

Cocoa Programming For OS X: The Big Nerd Ranch Guide (Big Nerd Ranch Guides)

Considered a classic by an entire generation of Mac programmers, Dave Mark's Learn C on the Mac has been updated for you to include Mac OS X Mountain Lion and the latest iOS considerations. Learn C on the Mac: For OS X and iOS, Second Edition is perfect for beginners learning to program. It includes contemporary OS X and iOS examples! This book also does the following:

- Provides best practices for programming newbies
- Presents all the basics with a pragmatic, Mac OS X and iOS -flavored approach
- Includes updated source code which is fully compatible with latest Xcode

After reading this book, you'll be ready to program and build apps using the C language and Objective-C will become much easier for you to learn when you're ready to pick that up.

A book for the Ruby programmer who's never written a Mac application before, "Rubycocoa" delves into the Cocoa

framework right from the beginning, answering questions and solving problems.

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. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

The Cocoa frameworks are some of the most powerful frameworks for creating native desktop applications available on any platform today, and Apple gives them away, along with the Xcode development

environment, for free! However, for a first-time Mac developer, just firing up Xcode and starting to browse the documentation can be a daunting task. The Objective-C class reference documentation alone would fill thousands of printed pages, not to mention all the other tutorials and guides included with Xcode. Where do you start? Which classes are you going to need to use? How do you use Xcode and the rest of the tools? This book answers these questions and more, helping you find your way through the jungle of classes, tools, and new concepts so that you can get started on the next great Mac OS X application today. Jack Nutting is your guide through this forest; he's lived here for years, and he'll show you which boulder to push, which vine to chop, and which stream to float across in order to make it through. You will learn not only how to use the components of this rich framework, but also which of them fit together, and why. Jack Nutting's approach, combining pragmatic problem-solving with a deep respect for the underlying design philosophies contained within Cocoa,

stems from years of experience using these frameworks. He'll show you which parts of your application require you to jump in and code a solution, and which parts are best served by letting Cocoa take you where it wants you to go. The path over what looks like a mountain of components and APIs has never been more thoroughly prepared for your travels. With Jack's guidance, the steep learning curve becomes a pleasurable adventure. There is still much work for the uninitiated, but by the time you're done, you will be well on your way to becoming a Cocoa master.

Xcode 5 Start to Finish

Mac OSX Developer's Guide

Learn Cocoa on the Mac

Developing and Designing Cocoa Touch Applications

iOS and OS X Development

Provides information on using the Cocoa frameworks to write applications for Mac OS X, the iPhone, and the iPad.

Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an

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Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced. Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder. After introducing you to Project Builder and Interface Builder, it brings you quickly up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building Cocoa applications. From there, each chapter presents a different sample program for you to build, with easy to follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques you will learn in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters. You'll learn how to:

- Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder
- Build single- and multiple-window document-based applications
- Manipulate text data using Cocoa's text handling capabilities
- Draw with Cocoa
- Add scripting functionality to your applications
- Localize your application for multiple language support
- Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution

Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.

Take your macOS Sierra to the next level using the latest tools, designs, and best coding practices while developing with Swift

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3.0 About This Book* Learn to harness the power of macOS with the elegance of the Swift programming language* Become highly competent in building apps on the macOS platform* Get the most in-depth guide with a hands-on approach on the latest version of macOS Who This Book Is For This book is for developers who have some experience with macOS and want to take their skills to next level by unlocking the full potential of latest version of macOS with Swift 3 to build impressive applications. Basic knowledge of Swift will be beneficial but is not required. What you will learn* Combine beautiful design with robust code for the very best user experience* Bring the best coding practices to the new macOS Sierra* See what's new in Swift 3.0 and how best to leverage the Swift language* Master Apple's tools, including Xcode, Interface Builder, and Instruments* Use Unix and other common command-line tools to increase productivity* Explore the essential Cocoa frameworks, including networking, animation, audio, and video In Detail macOS continues to lead the way in desktop operating systems, with its tight integration across the Apple ecosystem of platforms and devices. With this book, you will get an in-depth knowledge of working on macOS, enabling you to unleash the full potential of the latest version using Swift 3 to build applications. This book will help you broaden your horizons by taking your programming skills to next level. The initial chapters will show you all about the environment that surrounds a developer at the start of a project. It introduces you to the new features that Swift 3 and Xcode 8 offers and also covers the common design patterns that you need to know for planning anything more than trivial projects. You will then learn the advanced Swift programming concepts, including memory management, generics, protocol orientated and functional programming and with this knowledge you will be able to tackle the next several chapters that deal with Apple's own Cocoa frameworks. It also covers AppKit, Foundation, and Core Data in detail which is a part of the Cocoa umbrella framework. The rest of the book will cover the challenges posed by asynchronous programming, error

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handling, debugging, and many other areas that are an indispensable part of producing software in a professional environment. By the end of this book, you will be well acquainted with Swift, Cocoa, and AppKit, as well as a plethora of other essential tools, and you will be ready to tackle much more complex and advanced software projects.

This is the first book to introduce programmers to Darwin and the Core Technologies. Without an understanding of how the plumbing works, developers cannot get the best performance and reliability out of their Mac OS X applications. This book provides that knowledge.

Swift Programming

Programming Cocoa with Ruby

Cocoa Programming Developer's Handbook

Objective-C Fundamentals

Building Cocoa Applications

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, memory management, key-value coding, NSArrayController, archiving, user defaults, and keyboard events.

Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. Cocoa and Objective-C: Up and Running offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform. Get a quick hands-on tour of basic programming skills with the C language Learn how to use Interface Builder to quickly design and prototype your application's user interface Start using Objective-C

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by creating objects and learning memory management Learn about the Model-View-Controller (MVC) method of sharing data between objects Understand the Foundation value classes, Cocoa's robust API for storing common data types Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered:

Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services

ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

Mac OS X comes with an array of tools that make Macintosh programming easier and more accessible than ever before – and Cocoa is the hottest of these. Object oriented, featuring powerful frameworks and cool visual interface design capabilities, Cocoa provides you with programming skills you only could dream of a

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few years ago. With it, you can quickly create sophisticated applications for Mac OS X, complete with beautiful Aqua interfaces and advanced functionality. But getting started with Cocoa can be tricky, and you're going to need all the expert, hands-on advice and guidance you can get. That's where this book comes in. Cocoa Programming For Dummies is your complete guide to mastering that powerful Mac development tool. Full of fast and easy projects for designing, developing, and deploying rich new applications with Cocoa, it gets you up and running, in no time, with what you need to:

- Master the Cocoa API*
- Get the most out of AppKit Framework*
- and Foundation*
- Get a handle on Objective-C programming*
- Use advanced graphics features*
- Program file management features*
- Develop Web-friendly applications*
- Create hot multimedia effects*
- Build a movie player*

Cocoa Programming For Dummies lets you explore Cocoa programming by doing it. Each chapter guides you through the process of creating at least one simple application illustrating the features covered in it. Erick Tejkowski walks you through:

- Six simple steps to creating Cocoa applications*
- Project Builder, Interface Builder, FileMerge, IconComposer, PackageManager and other utilities*
- Programming in Objective-C*
- Manipulating, editing and saving text, and changing text styles*
- Using graphics, managing files, and printing with Cocoa*
- Interacting with the Web and sending e-mail from a Cocoa application*
- Loading and playing sound files and building an audio player*
- Watching movies with Cocoa*
- Building document-based applications using AppleScript*

The easy way to start cooking up hot new Macintosh applications with Cocoa, Cocoa Programming For Dummies puts you in control of all of Mac OS X's awesome object-oriented programming capabilities.

A Quick-start Guide for Developers

Cocoa and Objective-C: Up and Running

Create Compelling Mac Apps Using RubyCocoa

Programming the iPhone User Experience

Mastering MacOS Programming

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Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

While there are several books on programming for Mac OS X, Advanced Mac OS X Programming: The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

“Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him.” -Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, you’ll find it remarkably elegant, consistent, and simple. Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Apple’s tools, it’s important to have a firm grasp of MVC right from the start. The book’s

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midsection is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them! Cocoa Design Patterns painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. Cocoa Design Patterns clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.

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,

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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.

The Big Nerd Ranch Guide

Cocoa Programming For Dummies

Programming with Quartz

Swift Development with Cocoa

Cocoa Programming for Mac OS X For Dummies

Want to build native Mac OS X applications with a sleek, developer-friendly alternative to Objective-C? MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers. You'll get clear, detailed explanations of MacRuby, including quick programming techniques such as prototyping. Perfect for programmers at any level, this book is packed with code samples and complete project examples. If you use Ruby, you can tap your skills to take advantage of Interface Builder, Cocoa

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libraries, the Objective-C runtime, and more. If you're a Cocoa developer, you'll learn how to improve your productivity with MacRuby. Get up to speed on MacRuby basics, including classes and methods. Learn how to use MacRuby with Apple's Xcode developer suite. Delve into the primitive object classes and data types in Foundation Kit. Build event-driven user interfaces with the AppKit framework. Handle relational object persistence with the Core Data framework. Use advanced MacRuby techniques, including concurrency and sandboxing. Get examples for applications using Twitter and a location web service. Embed MacRuby into existing Objective-C applications.

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779.

LEARNING A NEW PROGRAMMING LANGUAGE

can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he

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shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES:

Detailed instruction, ample illustrations, and clear examples
Real-world guidance and advice
Best practices from an experienced Mac and iOS developer
Emphasis on how to use Xcode, Playgrounds, and the REPL
COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

The Cocoa programming environment—Apple's powerful set of clean, object-oriented APIs—is increasingly becoming the basis of almost all contemporary Mac OS X development. With its long history of constant refinement and improvement, Cocoa has matured into a sophisticated programming environment that can make Mac OS X application development quick, efficient, and even fun. Yet for all its refined elegance and ease of use, the staggering size of the Cocoa family of APIs and the vast magnitude of the official documentation can be intimidating to even seasoned programmers. To help Mac OS X developers sort through and begin to put to practical use Cocoa's vast array of tools and technologies, Cocoa Programming Developer's Handbook provides a guided tour of

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the Cocoa APIs found on Mac OS X, thoroughly discussing—and showing in action—Cocoa's core frameworks and other vital components, as well as calling attention to some of the more interesting but often overlooked parts of the APIs and tools. This book provides expert insight into a wide range of key topics, from user interface design to network programming and performance tuning.

Programming in Objective-C

Learn C on the Mac

Advanced Mac OS X Programming

Swift For Dummies

For OS X and iOS

Mac OS X, Apple's newest operating system for the Macintosh platform, is profoundly different from its earlier versions because of its similarity to the UNIX operating system. For developers writing software for OS X this means adjusting to two new environments to create applications and to access the enhanced features of the new OS, Cocoa and Carbon. Cocoa is an object-oriented API in which all future OS X programs will be written. Carbon is a transitional technology allowing compatibility of applications written for earlier versions of the Mac OS with Mac OS X. Mac OS X Developer's Guide focuses equally on Cocoa and Carbon, guiding the reader through these technologies and showing how to write applications in both. It is the first book for Mac OS X developers written for those who are already working on applications, as well as new

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developers just getting started. It starts off describing the new OS and its development tools then focuses on specific programming issues, providing tips on making the transition from classic Mac OS code to Mac OS X. * A guide for developers already writing applications as well as new developers just getting started * Focuses equally on both Cocoa and Carbon environments * Provides tips on transitioning from writing code for classic Mac OS to OS X * References Apple online materials extensively, to keep developers up to speed on changes

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference

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and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps

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for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques

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Cocoa programming is not only the favored development environment for Mac OS X, it ' s also a primary tool for creating iPhone and iPod Touch software. That makes this a great time to learn Cocoa, and Cocoa Programming for Mac OS X For Dummies is the ideal place to start! This book gives you a solid foundation in Cocoa and the unusual syntax of Objective-C. You ' ll learn what ' s new in Cocoa frameworks and create an application step by step. For example, you can:

- See how Xcode underlies your applications as the main component of Apple ' s IDE
- Examine the basics of the Objective-C language, the elements of a Cocoa interface, and object-oriented programming
- Use Xcode and Interface Builder
- Spruce up your apps with audio, video, Internet features, stylized text, and more
- Create applications with the stunning graphics for which Macs are famous
- See how to build apps with multiple documents and even executables that aren ' t traditional Mac apps
- Use all the exciting new Cocoa features
- Work with Cocoa numbers, arrays, Booleans, and dates
- Build document-based applications
- Simplify with key-value coding

The better you understand Cocoa programming, the better the applications you can create for Mac OS X, iPhone, and iPod Touch. Cocoa Programming for Mac OS X For Dummies makes it easy and fun!

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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iPhone Programming

IOS and MacOS Performance Tuning

Cocoa Programming for OS X

Learning Cocoa

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you're finished, you'll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds

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source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek continuous integration system Register your book at www.informit.com/register for access to this title's downloadable code.

Cocoa Programming for OS XThe Big Nerd Ranch GuideAddison-Wesley Professional

Learn to write apps for some of today's hottest technologies, including the iPhone and iPad (using iOS), as well as the Mac (using OS X). It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac: For OS X and iOS, Second Edition updates a best selling book and is an extensive, newly updated guide to Objective-C. Objective-C is a powerful, object-oriented extension of C, making this update the perfect follow-up to Dave Mark's bestselling Learn C on the Mac. Whether you're an experienced C programmer or you're coming from a different language such as C++ or Java, leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective-C in your apps! A complete course on the basics of Objective-C using Apple's newest Xcode tools An introduction to object-oriented programming Comprehensive coverage of new topics like blocks, GCD, ARC, class extensions, as well as inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non-C programmers to get off the ground even faster

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This is a step-by-step guide to developing applications for Apple's Mac OS X. It describes how to build object-oriented apps using Cocoa.

Ruby and Cocoa on OS X

2D and PDF Graphics in Mac OS X

Developing for the Mac and iOS App Stores

Cocoa Programming for Mac OS X

A Step-by-step Guide

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies.

Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables,

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loops, functions, etc. Objects, classes, methods, and messages
Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

In iOS and macOS(TM) 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 more than 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

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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 This book's source code can be downloaded at github.com/mpw/iOS-macOS-performance.

Register your product at informit.com/register for convenient access to downloads, updates, and

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corrections as they become available.
Normal 0 false false false EN-US X-NONE
X-NONE

This updated edition offers expert guidance and up-to-the-minute best practices for building object-oriented applications with the Cocoa framework for Mac OS X and the iPhone.

Introduces one of the Mac OS X's principal application environments, allowing the development of object-oriented APIs in both Java and Objective-C.

Foundations of Mac, iPhone, and iPad Programming

Develop and Design

Core Mac OS X and Unix Programming

Swift for Beginners

Learning Cocoa with Objective-C

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework

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and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online

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documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

Includes Xcode 6 text commands and visual reference guide on perforated page.

Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D

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game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

MacRuby: The Definitive Guide

Learn Objective-C on the Mac

Cocoa®, Cocoa Touch®, Objective-C®, and Swift

Cocoa Design Patterns

Cocoa Programming

Apple's iPhone and iPod Touch not only feature the world's most powerful mobile operating system, they also usher in a new standard of human-computer interaction through gestural interfaces and multi-touch navigation. This book provides you with a hands-on, example-driven tour of UIKit, Apple's user interface toolkit, and includes common design patterns to help you create new iPhone and iPod Touch user experiences. Using Apple's Cocoa Touch framework, you'll learn how to build applications that respond in unique ways when users tap, slide, swipe, tilt, shake, or pinch the screen. Programming the iPhone User Experience is a perfect companion to Apple's Human Interface Guidelines, and provides the practical information you need to develop innovative applications for the iPhone and iPod Touch, whether you're a CTO, developer, or UI/UX designer.

Understand the basics of the Cocoa Touch framework for building iPhone and iPod Touch applications Learn theory and best practices for using Cocoa Touch to develop applications with engaging and effective user

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interfaces Apply your knowledge of Objective-C to the iPhone/iPod Touch framework Customize standard UIKit views according to Apple's Human Interface Guidelines and usability principles Learn patterns for handling user experience concerns outside of the interface, such as network- and location-awareness 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.

Objective-C Programming