Programming In Objective C 2 0 Developers Library

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose

the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel “right at home” Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more

effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks Get Started Fast with Objective-C 2.0 Programming for OS X, iPhone, iPod touch, and iPad If you want to learn Objective-C 2.0 to write programs for Mac OS X, iPhone, iPad, or iPod touch, you've come to the right place! Concise, readable, and friendly, Learning Objective-C 2.0 is the perfect beginner's guide to the latest version of Objective-C. Longtime Mac OS X and iPhone developer Robert Clair covers everything from the absolute basics to Objective-C 2.0's newest innovations. Clair begins with a practical refresher on C and object-oriented programming and walks you through creating your first Objective-C program with Xcode. Next, you'll master each core language feature, from objects and classes to messaging, frameworks, and protocols. Every concept

is illustrated with simple examples, and many chapters contain hands-on practice exercises. Throughout, Learning Objective-C 2.0 focuses on the features, concepts, and techniques that matter most day to day. The result is an outstanding first book for everyone who wants to begin programming for iPhone, iPod touch, iPad, or Mac OS X. COVERAGE INCLUDES Understanding methods, messages, and the Objective-C messaging system Defining classes, creating object instances, and using class objects Using categories to extend classes without subclassing Simplifying development with Objective-C 2.0 declared properties Using protocols to emphasize behavior rather than class Working with common Foundation classes for strings, arrays, dictionaries, sets, and number objects Using Objective-C control structures, including Objective-C 2.0's new fast enumeration construct Understanding

application security and hiding the declaration of methods that should stay private Using the new blocks feature provided in Objective-C 2.0

You have a great idea for an app, but where do you begin? Objective-C is the universal language of iPhone, iPad, and Mac apps, and Objective-C for Absolute Beginners, Second Edition starts you on the path to mastering this language and its latest release. Using a hands-on approach, you'll learn how to think in programming terms, how to use Objective-C to construct program logic, and how to synthesize it all into working apps. Gary Bennett, an experienced app developer and trainer, will guide you on your journey to becoming a successful app developer. If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners is the place to start.

This first book in the series from Kevin

McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.
Programming in Objective-C
52 Specific Ways to Improve Your IOS and OS X Programs

Analytical Methods in Petroleum Upstream Applications
Masterminds of Programming
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 Objective-C Programmer's Reference provides the tools necessary to write software in Objective-C—the language of choice for developing iOS and

OS X applications. Author Carlos Oliveira begins from the basic building blocks of the language. He shows how to create correct and efficient applications by applying your knowledge of object-oriented and structured programming. This book: Takes you quickly through fundamental concepts such as interfaces and class implementations. Provides a concise reference to the Foundation Framework that is all-important when programming in Objective-C. Highlights key differences between Objective-C and other popular languages such as Java

or Python. Provides the fundamentals of Cocoa and Cocoa Touch, which are the standard for OS X and iOS development. Objective-C Programmer's Reference makes extensive use of concepts already mastered by developers who are fluent in other languages such as C++, Java, Perl, and Python. The author ' s approach is logical and structured, and even novice developers will have an easy time absorbing the most important topics necessary to program in Objective-C. Objective-C Programmer's Reference is a book for

professional developers in Objective-C, or those who are moving to Objective-C from other languages. The book is written for readers who lack the time to invest in more traditional books, which usually spend hundreds of pages to explain concepts that are part of the working programmer ' s standard vocabulary. What you ' ll learn Grasp the basic syntax of the Objective-C language. Create classes and methods in Objective-C. Apply Objective-C ' s message-passing mechanism to simplify your code and avoid deep class hierarchies. Store and access

dynamic data through Objective-C ' s built-in, key-value system. Make effective use of container classes such as arrays and dictionaries with their immutable and mutable versions. Create simple applications for iPhones, iPads, Macbooks, and other iOS and Mac OS X devices. Who this book is for Objective-C Programmer's Reference is for programmers in Objective-C who are looking for a handy reference to keep them on top of their game. The book is also designed for programmers moving to Objective-C from some other language, especially

from another C-like language such as Java or C#, providing just that additional bit that is needed to transfer their expertise into Objective-C and get a leg up on creating applications for the iOS and OS X platforms underlying Apple ' s hugely successful devices such as the iPhone, iPad, and Macbook. Table of ContentsPart I: The Language 1. The C in Objective-C 2. Classes 3. Strings and Container Classes 4. Protocols and Categories 5. Inheritance 6. Block Syntax 7. Dynamic Binding 8. Memory Management 9. Key-Value Programming 10. The

Filesystem Part II: Reference 11. The Foundation Framework Part III: The Tools 12. The Compiler 13. The Preprocessor 14. Unit Test 15. Debugging Part IV: Writing Apps for OS X and iOS 16. Cocoa Framework Example 17. Cocoa Touch Example 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 Filmed work by students of the School of Design, Swinburne

University of Technology.
Objective-C Programming
A Hands-On Guide to Objective-C for Mac and iOS Developers
For OS X and iOS
Sams Teac Your C One Hour D_7
Objective-C Fundamentals
Learn Objective-C for Java Developers will guide experienced Java developers into the world of Objective-C. It will show them how to take their existing language knowledge and design patterns and transfer that experience to Objective-C and the Cocoa runtime library. This is the express train to productivity for every Java developer who has dreamed of developing for Mac OS X or iPhone, but felt that Objective-C was too intimidating. So hop on and

enjoy the ride! Provides a translation service that turns Java problem-solving skills into Objective-C solutions Allows Java developers to leverage their existing experience and quickly launch themselves into a new domain Takes the risk out of learning Objective-C

Effective measurement of the composition and properties of petroleum is essential for its exploration, production, and refining; however, new technologies and methodologies are not adequately documented in much of the current literature. Analytical Methods in Petroleum Upstream Applications explores advances in the analytical methods and instrumentation that allow more accurate determination of

the components, classes of compounds, properties, and features of petroleum and its fractions. Recognized experts explore a host of topics, including: A petroleum molecular composition continuity model as a context for other analytical measurements A modern modular sampling system for use in the lab or the process area to collect and control samples for subsequent analysis The importance of oil-in-water measurements and monitoring The chemical and physical properties of heavy oils, their fractions, and products from their upgrading Analytical measurements using gas chromatography and nuclear magnetic resonance (NMR) applications Asphaltene and heavy

ends analysis Chemometrics and modeling approaches for understanding petroleum composition and properties to improve upstream, midstream, and downstream operations Due to the renaissance of gas and oil production in North America, interest has grown in analytical methods for a wide range of applications. The understanding provided in this text is designed to help chemists, geologists, and chemical and petroleum engineers make more accurate estimates of the crude value to specific refinery configurations, providing insight into optimum development and extraction schemes.

Objective-C is today's fastest growing programming language, at least in

part due to the popularity of Apple's Mac, iPhone and iPad. Beginning Objective-C is for you if you have some programming experience, but you're new to the Objective-C programming language and you want a modern—and fast—way forwards to your own coding projects. Beginning Objective-C offers you a modern programmer's perspective on Objective-C courtesy of two of the best iOS and Mac developers in the field today, and gets you programming to the best of your ability in this important language. It gets you rolling fast into the sound fundamentals and idioms of Objective-C on the Mac and iOS, in order to learn how best to construct your applications and libraries, making the

best use of the tools it provides— no matter what projects you plan to build. The book offers thorough introductions to the core tenets of the language itself and its primary toolkits: the Foundation and AppKit frameworks. Within its pages you will encounter a mine of information on many topics, including use of the file system and network APIs, concurrency and multi-core programming, the user interface system architecture, data modeling, and more. You'll soon find yourself building a fairly complex Objective-C based application, and mastering the language ready for your own projects. If you're new to programming altogether, then Apress has other Objective-C books for you such as our

Learning and Absolute Beginner titles—otherwise, let your existing skills ramp you fast forwards in Objective-C with Beginning Objective-C so that you can start building your own applications quickly.

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, 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 Sams Teach Yourself Objective-C in

24 Hours
Learning Objective-C 2.0
C Programming in One Hour a Day, Sams Teach Yourself
Programming in Objective-C 2.0
Objective-C 2. 0 Essentials - Second Edition

Provides information on using iOS 5 to create applications for the iPhone, iPad, and iPod Touch.
What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics

experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get

set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 provides the new programmer a

complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform

but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C 2.0 Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5

Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II: The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing iPhone Applications Part IV: Appendixes A

Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully

explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C - including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly

explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting

Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers

to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

Learn Objective-C for Java Developers

Programming IOS 6

IOS 5 Programming Cookbook

Objective-C Programmer's Reference

Beginning Objective C

Explains how to develop

software for iOS and OS X in the Cocoa, Cocoa Touch, and Objective-C programming environments. Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had

to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love:

Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry,

you'll find Masterminds of Programming fascinating.
Objective-C Programmer's Reference provides the tools necessary to write software in Objective-C—the language of choice for developing iOS and OS X applications. Author Carlos Oliveira begins from the basic building blocks of the language. He shows how to create correct and efficient applications by applying your knowledge of object-oriented and structured

programming. This book: Takes you quickly through fundamental concepts such as interfaces and class implementations. Provides a concise reference to the Foundation Framework that is all-important when programming in Objective-C. Highlights key differences between Objective-C and other popular languages such as Java or Python. Provides the fundamentals of Cocoa and Cocoa Touch, which

are the standard for OS X and iOS development. Objective-C Programmer's Reference makes extensive use of concepts already mastered by developers who are fluent in other languages such as C++, Java, Perl, and Python. The author's approach is logical and structured, and even novice developers will have an easy time absorbing the most important topics necessary to program in Objective-C. Objective-C Programmer's Reference

is a book for professional developers in Objective-C, or those who are moving to Objective-C from other languages. The book is written for readers who lack the time to invest in more traditional books, which usually spend hundreds of pages to explain concepts that are part of the working programmer's standard vocabulary.
In this book, we have hand-picked the most sophisticated, unanticipated, absorbing

(if not at times crackpot!), original and musing book reviews of "Programming in Objective-C 2.0." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next

five minutes. 3. You've heard it all.

Objective-C 2. 0 Essentials

An Evolutionary Approach

iPhone, iPad and Mac Programming Made Easy

52 Specific Ways to Improve Your iOS and OS X Programs

Conversations with the Creators of Major Programming Languages

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS

code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance.

You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API

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Cocoa Touch frameworks Programming in Objective-C, Fifth Edition Updated for OS X Mountain Lion, iOS 6, and Xcode 4.5 Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced

programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study.

This edition has been fully updated to incorporate new features in Objective-C programming introduced with Xcode 4.4 (OS X Mountain Lion) and Xcode 4.5 (iOS 6.) “The best book on any programming language that I’ve ever read. If you want to learn Objective-C, buy it.”–Calvin Wolcott “An excellent resource for a new programmer who wants to learn Objective-C as their first programming language–a woefully underserved market.”–Pat Hughes Contents at a

Glance 1 Introduction Part I The Objective-C Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II The Foundation Framework 14 Introduction to the Foundation Framework 15

Numbers, Strings, and Collections 16 Working with Files 17 Memory Management and Automatic Reference Counting (ARC) 18 Copying Objects 19 Archiving Part III Cocoa, Cocoa Touch, and the iOS SDK 20 Introduction to Cocoa and Cocoa Touch 21 Writing iOS Applications Appendixes A Glossary B Address Book Program Source Code

The Objective-C programming language continues to grow in popularity and usage because of the power and

ease-of-use of the language itself, along with the numerous features that continue to be added to the platform. If you have a basic knowledge of the language and want to further your expertise, Pro Objective-C is the book for you. Pro Objective-C provides an in-depth, comprehensive guide to the language, its runtime, and key API's. It explains the key concepts of Objective-C in a clear, easy to understand manner, and also provides detailed coverage of its more complex features. In

addition, the book includes numerous practical examples--code excerpts and complete applications--that demonstrate how to apply in code what you're learning. The book begins with an exploration of Objective-C's basic features and key language elements. After reviewing the basics, it proceeds with an in-depth examination of the Objective-C dynamic programming features and runtime system. Next the book covers the Foundation Framework, the base layer of APIs that can be used for

any Objective-C program. Finally, new and advanced features of Objective-C are introduced and shown how they make the Objective-C language even more powerful and expressive. Each topic is covered thoroughly and is packed with the details you need to develop Objective-C code effectively. The most important features are given in-depth treatment, and each chapter contains numerous examples that demonstrate both the power and the subtlety of Objective-C. Start reading Pro

Objective-C and begin developing high-quality, professional apps on the OS X and iOS platforms using the Objective-C programming language! 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 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

Learn Objective-C on the Mac

Object-oriented Programming

Developing for the Mac and

IOS App Stores
Pro Objective-C
Swift for Programmers
Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples

walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to

maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With

this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

Programming in Objective-C 2.0 LiveLessons is the world's first complete video training course on the basics of Objective-C, the programming language at

the heart of Mac OS X and iPhone/iPad development.Bestselling author and trainer Stephen G. Kochan provides the new programmer with a step-by-step, hands-on introduction to the Objective-C language and the fundamentals of object-oriented programming.The course does not assume any previous programming experience and includes many detailed, practical examples of how to put Objective-C to use in everyday programming tasks for the Mac OS X and iPhone/iPad

platforms.Stephen G. Kochan is author of the bestselling book Programming in Objective-C 2.0 and author or co-author of several bestselling books on the C language, including Programming in C, Programming in ANSI C, and Topics in C Programming. He has been programming Macintosh computers since the introduction of the first Mac in 1984, and he wrote Programming C for the Mac.Part I: Language Fundamentals1: Getting Started in Objective-C

[00:14:00]2: Classes, Objects, and Methods [00:43:03]3: Data Types and Expressions [00:41:00]4: Loops [00:23:19]5: Making Decisions [00:37:20]6: More On Classes [00:43:36]7: Inheritance [00:45:48]8: Polymorphism, Dynamic Typing, and Dynamic Binding [00:23:12]9: More on Variables and Data Types [00:29:10]10: Categories and Protocols [00:39:25]11: The Preprocessor [00:37.24]12: Underlying C Language Features [01:43:03]Part II: iPhone Programming and the

Foundation Framework1: Introduction to the Foundation Framework [00:08:31]2: Numbers and Strings [00:37:24]3: Collections [01:26:56]4: Working with Files [00:52:07]5: Memory Management [00:40:13]6: Copying Objects [00:35:58]7: Archiving Objects [00:27:38]8: Introduction to iPhone/iPod Touch Programming [00:34:46]9: Writing an iPhone Fraction Calculator [00:36:45]
Presents an introduction to Objective-C, covering such topics as classes and

objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Objective-C Programming

Nuts and bolts

Objective-c Succinctly

IOS App Development for Non-Programmers - Book 2

iPhone 3D Programming

Objective-C Quick Syntax Reference

"Objective-C Fundamentals" is a hands-on tutorial that leads readers from their first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK.

Updated for iOS 7 and Xcode 5 Review ""I have spent a small fortune on beginner programming books that have consistently left me scratching my head. I've often wondered if I just didn't have the ability to learn and grasp the subject. But, in this book I've found the answer; I can."" - TL Pearce Unleash Your Inner App Developer This second book in the series from Kevin McNeish, winner of the 2012 Publishing Innovation Award, highly acclaimed iOS trainer and conference speaker, and award-winning App Developer, is specifically designed to teach non-programmers Objective-C; the language used to create Apps for the iPhone and iPad. Many books designed for the beginning Apple

developer assume way too much. In contrast, this book series assumes you know nothing about programming. Book 2: Flying with Objective-C builds on what you learned in Book 1: Diving In. In the first two chapters, the author helps you understand basic concepts, such as "what is a class?" and "what is an object?" You then learn how to pass messages to objects, and then create your own custom classes. As you go through the book, concepts become more advanced until you reach the final chapters on Advanced-Objective-C and Advanced Messaging. Each concept is accompanied by step-by-step instructions to build an App that shows the real-world use of Objective-C programming

features. This is a tremendous aid in helping non-programmers grasp even more advanced concepts. The information in this book is applicable to the latest iOS technologies including iOS 7 and Xcode 5. Includes Step-by-Step Instructional Videos Each exercise in this book has a corresponding movie that demonstrates how to perform the exercise. After trying to solve the exercise on your own, just tap the movie to watch the exercise solved for you in high quality video and narrative Not a "Dumbed Down" Series Ultimately, readers will learn everything that is taught in the regular written-for-programmer books. This series simply provides more background information and

more thorough explanations for those who haven't had formal education or a career in software development.

Programming in Objective-CAddison-Wesley Professional

'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

100 Statements about

Programming in Objective-C 2. 0
That Almost Killed My Hamster
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IOS App Development for Non-Programmers - Book 1
Learning Cocoa with Objective-C

Updated for OS X 10.9 Mavericks, iOS 7, and Xcode 5 Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is

based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study. This edition has been fully updated to incorporate new Objective-C

features and technologies introduced with Xcode 5, iOS 7, and Mac OS X Mavericks. "The best book on any programming language that I've ever read. If you want to learn Objective-C, buy it."—Calvin Wolcott "An excellent resource for a new programmer who wants to learn Objective-C as their first programming language—a woefully underserved market."—Pat Hughes
The Objective-C Quick Syntax Reference is a condensed code and syntax reference to the popular Objective-C programming language, which is the core language behind the APIs found in the Apple iOS and

Mac OS SDKs. It presents the essential Objective-C syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Objective-C programmer. In the Objective-C Quick Syntax Reference, you will find: A concise reference to the Objective-C language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive

index allowing easy review. What you'll learnHow to create an Objective-C HelloWorld How to compile and run What are the Objective-C code class definitions How to use objects in Objective-C How to effectively use categories to extend the various classes What is key-value observation How to archive an object graph How to implement the delegation design pattern with protocols How to master code blocks and much more Who this book is for This book is a quick, handy pocket syntax reference for experienced Objective-C, Mac, and iOS programmers, and a concise, easily-digested introduction for

other programmers new to Objective-C. Table of Contents1. Hello World 2. Build and Run 3. Variables 4. Operators 5. Objects 6. Strings 7. Numbers 8. Arrays 9. Dictionaries 10. For Loops 11. While Loops 12. Do While Loops 13. For-Each Loops 14. If-Statements 15. Switch Statements 16. Defining Classes 17. Class Methods 18. Inheritance 19. Categories 20. Blocks 21. Key-Value Coding 22. Key-Value Observing 23. Protocols 24. Implementing Delegation 25. Implementing Singleton 26. Error Handling Objective-C Programming Nuts and bolts provides a clear and concise overview of the

programming language, describes its key features and APIs, and presents recommendations for developing iOS and OS X apps using Objective-C. It is written for readers who want a general understanding of Apple Objective-C technology on the Mac along with developers who want to quickly get started with the language. Very quickly, you will have a solid understanding of Objective-C and be ready to begin using it on your projects! The book includes a complete overview of the latest enhancements to the Objective-C language, including generics, nullability annotations, and other

features. The book is divided into two parts; Part One provides an introduction to object-oriented programming with Objective-C, describes the software development environment for the iOS and OS X platforms, and summarizes key features of the language. Part Two is more focused on application development - it features an in-depth look at the principal components of Objective-C programs, along with a detailed review of the key frameworks and services used for Objective-C application development. The book concludes with a summary and a list of useful references for programming with Objective-C.

Objective-C Succinctly is the only book you need for getting started with Objective-C-the primary language beneath all Mac, iPad, and iPhone apps. Written by Ryan Hodson, the author behind our popular Knockout.js Succinctly and PDF Succinctly titles, this e-book guides you from downloading Xcode, Apple's Objective-C IDE, to utilizing advanced features like blocks (similar to C#'s lambdas) and protocols. Along the way, you'll learn how the familiar aspects of object-oriented programming, such as interfaces, classes, methods, etc., are used in Objective-C, giving you the ability to leverage

your existing knowledge with the tools presented in the book.
Solutions & Examples for IPhone, IPad, and IPod Touch Apps
Developing Graphical Applications with OpenGL ES
The Big Nerd Ranch Guide
iPhone Programming
The Series on How to Write IPhone and IPad Apps: Flying with Objective-C

The objective of this book is to teach the skills necessary to program in Objective-C using a style that is easy to follow, rich in examples and accessible

to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework. Regardless of whether you are developing for Mac OS X or the iPhone, this book covers everything you need to know about the Objective-

C language. Topics covered include: The History of Objective-C Installing Xcode and Compiling Objective-C on Mac OS X Objective-C 2.0 Data Types Working with Variables and Constants in Objective-C Objective-C Operators and Expressions Objective-C 2.0 Operator Precedence Commenting Objective-C Code Objective-C Flow Control with if and else The Objective-C switch Statement Objective-C Looping - The for Statement Objective-C

Looping with do and while Statements An Overview of Objective-C Object Oriented Programming Writing Objective-C Class Methods Objective-C - Data Encapsulation, Synthesized Accessors and Dot Notation Objective-C Inheritance Pointers and Indirection in Objective-C Objective-C Dynamic Binding and Typing with the id Type Objective-C Variable Scope and Storage Class An Overview of Objective-C Functions Objective-C

Enumerators An Overview of the Objective-C Foundation Framework Working with String Objects in Objective-C Understanding Objective-C Number Objects Working with Objective-C Array Objects Objective-C Dictionary Objects Working with Directories in Objective-C Working with Files in Objective-C Constructing and Manipulating Paths with NSPathUtilities Copying Objects in Objective-C Using Objective-C Preprocessor Directives

The objective of this book is to teach the skills necessary to program in Objective-C 2.0 using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory

and the Objective-C Foundation framework.Regardless of whether you are developing for Mac OS X, the iPhone or the iPad, this book covers everything you need to know about the Objective-C programming language. Full-color figures and code appear as they do in Xcode 5. In just 24 sessions of one hour or less, you can master the Objective-C language and start using it to write powerful native applications for even

the newest Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities and Apple's Xcode 5 development environment…make the most of Objective-C objects and messaging…work effectively with design patterns, collections, blocks, Foundation Classes, threading, Git…and a whole lot more. Every lesson

builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert

you to possible problems and give you advice on how to avoid them. • Use Xcode 5 to write modern Objective-C software more quickly and efficiently • Master Objective-C's object-oriented features and techniques • Manage projects more efficiently with the Git source code repository • Write more dynamic code with Objective-C's powerful messaging architecture • Declare classes, instance variables, properties,

methods, and actions • Work with mutable and immutable data types • Organize data with collections, including arrays, dictionaries, and sets • Painlessly manage memory with Automatic Reference Counting (ARC) • Expand and extend classes with protocols, delegates, categories, and extensions • Get started with Apple’s powerful classes and frameworks • Create and work with code blocks • Manage queues and threading

with Grand Central Dispatch

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 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.

IPhone Programming and the Foundation Framework

The Series on How to Write IPhone and IPad Apps: Diving In

Objective-C for Absolute Beginners

Effective Objective-C 2.0