Příloha A

V příloze A jsou uvedeny originály textů v anglickém jazyce, které jsou volně přeloženy v teoretické části této diplomové práce. Zdoje jsou uvedeny v žádsti přehledu zdrojů v části elektronických podkladů.

Objective C – originál znění textu – zdroj: již uvedený odkaz

Objective-C is the primary programming language you use when writing software for OS X and iOS. Objective-C inherits the syntax, primitive types, and flow control statements of C and adds syntax for defining classes and methods.

Objective-C uses protocols to define a group of related methods.

The Objective-C syntax used to declare a class interface looks like this:

```
@interface SimpleClass : NSObject

@end
```

This example declares a class named SimpleClass, which inherits from NSObject.

Xcode, Apple's integrated development environment (IDE) for creating OS X and iOS software.

In Objective-C, a class is itself an object with an opaque type called Class. Classes can't have properties defined using the declaration syntax shown earlier for instances, but they can receive messages.

Javascript– originál znění textu – zdroj: již uvedený odkaz

JavaScript can function as both a procedural and an object oriented language. Objects are created programmatically in JavaScript, by attaching methods and properties to otherwise empty objects at run time, as opposed to the syntactic class definitions common in compiled languages like C++ and Java. Once an object has been constructed it can be used as a blueprint (or prototype) for creating similar objects.

JavaScript is designed on a simple object-based paradigm. An object is a collection of properties, and a property is an association between a name and a value. A property's value can be a function, in which case the property is known as a method. In addition to objects that are predefined in the browser, you can define your own objects.

NetBeans IDE– originál znění textu – zdroj: již uvedený odkaz

NetBeans IDE lets you quickly and easily develop Java desktop, mobile, and web applications, as well as HTML5 applications with HTML, JavaScript, and CSS. The IDE also provides a great set of tools for PHP and C/C++ developers. It is free and open source.

An IDE is much more than a text editor. The NetBeans Editor indents lines, matches words and brackets, and highlights source code syntactically and semantically. It also provides code templates, coding tips, and refactoring tools.

The editor supports many languages from Java, C/C++, XML and HTML, to PHP, Groovy, Javadoc, JavaScript and JSP. Because the editor is extensible, you can plug in support for many other languages.

NetBeans IDE can be installed on all operating systems that support Java, from Windows to Linux to Mac OS X systems.

NetBeans IDE is a modular developer tool for a wide range of application development technologies. The base IDE includes an advanced multi-language editor, Debugger and Profiler, as well as tools for versioning control and developer collaboration.

NetBeans IDE gives you skeleton applications in the form of project templates for all the technologies it supports. In addition, it provides a set of sample applications, some of which can be recreated step by step by following a related tutorial available on NetBeans.org.

The IDE provides project templates and sample projects that help you create Java SE applications, Java EE applications, Java ME applications, HTML5 applications, NetBeans Platform applications, PHP application, and C/C++ applications.

Eclipse IDE– originál znění textu – zdroj: již uvedený odkaz

Eclipse is famous for our Java Integrated Development Environment (IDE), but our C/C++ IDE and PHP IDE are pretty cool too. You can easily combine language support and other features into any of our default packages, and the Eclipse Marketplace allows for virtually unlimited customization and extension.