

Apple Events/AppleScript Programming

Description:

Learn to develop exciting applications that take advantage of Apple events, and Apple's Open Scripting Architecture. The "Apple Events/AppleScript Programming Tutorial" consists of a disk and workbook tutorial and covers a subset of core modules from the classroom course. This course teaches you how to add Apple Event Object Model support to your applications and make them "script ready" and recordable. Approximately 40 hours of training.

Equipment:

Hardware:

Any Macintosh computer
4MB of RAM

Software:

System 7 or later
THINK C 5.0 or later

Facts:

Self-paced
Part Number: R0224LL/B
\$95.00

Target Audience:

Application developers who wish to take advantage of the power of AppleScript and AppleEvents to ship fully scriptable and recordable applications.

Prerequisites:

At least one year of C programming experience on the Macintosh. Familiarity with Apple Events.

Course Outline:

- I. Introduction to Scripting
 - A. AppleScript
 - B. Open Scripting Architecture
- II. Apple Event Manager
 - A. Supporting the Required Suite
 - B. Sending Apple Events
- III. Object Model & the Object Support Library
 - A. Creating Object Specifiers
 - B. Resolving Object Specifiers
 - C. OSL Callback Functions
- IV. Creating an AETE Resource
- V. Apple Event Registry
 - A. Class Definitions
 - B. Core Suite Organization
- VI. Application Design
 - A. Event Handler Architecture
 - B. Implementing the Core Suite
 - C. Recording Architecture
- VII. Open Scripting Architecture API
 - A. Attaching Scripts to Applications

Developer University
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