

AppKit 導覽

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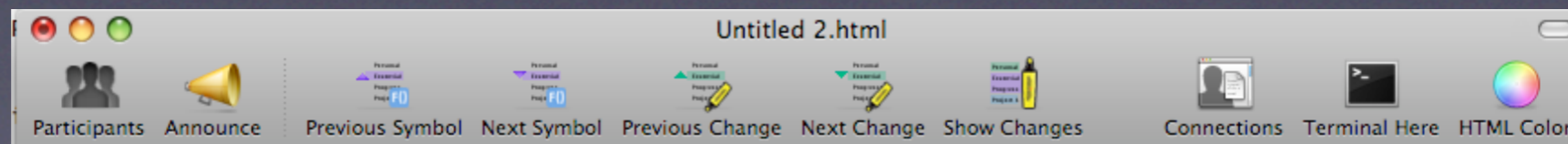
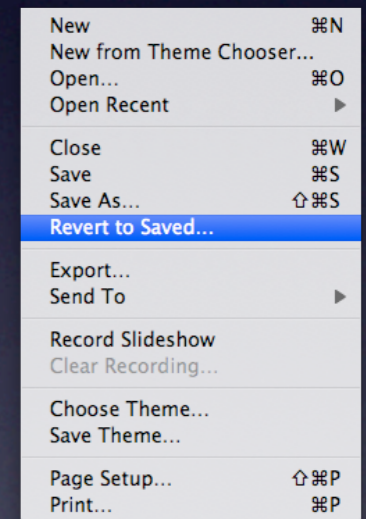
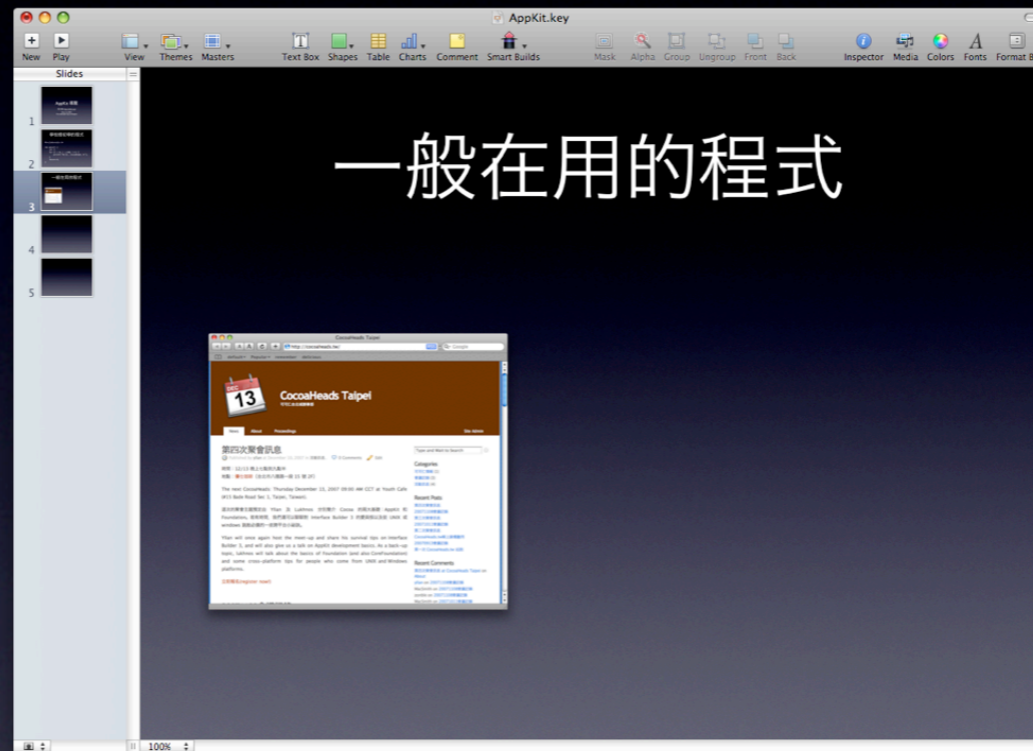
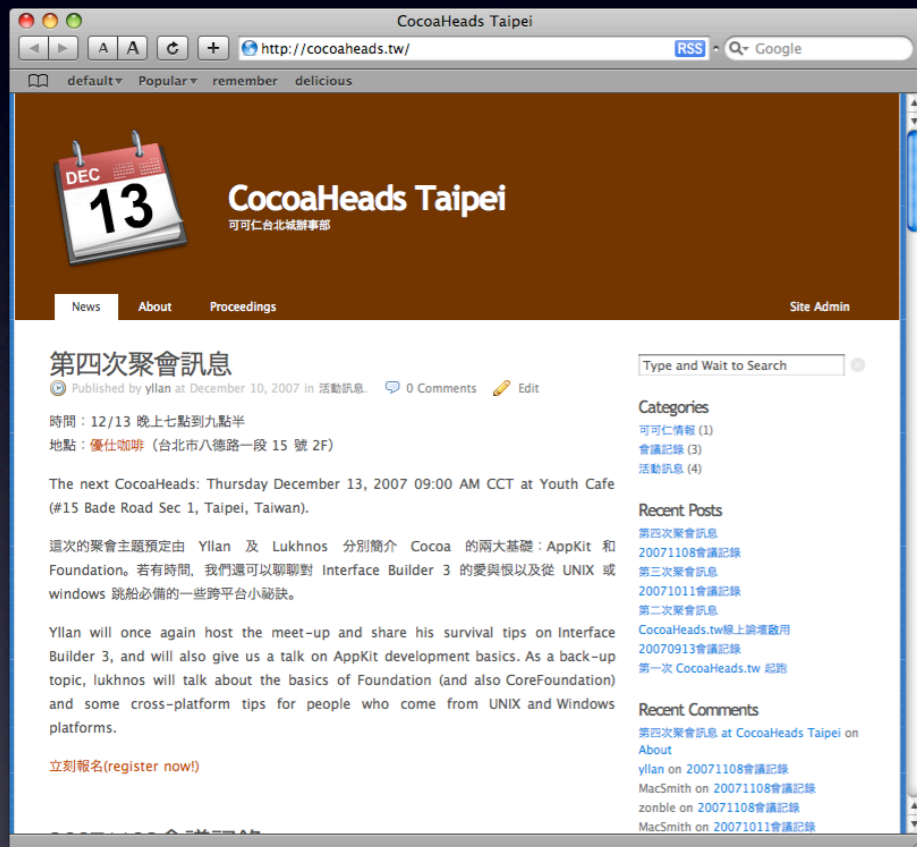
CocoaHeads Taipei Chapter

學校裡初學的程式

```
#include<stdio.h>
```

```
int main() {  
    int i;  
    for (i = 0; i < 100; i++) {  
        printf("Hello, CocoaHeads.\n");  
    }  
    return 0;  
}
```

一般人在用的程式

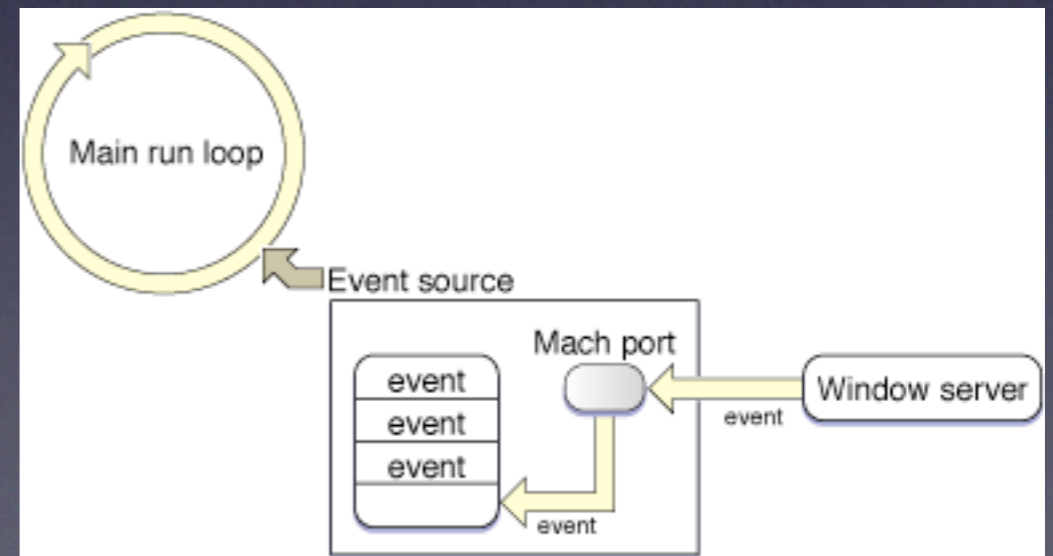


差別？

- 圖形介面

GUI App: Event Driven

```
while (!terminate) {  
    // check if there's new event input  
    // mouse, keyboard, ...  
  
    // dispatch event  
}
```



在 Xcode 裡寫 App?

1. 開 Interface Builder 編輯 nib 檔
2. 加入我們自己的 Controller、View 或 Model
3. 在 Interface Builder 中連 Outlet、Target/Action
4. 編譯執行

魔法？

NIB



AppKit

Xcode 自動生的 main.m

```
#import <Cocoa/Cocoa.h>
```

```
int main(int argc, char *argv[])
```

```
{
```

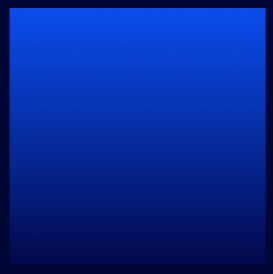
```
    return UIApplicationMain(argc, (const char **) argv);
```

```
}
```



main → NSApplicationMain




NSApp

main



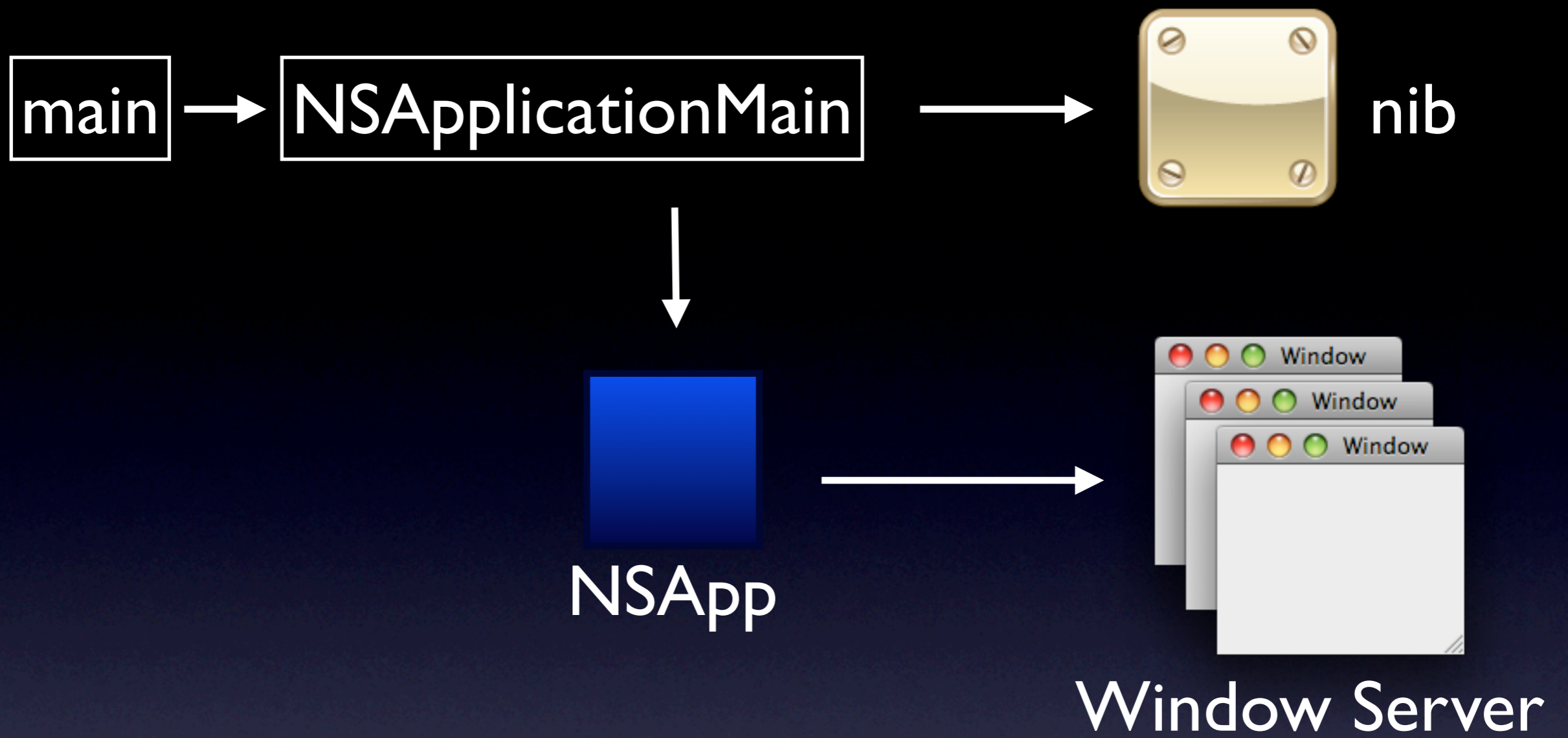
NSApplicationMain



nib



NSApp



main



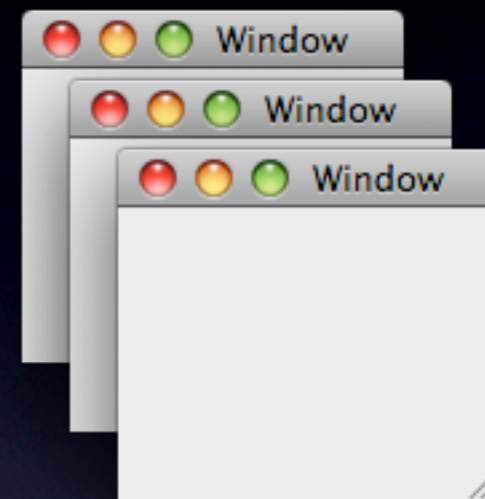
NSApplicationMain



nib



NSApp



Window Server



RunLoop

main



NSApplicationMain

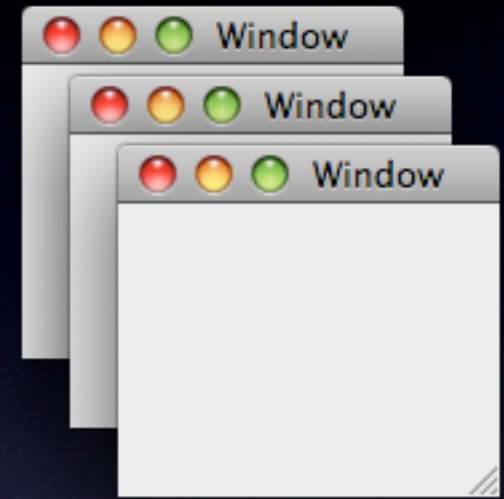


nib

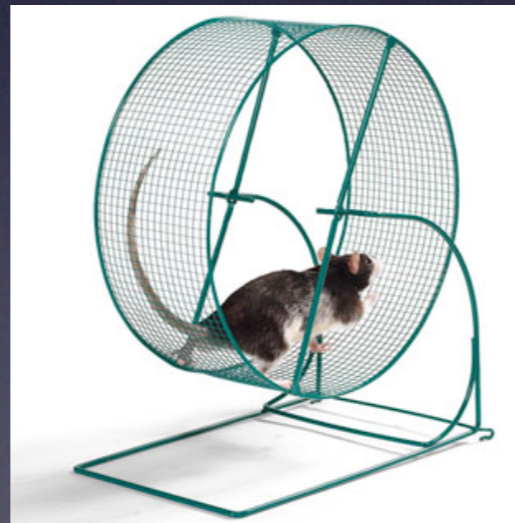
Event Handling
Mechanism



NSApp



Window Server



RunLoop

main



NSApplicationMain



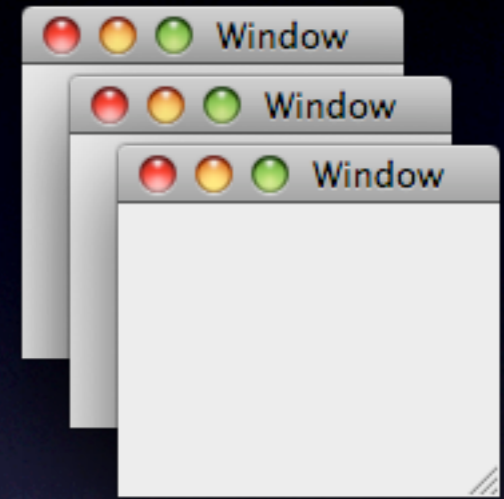
nib



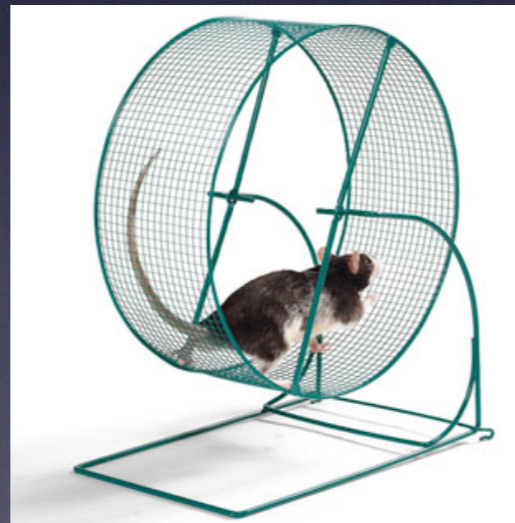
Event Handling Mechanism



NSApp



Window Server

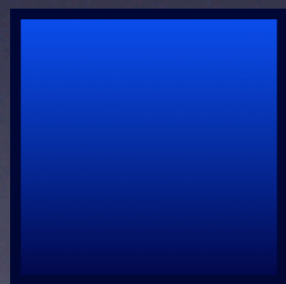


RunLoop

main → NSApplicationMain



Event Handling
Mechanism



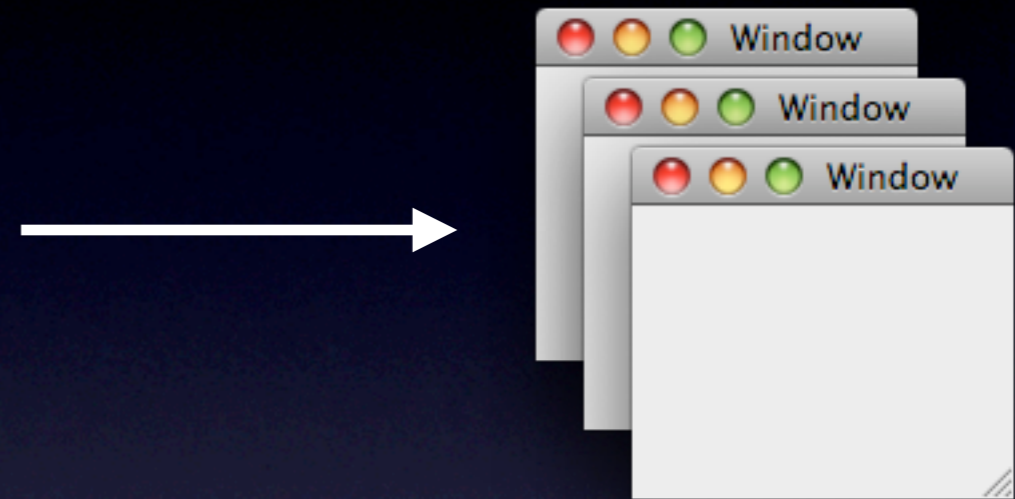
MyController



NSApp



RunLoop

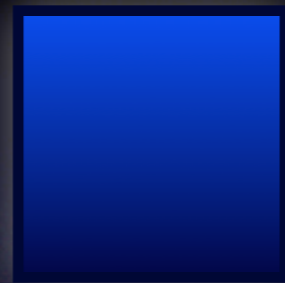


Window Server

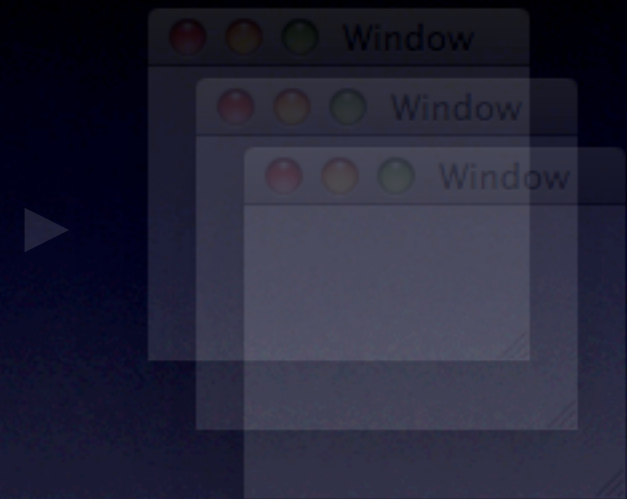
main ▶ NSApplicationMain



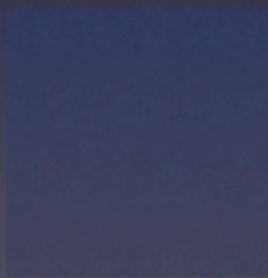
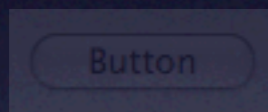
Event Handling Mechanism



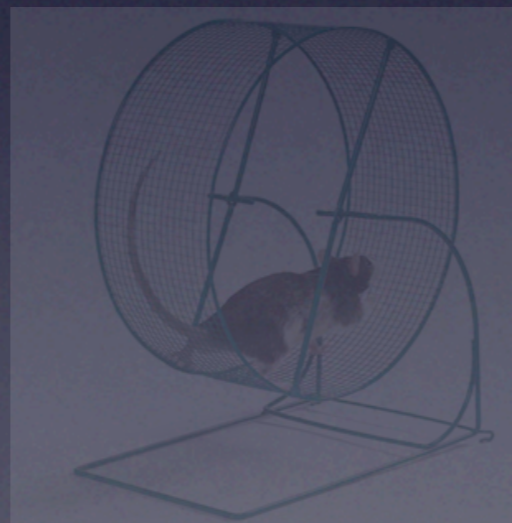
NSApp



Window Server



MyController



RunLoop

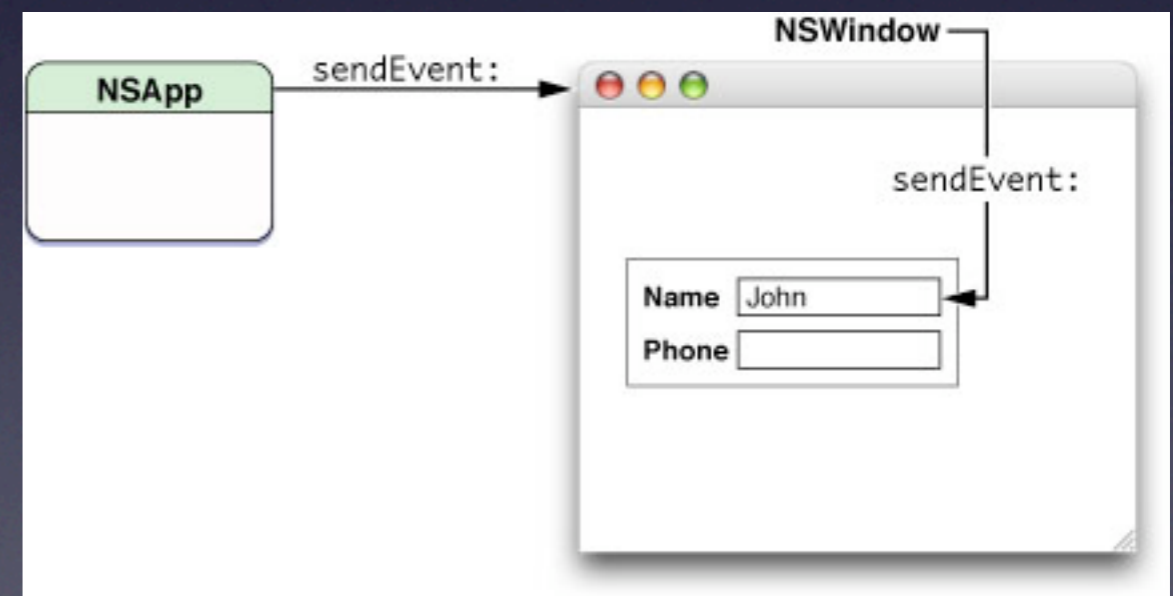
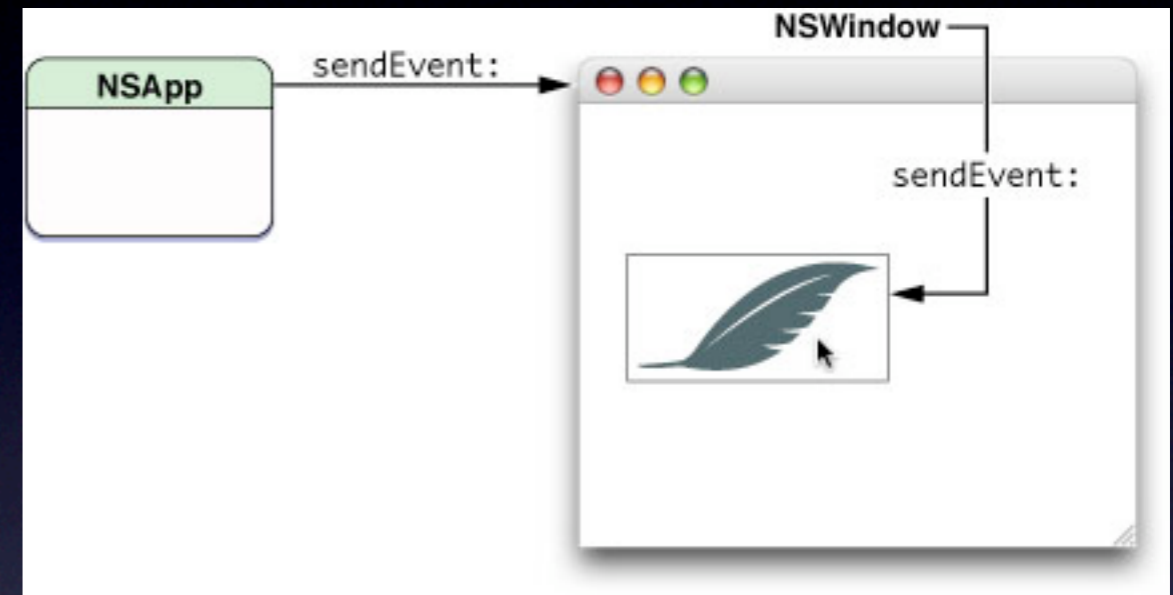
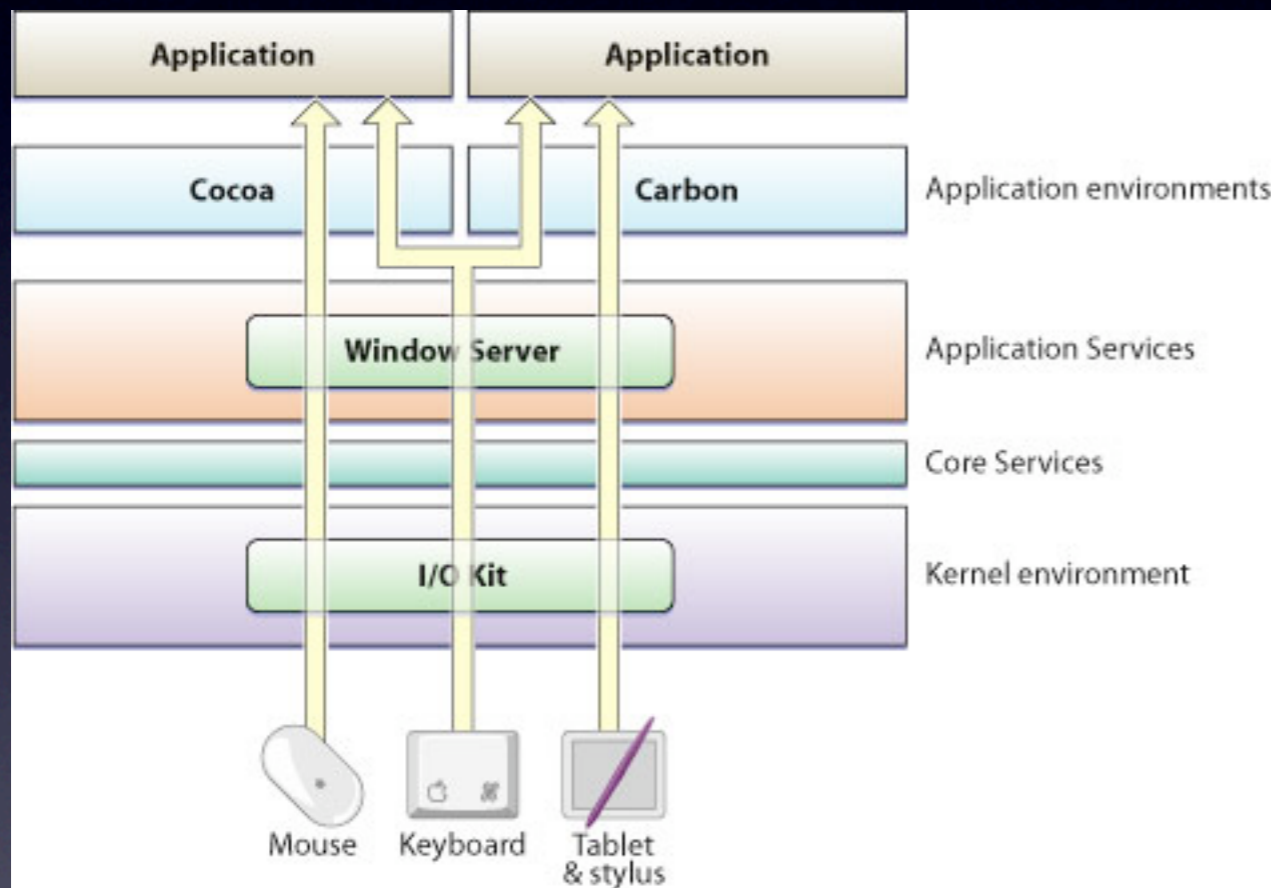
NSApplication I ♥ You!

∴NSApplication ∈ AppKit, ∴

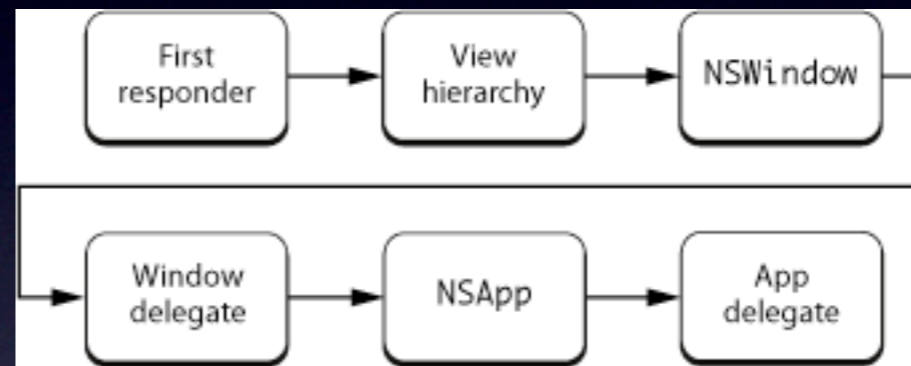
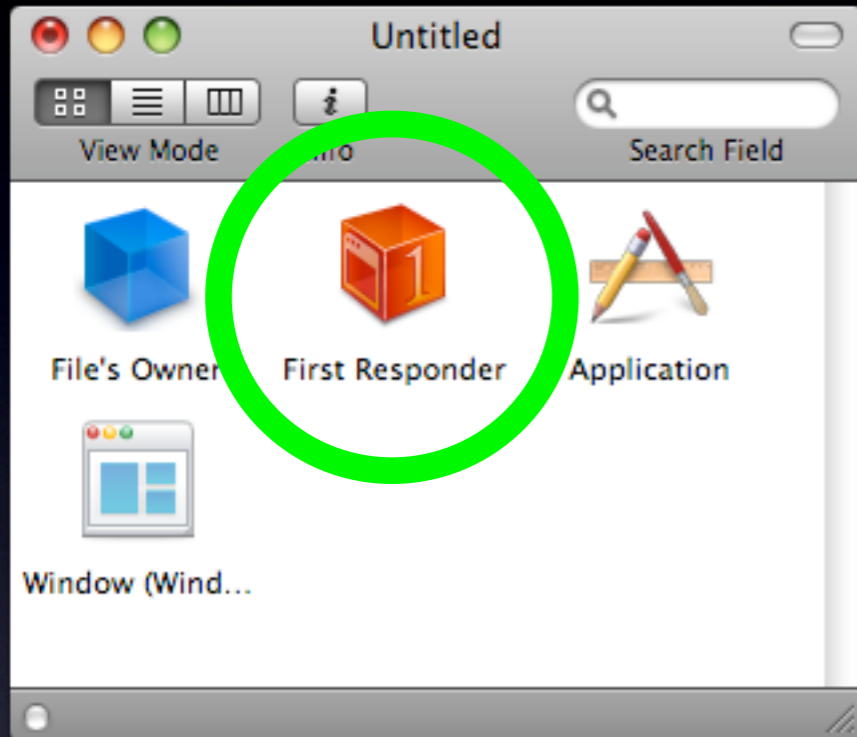


I ♥
AppKit

Event Handling

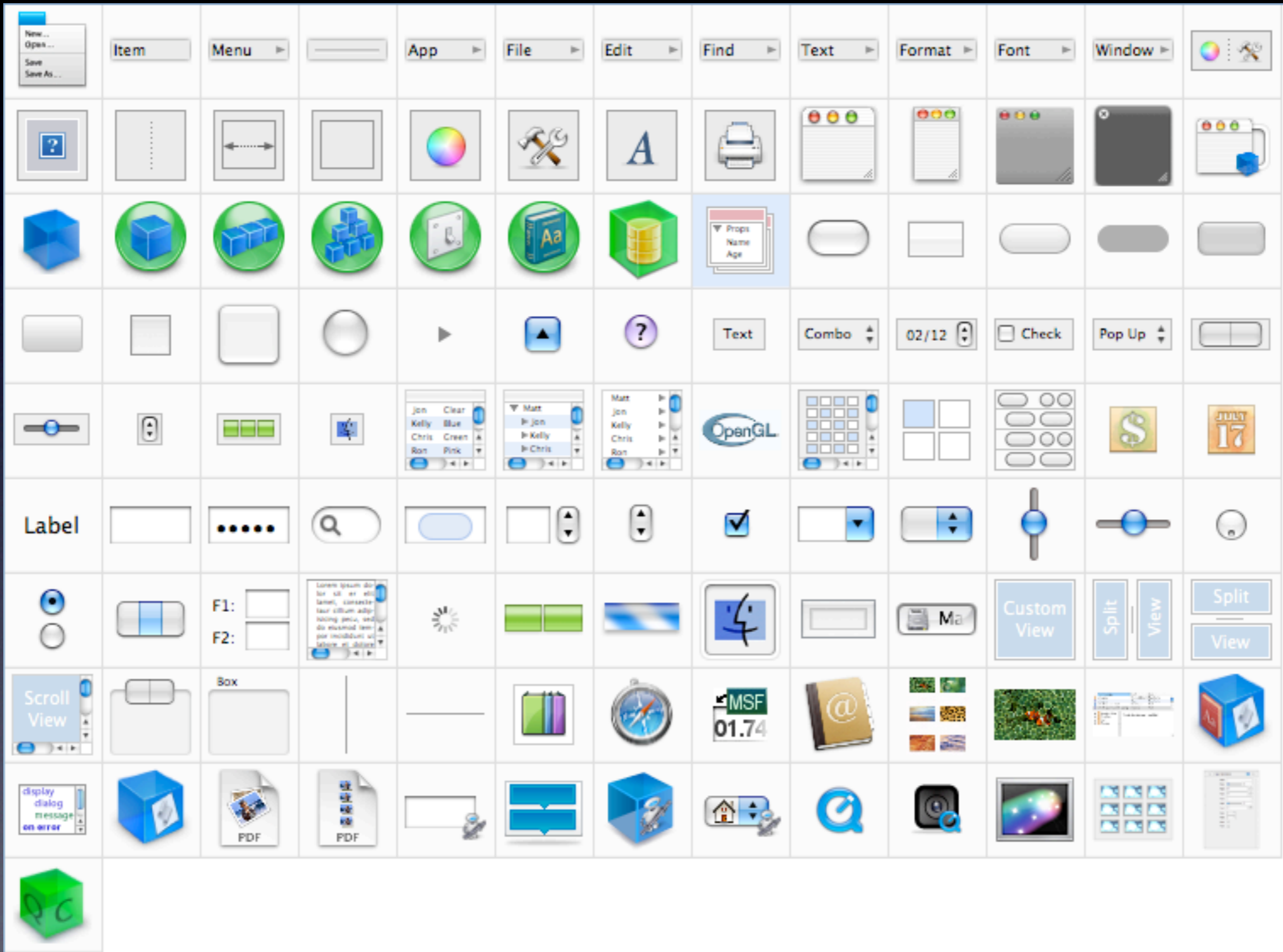


Responder Chain



```
- (void) keyDown: (NSEvent *) e {  
    // ...  
    [super keyDown: e];  
}
```

Controls



In general, AppKit is NOT thread safe!

- `(void)performSelectorOnMainThread:(SEL)aSelector
withObject:(id)arg
waitUntilDone:(BOOL)wait`

Thank you!