

Opengl Programming On Mac Os X Architecture Performance

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Programming the Cell Processor - Matthew Scarpino 2008-10-14

Make the Most of IBM's Breakthrough Cell Processor in Any Gaming, Graphics, or Scientific Application IBM's Cell processor delivers truly stunning computational power: enough to satisfy even the most demanding gamers and graphics developers. That's why Sony chose the Cell to drive its breakthrough PlayStation 3 and why Cell processors are at the heart of today's most powerful supercomputers. But many developers have struggled to create high-performance Cell applications: the practical, coherent information they need simply hasn't existed. Programming the Cell Processor solves that problem once and for all. Whether you're a game developer, graphics programmer, or engineer, Matthew Scarpino shows you how to create applications that leverage all the Cell's extraordinary power. Scarpino covers everything from the Cell's advanced architecture to its powerful tools and libraries, presenting realistic code examples that help you gain an increasingly deep and intuitive understanding of Cell development. Scarpino illuminates each of the Cell's most important technical innovations, introduces the commands needed to access its power, and walks you through the entire development process, including compiling, linking, debugging, and simulating code. He also offers start-to-finish case studies for three especially important Cell applications: games, graphics, and scientific computing. The Cell platform offers unprecedented potential, and this book will help you make the most of it.

Inside Mac OS X - 2001

Mac Bible - Dwight Spivey 2009-04-01

This essential guide answers all your questions on using a Macintosh computer, whether you're unpacking your very first Mac after switching from a PC or upgrading from an older Mac. You'll walk through all pre-installed Mac applications, including using Mac OS X, browsing the Web using Safari, downloading music from the iTunes store, troubleshooting Mac-specific problems, organizing photos in iPhoto, organizing calendars in iCal, editing digital video in iMovie, and more.

IOS 5 Essentials - Steven F. Daniel 2012-01-01

Each chapter will take you through a new major feature of iOS 5. You will learn how to integrate each feature into your applications. If you ever wanted to learn about the latest features of iOS 5 and learn how to incorporate Twitter, iCloud and Core Image framework effects functionality into your applications, then this book is for you. You should have a good knowledge of programming experience with Objective-C, and have used Xcode 4. iPhone programming experience is not required.

Mac OS X Lion Bible - Galen Gruman 2011-08-04

A comprehensive guide to all aspects of Mac's newest operating system, OS X Lion The latest Mac operating system takes full advantage of the latest multi-touch trackpads, the new App Store for the desktop, and a host of upgrades that incorporate some of the best elements of the iPad experience. This book covers every new feature as well as all the basic Mac information for every level of expertise. Beginners will learn all about Mac OS X Lion and how to use it, while more advanced users can delve into tips, tricks, and higher-end professional information. Looks at Mac OS X Lion, the latest version of the Mac operating system, and its features that bring Mac power together with iPad convenience Offers comprehensive coverage of all the new features in depth, including multi-touch trackpad gestures, the App Store for Mac, Mission Control, and more Includes basic coverage to give beginners a thorough understanding of the Mac OS, plus advanced information for those who want professional tips, tricks, guidance, and much more Written by a recognized Apple expert and frequent contributor to Macworld Mac OS X Lion Bible gives beginners a sound foundation in the new Mac operating system and provides experienced users with the information to take their skills to the next level.

High Performance Visualization - E. Wes Bethel 2012-10-25

Visualization and analysis tools, techniques, and algorithms have undergone a rapid evolution in recent decades to accommodate explosive growth in data size and complexity and to exploit emerging multi- and many-core computational platforms. High Performance Visualization: Enabling Extreme-Scale Scientific Insight focuses on the subset of scientific

OpenGL Superbible - Richard S. Wright 2011

The comprehensive, hands-on guide to OpenGL is now fully updated for OpenGL 3.X, and is now part of the official OpenGL series from AW • This is the best all-around introduction to OpenGL for a programmer at any level of experience. • Fully revised and updated, with new or re-written coverage on OpenGL 3.X • Includes an iPhone/iPod Touch/iPad tutorial, with example programs for those devices. • Now part of the official OpenGL series, which will give it more visibility within the OpenGL community. OpenGL is the leading 3D API (programmers toolkit) for real-time computer graphics. It is the foundation of on-screen special effects for today's hottest computer games, flight simulators, computer interfaces, cell phone games, and business graphics. The OpenGL SuperBible is the programmer's guide, tutorial, and complete reference for this leading industry standard. Each chapter is a tutorial, explaining not only the API, but the programming concepts they enable. In addition to tutorials and sample programs, the book also includes a complete reference of the API, that will remain a useful addition to any programmer's bookshelf for years. This fifth edition update includes big changes, including coverage of OpenGL 3/x and using OpenGL in iPhone application development. The API reference material has been significantly updated and is now based on the official ARB OpenGL manual pages. In addition, the ARB's 'official' SDK will be used to make access to the full OpenGL API as painless as possible.

Upgrading and Repairing PCs - Scott Mueller 2011-08-11

"...a comprehensive resource for PC enthusiasts and professionals alike. Packed with the latest speeds and feeds, you'll want to keep this book on-hand as an authoritative technology reference." -Chris Angelini, Managing Editor, Tom's Hardware For 20 years, Upgrading and Repairing PCs has been the world's #1 guide to PC hardware: the single source for reliable information on troubleshooting and fixing problems, adding hardware, optimizing performance, and building new PCs. Now, better than ever, this 20th Edition offers beefed-up coverage of the newest hardware innovations and maintenance techniques, plus more than 90 minutes of new DVD video. Scott Mueller delivers practical answers about PC processors, motherboards, buses, BIOSes, memory, storage, video, audio, I/O, input devices, networks, Internet connectivity, power, and much more. You'll find the industry's best coverage of diagnostics, testing, and repair-plus cutting-edge discussions of improving performance via overclocking and other techniques. Mueller has taught thousands of professionals in person and millions more through his books and videos-nobody knows more about keeping PCs running perfectly. Whether you're a professional technician, a small business owner trying to save money, or a home PC enthusiast, this is the only PC hardware book you need! NEW IN THIS EDITION The newest processors, including Intel's 2nd generation Core i3, i5, i7 plus the Atom, and AMD's new VISION series CPUs 3TB (and larger) disks, 4K sectoring, partition alignment, faster SATA disk interfaces, and SSD (Solid State Drive) hard drive replacements New firmware innovations, from full UEFI BIOS support to built-in motherboard flash BIOS upgrade utilities Integrated video and audio, including 5.1/7.1 surround sound, HDMI, and DisplayPort connections Updated PCI Express and Power Supply specifications for powering high-end video cards Emerging interfaces such as USB 3.0 and Thunderbolt Updated coverage of building PCs from scratch-from choosing and assembling hardware through BIOS setup and troubleshooting ON THE DVD Get more than 90 minutes of up-to-the minute, studio quality how-to videos-all playable on

your DVD player or computer! In this edition, Scott Mueller offers true insider information about several of the key components in a PC, including hard disk drives, power supplies, motherboards, and more. You will see hard drives completely dissected—even see an open hard drive in operation—so you can observe exactly what happens under the covers. One of the most common causes of failure in modern motherboards, power supplies, and many other PC components are bad capacitors—otherwise known as the capacitor plague. Mueller will show several real-world examples of this “disease,” so you can easily identify and perhaps even repair the problem. Finally, because external hard drives are now commonly used for supplementary storage and backups, you’ll find a complete discussion of several alternatives on the market. This includes tips and tricks for building or assembling your own flexible, high performance and highly reliable external storage drives, with several examples shown. This DVD also contains the complete 19th edition of this book in printable form, plus extensive technical reference material, a comprehensive glossary, and more!

Computerworld - 2001-04-02

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide.

Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Mac OS X in a Nutshell - Jason McIntosh 2003

Complete overview of Mac OS Jaguar (Mac OS X 10.2) including basic system and network administration features, hundreds of tips and tricks, with an overview of Mac OS X's Unix text editors and CVS.

A Comprehensive Guide to Enterprise Mobility - Jithesh Sathyan 2016-04-19

Although enterprise mobility is in high demand across domains, an absence of experts who have worked on enterprise mobility has resulted in a lack of books on the subject. A Comprehensive Guide to Enterprise Mobility fills this void. It supplies authoritative guidance on all aspects of enterprise mobility—from technical aspects and applications to

OpenGL SuperBible - Richard S. Wright Jr. 2010-07-23

OpenGL® SuperBible, Fifth Edition is the definitive programmer's guide, tutorial, and reference for the world's leading 3D API for real-time computer graphics, OpenGL 3.3. The best all-around introduction to OpenGL for developers at all levels of experience, it clearly explains both the API and essential associated programming concepts. Readers will find up-to-date, hands-on guidance on all facets of modern OpenGL development, including transformations, texture mapping, shaders, advanced buffers, geometry management, and much more. Fully revised to reflect ARB's latest official specification (3.3), this edition also contains a new start-to-finish tutorial on OpenGL for the iPhone, iPod touch, and iPad. Coverage includes A practical introduction to the essentials of real-time 3D graphics Core OpenGL 3.3 techniques for rendering, transformations, and texturing Writing your own shaders, with examples to get you started Cross-platform OpenGL: Windows (including Windows 7), Mac OS X, GNU/Linux, UNIX, and embedded systems OpenGL programming for iPhone, iPod touch, and iPad: step-by-step guidance and complete example programs Advanced buffer techniques, including full-definition rendering with floating point buffers and textures Fragment operations: controlling the end of the graphics pipeline Advanced shader usage and geometry management A fully updated API reference, now based on the official ARB (Core) OpenGL 3.3 manual pages New bonus materials and sample code on a companion Web site, www.starstonesoftware.com/OpenGL Part of the OpenGL Technical Library—The official knowledge resource for OpenGL developers The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

OpenGL Superbible - Richard S. Wright 2007

OpenGL® SuperBible, Fourth Edition, begins by illuminating the core techniques of "classic" OpenGL graphics programming, from drawing in space to geometric transformations, from lighting to texture mapping. The authors cover newer OpenGL capabilities, including OpenGL 2.1's powerful programmable pipeline, vertex and fragment shaders, and advanced buffers. They also present thorough, up-to-date introductions to OpenGL implementations on multiple platforms, including Windows,

Mac OS X, GNU/Linux, UNIX, and embedded systems. Coverage includes An entirely new chapter on OpenGL ES programming for handhelds Completely rewritten chapters on OpenGL for Mac OS X and GNU/Linux Up-to-the-minute coverage of OpenGL on Windows Vista New material on floating-point color buffers and off-screen rendering In-depth introductions to 3D modeling and object composition Expert techniques for utilizing OpenGL's programmable shading language Thorough coverage of curves, surfaces, interactive graphics, textures, shadows, and much more A fully updated API reference, and an all-new section of full-color images You'll rely on this book constantly—whether you're learning OpenGL for the first time, deepening your graphics programming expertise, upgrading from older versions of OpenGL, or porting applications from other environments. Now part of the OpenGL Technical Library—The official knowledge resource for OpenGL developers The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies. Contents Preface xxvii About the Authors xxxv Introduction 1 Part I: The Old Testament Chapter 1 Introduction to 3D Graphics and OpenGL 9 Chapter 2 Using OpenGL 33 Chapter 3 Drawing in Space: Geometric Primitives and Buffers 73 Chapter 4 Geometric Transformations: The Pipeline 127 Chapter 5 Color, Materials, and Lighting: The Basics 173 Chapter 6 More on Colors and Materials 229 Chapter 7 Imaging with OpenGL 251 Chapter 8 Texture Mapping: The Basics 303 Chapter 9 Texture Mapping: Beyond the Basics 341 Chapter 10 Curves and Surfaces 377 Chapter 11 It's All About the Pipeline: Faster Geometry Throughput 421 Chapter 12 Interactive Graphics 457 Chapter 13 Occlusion Queries: Why Do More Work Than You Need To? 481 Chapter 14 Depth Textures and Shadows 495 Part II: The New Testament Chapter 15 Programmable Pipeline: This Isn't Your Father's OpenGL 515 Chapter 16 Vertex Shading: Do-It-Yourself Transform, Lighting, and Texgen 547 Chapter 17 Fragment Shading: Empower Your Pixel Processing 567 Chapter 18 Advanced Buffers 601 Part III: The Apocrypha Chapter 19 Wiggle: OpenGL on Windows 641 Chapter 20 OpenGL on Mac OS X 685 Chapter 21 OpenGL on Linux 713 Chapter 22 OpenGL ES OpenGL on the Small 735 Appendix A Further Reading/References 773 Appendix B Glossary 777 Appendix C API Reference 783 Index 1141

OpenGL Programming Guide - Mason Woo 1997

Explaining how graphics programs using Release 1.1, the latest release of OpenGL, this book presents the overall structure of OpenGL and discusses in detail every OpenGL feature including the new features introduced in Release 1.1. Numerous programming examples in C show how to use OpenGL functions. Also includes 16 pages of full-color examples.

Sams Teach Yourself Mac OS X Digital Media All in One - Robyn Ness 2003

Describes how to get the most out of digital cameras, Photoshop Elements, iTunes, iMovies, and other digital equipment and functions using a Mac.

iPhone 3D Programming - Philip Rideout 2010-05-03

What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

OS X and iOS Kernel Programming - Ole Henry Halvorsen 2012-01-29

OS X and iOS Kernel Programming combines essential operating system and kernel architecture knowledge with a highly practical approach that will help you write effective kernel-level code. You'll learn fundamental concepts such as memory management and thread synchronization, as well as the I/O Kit framework. You'll also learn how to write your own kernel-level extensions, such as device drivers for USB and Thunderbolt devices, including networking, storage and audio drivers. OS X and iOS Kernel Programming provides an incisive and complete introduction to the XNU kernel, which runs iPhones, iPads, iPods, and Mac OS X servers and clients. Then, you'll expand your horizons to examine Mac OS X and iOS system architecture. Understanding Apple's operating systems will allow you to write efficient device drivers, such as those covered in the book, using I/O Kit. With OS X and iOS Kernel Programming, you'll: Discover classical kernel architecture topics such as memory management and thread synchronization Become well-versed in the intricacies of the kernel development process by applying kernel debugging and profiling tools Learn how to deploy your kernel-level projects and how to successfully package them Write code that interacts with hardware devices Examine easy to understand example code that can also be used in your own projects Create network filters Whether you're a hobbyist, student, or professional engineer, turn to OS X and iOS Kernel Programming and find the knowledge you need to start developing

Beginning Mac OS X Programming - Michael Trent 2005-10-24

Beginning Mac OS X Programming Every Mac OS X system comes with all the essentials required for programming: free development tools, resources, and utilities. However, finding the place to begin may be challenging, especially if you have no prior development knowledge. This comprehensive guide offers you an ideal starting point to writing programs on Mac OS X, with coverage of the latest release - 1.4 "Tiger." With its hands-on approach, the book examines a particular element and then presents step-by-step instructions that walk you through how to use that element when programming. You'll quickly learn how to efficiently start writing programs on Mac OS X using languages such as C, Objective-C(r), and AppleScript(r), technologies such as Carbon(r) and Cocoa(r), and other Unix tools. In addition, you'll discover techniques for incorporating the languages in order to create seamless applications. All the while, you can follow along on your own system so that you'll be prepared to apply your new Mac OS X skills to real-world projects. What you will learn from this book The major role the new Xcode plays in streamlining Mac OS X development The process for designing a graphical user interface on Mac OS X that conforms to Apple's guidelines How to write programs in the C and Objective-C programming languages The various scripting languages available on the Mac OS X system and what tasks each one is best suited to perform How to write shell scripts that interact with pre-installed command-line tools Who this book is for This book is for novice programmers who want to get started writing programs that run on Mac OS X. Experienced programmers who are new to the Mac will also find this book to be a useful overview of the Mac development environment. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

Mac OS X Panther in a Nutshell - Chuck Toporek 2004

A guide to the operating system covers such topics as system preferences, using Finder and Dock, the FileVault system, Unix commands, and CVS.

Quartz 2D Graphics for Mac OS X Developers - R. Scott Thompson 2006 Hands-on guide to understanding and utilizing Quartz and Core Image, the two major graphic technologies in the Apple Core Graphics Framework.

Modeling and Simulation Fundamentals - John A. Sokolowski 2010-07-13

An insightful presentation of the key concepts, paradigms, and applications of modeling and simulation Modeling and simulation has become an integral part of research and development across many fields of study, having evolved from a tool to a discipline in less than two decades. Modeling and Simulation Fundamentals offers a comprehensive and authoritative treatment of the topic and includes definitions, paradigms, and applications to equip readers with the skills needed to work successfully as developers and users of modeling and simulation. Featuring contributions written by leading experts in the field, the book's fluid presentation builds from topic to topic and provides the foundation and theoretical underpinnings of modeling and simulation. First, an introduction to the topic is presented, including related terminology,

examples of model development, and various domains of modeling and simulation. Subsequent chapters develop the necessary mathematical background needed to understand modeling and simulation topics, model types, and the importance of visualization. In addition, Monte Carlo simulation, continuous simulation, and discrete event simulation are thoroughly discussed, all of which are significant to a complete understanding of modeling and simulation. The book also features chapters that outline sophisticated methodologies, verification and validation, and the importance of interoperability. A related FTP site features color representations of the book's numerous figures. Modeling and Simulation Fundamentals encompasses a comprehensive study of the discipline and is an excellent book for modeling and simulation courses at the upper-undergraduate and graduate levels. It is also a valuable reference for researchers and practitioners in the fields of computational statistics, engineering, and computer science who use statistical modeling techniques.

Computer Science and Applications - Ally Hu 2015-06-11

The 2014 Asia-Pacific Conference on Computer Science and Applications was held in Shanghai, December 27-28, 2014. These CSAC-2014 proceedings include 105 selected papers, which focus not only on the research of science and technology of computer sciences, but also on the research of applications, aiming at a quick and immediate effect on *OpenGL Programming for the X Window System* - Mark J. Kilgard 1996 SGI's X Windows graphics expert explains how to construct real and useful 3D applications using OpenGL and X, and how to tightly integrate OpenGL applications with the X Window System. Using the OpenGL Utility Toolkit (GLUT) to show how OpenGL programs can be quickly constructed, the book explores OpenGL features using examples written in GLUT.

Mac OS X - Jesse Feiler 2001

A guide to the updated operating system reviews Mac fundamentals while showcasing the new interface and covering installation, configuration, Mac architecture, networking, and graphics support.

iPhone and Mac Wrox e-Book Bundle - Richard Wagner 2010-03-26

The books included in this set are: *Beginning iPhone SDK Programming with Objective-C* (978-0-470-50097-2) This book provides an easy-to-follow, example-driven introduction to the fundamentals of the Apple iPhone SDK and offers you a clear understanding of how things are done when programming iPhone applications with Objective-C. As you progress through the exercises featured in each chapter, you will discover the simple logic behind each step required for creating your own iPhone applications. When you reach the end of the book, you will be prepared to confidently tackle your next iPhone programming challenge. *Beginning Mac OS X Snow Leopard Programming* (9780470577523) This book serves as a solid guide to getting started with Mac OS X programming. You will learn how to use the free software development tools that come with all Mac OS X systems and how to efficiently start writing programs on Mac OS X Snow Leopard. The author shows you how to use all of the programming languages to use together in order to create seamless applications. *Professional Xcode 3* (9780470525227). This book provides you with an inside look at the array of Xcode tools for Mac and iPhone development from top to bottom. You'll go beyond the basics and dive into such in-depth topics as installing the latest version of Xcode tools, customizing the look and behavior of Xcode, creating and managing projects, using the built-in class browser to model complex applications and structures, and more. With this book, you'll be able to take full advantage of the range of tools included with Xcode. *Safari and WebKit Development for iPhone OS 3.0* (9780470549667) This book explores the Safari and WebKit development platform that is built into iPhone OS 3.0 and takes you through the process of creating an iPhone web application from the ground up. You'll learn how to use existing open source frameworks to speed up your development time, imitate qualities of built-in Apple apps, cache data locally and even run in offline mode, and more. Whether you're eager to build new web applications for iPhone OS 3.0 or optimize existing web sites for this platform, you have everything you need to do so within this book.

iOS and macOS Performance Tuning - Marcel Weiher 2017-02-24

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. In *iOS and macOS™ Performance Tuning*, Marcel Weiher drills down to the code level to help you systematically optimize CPU, memory, I/O, graphics, and program responsiveness in any Objective-C, Cocoa, or CocoaTouch program. This up-to-date guide focuses entirely on performance optimization for macOS and iOS.

Drawing on 25 years of experience optimizing Apple device software, Weiher identifies concrete performance problems that can be discovered empirically via measurement. Then, based on a deep understanding of fundamental principles, he presents specific techniques for solving them. Weiher presents insights you won't find anywhere else, most of them applying to both macOS and iOS development. Throughout, he reveals common pitfalls and misconceptions about Apple device performance, explains the realities, and helps you reflect those realities in code that performs beautifully. Understand optimization principles, measurement, tools, pitfalls, and techniques Recognize when to carefully optimize, and when it isn't worth your time Balance performance and encapsulation to create efficient object representations, communication, data access, and computation Avoid mistakes that slow down Objective-C programs and hinder later optimization Fix leaks and other problems with memory and resource management Address I/O issues associated with drives, networking, serialization, and SQLite Code graphics and UIs that don't overwhelm limited iOS device resources Learn what all developers need to know about Swift performance

Mobile Middleware - Sasu Tarkoma 2009-03-23

This book offers a unified treatment of mobile middleware technology Mobile Middleware: Architecture, Patterns and Practice provides a comprehensive overview of mobile middleware technology. The focus is on understanding the key design and architectural patterns, middleware layering, data presentation, specific technological solutions, and standardization. The author addresses current state of the art systems including Symbian, Java 2 Micro Edition, W3C technologies and many others, and features a chapter on widely deployed middleware systems. Additionally, the book includes a summary of relevant mobile middleware technologies, giving the reader an insight into middleware architecture design and well-known, useful design patterns. Several case studies are included in order to demonstrate how the presented patterns, solutions, and architectures are applied in practice. The case studies pertain to mobile service platforms, mobile XML processing, thin clients, rich clients, and mobile servers. Chapters on Architectures and Platforms, Mobile Messaging, Publish/Subscribe, Data Synchronization and Security are also included. Key Features: Provides a comprehensive overview of mobile middleware technology Unified treatment of three core topical areas: messaging, publish/subscribe, and data synchronization Discusses the role of middleware in the protocol stack Focus on both standards and research systems including current state-of-the-art systems such as Symbian, Java 2 Micro Edition, W3C technologies Contains concrete examples showing the presented architectures and solutions in practice Includes an accompanying website with links to open source software, and other resources This book serves as an invaluable guide to systems architects, researchers, and developers. It will also be of interest to graduate and undergraduate students studying computer science (distributed systems, computer networks).

Architecture of Computing Systems - ARCS 2011 - Mladen Berekovic 2011-02-11

This book constitutes the refereed proceedings of the 24th International Conference on Architecture of Computing Systems, ARCS 2011, held in Lake Como, Italy, in February 2011. The 22 revised full papers presented in seven technical sessions were carefully reviewed and selected from 62 submissions. The papers are organized in topical sections on customization and application specific accelerators; multi/many-core architectures; adaptive system architectures; processor architectures; memory architectures optimization; organic and autonomic computing; network-on-chip architectures.

OpenGL Programming on Mac OS X - Robert P. Kuehne 2007-12-17

The Mac has fully embraced OpenGL throughout its visual systems. In fact, Apple's highly efficient, modern OpenGL implementation makes Mac OS X one of today's best platforms for OpenGL development. OpenGL® Programming on Mac OS® X is the first comprehensive resource for every graphics programmer who wants to create, port, or optimize OpenGL applications for this high-volume platform. Leading OpenGL experts Robert Kuehne and J. D. Sullivan thoroughly explain the Mac's diverse OpenGL APIs, both old and new. They illuminate crucial OpenGL setup, configuration, and performance issues that are unique to the Mac platform. Next, they offer practical, start-to-finish guidance for integrating key Mac-native APIs with OpenGL, and leveraging the full power of the Mac platform in your graphics applications. Coverage includes A thorough review of Mac hardware and software architectures and their performance implications In-depth, expert guidance for accessing OpenGL from each of the Mac's core APIs: CGL, AGL, and Cocoa Interoperating with other Mac APIs: incorporating video with

QuickTime, performing image effects with Core Image, and processing CoreVideo data Analyzing Mac OpenGL application performance, resolving bottlenecks, and leveraging optimizations only available on the Mac Detecting, integrating, and using OpenGL extensions An accompanying Web site (www.macopenglbook.com) contains the book's example code, plus additional OpenGL-related resources. OpenGL® Programming on Mac OS® X will be valuable to Mac programmers seeking to leverage OpenGL's power, OpenGL developers porting their applications to the Mac platform, and cross-platform graphics developers who want to take advantage of the Mac platform's uniquely intuitive style and efficiency.

OpenGL Distilled - Paul Martz 2006-02-27

OpenGL opens the door to the world of high-quality, high-performance 3D computer graphics. The preferred application programming interface for developing 3D applications, OpenGL is widely used in video game development, visualization and simulation, CAD, virtual reality, modeling, and computer-generated animation. OpenGL® Distilled provides the fundamental information you need to start programming 3D graphics, from setting up an OpenGL development environment to creating realistic textures and shadows. Written in an engaging, easy-to-follow style, this book makes it easy to find the information you're looking for. You'll quickly learn the essential and most-often-used features of OpenGL 2.0, along with the best coding practices and troubleshooting tips. Topics include Drawing and rendering geometric data such as points, lines, and polygons Controlling color and lighting to create elegant graphics Creating and orienting views Increasing image realism with texture mapping and shadows Improving rendering performance Preserving graphics integrity across platforms A companion Web site includes complete source code examples, color versions of special effects described in the book, and additional resources.

Special Edition Using Mac OS X, V10.3 Panther - Brad Miser 2004

The Panther release of Mac OS X continues the development of the Macintosh operating system. Mac OS X has become the dominant OS on the Macintosh platform and is currently the default OS on all new Macintosh computers. Mac OS X is a complex and powerful operating system for which no documentation is provided by Apple outside of the Apple Help system, which contains very limited information. Special Edition Using Mac OS X Panther provides the in-depth, wide ranging coverage that enables Mac users to get the most out of the operating system and included tools. This book explains how to get the most out of the core OS, including the Finder, desktop, and system customization. The book also shows readers how to use OS X's Internet applications for email, Web surfing, and .mac for publishing content on the Net. One of the book's major strengths is the extensive coverage of iTunes, iPhoto, iDVD, and iMovie. QuickTime and QuickTime Pro are also covered. The book helps readers understand and configure the technologies to expand their systems.

Cocoa Programming - Scott Anguish 2003

Cocoa Programming is a comprehensive work that starts as a fast-paced introduction to the OS architecture and the Cocoa language for those programmers new to the environment. The more advanced sections of the book will show the reader how to create Cocoa applications using Objective-C, to modify the views, integrate multimedia, and access networks. The final sections of the book explain how to extend system applications and development tools in order to create your own frameworks.

Sams Teach Yourself Mac OS X in 24 Hours - John Ray 2002

Explains the basics of the Macintosh operating system and its software, covering topics such as iTunes, QuickTime, creating movies, networking, and automating tasks.

Mac OS X Internals - Amit Singh 2006-06-19

Mac OS X was released in March 2001, but many components, such as Mach and BSD, are considerably older. Understanding the design, implementation, and workings of Mac OS X requires examination of several technologies that differ in their age, origins, philosophies, and roles. Mac OS X Internals: A Systems Approach is the first book that dissects the internals of the system, presenting a detailed picture that grows incrementally as you read. For example, you will learn the roles of the firmware, the bootloader, the Mach and BSD kernel components (including the process, virtual memory, IPC, and file system layers), the object-oriented I/O Kit driver framework, user libraries, and other core pieces of software. You will learn how these pieces connect and work internally, where they originated, and how they evolved. The book also covers several key areas of the Intel-based Macintosh computers. A solid understanding of system internals is immensely useful in design,

development, and debugging for programmers of various skill levels. System programmers can use the book as a reference and to construct a better picture of how the core system works. Application programmers can gain a deeper understanding of how their applications interact with the system. System administrators and power users can use the book to harness the power of the rich environment offered by Mac OS X. Finally, members of the Windows, Linux, BSD, and other Unix communities will find the book valuable in comparing and contrasting Mac OS X with their respective systems. Mac OS X Internals focuses on the technical aspects of OS X and is so full of extremely useful information and programming examples that it will definitely become a mandatory tool for every Mac OS X programmer.

Programming with Quartz - David Gelpman 2010-07-26

Written by members of the development team at Apple, Programming with Quartz is the first book to describe the sophisticated graphics system of Mac OS X. By using the methods described in this book, developers will be able to fully exploit the state-of-the-art graphics capabilities of Mac OS X in their applications, whether for Cocoa or Carbon development. This book also serves as an introduction to 2D graphics concepts, including how images are drawn and how color is rendered. It includes guidance for working with PDF documents, drawing bitmap graphics, using Quartz built-in color management, and drawing text. Programming with Quartz is a rich resource for new and experienced Mac OS X developers, Cocoa and Carbon programmers, UNIX developers who are migrating to Mac OS X, and anyone interested in powerful 2D graphics systems. This is the definitive guide to the revolutionary graphics system of Mac OS X that uses the Portable Document Format (PDF) as the basis of its imaging model. It contains the latest on programming with Quartz for Mac OS X version 10.4. Carefully crafted and extensive code examples show how to accomplish most of the drawing tasks possible with Quartz.

Learning OpenGL ES for iOS - Erik Buck 2012-07-31

Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone, iPod touch, and iPad. OpenGL ES technology underlies the user interface and graphical capabilities of Apple's iPhone, iPod touch, and iPad—as well as devices ranging from video-game consoles and aircraft-cockpit displays to non-Apple smartphones. In this friendly, thorough introduction, Erik M. Buck shows how to make the most of OpenGL ES in Apple's iOS environment. This highly anticipated title focuses on modern, efficient approaches that use the newest versions of OpenGL ES, helping you avoid the irrelevant, obsolete, and misleading techniques that litter the Internet. Buck embraces Objective-C and Cocoa Touch, showing how to leverage Apple's powerful, elegant GLKit framework to maximize your productivity, achieve tight platform integration, and deliver exceptionally polished apps. If you've written C or C++ code and know object-oriented programming basics, this title brings together everything you need to fully master OpenGL ES graphics for iOS—including downloadable examples specifically designed to jumpstart your own projects. Coverage includes

- Understanding core OpenGL ES computer graphics concepts and iOS graphics architecture
- Integrating Cocoa Touch with OpenGL ES to leverage the power of Apple's platform
- Creating textures from start to finish: opacity, blending, multi-texturing, and compression
- Simulating ambient, diffuse, and specular light
- Using transformations to render 3D geometric objects from any point of view
- Animating scenes by controlling time through application logic
- Partitioning data to draw expansive outdoor scenes with rolling terrain
- Detecting and handling user interaction with 3D geometry
- Implementing special effects ranging from skyboxes to particles and billboards
- Systematically optimizing graphics performance
- Understanding the essential linear algebra concepts used in computer graphics
- Designing and constructing a complete simulation that incorporates everything you've learned

Ethical Hacking and Countermeasures: Linux, Macintosh and Mobile Systems - EC-Council 2009-09-24

The EC-Council | Press Ethical Hacking and Countermeasures Series is comprised of five books covering a broad base of topics in offensive network security, ethical hacking, and network defense and countermeasures. The content of this series is designed to immerse the reader into an interactive environment where they will be shown how to scan, test, hack and secure information systems. With the full series of books, the reader will gain in-depth knowledge and practical experience with essential security systems, and become prepared to succeed on the Certified Ethical Hacker, or C|EH, certification from EC-Council. This certification covers a plethora of offensive security topics ranging from how perimeter defenses work, to scanning and attacking simulated

networks. A wide variety of tools, viruses, and malware is presented in this and the other four books, providing a complete understanding of the tactics and tools used by hackers. By gaining a thorough understanding of how hackers operate, an Ethical Hacker will be able to set up strong countermeasures and defensive systems to protect an organization's critical infrastructure and information. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Beginning Mac OS X Snow Leopard Programming - Michael Trent 2010-03-25

A solid introduction to programming on the Mac OS X Snow Leopard platform. The Mac OS X Snow Leopard system comes with everything you need in its complete set of development tools and resources. However, finding where to begin can be challenging. This book serves as an ideal starting point for programming on the Mac OS X Snow Leopard platform. Step-by-step instructions walk you through the details of each featured example so that you can type them out, run them, and even figure out how to debug them when they don't work right. Taking into account that there is usually more than one way to do something when programming, the authors encourage you to experiment with a variety of solutions. This approach enables you to efficiently start writing programs in Mac OS X Snow Leopard using myriad languages and put those languages together in order to create seamless applications. Coverage Includes: The Mac OS X Environment Developer Tools Xcode Interface Builder The C Language The Objective-C Language An Introduction to Cocoa Document-Based Cocoa Applications Core Data-Based Cocoa Applications An Overview of Scripting Languages The Bash Shell AppleScript and AppleScriptObjC Javascript, Dashboard, and Dashcode Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Apple Training Series - Kevin M. White 2009-10-15

The only Apple-certified book on Mac OS X v10.6, this revised best-seller will take you deep inside the latest big-cat operating system—covering everything from installation to automation, customizing the operating system, supporting applications, setting up peripherals, and more. Whether you're a support technician or simply an ardent Mac user, you'll quickly learn and master the new features in Mac OS X 10.6, including native support for Microsoft Exchange Server 2007. Following the learning objectives of the Apple Certified Support Professional exam, this self-paced book is a perfect guide for Apple's training and a first-rate primer for computer support personnel who need to troubleshoot and optimize Mac OS X as part of their jobs. Chapter review sections and quizzes summarize and reinforce acquired knowledge. The Apple Training Series serves as both a self-paced learning tool and the official curriculum for the Mac OS X and Mac OS X Server certification programs.

OpenGL SuperBible - Richard Wright 2007-06-18

OpenGL® SuperBible, Fourth Edition, begins by illuminating the core techniques of "classic" OpenGL graphics programming, from drawing in space to geometric transformations, from lighting to texture mapping. The authors cover newer OpenGL capabilities, including OpenGL 2.1's powerful programmable pipeline, vertex and fragment shaders, and advanced buffers. They also present thorough, up-to-date introductions to OpenGL implementations on multiple platforms, including Windows, Mac OS X, GNU/Linux, UNIX, and embedded systems. Coverage includes

- An entirely new chapter on OpenGL ES programming for handhelds
- Completely rewritten chapters on OpenGL for Mac OS X and GNU/Linux
- Up-to-the-minute coverage of OpenGL on Windows Vista
- New material on floating-point color buffers and off-screen rendering
- In-depth introductions to 3D modeling and object composition
- Expert techniques for utilizing OpenGL's programmable shading language
- Thorough coverage of curves, surfaces, interactive graphics, textures, shadows, and much more
- A fully updated API reference, and an all-new section of full-color images

You'll rely on this book constantly—whether you're learning OpenGL for the first time, deepening your graphics programming expertise, upgrading from older versions of OpenGL, or porting applications from other environments. Now part of the OpenGL Technical Library—The official knowledge resource for OpenGL developers. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

