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# Internet Archive URLs for Mac OS X Technology Overview

## Internet Archive URL to PDF of Mac Technology Overview

[https://web.archive.org/web/20101113134432mp/http://developer.apple.com/library/mac/documentation/MacOSX/Conceptual/OSX\\_Technology\\_Overview/OSX\\_Technology\\_Overview.pdf](https://web.archive.org/web/20101113134432mp/http://developer.apple.com/library/mac/documentation/MacOSX/Conceptual/OSX_Technology_Overview/OSX_Technology_Overview.pdf)

## Internet Archive URL to Mac Technology Overview (page captures below)

[https://web.archive.org/web/20101203170217/http://developer.apple.com/library/mac/#documentation/MacOSX/Conceptual/OSX\\_Technology\\_Overview/About/About.html#/apple\\_ref/doc/uid/TP40001067](https://web.archive.org/web/20101203170217/http://developer.apple.com/library/mac/#documentation/MacOSX/Conceptual/OSX_Technology_Overview/About/About.html#/apple_ref/doc/uid/TP40001067)

The screenshot shows a web browser window displaying the "Introduction to Mac OS X Technology Overview" document. The browser's address bar shows the URL: <http://developer.apple.com/library/mac/>. The page content includes a table of contents on the left, a main heading "Introduction to Mac OS X Technology Overview", and several sections of text and lists. The sections visible are: "Who Should Read This Document", "Organization of This Document", "Getting the Xcode Tools", "Reporting Bugs", "See Also", "Developer Documentation", and "Information on BSD". The page is rendered in a clean, professional layout with a light blue sidebar and a white main content area.

- Table of Contents
Introduction
Creating Software Products for the Mac Platform
Cocoa Application Layer
Media Layer
Core Services Layer
Core OS Layer
Kernel and Device Drivers Layer
Migrating from Cocoa Touch
Appendix A: OS X Frameworks
Revision History

## Introduction to Mac OS X Technology Overview

Next

Mac OS X is a modern operating system that combines a stable core with advanced technologies to help you deliver world-class products. The technologies in Mac OS X help you do everything from manage your data to display high-resolution graphics and multimedia content, all while delivering the consistency and ease of use that are hallmarks of the Macintosh experience.

### Who Should Read This Document

Mac OS X Technology Overview is an essential guide for anyone looking to develop software for Mac OS X. It provides an overview of the technologies and tools that have an impact on the development process and provides links to relevant documents and other sources of information.

- Orient yourself to the Mac OS X platform.
Learn about Mac OS X software technologies, why you might want to use them, and when.
Learn about the development opportunities for the platform.
Get tips and guidelines on how to move to Mac OS X from other platforms.
Find key documents relating to the technologies you are interested in.

This document does not provide information about user-level system features or about features that have no impact on the software development process. New developers should find this document useful for getting familiar with Mac OS X. Experienced developers can use it as a road map for exploring specific technologies and development techniques.

### Organization of This Document

- Mac OS X System Overview provides background information for understanding the terminology and basic development environment of Mac OS X.
Darwin and Core Technologies describes the technologies that comprise the Darwin environment along with other key technologies that are used throughout the system.
Graphics and Multimedia Technologies describes the graphics foundations of the system, including the technologies you use for drawing to the screen and for creating audio and video content.
Application Technologies describes the development environments (like Carbon and Cocoa) and individual technologies (like Address Book) that you use to create your applications.
User Experience describes the technologies that your application should use to provide the best user experience for the platform.
Software Development Overview describes the types of software you can create for Mac OS X and when you might use each type.
Choosing Technologies to Match Your Design Goals provides tips and guidance to help you choose the technologies that best support the design goals of your application.
Porting Tips provides starter advice for developers who are porting applications from Mac OS 9, Windows, and UNIX platforms.
Command Line Primer provides an introduction to the command-line interface for developers who have never used it before.
Mac OS X Frameworks describes the frameworks you can use to develop your software.
Mac OS X Developer Tools provides an overview of the available applications and command-line tools you can use to create software for Mac OS X.

### Getting the Xcode Tools

Apple provides a comprehensive suite of developer tools for creating Mac OS X software. The Xcode Tools include applications to help you design, create, debug, and optimize your software. For additional information about the tools available for working with Mac OS X and its technologies, see Mac OS X Developer Tools.

### Reporting Bugs

If you encounter bugs in Apple software or documentation, you are encouraged to report them to Apple. You can also file enhancement requests to indicate features you would like to see in future revisions of a product or document. To file bugs or enhancement requests, go to the Bug Reporting page of the ADC website.

### See Also

This document does not provide in-depth information on any one technology. However, it does point to relevant documents in the ADC Reference Library. For information about new features introduced in different versions of Mac OS X, see What's New in Mac OS X. The following sections list additional sources of information about Mac OS X and its technologies.

### Developer Documentation

When you install Xcode, the installer places the tools you need for development as well as sample code and developer documentation on your local hard drive. The default installation directory for Xcode is /Developer, but in Mac OS X v10.5 and later you can specify a custom installation directory if desired. The installer application puts developer documentation into the following locations:
General documentation: Most documentation and sample code is installed in the <Xcode>/Documentation/DocSet directory.
Additional sample code: Some additional sample programs are installed in <Xcode>/Examples.

You can also get the latest documentation, release notes, Tech Notes, technical OSAs, and sample code from the ADC Reference Library.

### Information on BSD



## Internet Archive URLs for Bundle Programming Guide

Introduction (page capture below)

<https://web.archive.org/web/20100525020133/http://developer.apple.com/mac/library/documentation/corefoundation/conceptual/CFBundles/Introduction/Introduction.html>

About Bundles

<https://web.archive.org/web/20100518063556/http://developer.apple.com/mac/library/documentation/corefoundation/conceptual/CFBundles/AboutBundles/AboutBundles.html>

Bundle Structures

<https://web.archive.org/web/20100515101347/http://developer.apple.com/mac/library/documentation/corefoundation/conceptual/CFBundles/BundleTypes/BundleTypes.html>

Accessing a Bundle's Contents

<https://web.archive.org/web/20100516163746/http://developer.apple.com:80/mac/library/documentation/corefoundation/conceptual/CFBundles/AccessingaBundlesContents/AccessingaBundlesContents.html>

Document Packages

<https://web.archive.org/web/20100711125826/http://developer.apple.com/mac/library/DOCUMENTATION/CoreFoundation/Conceptual/CFBundles/DocumentPackages/DocumentPackages.html>

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