

A still life painting of almonds in a bowl. The bowl is made of light-colored wood and is filled with almonds. Some almonds are whole, while others are cracked open, showing the inner nut. The background is a soft, out-of-focus landscape with a body of water and a small boat. The overall tone is warm and natural.

COCOA WORKSHOP

PART 3

Andreas Monitzer
2009-02-24

WORKSHOP SCHEDULE

1. Introduction, Foundation

2009-02-17

2. GUI Programming

2009-02-19

3. Hands-On

2009-02-24

4. Advanced

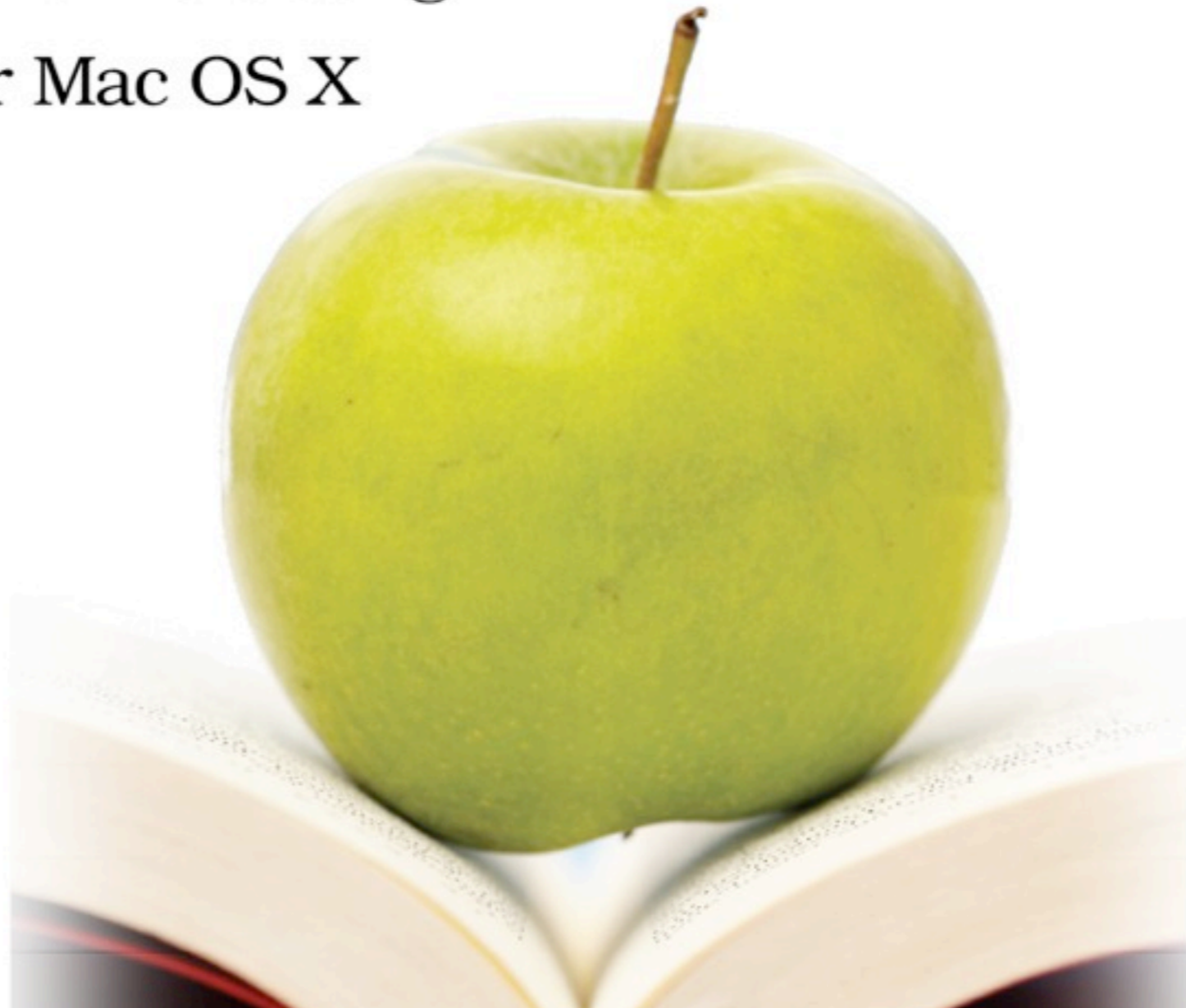
2009-02-26

STRUCTURE

- Homework
- CoreData
- Practical Experience
- Performance
- Tools
- Big Example 3

HOMEWORK

Apple's API for Persisting Data under Mac OS X



COREDATA

CONCEPTS



- Use KVO/KVC/Bindings, but use a database instead of an NSArray
- Object-Oriented Database
- Supports metadata

IMPORTANT CLASSES

- NSPersistentStore
- NSPersistentStoreCoordinator
- NSManagedObjectModel
- NSManagedObject

NSPERSISTENTSTORE

- Represents the database file on disk
- Currently four backends: XML, binary, SQLite and in-memory

NSMANAGEDOBJECTMODEL

- Database-lingo: “Schema”
- Created visually in XCode

NSPERSISTENTSTORECOORDINATOR

- Connects a persistent store to a model
- Initialized with a model, creates the persistent store instance
- Metadata handling

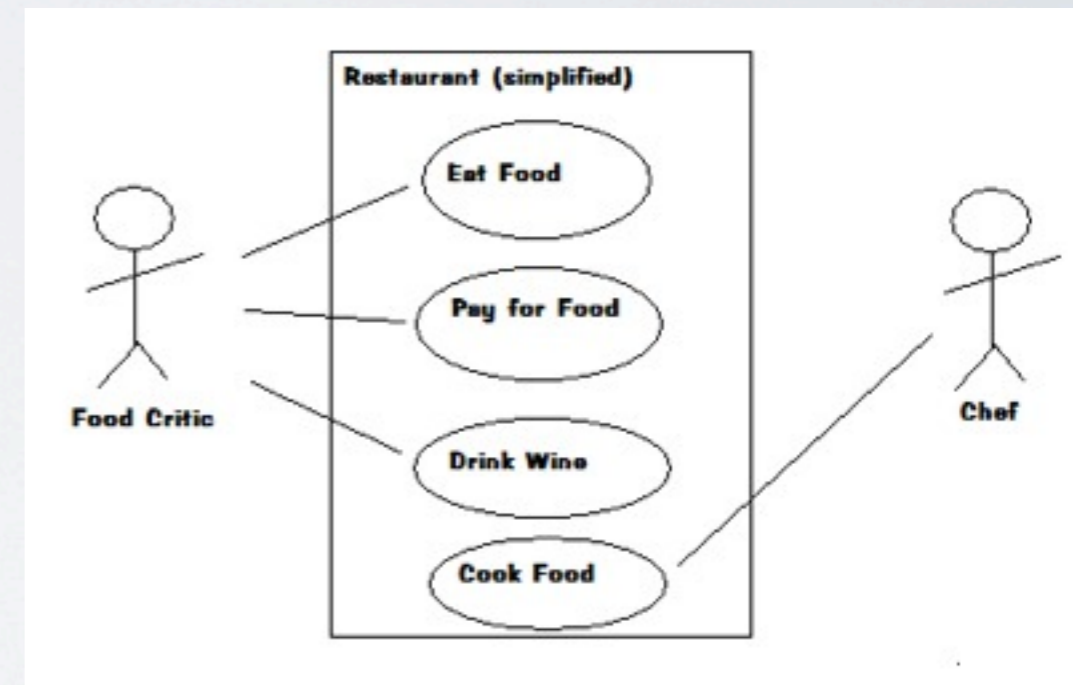
NSMANAGEDOBJECT

- A single object in the database
- Access data using KVC
- Can be subclassed for domain-specific behavior

PRACTICAL EXPERIENCE

WORKFLOWS

- Workflows are the most important part of an application
- Think in terms of use cases: A user wants to achieve a task
 - How can the user do that?
→ **make obvious**
 - How many mouse clicks/key presses are required?
→ **minimize**



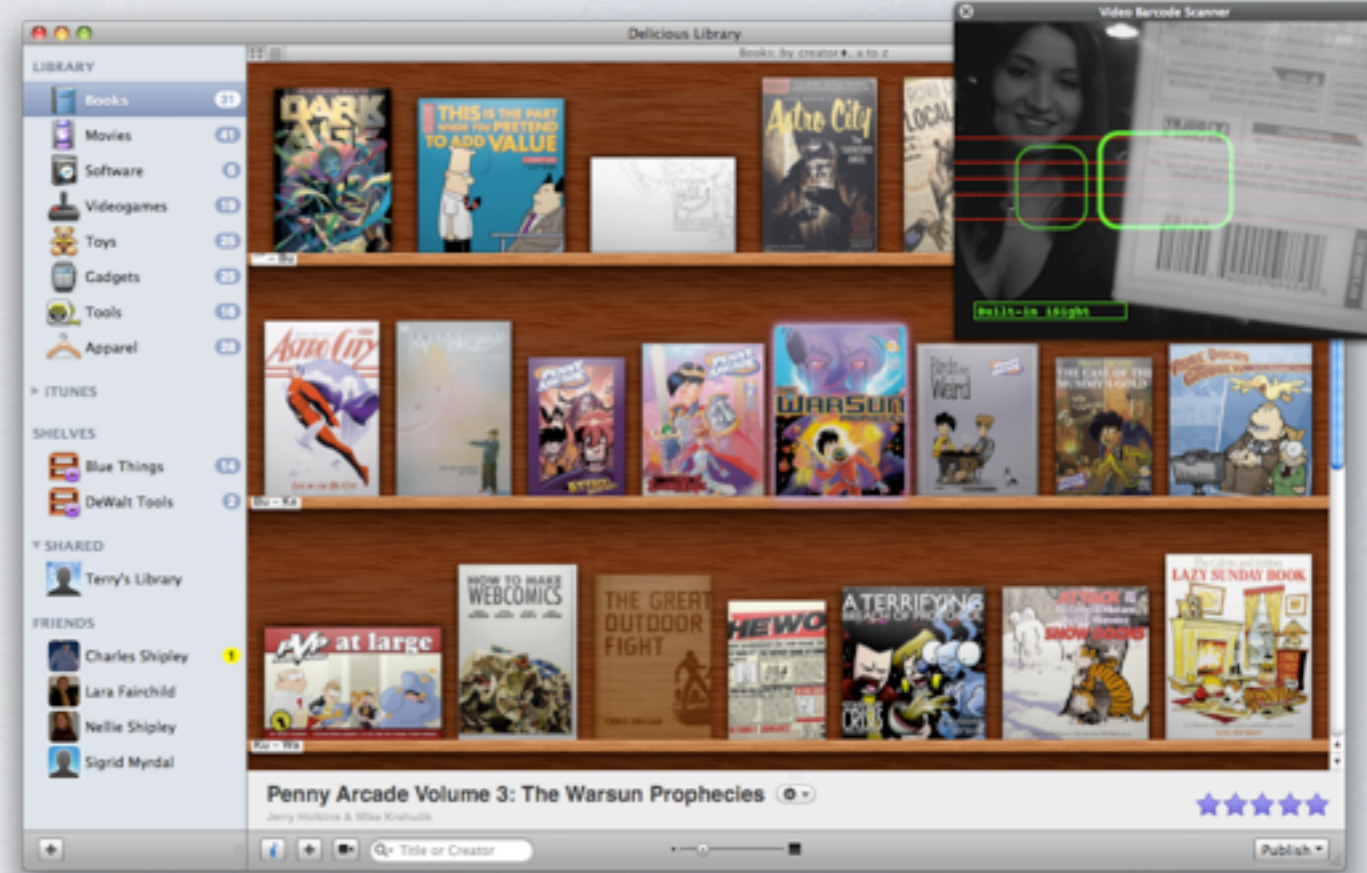
SIMPLIFY

- The best applications are the ones that don't need a book to explain
 - Users do not read the documentation!
- Use Apple's applications as a blueprint



FORGET DEFAULT CONTROLS

- PulpFiction: **Every** control was a subclass!
- ADA-level applications require a lot of customization to get the feeling right
- Get a user interface designer!
 - Or become one yourself
 - Apple Human Interface Guidelines
 - ▶ They're not the end of all wisdom, but a start



CUSTOM VIEW DRAWING

- Subclass `NSView`
- override - `(void)drawRect:(NSRect)dirtyRect`
- Coloring: `[[NSColor ...] set];`

DRAWING FUNCTIONS

- `NSEraseRect(NSRect aRect)`
- `NSRectFill(NSRect aRect)`
- `NSFrameRect(NSRect aRect)`
- `-[NSView drawInRect:(NSRect)dstRect
 fromRect:(NSRect)srcRect
 operation:(NSCompositingOperation)op
 fraction:(CGFloat)delta]`
- `NSDrawThreePartImage`
- `NSDrawNinePartImage`



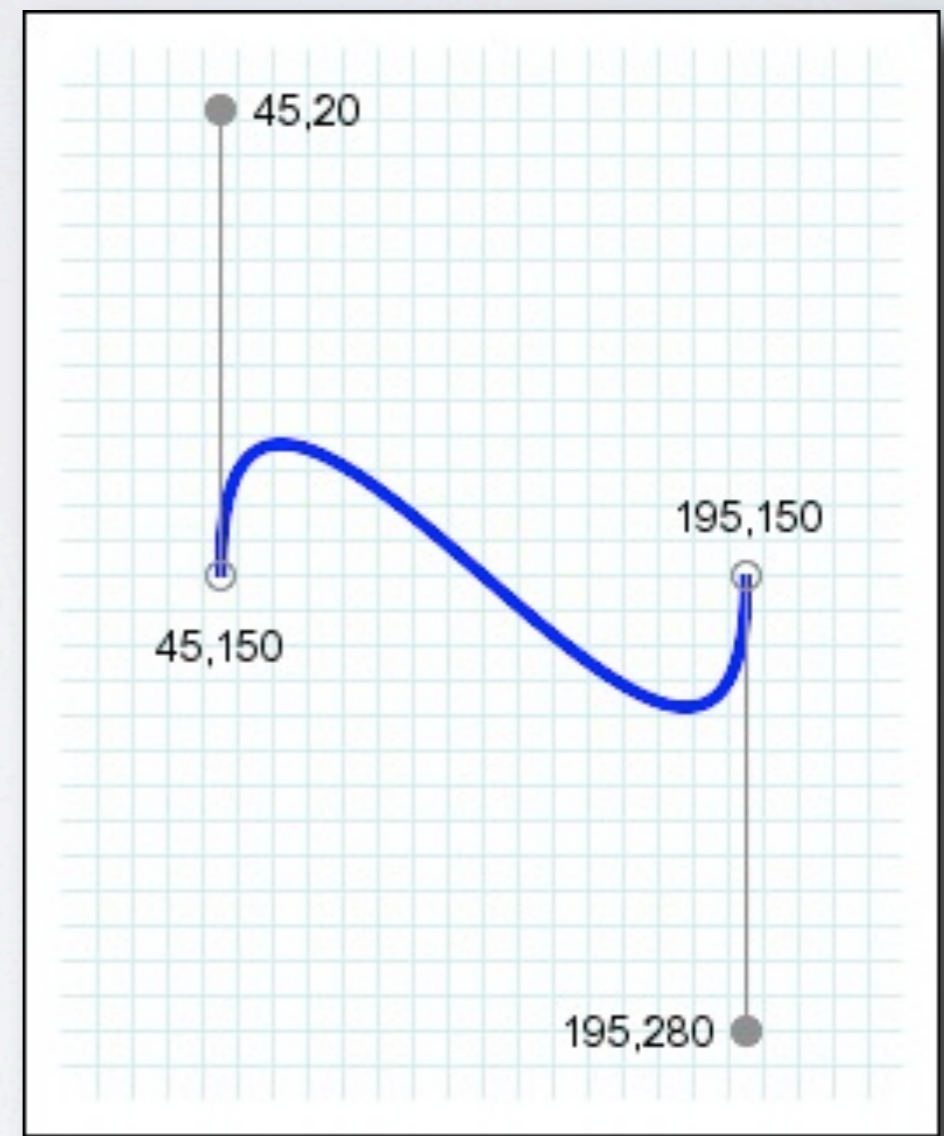
TEXT DRAWING



- NSString category in AppKit
 - (void)drawAtPoint:(NSPoint)aPoint
withAttributes:(NSDictionary *)attributes
- And a few more
- See also NSAttributedString

NSBezierPath

- “An NSBezierPath object allows you to create paths using PostScript-style commands. Paths consist of straight and curved line segments joined together.”
- See documentation



FIELD EDITOR



- NSTextField does not do its own text editing
- One NSTextView for the whole window
- Important when doing custom drawing!
- Window delegate:
 - (id)windowWillReturnFieldEditor:(NSWindow *)window
toObject:(id)anObject

PERFORMANCE

- “Felt experience” is important
- Do **not** block the main thread!
- Use NSThread or NSOperationQueue
- Instruments & Shark

NSThread



```
+ [NSThread detachNewThreadSelector:(SEL)aSelector  
    toTarget:(id)aTarget  
    withObject:(id)anArgument]
```

- Don't forget the autorelease pool!

- Result:

```
- [NSObject performSelectorOnMainThread:(SEL)sel  
    withObject:(id)obj  
    waitUntilDone:(BOOL)wait]
```

- AppKit is not threadsafe! Only use from main thread

NSOPERATIONQUEUE

- Small operations in parallel, required for effectively using multiprocessing
- Subclass NSOperation, override - `(void)main`
- - `[NSOperationQueue addOperation:]`
- Many configuration options, see documentation

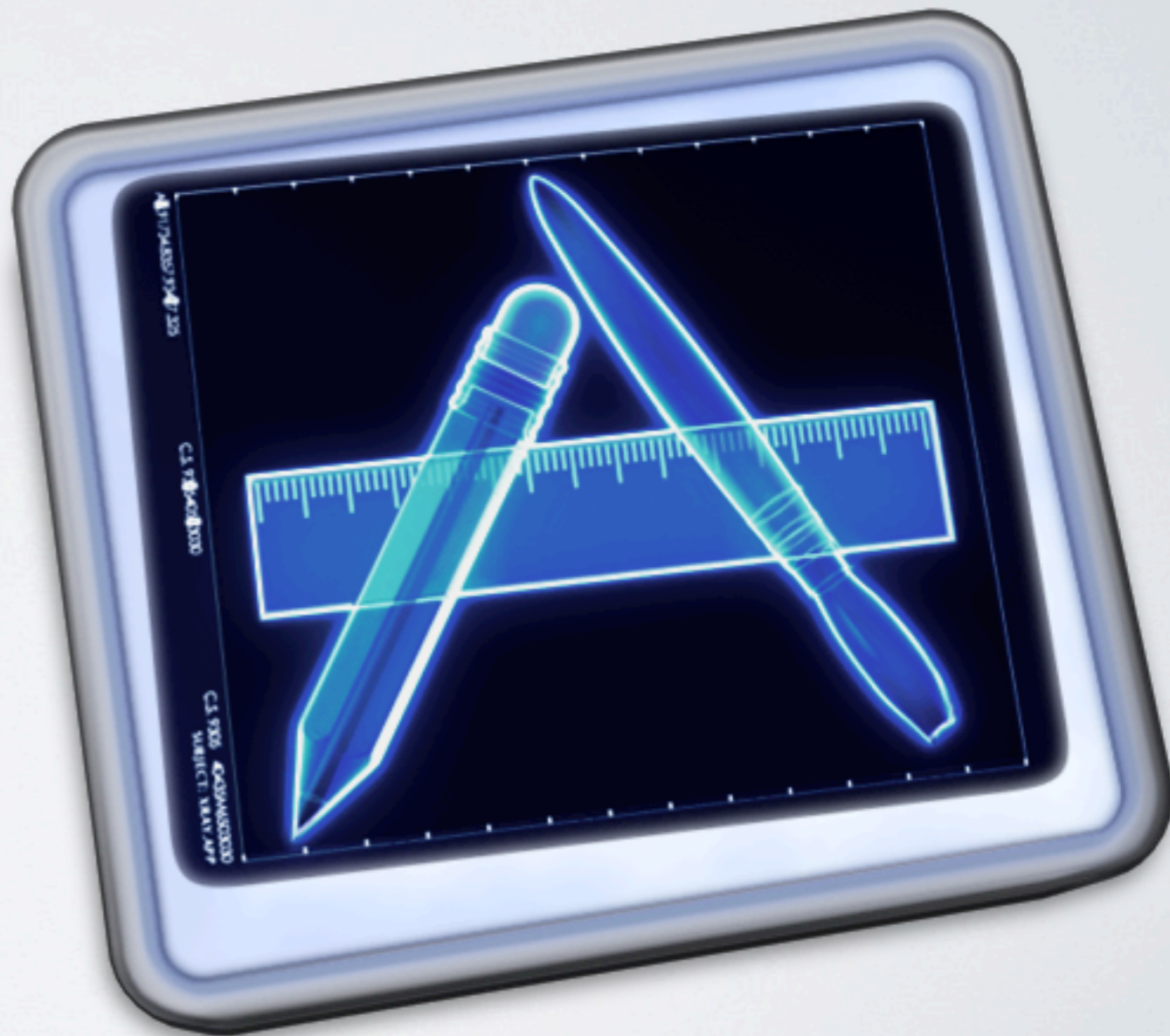




TOOLS

INSTRUMENTS

- Measuring runtime application performance
- Leak checks, stack depth, etc



SHARK

- Perform example session, measure performance on a source level



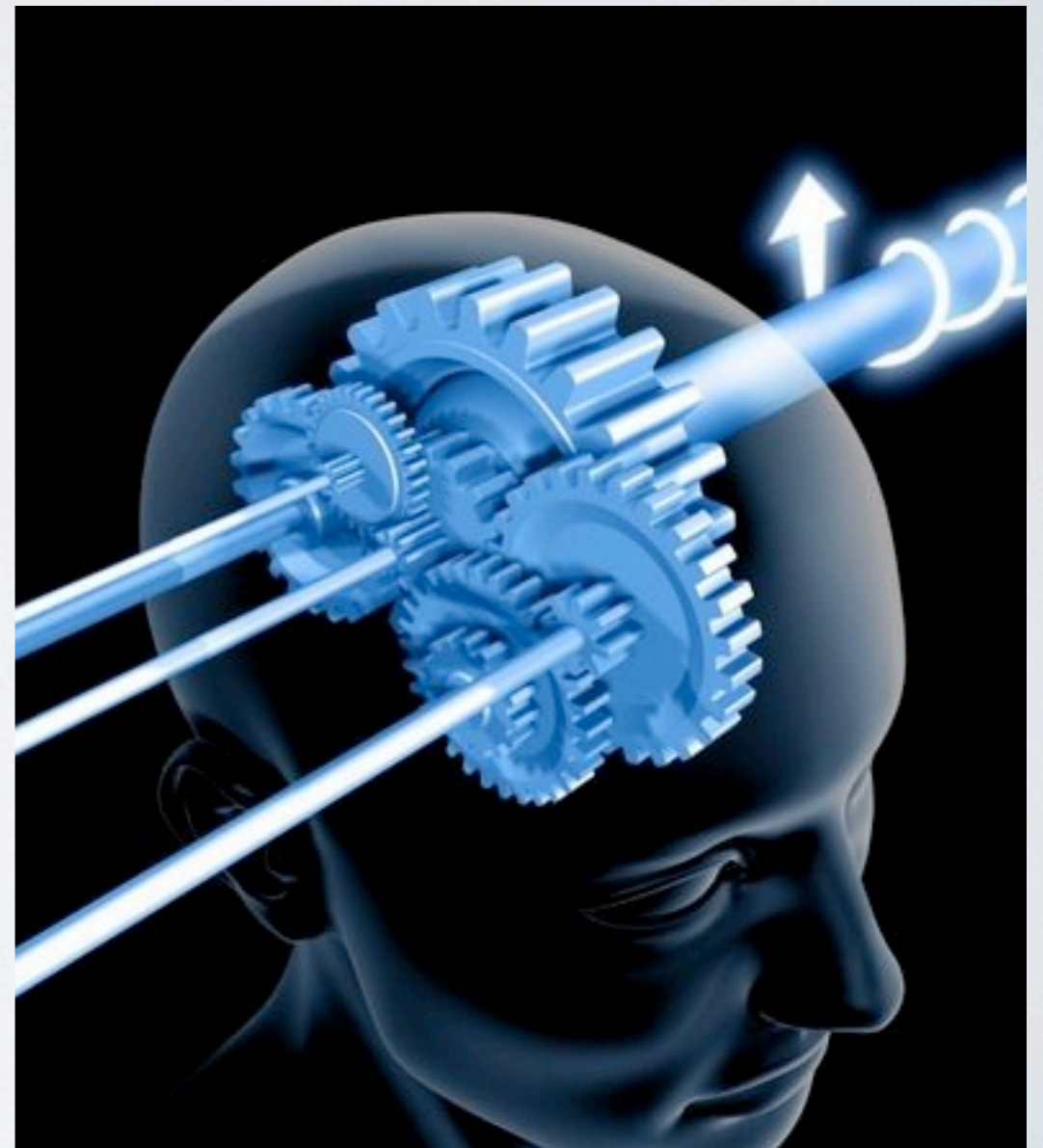
QUARTZ DEBUG

- Testing drawing performance
- Misc. debugging facilities
- Resolution independence



OVERALL PROGRESS SO FAR

- Foundation
 - Collection classes, runloop, notifications
- AppKit
 - Views, controls, NSApplication, nibs
 - Custom view drawing
- CoreData
 - Object-oriented database



WHAT'S LEFT?



- Non-conventional user interfaces (Frontrow, Coverflow, ...)
- Embedding a web browser (iTunes Store)
- Embedding video
- iPhone / Cocoa Touch

BIG EXAMPLE 3

HOMEWORK

- Add CoreData to your address book from last week
- Hint: Use the CoreData template to get started