

# Figures, Tables, and Listings

Chapter 1	Introduction	1
	<b>Listing 1-1</b>	A simple Macintosh application 3
	<b>Figure 1-1</b>	The window created by the simple application 4
	<b>Table 1-1</b>	Parameters passed to <code>NewWindow</code> in Listing 1-1 4
	<b>Figure 1-2</b>	Overview of the system software 7
	<b>Figure 1-3</b>	Parts of the Macintosh Toolbox 8
	<b>Table 1-2</b>	The Macintosh Toolbox 10
	<b>Table 1-3</b>	The Macintosh Operating System 11
	<b>Figure 1-4</b>	A multiscrypt line of text drawn by <code>QuickDraw</code> 13
	<b>Figure 1-5</b>	Input and conversion of Japanese text using the Text Services Manager 14
	<b>Figure 1-6</b>	Sharing dynamic data with other applications 15
	<b>Figure 1-7</b>	Sending and responding to Apple events 16
	<b>Figure 1-8</b>	Playing a QuickTime movie 18
	<b>Figure 1-9</b>	A typical Venn diagram window 22
	<b>Figure 1-10</b>	The parts of a Venn diagram window 22
	<b>Figure 1-11</b>	A correctly constructed Venn diagram 23
	<b>Figure 1-12</b>	The Venn menu 24
Chapter 2	Memory	27
	<b>Figure 2-1</b>	Memory organization in the cooperative multitasking environment 30
	<b>Figure 2-2</b>	Organization of an application partition 32
	<b>Figure 2-3</b>	The application stack 34
	<b>Figure 2-4</b>	A fragmented heap 35
	<b>Figure 2-5</b>	A compacted heap 36
	<b>Figure 2-6</b>	Organization of an application's A5 world 37
	<b>Figure 2-7</b>	A pointer to a nonrelocatable block 39
	<b>Figure 2-8</b>	A handle to a relocatable block 41
	<b>Figure 2-9</b>	Purging and reallocating a relocatable block 44
Chapter 3	Resources	49
	<b>Table 3-1</b>	Typical locations of resources 53
	<b>Figure 3-1</b>	Searching for a resource 54
	<b>Table 3-2</b>	Some standard resource types 55
	<b>Listing 3-1</b>	Rez input for the Preferences dialog box 57
	<b>Figure 3-2</b>	The ResEdit version of the Preferences dialog box 58
	<b>Figure 3-3</b>	A resource diagram 59
	<b>Figure 3-4</b>	The Preferences dialog box 61
	<b>Listing 3-2</b>	The structure of a resource containing Venn diagram preferences 61
	<b>Listing 3-3</b>	Reading a user's preferences 62

<b>Listing 3-4</b>	Creating a preferences file	64
<b>Listing 3-5</b>	Copying a resource from one resource file to another	65
<b>Listing 3-6</b>	Saving current preferences settings	66

## Chapter 4

### Events 69

---

<b>Figure 4-1</b>	Sources of events sent to your application	73
<b>Listing 4-1</b>	Initializing your application	74
<b>Listing 4-2</b>	Initializing the main Toolbox Managers	75
<b>Listing 4-3</b>	Handling disk-inserted events	77
<b>Listing 4-4</b>	An event loop	77
<b>Listing 4-5</b>	Tracking mouse events in the close box	79
<b>Listing 4-6</b>	Tracking the cursor in an arbitrary rectangle	80

## Chapter 5

### Drawing 83

---

<b>Figure 5-1</b>	Samples of QuickDraw's abilities	85
<b>Figure 5-2</b>	The coordinate plane	86
<b>Figure 5-3</b>	A rectangle	87
<b>Figure 5-4</b>	Pixels and rectangles	88
<b>Figure 5-5</b>	Two regions	90
<b>Figure 5-6</b>	A bitmap	92
<b>Listing 5-1</b>	Saving and restoring the current graphics port	93
<b>Listing 5-2</b>	The structure of a record describing a document window's geometry	94
<b>Listing 5-3</b>	Initializing the geometry record	95
<b>Listing 5-4</b>	Defining circular regions	96
<b>Listing 5-5</b>	Defining noncircular regions	96
<b>Figure 5-7</b>	Calculating the overlap regions of a Venn diagram	98
<b>Figure 5-8</b>	Bit images in a document window	99
<b>Listing 5-6</b>	Reading 'ICON' resources into memory	100
<b>Listing 5-7</b>	Drawing the tools area of a document window	100
<b>Listing 5-8</b>	Drawing a portion of an icon	101
<b>Listing 5-9</b>	Retrieving a status message from a resource	102
<b>Listing 5-10</b>	Informing the user of an argument's validity or invalidity	103
<b>Listing 5-11</b>	Displaying a status message	103

## Chapter 6

### Windows 107

---

<b>Figure 6-1</b>	A Venn diagram window	111
<b>Listing 6-1</b>	The <code>WindowRecord</code> data structure	112
<b>Listing 6-2</b>	Determining if a window is a document window	114
<b>Listing 6-3</b>	Determining if a window is a dialog box	114
<b>Listing 6-4</b>	Determining if a window is a desk accessory window	115
<b>Listing 6-5</b>	The structure of a document record for the Venn Diagrammer application	115
<b>Listing 6-6</b>	Creating a new Venn diagram window	117
<b>Listing 6-7</b>	Handling mouse-down events	120
<b>Listing 6-8</b>	Dragging a window	121

<b>Listing 6-9</b>	Handling clicks in a window's content region	121
<b>Listing 6-10</b>	Handling a click in a figure icon	123
<b>Listing 6-11</b>	Handling update events	124
<b>Listing 6-12</b>	Handling window activations and deactivations	126
<b>Figure 6-2</b>	An inactive window containing controls	127
<b>Listing 6-13</b>	Handling clicks in the close box	128
<b>Listing 6-14</b>	Closing a window	129
<b>Listing 6-15</b>	Closing a Venn diagram window	129

## Chapter 7

### Dialog Boxes 131

---

<b>Figure 7-1</b>	An About box	133
<b>Figure 7-2</b>	An alert box	134
<b>Figure 7-3</b>	A Preferences dialog box	134
<b>Listing 7-1</b>	Dialog item numbers	135
<b>Listing 7-2</b>	Creating a modeless dialog box	138
<b>Listing 7-3</b>	Setting up application-defined dialog items	139
<b>Listing 7-4</b>	Drawing application-defined dialog items	140
<b>Listing 7-5</b>	Handling events in a modeless dialog box	141
<b>Listing 7-6</b>	Setting the state of radio buttons and checkboxes	142
<b>Listing 7-7</b>	Displaying a modal dialog box	145
<b>Listing 7-8</b>	Outlining the default button of a modal dialog box	146
<b>Listing 7-9</b>	A modal dialog filter function	147

## Chapter 8

### Menus 149

---

<b>Figure 8-1</b>	A typical pull-down menu	151
<b>Figure 8-2</b>	Defining a 'MENU' resource	153
<b>Figure 8-3</b>	Editing a menu command	153
<b>Figure 8-4</b>	An 'MBAR' resource in ResEdit	154
<b>Listing 8-1</b>	Setting up the menu bar and menus	155
<b>Listing 8-2</b>	Defining menu numbers and menu item numbers	156
<b>Listing 8-3</b>	Handling menu selections	157
<b>Listing 8-4</b>	Handling Apple menu selections	159
<b>Listing 8-5</b>	Handling Command-key equivalents	160
<b>Table 8-1</b>	Reserved keyboard equivalents	161
<b>Listing 8-6</b>	Adjusting menus	161

## Chapter 9

### Processes 163

---

<b>Figure 9-1</b>	The desktop with several applications open	166
<b>Listing 9-1</b>	The Rez input for a sample 'SIZE' resource	169
<b>Listing 9-2</b>	Handling operating-system events	171
<b>Table 9-1</b>	The bits in the <code>message</code> field of an operating-system event record	172
<b>Listing 9-3</b>	Handling null events	173
<b>Figure 9-2</b>	A Venn diagram before automatic adjusting	174
<b>Figure 9-3</b>	A Venn diagram after automatic adjusting	175
<b>Listing 9-4</b>	Quitting your application	175

<b>Listing 9-5</b>	Handling serious errors	178
<b>Listing 9-6</b>	Checking that <code>FindFolder</code> is present	179
<b>Listing 9-7</b>	Determining whether a trap is available	180
<b>Listing 9-8</b>	Checking for the availability of the <code>WaitNextEvent</code> function	181