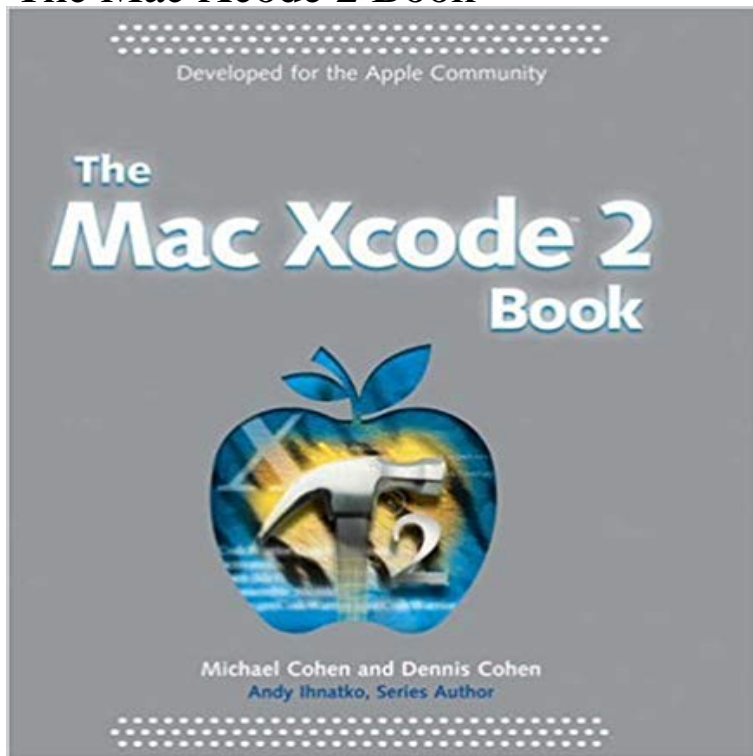


The Mac Xcode 2 Book



Learn the code. Astound your friends. Yours free with every Tiger - a to-die-for package of sophisticated software development tools called Xcode. Whether you're already immersed in software development or just considering a dip in the programming pool, Xcode lets you create applications, plug-ins, applets, utilities, extensions, and much more. And here, liberally laced with irresistible fun facts and foolishness, is a complete crash course in Xcode. You're gonna love it. Trust us. This title helps to: build your first application right away; understand Xcode's built-in compilers, program editor, and debugger; see how Xcode speaks your favorite language; and, meet the Interface Builder and some classy data modeling tools. Chock-full of delicious hints, tips, and details. Informative and enjoyable from cover to cover - Mike Rossetti, Staff Engineer, Intuit QuickBooks, Mac Engineering Team, ClubMacApp. You have the makings of a hero, you know ... This is a great time to be a Macintosh programmer. Sure, software developers have always been lionized as the true heroes of society - their movements obsessively tracked in gossip magazines, their achievements recognized in almost obscenely extravagant red-carpet awards telecasts. But Apple's own Xcode gives today's programmers unprecedented advantages. Xcode does it all. The system that allows a curious newbie to add a few buttons and menus to an existing AppleScript is the exact same one that Apple uses to build the next version of the Macintosh operating system. Today, we're all playing in either the deep or the shallow end of the same pool. Awesome, isn't it? - Andy Ihnatko.

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