

# DataSource.app

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## 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 EOF Beta

## 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.