



# Developer Road Show



# Developer Road Show

- Corporate Overview
- Internet
- MacOS
- Component Software / CyberDog
- Tools
- Hardware
- MultiMedia



# ▶ Q3/Q4 Results

- Sales stabilization during all quarters; product mix shifts to higher end, higher margin, with lowered operating expenses
- Revenues:
  - \$2.321 billion in Q4
  - \$2.179 billion in Q3
  - \$2.185 billion in Q2
- Operating expenses:
  - Q4 dropped \$14 million from Q3
  - Q3 dropped \$35 million compared to Q2
- Profit/Loss
  - \$25 million profit in Q4
  - \$32 million loss in Q3
  - \$740 million loss in Q2

# ▶ Q3/Q4 Results

- Improved balance sheet
  - Cash end of Q4 was over \$1.7 billion
  - Cash end of Q3 was \$1.359 billion
  - Cash end of Q2 was \$592 million
  - Inventories reduced by over \$400 million
- Improved PowerBook quality
  - Implementing programs to resolve these problems and we expect PowerBook shipments to increase during Q4 as a result.
- Solidified organization
  - Completed the staffing of its top-level management
    - Marco Landi as Chief Operating Officer
    - Ellen Hancock as Chief Technology Officer



# Looking Forward

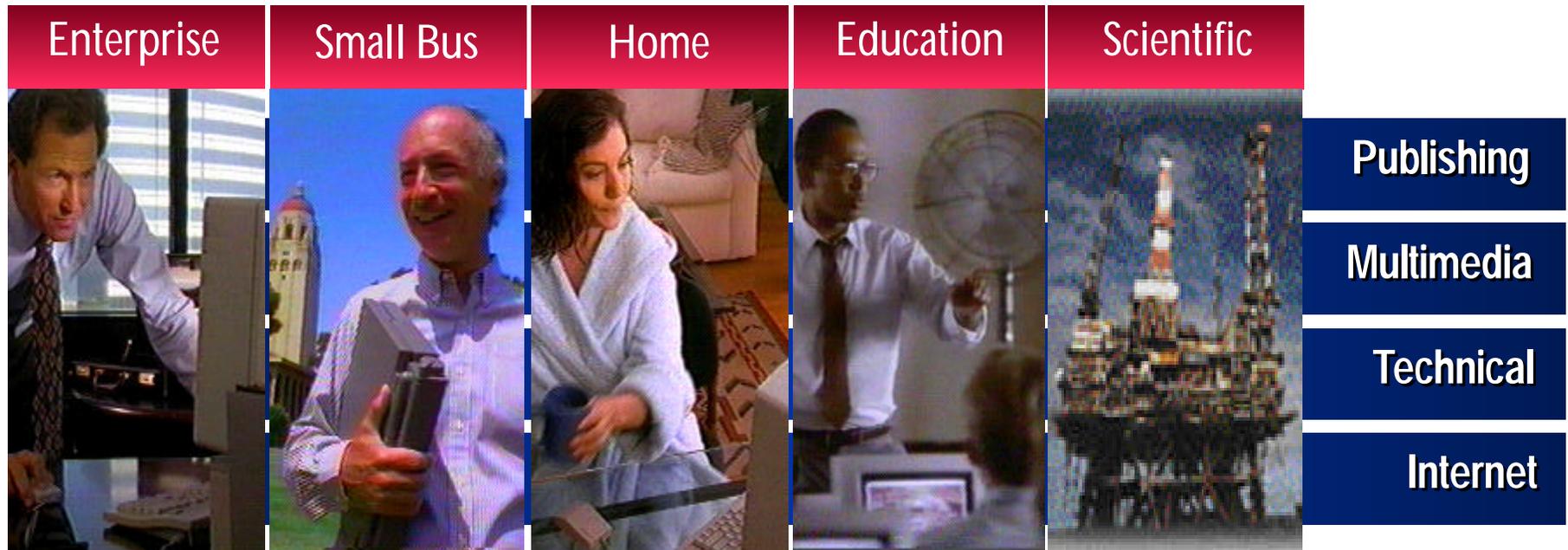
Apple Computer presents  
a brief outline of the future



# ▶ Centers of Business Activity



# ▶ Focusing on Apple Strengths



#2 Internet servers worldwide  
63% multimedia development  
47% commercial publishing  
64% Web page development / 25% Web browsing  
60% marketshare in K12 education  
50% chemical scientists & aerospace engineers



“For 60 million Macintosh users, this is not just a logo. It’s a symbol of freedom.”



Dr. Gil Amelio  
Chairman and CEO  
Apple Computer, Inc.

# ▶ There are 60 Million Macintosh Users Worldwide

- Fanatically loyal following
- Eight-thousand software titles
- Macintosh rated #1 for customer loyalty, second year in a row \*



\* Computer Intelligence InfoCorp, October 1996





# Broadening our Strengths

Extending and improving on the Apple Advantage

- Creating the Ultimate Computing Experience
- We've Made the Right Connections
- Capitalizing on the Internet and Multimedia
- Strengthening Apple's Value Proposition
- Managing by the Numbers
- Supporting our Developers
- Focusing on the Customer



# ▶ Creating the Ultimate Computing Experience

- Superior technology is the cornerstone of Apple's transformation strategy
- Regular system upgrades
- Extending the Macintosh Advantage:
  - easiest-to-use human interface
  - the richest environment for graphics, the Internet and multimedia,
  - extensive communication and collaboration capabilities



# We've Made the Right Connections

## Powerful Alliances

- Sun Microsystems, Inc.
  - Java to become an integral part of the Mac OS and Newton
- Netscape, Inc.
  - To enhance the quality of multimedia, video-based images, and digital music of Netscape Navigator
- Silicon Graphics, Inc.
  - To accelerate the development of "digital studios" for feature film, animation, and broadcast video
- Apple, Netscape, Silicon Graphics
  - To develop a new file format based on Apple's 3D metafile format
- Apple, IBM, Netscape, Oracle Corp., Sun
  - To announce guidelines for making low-cost, easy-to-use network computing devices



# ▶ Capitalizing on the Internet and Multimedia

- Most of Apple's computer are shipped Internet-ready
- Every computer will have adequate RAM, network connections, and Internet software by 1997
- Targeting growth opportunities in emerging regional markets
- Proliferation of Information appliances for Internet access
- Strong international strategic alliances



# ▶ Strengthening Apple's Value Proposition

Offering products that deliver distinctively superior user value

- Strengthen the attributes our customers value most for a delightful user experience:
  - Scalable user interfaces
  - Internet connectivity
  - Graphic capabilities
  - Application choices
  - Industrial design



# ▶ Managing by the Numbers

Reducing costs through tighter manufacturing practices and asset utilization

- Aggressively promote our best-sellers
- Drop unprofitable models
- Simplify product lines and selection



# ▶ Supporting our Developers

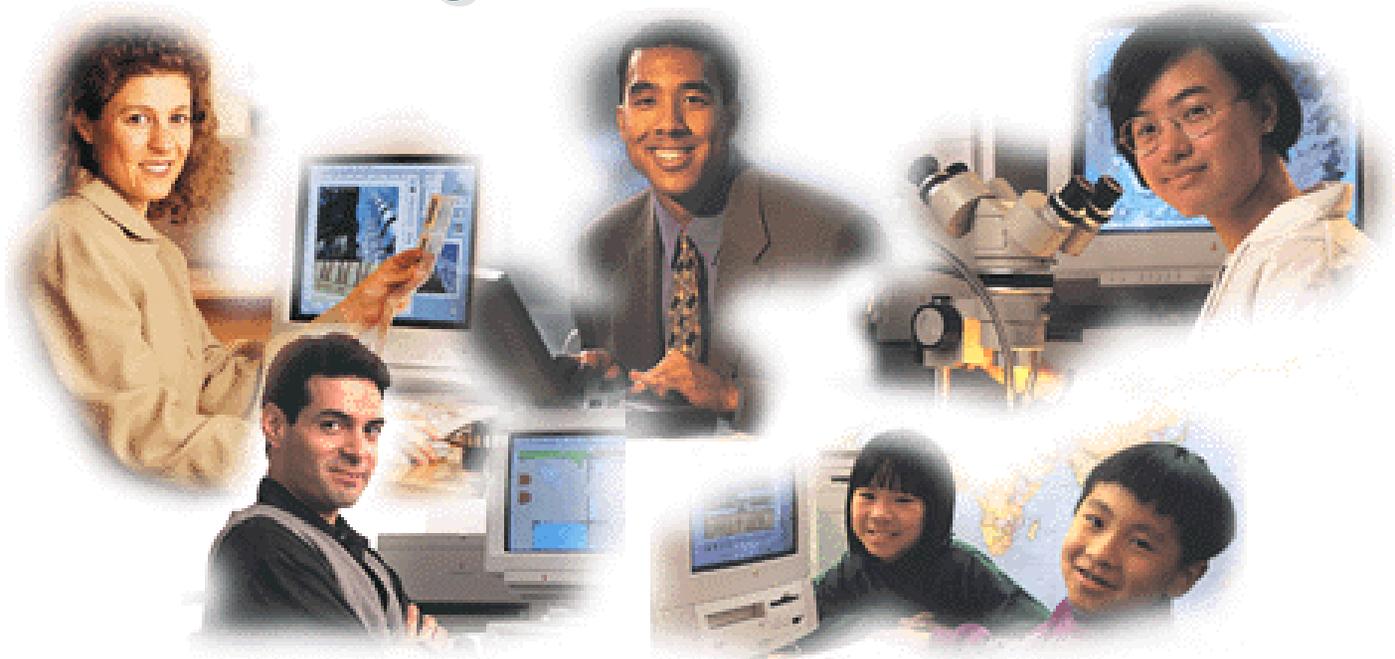
Giving third-party manufacturers  
a license to thrill

- Aggressive licensing of the Mac OS to IBM and Motorola
- Users will have thousands of software titles to choose from
- Making sure that new third-party products emerge first on the Mac OS





# Focusing on the Customer



Apple will develop products that provide a delightful user experience for the millions of people who create, communicate, and learn in homes, schools, and businesses.



The power to be your best

