

## 3.1 Application Kit Examples

The **/NextDeveloper/Examples/AppKit** folder contains sources to several example programs. To see how the examples work, you need to build them; just copy them over to your directory, open them up in Project Builder, and build.

An alphabetical listing of the examples in this directory follows, with a brief description. For more information about each example, please refer to the **README** or **README.rtf** file located within the example folder.

### **Backspace & BackspaceViews**

BackSpace is a screen-saver, screen-locking utility, and more. It's also

extensible, so you can easily add your own screen saver modules and have them dynamically loaded and recognized. The BackspaceViews directory contains a few sample modules.

## **BreakApp**

A game program with resizable playing field and pieces demonstrating timed animation under NeXTSTEP. BreakApp uses new NeXTSTEP 3.0 Sound Kit classes to provide real-time sound mixing.

## **BusyBox**

This example provides guidance in conforming to NeXTSTEP user-interface conventions. BusyBox also uses its own custom Help panel for providing help.

## **CalculatorLab**

A simple program based around a central Calculator object. A good program to play around with as an introduction to Interface Builder and Objective-C programming. This is Lab One of the Developer's Camp.

## **CalculatorLab++**

This example replaces the CalculatorLab Objective-C Calculator object with a C++ calculator object. Good example of integrating a C++ kernel into a NeXTstep application.

## **ColorTest**

A true busy box, this app demonstrates pretty much everything you can do

with a color panel. Shows how to attach custom pickers, custom color lists, and accessory views. Also includes code to save and restore colors in the defaults database.

## **CompositeLab**

A program demonstrating different compositing modes. Uses NeXTSTEP 3.0 drag-and-drop features to accept dragged colors and images.

## **Draw**

A drawing program. Draw uses most of the Application Kit classes and demonstrates many of the new NeXTSTEP 3.0 features (such as object links). Draw also shows how one can add a multiple-level undo framework to a

NeXTSTEP application. An executable version of Draw lives in **/NextDeveloper/Demos**.

## **Graph**

An application which graphs equations in two or three dimensions; you can modify the coefficients and watch the graph change in real time. Graph uses yacc and lex to parse the equation you enter and the 3D kit to draw graphs in three dimensions. Documents are saved using typedstreams. Graph also demonstrates how an application can be the source for object links.

## **ImageFilter**

A simple filter service which automatically converts IFF images into TIFF.

Demonstrates how to write filter services which hang around and service requests through a Listener port.

## **Lines**

An animation program demonstrating the use of PostScript user paths and timed entries. Runs untimed, as fast as possible; this makes it somewhat useful as a tool to compare CPU speeds.

## **ScrollDoodScroll**

An exploration of various scrolling issues. Shows how to create a scrollable matrix with moveable cells and a zoomable scroll view with a custom ruler.

## **SortingInAction**

Compares various sorting algorithms. A good example of using multiple threads within an application.

## **UnderPressure**

A simple paint program that draws variable-width brush strokes and demonstrates how to take advantage of the pressure sensitive features of graphics tablets under NeXTSTEP 3.0.

## **VideoApp**

Shows off the video API using NXLiveVideoView. Also includes image grab

and video output of graphics.

## Yap

A PostScript previewer with multiple documents that lets you open/save/edit text files and execute them as PostScript source. An executable version can be found in **/NextDeveloper/Apps**.