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Steven Holzner

Cocoa and Objective-C: Up and Running Scott Stevenson,2010-04-16 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

Objective-C Programming Aaron Hillegass,Mikey Ward,2013-11-20 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

Programming in Objective-C Stephen G. Kochan,2011-06-10 Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for the iOS and Mac 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 procedural language (C). 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. While the Objective-C language itself has gone through relatively minor changes since the introduction of Objective-C 2.0, the Apple development tools that programmers use for Objective-C development on the Mac and on iOS have changed significantly in a very short period of time. The third edition of Programming in Objective-C includes numerous updates and improvements throughout the book: Improved organization for some chapters Incorporation of feedback and suggestions from members of the author's forum for readers, including more detailed descriptions for some of the examples A new introduction to blocks with examples Replacement of deprecated methods with newer methods Updated diagrams and steps for using Xcode 4

   Learn Objective-C for Java Developers James Bucanek,2009-11-18 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

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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

Objective-C For Dummies Neal Goldstein,2009-09-03 Learn the primary programming language for creating iPhone and Mac apps The only thing hotter than the iPhone right now is new apps for the iPhone. Objective-C is the primary language for programming iPhone and Mac OS X applications, and this book makes it easy to learn Objective-C. Even if you have no programming experience, Objective-C For Dummies will teach you what you need to know to start creating iPhone apps. It provides an understanding of object-oriented programming in an entertaining way that helps you learn. iPhone and Mac apps are hot, and most are created with Objective-C Covers Xcode 3.2, which is included in Mac OS X Snow Leopard Explains object-oriented programming concepts in a straightforward but fun style that makes learning easy Ideal for those with no programming experience as well as those who may know other languages but are new to Objective-C Prepares you to start creating iPhone and Mac OS X apps Understand Mac programming concepts and patterns, and why to use them Bonus CD includes all code samples used in the book Objective-C For Dummies gives you the tools to turn your idea for an iPhone app into reality. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Learning Cocoa with Objective-C Paris Buttfield-Addison,Jonathon Manning,Tim Nugent,2014-02-19 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

More iPhone Development with Objective-C Kevin Kim,Alex Horovitz,David Mark,Jeff LaMarche,Jayant Varma,2015-05-23 If you are looking to extend your iOS programming skills beyond the basics then More iPhone Development with Objective-C is for you. Authors Dave Mark, Jayant Varma, Jeff LaMarche, Alex Horovitz, and Kevin Kim

explain concepts as only they can—with code snippets you can customize and use, as you like, in your own apps. More iPhone Development with Objective-C is an independent companion to Beginning iPhone Development with Objective-C. That is, it is a perfect second book, but it is also a great book for those looking to improve their skills who have already programmed for iOS. In particular it includes a series of chapters devoted to Core Data, the standard for Apple persistence. The authors carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won't find anywhere else. More iPhone Development with Objective-C covers a variety of other topics, including Multipeer Connectivity's relatively simple Bluetooth/WiFi peer-to-peer model, MapKit, and media library access and playback so that your applications can utilize media on your users' computer. You'll also find coverage of Interface Builder, Live Previews and Custom Controls and some advanced techniques for debugging your applications. The book is filled with useful topics that will bring your programs up-to-date with the new functionality built into iOS.

Objective-C Programming For Dummies Neal Goldstein,2012-10-02 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!

Objective-C Steven Holzner,2010-02-17 Objective C 2.0 is the object-oriented language that is the basis for Cocoa and Cocoa Touch, the development environment for the iPhone/iPod Touch.You'll learn all the basics: from handling data and creating functions to managing memory and handling exceptions. For programmers who want to develop iPhone apps, it's a must, and this title in the Visual QuickStart-style is the easy, fast way to get started.

Objective-C Jiva DeVoe,2011-01-13 A soup-to-nuts guide on the Objective-C programming language Objective-C is the language behind Cocoa and Cocoa Touch, which is the Framework of applications written for the Macintosh, iPod touch, iPhone, and iPad platforms. Part of the Developer Reference series covering the hottest Apple topics, this book covers everything from the basics of the C language to advanced aspects of Apple development. You'll examine Objective-C and high-level subjects of frameworks, threading, networking, and much more. Covers the basics of the C language and then

quickly moves onto Objective-C and more advanced topics Draws from the author's first-hand experience garnered while developing applications for the Mac and iPhone OS platforms Includes chapters on classes, memory management, threads, and the Foundation framework Also covers advanced topics like protocols, categories, associated objects, and blocks Featuring real-life examples drawn from the author's experience, Objective-C offers an insider look at this amazing programming language.

Objective-C Pocket Reference Andrew Duncan,2002-12-19 Objective-C is an exciting and dynamic approach to C-based object-oriented programming; it's the approach adopted by Apple as the foundation for programming under Mac OS X, a Unix-based operating system gaining wide acceptance among programmers and other technologists. Objective-C is easy to learn and has a simple elegance that is a welcome breath of fresh air after the abstruse and confusing C++. To help you master the fundamentals of this language, you'll want to keep the Objective-C Pocket Reference close at hand. This small book contains a wealth of valuable information to speed you over the learning curve.In this pocket reference, author Andrew Duncan provides a quick and concise introduction to Objective-C for the experienced programmer. In addition to covering the essentials of Objective-C syntax, Andrew also covers important faces of the language such as memory management, the Objective-C runtime, dynamic loading, distributed objects, and exception handling.O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing important details in a succinct, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new Objective-C Pocket Reference is the book you'll want to have.

Objective-C Programming Aaron Hillegass,2011 Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

Mastering Objective-C Cybellium Ltd,2023-09-26 Delve into the depths of Objective-C, the heart and soul of Apple's software ecosystem. Whether you're a novice seeking to grasp the foundation or a seasoned coder keen on refining your expertise, Mastering Objective-C paves the way for you to craft powerful and elegant solutions in the Apple environment. Inside, you'll uncover: · Foundational Concepts: Embark on a journey from the rudiments of Objective-C to the design patterns that drive Apple's frameworks. · Code in Action: Demystify abstract ideas with illustrative examples, ensuring each concept is both learned and understood. · Pro Tips: Garner pearls of wisdom from professionals who have journeyed through the Apple development landscape, ensuring you sidestep common pitfalls. · Rich Projects: Engross yourself with a suite of projects tailored to reinforce your understanding and push the boundaries of what you thought possible. · Bridging the Future: Understand the relationship between Objective-C and Swift, and learn how to bring the best of both worlds into your applications. Mastering Objective-C is more than just a guide—it's a mentor. It aims to mold your understanding, transforming you from an enthusiast into an expert, ready to shape the future of iOS and macOS applications. Embark on an

unparalleled journey into the realm of Apple programming.

Pro Objective-C Keith Lee,2013-09-03 Provides a guide to the programming language, covering such topics as basic features, key language elements, and APIs.

Objective-C Recipes Matthew Campbell,2012-09-22 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 Programmer's Reference Carlos Oliveira,2014-01-20 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.

Objective-C Quick Syntax Reference Matthew Campbell,2013-12-10 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

Effective Objective-C 2.0 Matt Galloway,2013-05-17 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

Cocoa Programming for Mac OS X Aaron Hillegass,2004 Harness the power of Cocoa's object-oriented software

development environment with this book that is completely updated for Mac OS X 10.2. Cocoa has quickly gained recognition as the leading development framework for building OS X applications. Users will understand the common features found in Cocoa's tools: InterfaceBuilder, ProjectBuilder, the GCC compiler and the GDB debugger.

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