocoa and thread safety 535
Objective-C @synchronized blocks 535
For the More Curious: Thread Local Storage 535
For the More Curious: Read/Write Locks 536
Exercises 537
21. Operations 539
Simple-Lifetime Operations 540
NSOperationQueue 541
Threading issues 541
MandelOpper 541

Bitmap 543
BitmapView 544
CalcOperation 546
MandelOpperAppDelegate 549
NSBlockOperation 551
Complex-Lifetime Operations 553
KVO properties 554
ImageSnarfer 555
ImageCanvas 556
SnarfOperation 558
NSURLConnection delegate methods 561
ImageSnarferAppDelegate 562
Mop-up 565
Exercises 566
22. Grand Central Dispatch 569
GCD Terminology 571
Queues 571
Object-Oriented Design 573
Dispatch API 574
Queues 574
Dispatching 575
Memory management 575
WordCounter 576
Iteration 581
Safe Global Initialization 582
Time, Time, Time 583
Dispatch Groups 584
Dispatch Sources 586
Signal sources 588
File read source 589
File write source 590
Timer sources 590
Custom sources 591
Under the Hood 591
Semaphores 591
GCD or NSOperation? 592
For the More Curious: Synchronizing Tasks 593
For the More Curious: The dispatch_debug() Function 593
Exercises 594
23. Accessing the Keychain 597
Items and Attribute Lists 598
Searching for Items 600
Reading Data From an Item 602
Editing the Keychain 604
Getting Specific Keychains 605
Keychain Access 605
Making a New Keychain Item 608
Convenience Functions 610

Code Signing 611
Exercises 614
Index 615