

DataSource.app

SHL Object Technology Center
e-mail: otccore@bou.shl.com

Overview

This example demonstrates how you can implement a custom data source by creating an object that conforms to the EODataSources protocol. From an EOController perspective (UI layer), a persistent store (ie. a database) is not required, just an object that conforms to the EODataSources protocol. Thus you can take advantage of the features found in EOController (buffering, undo, etc) without having a real database by implementing a custom data source.

NEXTSTEP 3.2 and EOF Release 1.0

Program Organization

Important Files

DataSource.[hm] conforms to the EODataSources protocol.
Motorcycle.[hm] is the class of objects provided by the data source.
Images (folder) contains some motorcycle images you can use for inserts / updates.

Revision History

June 94 Version 1.0.