



# Cocoa Development With Objective-C And Python

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**Graham**  
@grahamgilbert



Following

Final prep for @macaduk today.

 grahamgilbert / macaduk\_2016 PRIVATE

LIKES  
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4:00 AM - 1 Feb 2016

 Walthamstow, London



I'm quite the slacker, so when I saw this Tweet from Graham I was all like...









# Source Code

[github.com/futureimperfect/macaduk-pyobjc-demo](https://github.com/futureimperfect/macaduk-pyobjc-demo)

[github.com/futureimperfect/MacADUKDemo](https://github.com/futureimperfect/MacADUKDemo)



# Agenda

1. What is Cocoa?
2. Python Demo
3. Objective-C Demo
4. Wrap up and questions



# Cocoa

Foundation: Provides things like NSString, NSDictionary, NSArray, NSUserDefaults. It's root class is NSObject.

AppKit: Windows, buttons, text fields, etc.

CoreData: SQLite behind the scenes, but abstracts this from the developer.

Cocoa is a wrapper framework which includes Foundation, AppKit, and CoreData

- ▶ **Foundation:** Utility classes, primitive objects
- ▶ **AppKit:** UI system framework (UIKit in CocoaTouch)
- ▶ **CoreData:** Object persistence framework



# Pyobjc

Pros	Cons
Rapid Prototyping	(Lack Of) Community Support
No brackets	lots.of_and_(underscores, ambiguity)

Not that much easier to use despite being Python because you're using the same APIs. In some cases it might even be more awkward than Objective-C because all colons are replaced with underscores, and the arguments are pushed to the right, (between parentheses).

The message dispatch would read [lots of:underscores and:ambiguity]; in Objective-C.

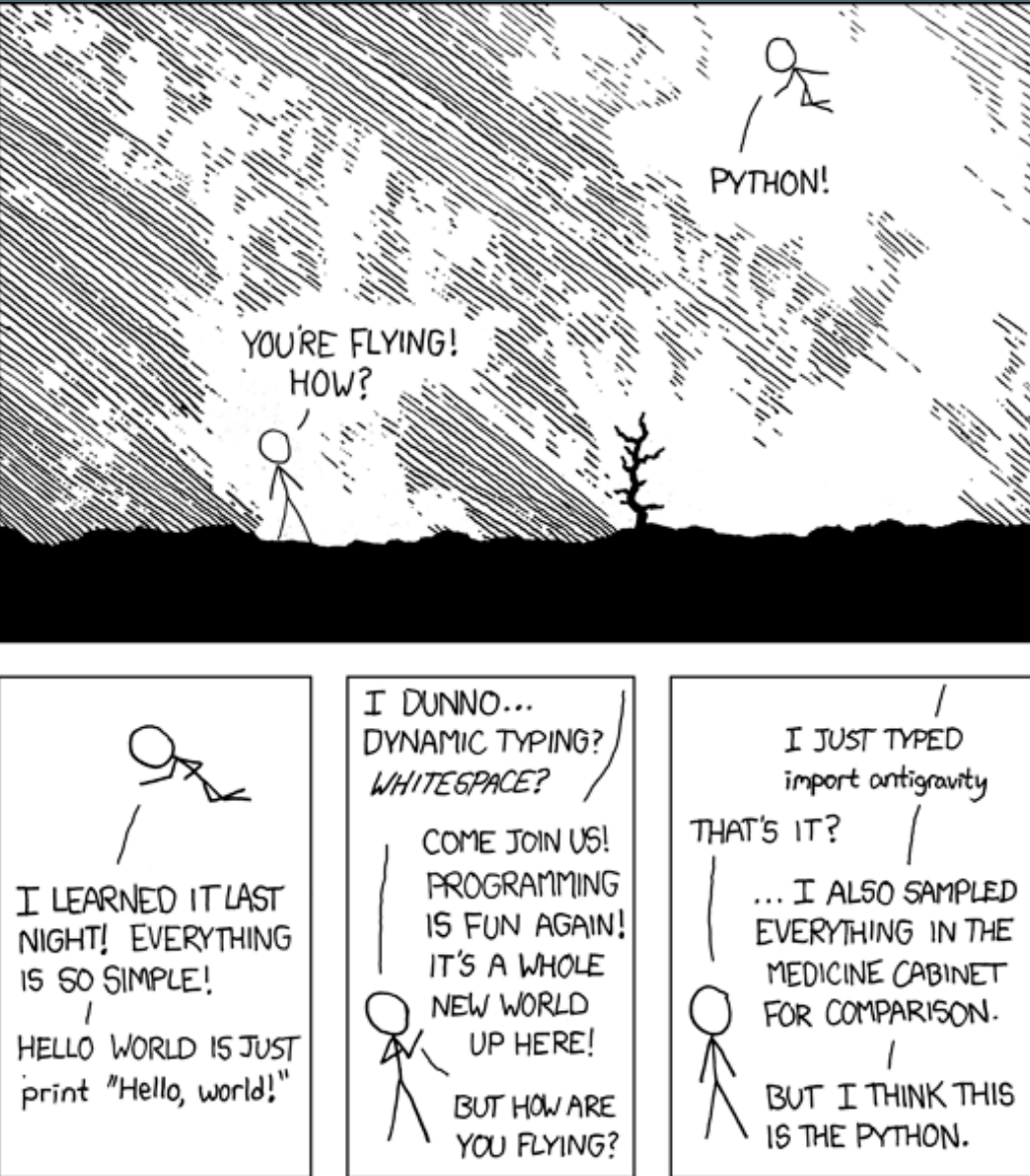
From the official documentation:

"Objective-C objects communicate with each other by sending messages. The syntax for messages is somewhere in-between Python's positional and keyword arguments. Specificlaly, Objective-C message dispatch uses positional arguments, but parts of the message name (called "selector" in Objective-C terminology) are interleaved with the arguments."

"In order to have a lossless and unambiguous translation between Objective-C messages and Python methods, the Python method name equivalent is simply the selector with colons replaced by underscores. Since each colon in an Objective-C selector is a placeholder for an argument, the number of underscores in the PyObjC-ified method name is the number of arguments that should be given."

An Objective-C message looks like this:

```
[someObject doSomething:arg1  
withSomethingElse:arg2];
```





# Objective-C

Pros	Cons
Community Support	Not Swift
Performant	Brackets
Battle Tested	Pointers



# What We're Building, Part 1

```
Terminal — macaduk_demo.py — 41x15
# WiFi Info

RSSI: -46 dBm
Noise: -90 dBmm
Interface Name: en0
Tx Rate: 217.00
Channel: 116
```



Use



Use pip

Use



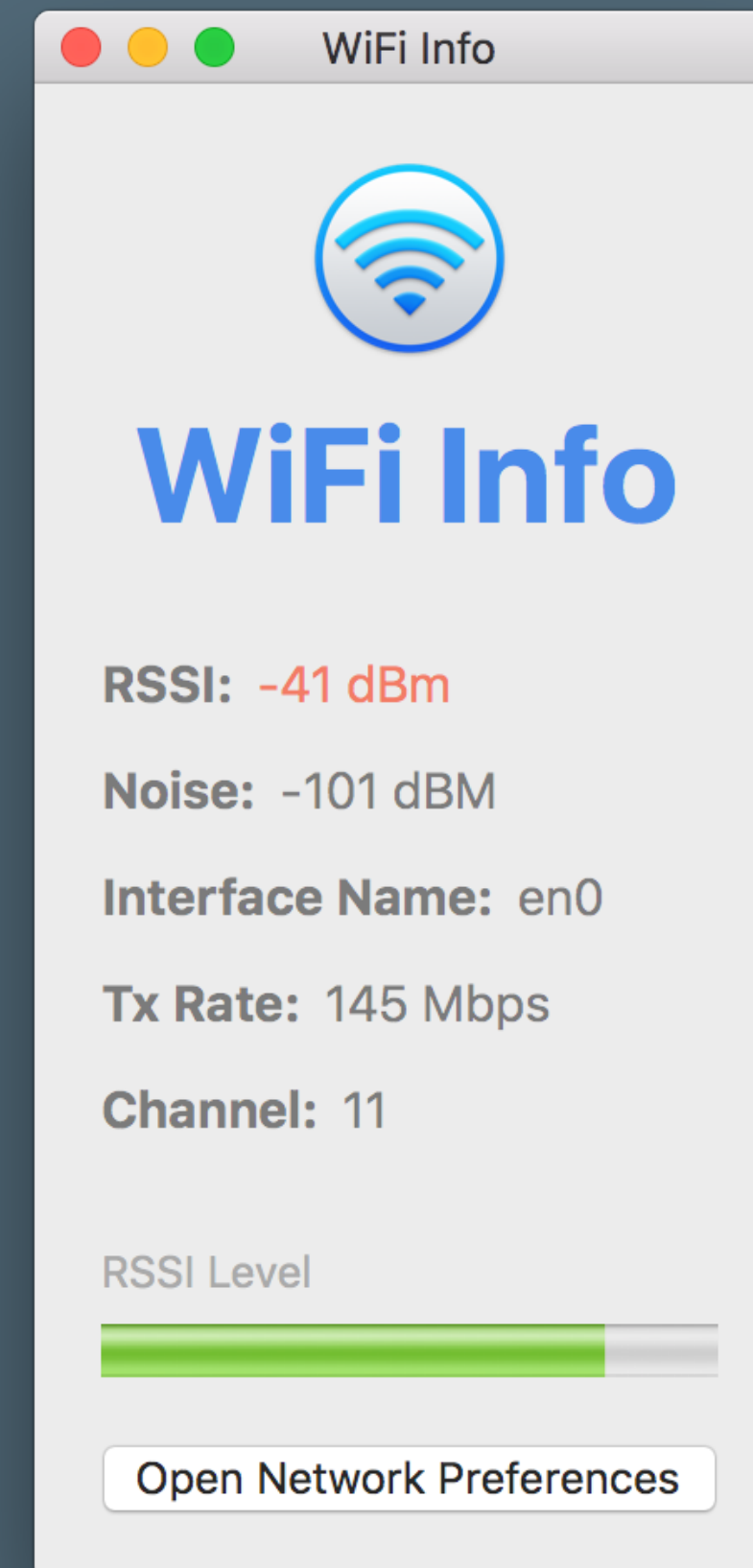


- `from Cocoa import CWInterface`
- `interface = CWInterface.interface()`
- `interface_name = interface.interfaceName()`
- `rss_i = interface.rssiValue()`
- `noise = interface.noiseMeasurement()`
- `tx_rate = interface.transmitRate()`
- `channel = interface.channel()`
- `do_stuff(interface_name_, rss_i, noise,  
tx_rate, channel)`





# What We're Building, Part 2























We used it to retrieve RSSI, channel, interface name, noise, and Tx Rate

Can also be used to configure the network and set AirPort power, for instance.

## What We Covered

How to build a simple Cocoa app

How to use CoreWLAN in Python and Objective-C

How not to use GIFs in a presentation





[developer.apple.com](https://developer.apple.com)

[pythonhosted.org/pyobjc](https://pythonhosted.org/pyobjc)

