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.