

Programming In Objective C Developers Library

Includes a detachable visual reference guide sheet for Xcode 5 in back of book.

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.

Get the hands-on experience you need to program for the iPhone and iPod Touch. With this easy-to-follow guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks. Before you know it, you'll not only have the skills to develop your own apps, you'll know how to sail through the process of submitting apps to the iTunes App Store. Learn the skills of an experienced developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch, Learning iPhone Programming will give you a head start on building market-ready iPhone apps. Start using Xcode right away, and learn how to work with Interface Builder. Take advantage of modal-view-controller (MVC) architecture with Objective-C. Build a data-entry interface, and learn how to parse and store the data you receive. Solve typical problems while building a variety of challenging sample apps. Understand the demands and details of App Store and ad hoc distribution. Use iPhone's accelerometer, proximity sensor, GPS, digital compass, and camera. Integrate your app with iPhone's preference pane, media playback, and more.

Transition from Objective-C to the cleaner, more functional Swift quickly and easily. Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This concise-intensive, practical guide walks you through Swift bestpractices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized foreasy navigation, this book can be read end-to-end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you throughthe basics of Swift programming, with clear instruction oneverything from writing code to storing data, and Section II addressesadvanced data types, advanced debugging, extending classes, andmore. You'll learn everything you need to know to make thetransition from Objective-C to Swift smooth and painless, so youcan begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax. Write, deploy, and debug Swift programs. Store data and interface with web services. Master advanced usage, and bridge Swift and Objective-C. Professional Swift is your guide to the future of OS X and iOS development.

iPhone 3D Programming
52 Specific Ways to Improve Your iOS and OS X Programs
A Problem-Solution Approach
Further Explorations of the iOS SDK

Programming in Objective-C 2.0
Developing Graphical Applications with OpenGL ES

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 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 collect views. Interact with the outside world with Core Location and Core Motion. Use blocks and operation queues for multiprocessing.

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, 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?" 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 & 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 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 haven't had formal education or a career in software development.

Essential Skills--Made Easy! Create your own iPhone and Mac OS X applications with ease. Objective-C for iPhone Developers: A Beginner's Guide shows you how to use the Objective-C programming language. Apple's Foundation framework, the iPhone SDK, and the Xcode development environment. The first stop for aspiring iPhone developers, this hands-on guide teaches you how to create versatile, innovative, and marketable apps in no time. Real-world examples throughout the Xcode projects and video tutorials so you can get started with your first app right away. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter. Ask the Expert--Q&A sections filled with bonus information and helpful tips. Try This--Hands-on exercises that show you how to apply your skills. Notes--Extra information related to the topic being covered. Tips--Helpful reminders or alternative ways of doing things. Annotated Syntax--Detailed examples of the programming techniques being illustrated. Ready-to-use code at www.mhprofessional.com/computingdownload and www.jamesabrann.com

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 methods, etc., are used in Objective-C, giving you the ability to leverage your existing knowledge with the tools presented in the book.

A Brain-Friendly Guide

Objective-C Programming

Objective-C Fundamentals

Beginning iPhone SDK Programming with Objective-C

Objective-C for Absolute Beginners

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book includes an offer of the PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up. Developing with Xcode 4. Examples that work unmodified on iPhone. Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application. Data types, variables, and constants. An introduction to objects. Storing data in collections. PART 2 BUILDING YOUR OWN OBJECTS Creating classes. Extending classes. Protocols. Dynamic typing and runtime type information. Memory management. PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling. Key-Value Coding and NSPredicate. Reading and writing application data. Blocks and Grand Central Dispatch. Debugging techniques.

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. What you'll learn. Learn Objective-C programming, the gateway to programming your iPhone, iPad or Mac. Write apps for the iOS and/or OS X interfaces, the cleanest user-interfaces around. Understand variables and how to design your own data structures. Work with the new Objective-C features now available in this update like blocks, automated reference counting (ARC) and class extensions. Work with new tools available like Clang static analyzer and Grand Central Dispatch (GCD). Understand UIKit and how to build simple user interfaces easily and effectively. Explore using the latest Xcode. Who this book is for. For anyone wanting to learn to program native apps in iOS and/or OS X, including developers new to the iOS-based iPhone and iPad as well as OS X-based Mac computers. This book is for developers new to Objective-C, but who have some programming experience.

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

Programming in Objective-C Pearson Education

Objective-C

Swift For Dummies

Objective-C Quick Syntax Reference

For OS X and iOS

Objective-C for iPhone Developers, A Beginner's Guide

Beginning Objective C

Others more than one hundred customizable code phrases for Objective-C programming projects.

You Will Learn C: The perfect course for the beginner programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed-just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In Learn C the Hard Way, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including: Setting up a C environment. Basic syntax and idioms. Compilation, make files, and linkers. Operators, variables, and data types. Program control. Arrays and strings. Functions, pointers, and structs. Memory allocation. I/O and files. Libraries. Data structures, including linked lists, sort, and search. Stacks and queues. Debugging, defensive coding, and automated testing. Fixing stack overflows, illegal memory access, and more. Breaking and hacking your own C code. It'll Be Hard at First. But Soon, You'll Just Get It. And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

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 Horowitz, 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 Previewed 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.

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.

"A Complete Introduction to the Objective-C Language for Mac OS X and iPhone Development"--Cover

Learning Cocoa with Objective-C

Objective-C Recipes

Objective-C Programming For Dummies

The Series on How to Write iPhone and iPad Apps: Flying with Objective-C

Practical Exercises on the Computational Subjects You Keep Avoiding (Like C)

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.

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

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: Appendices A Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources **Get Started Fast with Objective-C 2.0 Programming for OS X Mountain Lion, iOS 5.1, and Beyond Fully updated for Xcode 4.4, Learning Objective-C 2.0, Second Edition, is today's most useful beginner's guide to Objective-C 2.0. One step at a time, it will help you master the newest version of Objective-C 2.0 and start writing high-quality programs for OS X 10.8 Mountain Lion, iOS 5.1, and all of Apple's newest computers and devices. Top OS X and iOS developer Robert Clair first reviews the essential object and C concepts that every Objective-C 2.0 developer needs to know. Next, he introduces the basics of the Objective-C 2.0 language itself, walking through code examples one line at a time and explaining what's happening behind the scenes. This revised edition thoroughly introduces Apple's new Automated Reference Counting (ARC), while also teaching conventional memory-management techniques that remain indispensable. Carefully building on what you've already learned, Clair progresses to increasingly sophisticated techniques in areas ranging from frameworks to security. Every topic has been carefully chosen for its value in real-world, day-to-day programming, and many topics are supported by hands-on practice exercises. Coverage includes - Reviewing key C techniques and concepts, from program structure and formats to variables and scope - Understanding how objects and classes are applied in Objective-C 2.0 - Writing your first Objective-C program with Xcode 4.4 - Using messaging to efficiently perform tasks with objects - Getting started with Apple's powerful frameworks and foundation classes - Using Objective-C control structures, including Fast Enumeration and exception handling - Adding methods to classes without subclassing - Using declared properties to save time and simplify your code - Mastering ARC and conventional memory management, and knowing when to use each - Using Blocks to prepare for concurrency with Apple's Grand Central Dispatch - Leveraging Xcode 4.4 improvements to enums and @implementation**

Learning iPhone Programming

Head First C

Objective-C Succinctly

Swift for Programmers

Programming in Objective-C

For OS X and iOS, Second Edition

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.

A guide to the Swift programming language for experienced Objective-C developers covers the language basics, including types, syntax, variables, strings, classes, and explores how to introduce Swift into existing Objective-C projects.

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, basic object and language concepts are covered where needed.

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 For Dummies

A Hands-on Guide to Objective-C for Mac and iOS Developers

iPhone, iPad and Mac Programming Made Easy

Beginning iOS 5 Application Development

Advanced Programming in Objective-C

Developing for the Mac and iOS App Stores

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.

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.

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.

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

From Xcode to App Store

Objective-C Programmer's Reference

More iPhone Development with Objective-C

The Big Nerd Ranch Guide

A Hands-on Guide to Objective-C for Mac and iOS Developers

Learn C the Hard Way

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. 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.

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 with the 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.

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 those 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 Phrasebook

Professional Objective-C

52 Specific Ways to Improve Your iOS and OS X Programs

Learn Objective-C on the Mac

IOS App Development for Non-Programmers - Book 2**Learning Objective-C 2.0**

Swift is the future of Apple programming - the heir apparent to Objective-C, and that's good news! Designed from the ground up to be a simpler programming language, it's now easier than ever to get started creating apps for iPhone or iPad, or applications for Mac OS X! Trust Dummies to get you off to a strong start with Swift, whether you are an existing Objective-C programmer looking to port your code to Swift or even if you've never programmed for Apple in the past. Find out how to set up Xcode for a new Swift applications, use operators, objects, and data types; control program flow with conditional statement; and create new functions, statements, and declarations. Learn useful patterns in an object-oriented environment and take advantage of frameworks to speed your coding along. Find out how Swift does away with pointer variables and how to reference and dereference variables instead. Existing programmers will find out how to quickly port existing objective-c applications into Swift and get into the swing of the new language very ... swiftly. In the book, you'll find coverage of: -Moving existing Objective-C code to Swift -Operators -Collections and objects -Data types -Controlling data flow -Creating and using functions -Expressions -Statements -Patterns, generic parameters, and arguments -Initializing and deinitializing data -Closures -Classes -Methods -Memory management with automatic reference counting -Casting and nesting types -Using extensions and protocols

The professional programmer's Deitel® guide to Apple's new Swift programming language for the iOS® and OS X® platforms. Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications. About This Book: The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C®, Apple says that Swift is its applications programming and systems programming language of the future. Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, string interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa/Cocoa Touch® frameworks, which are largely written in Objective-C. You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online. IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit www.deitel.com/books/iOS8FP1 for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from developer.apple.com/downloads/index.action (you'll have to log in with your Apple developer account to see the list of downloads). Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel@deitel.com Join the Deitel social networking communities on Facebook® at [facebook.com/DeitelFan](https://www.facebook.com/DeitelFan), Twitter® at [@deitel](https://twitter.com/deitel), Google+™ at [google.com/+DeitelFan](https://plus.google.com/+DeitelFan), LinkedIn® at [bit.ly/DeitelLinkedIn](https://www.linkedin.com/company/deitel), YouTube™ at [youtube.com/user/DeitelTV](https://www.youtube.com/user/DeitelTV) and subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html.

The comprehensive Objective-C reference every Mac and iOS developer needs Objective-C is central to both iOS and Mac OS development, and as the demand for iPhone and iPad apps continues to grow, so does interest in Objective-C. While beginner books on the language abound, Wrox has now brought forth a much-needed resource for those familiar with Objective-C who are ready to get more advanced. In the Wrox Professional tradition, it digs deeper into the details, covering the language and syntax, modern compiler infrastructure, application paradigms, creative approaches to extending Objective-C, and much more. Objective-C is the main language used for iPhone and iPad apps; it remains relevant for long periods of time, and with the growing demand for iPhone and iPad apps, is the world's fastest growing programming language This Wrox Professional guide fulfills the need for an advanced-level reference on Objective-C, delving into the language semantics, run-time, and associated design patterns Shows how Objective-C code is ultimately transformed to machine executable applications Explores Objective-C paradigms that enable effective software creation and ways to adopt similar paradigms in application code Presents new ideas from functional programming and concurrency, providing a glimpse into how future Objective-C programs may look Professional Objective-C Development gives intermediate-level Mac and iOS developers the tools and knowledge they need to create a new generation of applications.

Swift Translation Guide for Objective-C Users

Effective Objective-C 2.0

Professional Swift