Objective C Programming The Big Nerd Ranch Guide Free

Learning Cocoa with Objective-CObjective-C Programming For DummiesAndroid ProgrammingObjective-C ProgrammingA Concise Course in Algebraic TopologyEffective Objective-C 2.0Objective-C RecipesLearning Objective-C 2.0Learn Objective-C on the MacObjective-c SuccinctlyNSHipsterAdvanced Mac OS X ProgrammingObjective-C FundamentalsCocoa Programming for OS XCocoa and Objective-C: Up and RunningCocoa Programming for Mac OS XC Programming LanguageProgramming Embedded SystemsPro Objective-CObjective-C for Absolute BeginnersProgramming in Objective-C 2.0Image Processing In CCocoa Programming for Mac OS XiOS ProgrammingiOS ProgrammingLearning IPad ProgrammingiPhone ProgrammingUnderstanding and Using C PointersLearn Objective-C on the MacIOS ProgrammingiOS 5 Programming CookbookC in a NutshellHead First IPhone and IPad DevelopmentObjective-C Programming NotebookObjective-C for Absolute BeginnersBeginning Objective CDesign PatternsLearning Cocoa with Objective-CSwift ProgrammingProgramming in Objective-C

Learning Cocoa with Objective-C

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 For Dummies

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

Android Programming

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Objective-C Programming

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 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

A Concise Course in Algebraic Topology

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

Effective Objective-C 2.0

This ebook is the first authorized digital version of Kernighan and Ritchie’s 1988 classic, The C Programming Language (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer’s digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it

assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

Objective-C Recipes

PERFECT FOR BIG IDEAS - 200 pages (100 front and back), 8.5/11 in. SPLIT PAGE DESIGN: Top half includes space for diagrams/sketches, Bottom half is college ruled lines. Ideal for programming notes. KEEP CODE SEPERATE: Never again waste time flipping through mixed language programming notebooks. Keep all of your Objective-C programming notes together. GREAT GIFT: For Yourself Or Your Favorite Programmer! STYLISH GLOSSY COVER

Learning Objective-C 2.0

Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

Learn Objective-C on the Mac

Winner of a 2012 Jolt Productivity Award! Updated and expanded to cover iOS 5 and Xcode 4.3, iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the understanding, the know-how, and the

confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS Bootcamp course and its well-tested materials and methodology, this best-selling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors clearly explain what's important to know and share their insights into the larger context of the iOS platform. This gives you a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned. Here are some of the topics covered: Xcode 4.3, Instruments, and Storyboards ARC, strong and weak references, and retain cycles Interfacing with iCloud Handling touch events and gestures Tool bars, navigation controllers, and split view controllers Localization and Internationalization Block syntax and use Background execution and multi-tasking Saving/loading data: Archiving and Core Data Core Location and Map Kit Communicating with web services Working with XML, JSON, and NSRegularExpression Using the Model-View-Controller-Store design pattern

Objective-c Succinctly

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

NSHipster

Updated for Xcode 11, Swift 5, and iOS 13, iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS training and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the iOS

platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned.

Advanced Mac OS X Programming

"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.

Objective-C Fundamentals

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf.

Cocoa Programming for OS X

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!

Cocoa and Objective-C: Up and Running

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and catalog recurring designs in object-oriented systems. With Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

Cocoa Programming for Mac OS X

A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time!

C Programming Language

Algebraic topology is a basic part of modern mathematics, and some knowledge of this area is indispensable for any advanced work relating to geometry, including topology itself, differential geometry, algebraic geometry, and Lie groups. This book provides a detailed treatment of algebraic topology both for teachers of the

subject and for advanced graduate students in mathematics either specializing in this area or continuing on to other fields. J. Peter May's approach reflects the enormous internal developments within algebraic topology over the past several decades, most of which are largely unknown to mathematicians in other fields. But he also retains the classical presentations of various topics where appropriate. Most chapters end with problems that further explore and refine the concepts presented. The final four chapters provide sketches of substantial areas of algebraic topology that are normally omitted from introductory texts, and the book concludes with a list of suggested readings for those interested in delving further into the field.

Programming Embedded Systems

Pilone delivers a learner's guide to creating Objective-C applications for the iPhone and iPad.

Pro Objective-C

This Book Is A Tutorial On Image Processing. Each Chapter Explains Basic Concepts With Words And Figures, Shows Image Processing Results With Photographs, And Implements The Operations In C. The C Code In This Book Is Based On A Series Of Articles Published In The C Users Journal From 1990 Through 1993, And Includes Three Entirely New Chapters And Six New Appendices. The New Chapters Are 1) An Introduction To The Entire System, 2) A Set Of Routines For Boolean Operations On Images -- Such As Subtracting Or Adding One With Another, 3) A Batch System For Performing Offline Processing (Such As Overnight For Long Involved Manipulations). The C Image Processing System (Cips) Works With Tag Image File Format (Tiff) Gray Scale Images. The Entire System Has Been Updated From The Original Publications To Comply With The Tiff 6.0 Specification From June 1993 (The Magazine Articles Were Written For The Tiff 5.0 Specification.) The Text And Accompanying Source Code Provide Working Edge Detectors, Filters, And Histogram Equalizers, I/O Routines, Display And Print Procedures That Are Ready To Use, Or Can Be Modified For Special Applications. Print Routines Are Provided For Laser Printers, Graphics Printers, And Character Printers. Display Procedures Are Provided For Monochrome, Cga, Vga, And Ega Monitors. All Of These Functions Are Provided In A System That Will Run On A Garden Variety Pc, Not Requiring A Math Co-Processor, Frame Grabber, Or Super Vga Monitor.

Objective-C for Absolute Beginners

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.

Programming in Objective-C 2.0

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.

Image Processing In C

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.

Cocoa Programming for Mac OS X

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.

iOS Programming

The perfect beginner's guide to Objective-C 2.0, the essential language for over 1,000,000 Mac OS X, iPhone, and iPod touch developers! • •Concise, readable, and friendly: designed to get new Objective-C programmers up and running fast! •Covers everything readers need to know, from basic Object-Oriented Programming to general C concepts. •Walks through code examples one line at a time, and also offers high-level explanations what's happening 'behind the scenes' of Objective-C programs. Long-time OS X and iPhone developer Robert Clair begins with a concise review of the object-oriented and C concepts that all Objective-C developers need to know. Next, he introduces the basics of the Objective-C language, walking through code examples one line at a time, and offering high-level explanations of what's happening 'behind the scenes.' Clair concludes with advanced topics carefully chosen for their real-world value - including detailed coverage of memory management and the differences between 32-bit and 64- bit programs. Throughout, Learning Objective-C 2.0 focuses consistently on the features, concepts, and techniques that matter most in day-to-day programming - not complex 'edge cases' or abstract theory. The result: an outstanding first book for every beginner who wants to program for Apple's fast-growing iPhone and Mac OS X platforms. Note: This will be the entry-level book for Objective-C newcomers. Readers who complete it can move on to Stephen Kochan's highly-regarded Programming in Objective-C 2.0 and then to our more specialized Apple development titles, such as David Chisnall's Cocoa Developer's Handbook, Fritz Anderson Xcode 3.x Unleashed , and Aaron Hillegass's Cocoa Programming for Mac OS X Third Ed

iOS Programming

Improve your programming through a solid understanding of C pointers and memory management. With this practical book, you'll learn how pointers provide the mechanism to dynamically manipulate memory, enhance support for data structures, and enable access to hardware. Author Richard Reese shows you how to use pointers with arrays, strings, structures, and functions, using memory models throughout the book. Difficult to master, pointers provide C with much flexibility and power—yet few resources are dedicated to this data type. This comprehensive book has the information you need, whether you're a beginner or an experienced C or C++ programmer or developer. Get an introduction to pointers, including the declaration of different pointer types Learn about dynamic memory allocation, de-allocation, and alternative memory management techniques Use techniques for passing or returning data to and from functions Understand the fundamental aspects of arrays as they relate to pointers Explore the basics of strings and how pointers are used to support them Examine why pointers can be the source of security problems, such as buffer overflow Learn several pointer techniques, such as the use of opaque pointers, bounded pointers and, the restrict keyword

Learning IPad Programming

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

iPhone Programming

Now you can overcome the vexing, real-life issues you confront when creating apps for the iPhone, iPad, or iPod Touch. By making use of more than 100 new

recipes in this updated cookbook, you'll quickly learn the steps necessary for writing complete iOS apps, whether they're as simple as a music player or feature a complex mix of animations, graphics, multimedia, a database, and iCloud storage. If you're comfortable with iOS SDK, this cookbook will teach you how to use hundreds of iOS techniques. Each recipe provides a clear solution with sample code that you can use right away. Use different approaches to construct a user interface Develop location-aware apps Get working examples for implementing gesture recognizers Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Maintain persistent storage in your apps Use Event Kit to manage calendars and events Learn capabilities of the Core Graphics framework Access the accelerometer and gyroscope Take advantage of the iCloud service

Understanding and Using C Pointers

Presents a guide to the concepts and coding of iOS to create a variety of applications, covering such topics as debugger, core location, reference counting, blocks and categories in Objective-C, and push notifications.

Learn Objective-C on the Mac

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

IOS Programming

Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

iOS 5 Programming Cookbook

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 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.

C in a Nutshell

It seems as if everyone is writing applications for Apple's iPhone and iPad, but how do they all do it? It's best to learn Objective-C, the native language of both the iOS and Mac OS X, but where to begin? Right here, even if you've never programmed before! Objective-C for Absolute Beginners will teach you how to write software for your Mac, iPhone, or iPad using Objective-C, an elegant and powerful language with a rich set of developer tools. Using a hands-on approach, you'll learn to think in programming terms, how to use Objective-C to build program logic, and how to write your own applications and apps. With over 50 collective years in software development and based on an approach pioneered at Carnegie Mellon University, the authors have developed a remarkably effective approach to learning Objective-C. Since the introduction of Apple's iPhone, the authors have taught hundreds of absolute beginners how to develop Mac, iPhone,and iPad apps, including many that became popular apps in the iTunes App Store.

Head First IPhone and IPad Development

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.

Objective-C Programming Notebook

Objective-C Recipes provides a problem solution approach for dealing with key

aspects of Objective-C programming, ensuring you have the indispensable reference you need to successfully execute common programming tasks. You will see how to use the unique features of the Objective-C programming language, the helpful features of the Foundation framework, and the benefits of using Objective-J as an alternative. Solutions are available for a range of problems, including: Application development with Xcode Working with strings, numbers and object collections Using foundation classes like NSArray, NSString, NSData and more Dealing with threads, multi-core processing and asynchronous processing Building applications that take advantage of dates and timers and memory management How to use Objective-C on other platforms Objective-C Recipes is an essential reference for every Objective-C programmer, and offers solutions in a concise and easy-to-follow manner. Matthew Campbell has trained over 800 new iOS developers at the Mobile App Mastery Institute and iOS Code Camp, and here brings his expertise to offer you the ability to use and exploit Objective-C to get the most out of all of your projects.

Objective-C for Absolute Beginners

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.

Beginning Objective C

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.

Design Patterns

Take your coding skills to the next level with this extensive guide to Objective–C, the native programming language for developing sophisticated software applications for Mac OS X. Objective–C is a powerful, object–oriented extension of C, making this book the perfect follow–up to Dave Mark's bestselling Learn C on the Mac, Mac OS X Edition. Whether you're an experienced C programmer or you're coming from a different language such as C++ or Java, leading Mac experts Mark Dalrymple and Scott Knaster show you how to harness the powers of Objective–C in your applications! A complete course on the basics of Objective–C using Apple's free Xcode tools An introduction to object–oriented programming Comprehensive coverage of inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files A brief tour of Cocoa's foundation framework and AppKit A helpful “learning curve” guide for non–C developers

Learning Cocoa with Objective-C

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.

Swift Programming

A guide to iPad programming provides instructions on building PhotoWheel, a photo management and sharing application, using Apple's newest iOS.

Programming in Objective-C

To be an NSHipster is to care deeply about the craft of writing code. In cultivating a deep understanding and appreciation of Objective-C, its frameworks and ecosystem, one is able to create apps that delight and inspire users. Combining articles from NSHipster.com with new essays, this book is the essential guide for modern iOS and Mac OS X developers.