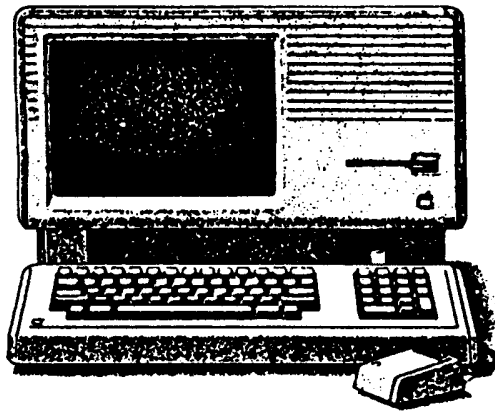


Doc # 114

Apple Lisa Information



FILE NAME

Lisa Development Environments

DISK #

COMMENTS

Apple

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The
Lisa
Professional

"114-00.PICT" 158 KB 2000-12-24 dpi: 300h x 300v pix: 1904h x 2803v

Lisa Development Environments 5 Pages

Two Types of Programs on Lisa

"Vanilla"

Single-screen, Non-Window

User Interface Is Keyboard/Text-oriented

Displays Are Mainly Character/Text

Printed Output Of Text Only

Runs Under Control Of WorkShop Shell

VS

"Lisa-Like"

Window-Based: Multiple Overlapping Windows

User Interface Is Mouse/Menu/Graphic Oriented

Friendly Coexistence W/Other Lisa-Like Programs

Cut/Paste Information Between Applications

Fits the Office "Document" Model

Printed Output Of Hi-Res Graphics and Text

Runs Under Control Of Office DeskTop Manager

1-5

The WorkShop Development Tools

WorkShop Shell

Command Interpreter
File Management Subsystem
System Management Subsystem
EXEC Files and Pre-Processor

Programming Languages

Pascal Compiler
BASIC-Plus Interpreter
COBOL-74 Interpreter
MC68000 Assembler

Program Development Tools

Lisa Text Editor
Program Linker
Low-Level Debugger

2-5

The WorkShop Development Tools

Utility Programs

File Comparison and Manipulation
Program Analysis and Debugging
TTY Emulation/File Catcher

Software Libraries

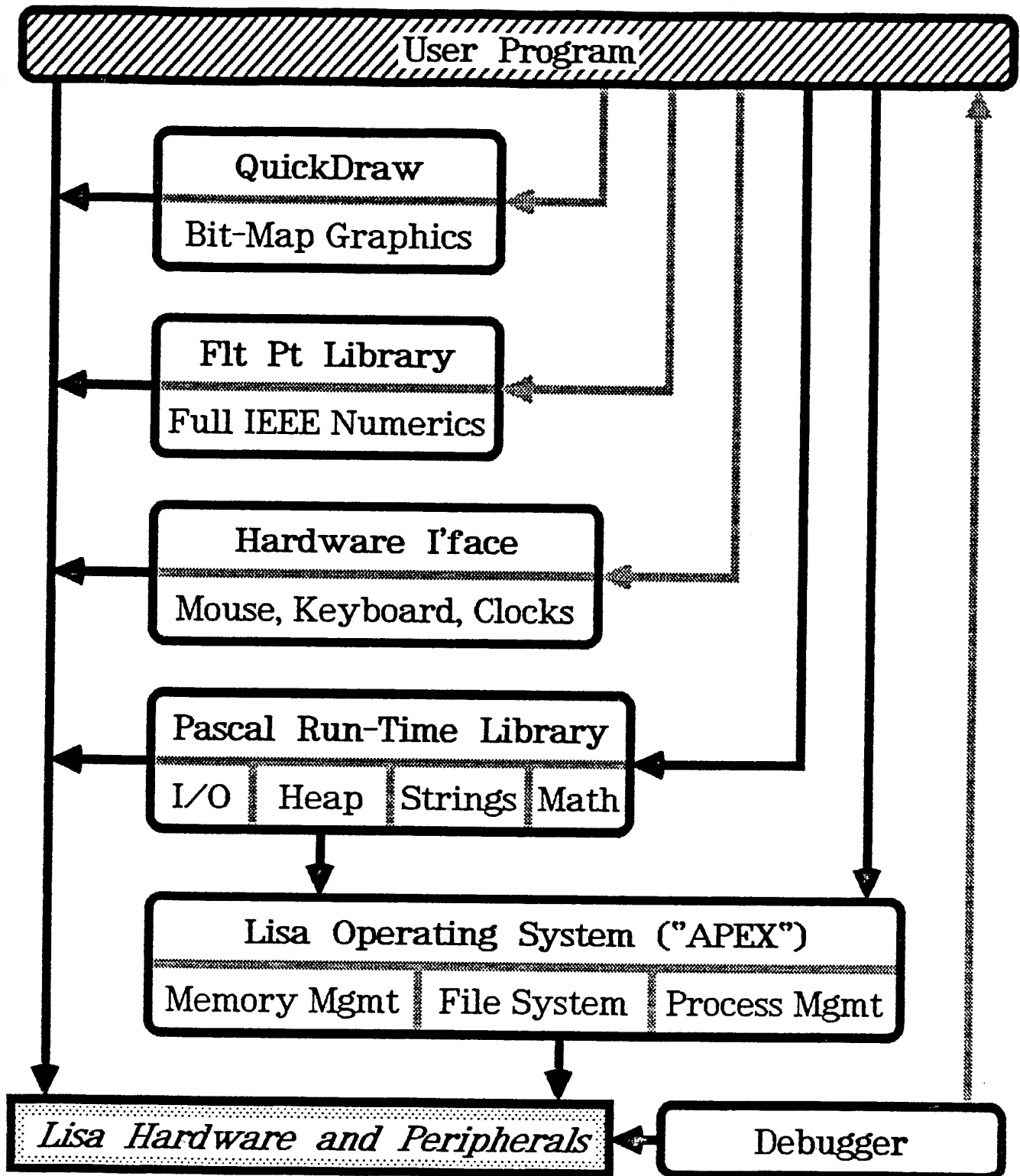
QuickDraw Graphics
Hardware Interface
IEEE Numerics

File I/O

Pascal Built-In I/O
Lisa O.S. File System

3-5

Lisa's "WorkShop" Environment



4-5

The Lisa WorkShop

Besides Apple, Who Will Use The WorkShop?

3rd Party Software Developers

- o "Porting" existing software products to Lisa
- o Developing new "Vanilla" software products
- o Developing Lisa-style products using the WorkShop and the Lisa "ToolKit"

End User Customers

- o Developing and/or Running their own Programs
- o Running 3rd Party "Vanilla" Software Products

5-5