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FOR IMMEDIATE RELEASE
May 29, 2001

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O'Reilly Releases *Learning Carbon* and *Learning Cocoa* for Mac Os X Developer Community

San Jose, CA—O'Reilly & Associates announced at Apple's Worldwide Developers Conference 2001 that the first two in a series of highly anticipated books on Mac OS X application development—*Learning Carbon* and *Learning Cocoa* (O'Reilly, each US $34.95)—have been released. Designed to teach Apple developers the key concepts about programming for Mac OS X, *Learning Carbon* and *Learning Cocoa* provide the essential tools for porting existing code to the new operating system, and using the examples provided, act as springboards to help developers create their own industrial-strength applications.

"The interest in developing for Mac OS X is incredible here at our Worldwide Developer conference," said Ron Okamoto, Apple's vice president of Worldwide Developer Relations. "Written by Mac OS X experts, technically reviewed by Apple engineers, and produced and edited to O'Reilly's trademark high standard of quality, *Learning Carbon* and *Learning Cocoa* will be invaluable resources to our developers."

Carbon is one of the principal application environments Mac OS X programmers can use to write applications. Utilizing Carbon, programmers can tune-up their existing Mac source code to take advantage of the new features in Mac OS X.

Learning Carbon introduces the developer to key concepts like event management, resource handling, and bundle anatomy. In addition, hands-on instructions guide the reader on topics of how to implement essential application tasks, such as managing windows, creating and responding to menu commands, providing user help, and organizing the application for easy localization in multiple countries and languages.

Cocoa is the second principal application environment for Mac OS X. Among Cocoa's many attributes, its advanced object-oriented APIs allow developers to work in both Java and Objective-C.

With *Learning Cocoa* by their side, readers quickly become familiar with Cocoa application development not merely by reading, but by doing. For those with no previous experience, the book breaks the ice with a discussion of essential object-oriented programming concepts, before a thorough introduction to the Cocoa environment helps them become familiar with the basic elements of Cocoa programming. Tutorials guide the reader through a series of gradually more complex example applications, laying the foundation for more advanced techniques and concepts every time.

The writing team has incorporated a playful spirit into this book, as the reader is encouraged to play, explore, and 'kick the tires' of Cocoa, demystifying Apple's development environment and getting developers eager to program in it.

Recommended by the Apple Developer Connection, *Learning Carbon* and *Learning Cocoa* provide information not available anywhere else, and perfectly equip the developer to hit the ground running in the Mac OS X application development market.

For *Learning Carbon*:

The sample chapter, *Carbon Event,* is available free online at:
http://www.oreilly.com/catalog/learncarbon/chapter/ch06.html

For more information about the book, including Table of Contents, index, author bio, and samples, see: http://www.oreilly.com/catalog/learncarbon/

For a cover graphic in jpeg format, go to:
ftp://ftp.ora.com/pub/graphics/book_covers/hi-res/0596001614.jpg

For *Learning Cocoa*:

Chapter 6, *Essential Cocoa Paradigms,* is available free online at:
http://www.oreilly.com/catalog/learncocoa/chapter/ch06.html

For more information about the book, including Table of Contents, index, author bio, and samples, see: http://www.oreilly.com/catalog/learncocoa/

An in depth series of articles on *Programming with Cocoa* is available on the O'Reilly Network Mac DevCenter: http://www.oreillynet.com/pub/ct/37

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Learning Carbon
By Apple Computer, Inc.
May 2001
ISBN 0-596-00161-4, 352 pages, $34.95 (US)

Learning Cocoa
By Apple Computer, Inc.
May 2001
ISBN 0-596-00160-6, 370 pages, $34.95 (US)

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