

Working with System Frameworks in Python and Objective-C

by James Barclay

Feedback:)

j.mp/psumac2015-62

Dude, Where's My Source Code?

CODE

https://github.com/futureimperfect/psu-pyobjc-demo

https://github.com/futureimperfect/PSUDemo

SLIDES

https://github.com/futureimperfect/slides

Dude, Where's My Source Code?

CODE

https://github.com/futureimperfect/psu-pyobjc-demo

https://github.com/futureimperfect/PSUDemo

SLIDES

https://github.com/futureimperfect/slides

Dude, Where's My Source Code?

CODE

https://github.com/futureimperfect/psu-pyobjc-demo

https://github.com/futureimperfect/PSUDemo

SLIDES

https://github.com/futureimperfect/slides

Agenda

- 1. What are system frameworks, and why should you care?
- 2. Brief overview of the frameworks, classes, and APIs that will be demonstrated.
- 3. Demo 1: PyObjC
- 4. Demo 2: Objective-C
- 5. Wrap up and questions.

What's a System Framework?

...and why should you care?

(OS X) system frameworks provide interfaces you need to write software for the Mac.

Many of these are useful for Mac admins creating:

- scripts
- GUI applications
- command-line tools

Learning about system frameworks will teach you more about OS X, which will probably make you a better admin.

```
Foundation.h
      Copyright (c) 1994-2014, Apple Inc. All rights reserved.
 6 #include <CoreFoundation/CoreFoundation.h>
 8 #import <Foundation/NSObjCRuntime.h>
10 #import <Foundation/NSArray.h>
11 #import <Foundation/NSAutoreleasePool.h>
#import <Foundation/NSBundle.h>
13 #import <Foundation/NSByteOrder.h>
14 #import <Foundation/NSCalendar.h>
L5 #import <Foundation/NSCharacterSet.h>
L6 #import <Foundation/NSCoder.h>
17 #import <Foundation/NSData.h>
18 #import <Foundation/NSDate.h>
19 #import <Foundation/NSDateFormatter.h>
20 #import <Foundation/NSDateIntervalFormatter.h>
21 #import <Foundation/NSMassFormatter.h>
22 #import <Foundation/NSLengthFormatter.h>
23 #import <Foundation/NSEnergyFormatter.h>
24 #import <Foundation/NSDecimal.h>
25 #import <Foundation/NSDecimalNumber.h>
26 #import <Foundation/NSDictionary.h>
27 #import <Foundation/NSEnumerator.h>
28 #import <Foundation/NSError.h>
29 #import <Foundation/NSException.h>
30 #import <Foundation/NSFileHandle.h>
31 #import <Foundation/NSFileManager.h>
32 #import <Foundation/NSFormatter.h>
33 #import <Foundation/NSHashTable.h>
34 #import <Foundation/NSHTTPCookie.h>
 6 #import <Foundation/NSIndexPath.h>
37 #import <Foundation/NSIndexSet.h>
38 #import <Foundation/NSInvocation.h>
39 #import <Foundation/NSJSONSerialization.h>
#import <Foundation/NSKeyValueCoding.h>
41 #import <Foundation/NSKeyValueObserving.h>
42 #import <Foundation/NSKeyedArchiver.h>
43 #import <Foundation/NSLocale.h>
44 #import <Foundation/NSLock.h>
45 #import <Foundation/NSMapTable.h>
46 #import <Foundation/NSMethodSignature.h>
47 #import <Foundation/NSNotification.h>
48  #import <Foundation/NSNotificationQueue.h>
49 #import <Foundation/NSNull.h>
50 #import <Foundation/NSNumberFormatter.h>
51 #import <Foundation/NSObject.h>
52 #import <Foundation/NSOperation.h>
53 #import <Foundation/NSOrderedSet.h>
54 #import <Foundation/NSOrthography.h>
55 #import <Foundation/NSPathUtilities.h>
56 #import <Foundation/NSPointerArray.h>
57 #import <Foundation/NSPointerFunctions.h>
/System/Library/Frameworks/Foundation.framework/Versions/C/Headers/Foundat
```

/System/Library/Frameworks/Foundation.framework/Versions/C/Headers/Foundati

Frameworks, Classes, and APIs oh my!

Cocoa

- Foundation
 - NSFileManager
 - NSTask
 - NSURLSession
 - NSUserDefaults
- AppKit
 - NSApplication

CoreFoundation

• CFPreferences

CoreGraphics

Quartz

```
Copyright (c) 1998-2014, Apple Inc. All rights reserved.
if defined(__STDC_VERSION__) && (199901L <= __STDC_VERSION__)
if (TARGET_OS_MAC && !(TARGET_OS_EMBEDDED || TARGET_OS_IPHONE)) || (TARGET_OS_EMBEDDED || TARGET_OS_IPHONE)
```

CoreFoundation

CoreFoundation is a C framework that knows about Objective-C objects.

Some parts of CoreFoundation are written in Objective-C.

Other parts are written in C.

CoreFoundation uses the CF class prefix, and it provides CFString, CFDictionary, CFPreferences, and the like.

Some Objective-C objects are really CF types behind the scenes.

• This is how toll-free bridging works.

Cocoa

Cocoa is a wrapper framework consisting of the Foundation, AppKit, and CoreData frameworks.

Foundation

- A base layer of Objective-C classes.
- Useful primitive object and utility classes.
- The Foundation framework's class hierarchy is rooted in the NSObject class.
- Provides NSString, NSDictionary, NSUserDefaults, etc.

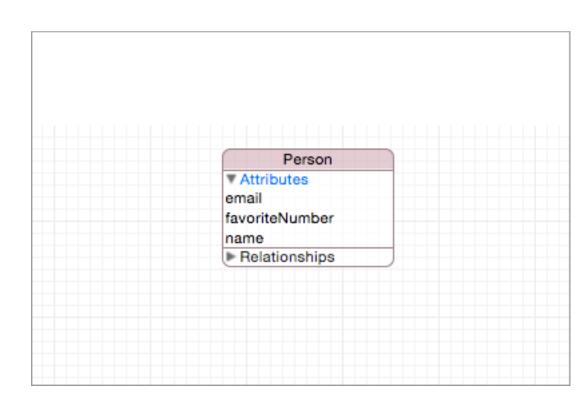
AppKit

- The UI system framework for OS X, (much like uikit for iOS).
- · Contains the objects you need to implement your graphical user interface.
 - Windows, buttons, text fields, scrollers, etc.

Cocoa, cont.

CoreData

- An object graph and persistence framework.
- Interfaces with SQLite, but abstracts this from the developer.
- Allows data to be manipulated with high-level objects.





CFPreferences

A thread-safe class for working with application and user preferences.

Is not toll-free bridged to the corresponding Foundation framework class NSUserDefaults.

Requires root privileges to modify preferences not owned by the current user.

Retrieving a preference value is done like this in Objective-C:

```
    id value = CFBridgingRelease(CFPreferencesCopyAppValue((__bridge CFStringRef)(@"AutoFillPasswords"), (__bridge CFStringRef)
    (@"com.apple.safari")));
```

...and like this in Python:

• value = CFPreferencesCopyAppValue("AutoFillPasswords", "com.apple.safari")

NSApplication

Manages the main event loop and application resources.

- Every app has one instance of this class, accessible via the NSApp global variable.
- The main.m file generated by Xcode returns the NSApplicationMain method, which never actually returns.
 - The exit function is called to terminate the process.
- The NSApplicationMain method (mostly) does the following:
 - Creates an instance of NSApplication by calling sharedApplication.
 - Loads the 'MainMenu' nib.
 - Starts the run loop.

NSFileManager

NSFileManager is a high-level API for interacting with the file system.

- Allows you to create, remove, and examine the contents of the file system.
- Also allows you to create symbolic and hard links, as well as retrieve file attributes such as creation and modification date.
- It can also be used to manage items in an iCloud container using the [Uu]biquit(y ous) methods.

NSTask

Allows you to run another program as a subprocess of your main program.

- Gives you the ability to monitor the external program's standard output and standard error.
 - You can also capture the termination status and reason from the subprocess.
- Differs from **NSThread** in that memory is not shared between your application and the subprocess.
- Useful for creating GUIs for command-line tools.
- Similar to the subprocess module in Python.

```
BSD General Commands Manual
  chmod -- change file modes or Access Control Lists
chmod [-fv] [-R [-H | -L | -P]] mode file ...

chmod [-fv] [-R [-H | -L | -P]] [-a | +a | =a] ACE file ...

chmod [-fhv] [-R [-H | -L | -P]] [-E] file ...

chmod [-fhv] [-R [-H | -L | -P]] [-C] file ...

chmod [-fhv] [-R [-H | -L | -P]] [-N] file ...
```

The chmod utility modifies the file mode bits of the listed files as specified by the mode operand. It may also be used to modify the Access Control Lists (ACLs) associated with The generic options are as follows:

- Do not display a diagnostic message if chmod could not modify the mode for file.
- If the -R option is specified, symbolic links on the command line are followed. (Symbolic links encountered in the tree traversal are not followed by default.)
- If the file is a symbolic link, change the mode of the link itself rather than the file that the link points to
- If the -R option is specified, all symbolic links are followed.
- If the -R option is specified, no symbolic links are followed. This is the default
- Change the modes of the file hierarchies rooted in the files instead of just the files themselves.

The -H, -L and -P options are ignored unless the -R option is specified. In addition, these options override each other and the command's actions are determined by the last one

Only the owner of a file or the super-user is permitted to change the mode of a file.

The chmod utility exits 0 on success, and >0 if an error occurs

```
(the set-user-ID-on-execution bit) Executable files with this bit set will run with effective uid set to the uid of the file owner. Directories with the set-user
process, if the underlying file system supports this feature: see chmod(2) and the <u>suiddir</u> option to mount(8). (the set-group-ID-on-execution bit) Executable files with this bit set will run with effective gid set to the gid of the file owner
 For files, allow execution by owner. For directories, allow the owner to search in the directory.
Allow read by group members.
```

For files, allow execution by group members. For directories, allow group members to search in the directory. Allow read by others.

For example, the absolute mode that permits read, write and execute by the owner, read and execute by group members, read and execute by others, and no set-uid or set-gid behav

The symbolic mode is described by the following grammar

```
::= clause [, clause ...]
::= [who ...] [action ...] action
::= op [perm ...]
::= a | u | g | o
```

The who symbols ``u'', ``g'', and ``o'' specify the user, group, and other parts of the mode bits, respectively. The who symbol ``a'' is equivalent to ``ugo''.

The perm symbols represent the portions of the mode bits as follows:

- The set-user-ID-on-execution and set-group-ID-on-execution bits.
- The sticky bit.
- The execute/search bits.
- The execute/search bits if the file is a directory or any of the execute/search bits are set in the original (unmodified) mode. Operations with the perm symbol
- The user permission bits in the original mode of the file. The group permission bits in the original mode of the file.
- The other permission bits in the original mode of the file.

The op symbols represent the operation performed, as follows

- If no value is supplied for perm, the ``+'' operation has no effect. If no value is supplied for who, each permission bit specified in perm, for which the corresponding b
- If no value is supplied for perm, the ``-'' operation has no effect. If no value is supplied for who, each permission bit specified in perm, for which the corresponding
- The mode bits specified by the who value are cleared, or, if no who value is specified, the owner, group and other mode bits are cleared. Then, if no value is supplied fo mode bits represented by the specified who and perm values are set.

Each clause specifies one or more operations to be performed on the mode bits, and each operation is applied to the mode bits in the order specified

Operations upon the other permissions only (specified by the symbol ``o'' by itself), in combination with the perm symbols ``s'' or ``t'', are ignored.

NSURLSession

Provides an API for working with HTTP requests.

- GET, POST, DELETE, etc.
- Creates a series of... sessions! Each session coordinates a group of data transfer tasks.
- There are three types of sessions:
 - default: Similar to NSURLConnection, (i.e., sessions without benefits).
 - ephemeral: Nothing is cached to disk. Good for applications such as streaming audio and video.
 - download: Stores results in a file and continues downloading even if your app quits or crashes.

NSUserDefaults

Provides an API for working with the defaults (preferences) system.

Similar in scope to its CF counterpart, CFPreferences, but is a much simpler Objective-C equivalent.

Is the preferred way of setting and retrieving your own application's preferences.

• Can also be used to retrieve another app's preferences with the ...persistentDomainForName: method.

PyObjC

colons -> underscores

Pros

- Allows Python programmers to take advantage of OS X system toolkits.
- Python is powerful and easy to pick up.

Cons

- Probably fewer answers on Stack Overflow.
- Can be awkward to use.
 - All colons following selectors are replaced with underscores, which can make the intent more ambiguous.
 - [myCar refuelWith:gas replaceCap:@YES];
 - myCar.refuelWith_replaceCap_(gas, True)



Demo 1

System Frameworks in Python

Quartz

```
def is_computer_locked():
    Quartz.CGSessionCopyCurrentDictionary()
    will return None if no UI session exists
    for the user that spawned the process,
    (e.g., root).
    :returns: True if the screen is locked.
    ret = False
    if os.geteuid() == 0:
        console_user = get_console_user()
        cmd = '/usr/bin/python -c \'import Quartz; print Quartz.CGSessionCopyCurrentDictionary()\''
        d = subprocess.check_output(['/usr/bin/su',
                                       console_user,
                                       cmd])
        not_on_console = 'kCGSSessionOnConsoleKey = 0'
screen_is_locked = 'CGSSessionScreenIsLocked = 1'
        if not_on_console in d or screen_is_locked in d:
            ret = True
    else:
        d = Quartz.CGSessionCopyCurrentDictionary()
        if d.get('kCGSSessionOnConsoleKey') is False or d.get(
                 'CGSSessionScreenIsLocked') is True:
             ret = True
   return ret
                                                                                                 146,1
                                                                                                                 58%
psu_demo.py
```

NSWorkspace and NSApplication

```
def block_user():
   Kiosk Mode
   Set Application Presentation Options.
   ws = NSWorkspace.sharedWorkspace()
   ws.hideOtherApplications()
   # OR'ing the desired options yields the correct result.
   options = NSApplicationPresentationHideDock | \
        NSApplicationPresentationDisableProcessSwitching | \
       NSApplicationPresentationDisableForceQuit | \
        NSApplicationPresentationDisableSessionTermination
   NSApp().setPresentationOptions_(options)
def unblock_user():
   Revert Application Presentation Options to the default.
   options = NSApplicationPresentationDefault
   NSApp().setPresentationOptions_(options)
                                                                                            47,0-1
psu_demo.py
                                                                                                           18%
```

CFPreferencesCopyAppValue

```
def get_pref_val(key, domain):
   Returns the preference value for the specified key
   and preference domain.
    :param key: The preference key to get.
    :param domain: The preference domain to search.
    :returns: The preference value.
   if os.geteuid() == 0:
        console_user = get_console_user()
        cmd = '/usr/bin/python -c \'import CoreFoundation; print CoreFoundation.
CFPreferencesCopyAppValue("%s", "%s")\'' % (
            key, domain)
        val = subprocess.check_output(['/usr/bin/su',
                                       console_user,
                                       cmd])
   else:
        val = CoreFoundation.CFPreferencesCopyAppValue(key, domain)
    return val
```

CFPreferencesSetAppValue

```
def set_pref_val(key, data, domain):
   Sets the preference value (data) for the specified key
   and preference domain. It can set nested defaults such as:
    :param key: The preference key to set.
    :param data: The data which should be set for the specified key.
    :param domain: The preference domain which should be updated.
   if os.geteuid() == 0:
        console_user = get_console_user()
        cmd = '/usr/bin/python -c \'import CoreFoundation; CoreFoundation.CFPreferencesSetAppValue("%s",
 '%s", "%s")\'' % (
            key, data, domain)
        subprocess.check_output(['/usr/bin/su',
                                 console_user,
                                 cmd])
   else:
        CoreFoundation.CFPreferencesSetAppValue(key, data, domain)
    # Synchronize defaults
   CoreFoundation.CFPreferencesAppSynchronize(domain)
```

CFPreferencesAppValueIsForced

NSWorkspace

```
def get_running_apps():
    ws = NSWorkspace.sharedWorkspace()
    running_apps = ws.runningApplications()
    apps = []
    for app in running_apps:
        apps.append(app.localizedName())
    apps = set(apps)
    return apps
```

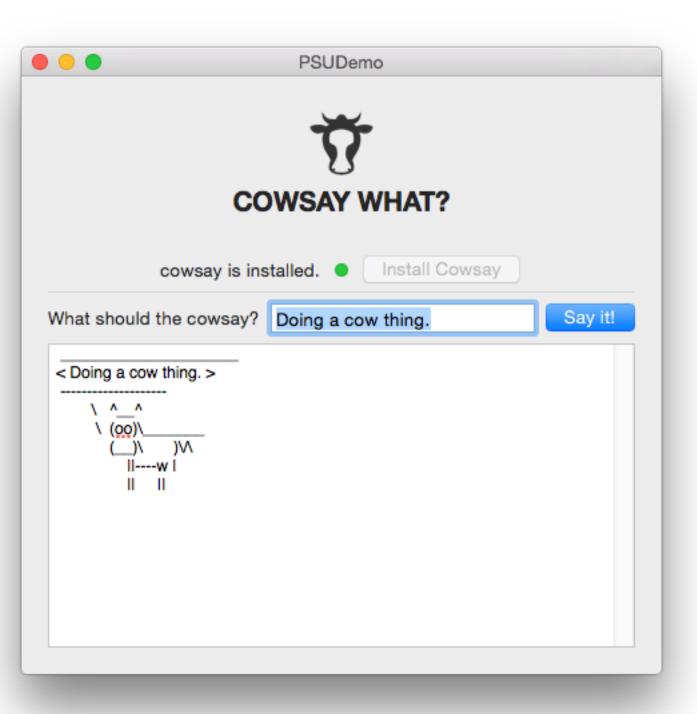


Demo 2

System Frameworks in Objective-C

What we'll be building.

! useful For System Administrators



What We Covered

Basic usage of CFPreferences, AppKit, and Quartz in Python.

- How to retrieve and set preference values.
- How to determine if an application preference value is forced.
- How to access the kiosk mode APIs and set presentation options.
- How to determine if a Mac's screen is locked or if a console user is logged in.

Basic usage of NSTask, NSURLSession, NSUserDefaults, etc.

How to make a cow app.

References

- https://developer.apple.com/library/mac/documentation/CoreFoundation/Conceptual/CFPreferences/Concepts/BestPractices.html
- https://developer.apple.com/library/mac/documentation/CoreFoundation/Reference/CFPreferencesUtils/
- https://developer.apple.com/library/mac/technotes/KioskMode/Introduction/Introduction.html
- http://www.gnu.org/software/gnustep/resources/documentation/Developer/Gui/Reference/NSApplication.html
- https://developer.apple.com/library/mac//documentation/Cocoa/Reference/ApplicationKit/Classes/NSApplication_Class/index.html
- http://www.cocoawithlove.com/2009/01/demystifying-nsapplication-by.html
- https://developer.apple.com/library/prerelease/ios/documentation/Cocoa/Reference/Foundation/Classes/NSFileManager Class/index.html
- http://nshipster.com/nsfilemanager/
- https://developer.apple.com/library/mac/documentation/Cocoa/Reference/Foundation/Classes/NSTask_Class/
- https://developer.apple.com/library/ios/documentation/Foundation/Reference/NSURLSession_class/
- https://developer.apple.com/library/prerelease/ios/documentation/Cocoa/Reference/Foundation/Classes/NSUserDefaults_Class/index.html
- http://pythonhosted.org/pyobjc/
- http://en.wikipedia.org/wiki/Core_Foundation
- http://ridiculousfish.com/blog/posts/bridge.html
- https://developer.apple.com/library/ios/documentation/CoreFoundation/Conceptual/CFDesignConcepts/CFDesignConcepts.html
- https://developer.apple.com/library/prerelease/ios/documentation/CoreFoundation/Reference/CoreFoundation_Collection/index.html
- https://developer.apple.com/library/mac/documentation/MacOSX/Conceptual/OSX_Technology_Overview/SystemFrameworks/SystemFrameworks.html





Questions?

So Long, and Thanks for All the Cows