1990 Worldwide Developers' Conference

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Founder & VP Development
also Founder & President of MADA

Object Programming
Inside & Out

MADA, MacApp
and SCSI Installers

MacApp Developer's Association

(MADA) A Short History

- Founded in Boston 1986 (20 developers)
- Non-Profit
- Member elections - Board, President & VP (yearly, nominations May, elections June)
- 2 Fulltime Paid Staff
- 900 US members
  - 250 MADA Europe

Goals of MADA

- Provide Services to MacApp Developers
  - Get the word out - *FrameWorks*
  - Help the beginner
  - Collect the wisdom
  - Feedback to Apple

Help For Beginners

- Sharing the "Hard Won Knowledge"
- Articles in *FrameWorks*
- AppleLink / BBS
- Encouragement

Get The Word Out

- Frameworks *(thanks Howard Katz!)*
  - 6 issues
  - Articles and AppleLinks
- Yearly technical conference
- MacWorld / WWDC / Local SIGs
- Campus Connection

Collect the Wisdom

- The seasoned veterans write articles
- Objects / Tools / Designs *(40 contributors)*
  - MADA products
  - The classroom and individual efforts
  - Goodies disks
- Ninja MacAppers
  - Slip in, Fix it, Disappear

Feedback to Apple
Previews to MADA

- Meeting at San Francisco & Boston MacWorld
- Meeting at WWDC (here)
- Meeting at MADA Conference
  - Face to Face
  - Technical Interchange

Future Direction
Things we'd like to do

- Education / Training
- Local MADA chapters SIGs/User Groups
- University and College Campuses
- Building Blocks/Components

How to contact MADA

MacApp Developer's Association (MADA)
P.O. Box 23
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(206) 252-6946

"on the concourse here at WWDC"
ask about MADA EUROPE

Software Architects, Inc.

How we use MacApp to help
us be successful and happy

This can apply to you.

- No IAC spreadsheet examples
- No IAC Word Processing examples
- Danger Marketing & SCSI info ahead

MacApp in a small **business**

- Confidence
- The Right Stuff

- Objects can be an asset use them
- MacApp is an asset use it

Programming Confidence

- Power Tools not just a hand saw
  (do not try this at home)
- Great examples of the
  Mac Software Craft

"MacApp sources are a great place to look at how Apple thinks it should be done. Even if you are not using MacApp" - DTS

The Right Stuff

- Features and functions
    Cut, Copy, Paste, Save, Print
    Low Memory, International Stuff,
    Windows, Pop-ups, Dragging, DAs
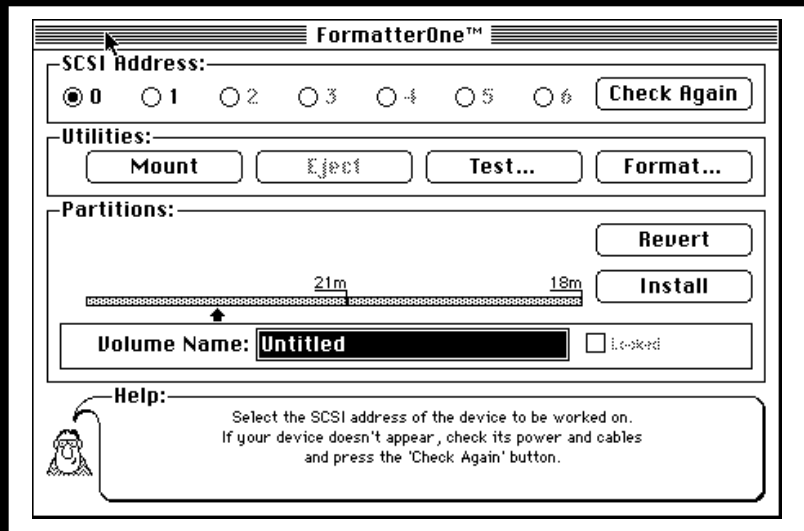- Futures
    7.0 - IAC, Edition Manager
    8.0, 9.0 … ????

Objects can be an asset

- Sometimes the real world maps to objects
  - Find these places and exploit them
- Tough part is - 'Things Change'
- Objects make things easy to change
  - Encapsulation
  - Subclassing

An example

A Digression

Simple User interface
for installing drivers.

Hard work to make
it look easy

The product...

A Digression

- Driver
  - 5-27kbytes of code on the media
- Installer
  - Prepares media
  - Tests media
  - Gives warm feeling that it was easy

Real world maps to objects
(a digression)

- SCSI devices use Common Command Set
  - the myth of CCS
- CCS Device concept can be encapsulated
  - old world data structure and routines
  - new world object encapsulation
- It really works!

Objects really work
(a digression)

- Installer uses subclasses to accommodate:
  - Removable media
    hard drives and eraseable optical
  - Hard sectored devices
  - Ill behaved devices

MacApp is an asset
Plan for change & enhancement

- Strength as prototyper, it is
  long term "business asset"
- Subclassing gives new behaviors
- View Hierarchies easy to change
- Instantiation by Name from resources

Synergy of Objects & MacApp

- Confidence
  - new devices disk, check & 3 days
  - Meeting customers (OEM's) needs
    user interface by rearranging our screen
    with MacPaint

Questions to Ask:

- When do I use regular data structures and when do I use objects?
- How many prototypes will I build?
- When do I reuse/recycle code?
- What are the long term effects of System 7.0 on MacApp?
- What effect will polymorphism have on instantiations of a class' children?

The power to be your best