



Swift - A Simple Way to Write iOS and macOS Apps

## Description

OpenStep is a framework for building applications on macOS. It provides a set of APIs for creating windows, handling events, and managing resources. The following code snippet shows how to create a simple application using OpenStep.

```
void main(int argc, char *argv[]) {  
    NSApplication *app = [NSApplication sharedApplication];  
    [NSBundle loadNibNamed:@"myMain" owner:app];  
    [app run];  
}
```

The code above creates a new `NSApplication` object and loads a nib file named `myMain`. It then calls `[app run]` to start the application.

The `NSBundle` class is used to load nib files. The `loadNibNamed:owner:` method takes the name of the nib file and the owner of the nib as arguments.

import ZIKUU

let app = Application.shared

/// A window system for macOS. It provides a set of APIs for creating windows, handling events, and managing resources.

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```
let profile = ApplicationProfile.desktop(  
    windowSystem: .auto,  
    decoration: .zikuu,  
    renderer: .cairo  
)
```

```
app.configure(profile)  
app.installDesktopBackend()
```

/// A window system for macOS. It provides a set of APIs for creating windows, handling events, and managing resources.

```
let window = makeMainWindow()
```

```
window.makeKeyAndOrderFront(nil)

app.run()

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func makeMainWindow() -> Window {
    let window = Window()

    window.title = "Hello World"
    window.initialSize = (width: 640, height: 480)

    return window
}

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```



```
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let profile = ApplicationProfile.desktop(
    windowSystem: .auto,
    decoration: .system,
    renderer: .cairo
)
```

