

Download Ebook Programming In Objective C Stephen G Kochan Read Pdf Free

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Beginning Objective C Jul 25 2022 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.

Learn Objective-C on the Mac Apr 02 2023 Learn to write apps for some of today's hottest technologies, including the iPhone and iPad (using iOS), as well as the Mac (using OS X). It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac: For OS X and iOS, Second Edition updates a best selling book and is an extensive, newly updated guide to Objective-C. Objective-C is a powerful, object-oriented extension of C, making this update the perfect follow-up to Dave Mark's bestselling Learn C on the Mac. Whether you're an experienced C programmer or you're coming from a different language such as C++ or Java, leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective-C in your apps! A complete course on the basics of Objective-C using Apple's newest Xcode tools An introduction to object-oriented programming Comprehensive coverage of new topics like blocks, GCD, ARC, class extensions, as well as inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non-C programmers to get off the ground even faster

Objective-C 2.0 Essentials - Third Edition Mar 01 2023 Now updated for the new "Modern Objective-C" features introduced with the iOS 6 SDK, the goal of this book is to teach the skills necessary to program in Objective-C using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework. Regardless of whether you are developing for Mac OS X or the iPhone, or just want to learn Objective-C, this book covers everything you need to know about the Objective-C language in 31 detailed and easy to follow chapters. Topics covered in this Third Edition of Objective-C 2.0 Essentials include: - The History of Objective-C - Installing Xcode and Compiling Objective-C on Mac OS X - Objective-C 2.0 Data Types - Working with Variables and Constants in Objective-C - Objective-C Operators and Expressions - Objective-C 2.0 Operator Precedence - Commenting Objective-C Code - Objective-C Flow Control with if and else - The Objective-C switch Statement - Objective-C Looping - The for Statement - Objective-C Looping with do and while Statements - An Overview of Objective-C Object Oriented Programming - Writing Objective-C Class Methods - Objective-C - Data Encapsulation, Synthesized Accessors and Dot Notation - Objective-C Inheritance - Pointers and Indirection in Objective-C - Objective-C Dynamic Binding and Typing with the id Type - Objective-C Variable Scope and Storage Class - An Overview of Objective-C Functions - Objective-C Enumerators - An Overview of the Objective-C Foundation Framework - Working with String Objects in Objective-C - Understanding Objective-C Number Objects - Working with Objective-C Array Objects - Objective-C Dictionary Objects - Working with Directories in Objective-C - Working with Files in Objective-C - Constructing and Manipulating Paths with NSPathUtilities - Copying Objects in Objective-C - Using Objective-C Preprocessor Directives

Effective Objective-C 2.0 Mar 13 2024 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

Pro Objective-C Design Patterns for iOS Aug 26 2022 It's time to capitalize on your mastery of Cocoa with Pro Objective-C Design Patterns for iOS. You've developed apps that impressed and performed, and now you're ready to jump into development practices that will leave you with more effective, efficient, and professional level apps. This book is the element you need to make the jump from journeyman to master. All too often, developers grind through building good apps on willpower and a vigorous focus on code development, leaving them unaware of and unable to benefit from the underlying structural and functional design patterns. Pro Objective-C Design Patterns for iOS will teach you those design patterns that have always been present at some level in your code, but were never recognized, acknowledged, or fully utilized. Implementation of specific pattern approaches will prove their value to any developer working in the iOS application arena. You'll learn to master classic patterns like singleton, abstract factory, chain of responsibility, and observer. You'll also discover less well-known but useful patterns like memento, composite, command, and mediator.

Learning Cocoa with Objective-C May 23 2022 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

Objective-C Phrasebook Jun 16 2024 Offers more than one hundred customizable code phrases for Objective-C programming projects.

Programming in Objective-C May 15 2024 This is a concise tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and Mac platforms. This edition has been fully updated for the significant changes in iOS 5 and Xcode 4.2.

Core Data in Objective-C Dec 30 2022 Core Data is Apple's data storage framework: it's powerful, built-in, and can integrate with iCloud. Discover all of Core Data's powerful capabilities, learn fundamental principles including thread and memory management, and add Core Data to both your iOS and OS X projects. All examples in this edition are based on Objective-C and are up-to-date for the latest versions of OS X El Capitan and iOS 9. Core Data expert Marcus Zarra walks you through a fully developed application based around the Core Data APIs. You'll build on this application throughout the book, learning key Core Data principles such as NSPredicate,

NSURLSession, thread management, and memory management. Start with the basics of Core Data and learn how to use it to develop your application. Then delve deep into the API details. Explore how to get Core Data integrated into your application properly, and work with this flexible API to create convenience methods to improve your application's maintainability. Reduce your migration difficulties, integrate your Core Data app with iCloud and Watch Kit, and use Core Data in a queue-based environment. By the end of the book, you'll have built a full-featured application, gained a complete understanding of Core Data, and learned how to integrate your application into the iPhone/iPad platform. This third edition updates all examples for OS X El Capitan and iOS 9, and gets you up to speed on changes in multithreading and batch processing. There's a new chapter on efficiently importing data from a network location, and a new discussion of how best to pre-load data into your application. What You Need: Mac OS X El Capitan and iOS 9 and a basic working knowledge of Objective-C

Programming in Objective-C 2.0 Apr 14 2024 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 Objective-C for Absolute Beginners Sep 26 2022 Learn Objective-C and its latest release, and learn how to mix Swift with it. You have a great idea for an app, but how do you bring it to fruition? With Objective-C, the universal language of iPhone, iPad, and Mac apps. 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. Along the way you'll discover the flexibility of Apple's developer tools If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners, Fourth Edition is the place to start. What You'll Learn Understand the fundamentals of computer programming: variables, design data structures, and working with file systems Examine the logic of object-oriented programming: how to use classes, objects, and methods Install Xcode and write programs in Objective-C Who This Book Is For Anyone who wants to learn to develop apps for the iPhone, iPad, Mac, or Watch using the Objective-C programming language. No previous programming experience is necessary.

Learning Objective-C 2.0 Nov 09 2023 Get Started Fast with Objective-C 2.0 Programming for OS X, iPhone, iPod touch, and iPad If you want to learn Objective-C 2.0 to write programs for Mac OS X, iPhone, iPad, or iPod touch, you've come to the right place! Concise, readable, and friendly, Learning Objective-C 2.0 is the perfect beginner's guide to the latest version of Objective-C. Longtime Mac OS X and iPhone developer Robert Clair covers everything from the absolute basics to Objective-C 2.0's newest innovations. Clair begins with a practical refresher on C and object-oriented programming and walks you through creating your first Objective-C program with Xcode. Next, you'll master each core language feature, from objects and classes to messaging, frameworks, and protocols. Every concept is illustrated with simple examples, and many chapters contain hands-on practice exercises. Throughout, Learning Objective-C 2.0 focuses on the features, concepts, and techniques that matter most day to day. The result is an outstanding first book for everyone who wants to begin programming for iPhone, iPod touch, iPad, or Mac OS X. COVERAGE INCLUDES Understanding methods, messages, and the Objective-C messaging system Defining classes, creating object instances, and using class objects Using categories to extend classes without subclassing Simplifying development with Objective-C 2.0 declared properties Using protocols to emphasize behavior rather than class Working with common Foundation classes for strings, arrays, dictionaries, sets, and number objects Using Objective-C control structures, including Objective-C 2.0's new fast enumeration construct Understanding application security and hiding the declaration of methods that should stay private Using the new blocks feature provided in Objective-C 2.0

Programming in Objective-C Oct 08 2023 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 Feb 12 2024 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

Learning iPhone Programming Mar 21 2022 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. Whether you're a 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 model-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

Objective-C 2.0 Essentials Aug 06 2023 The objective of this book is to teach the skills necessary to program in Objective-C 2.0 using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework. Regardless of whether you are developing for Mac OS X, the iPhone or the iPad, this book covers everything you need to know about the Objective-C programming language.

App Architecture May 11 2021 This book explains a range of application design patterns and their implementation techniques using a single example app, fully implemented in five design patterns. Instead of advocating for any particular pattern, we lay out the problems all architectures are trying to address: constructing the app's components, communicating between the view and the model, and handling non-model state. We show high-level solutions to these problems and break them down to the level of implementation for five different design patterns - two commonly used and three more experimental. The common architectures are Model-View-Controller and Model-View-ViewModel + Coordinator. In addition to explaining these patterns conceptually and on the implementation level, we discuss solutions to commonly encountered problems, like massive view controllers. On the experimental side we explain View-State-Driven Model-View-Controller, ModelAdapter-ViewBinder, and The Elm Architecture. By examining these experimental patterns, we extract valuable lessons that can be applied to other patterns and to existing code bases.

Objective-C Programming Nuts and bolts Apr 21 2022 Objective-C Programming Nuts and bolts provides a clear and concise overview of the programming language, describes its key features and APIs, and presents recommendations for developing iOS and OS X apps using Objective-C. It is written for readers who want a general understanding of Apple Objective-C technology on the Mac along with developers who want to quickly get started with the language. Very quickly, you will have a solid understanding of Objective-C and be ready to begin using it on your projects! The book includes a complete overview of the latest enhancements to the Objective-C language, including generics, nullability annotations, and other features. The book is divided into two parts; Part One provides an introduction to object-oriented programming with Objective-C, describes the software development environment for the iOS and OS X platforms, and summarizes key features of the language. Part Two is more focused on application development - it features an in-depth look at the principal components of Objective-C programs, along with a detailed review of the key frameworks and services used for Objective-C application development. The book concludes with a summary and a list of useful references for programming with Objective-C.

iPhone Programming Sep 07 2023 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

Objective-C Aug 14 2021 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 2.0 Essentials - Second Edition Sep 14 2021 The objective of this book is to teach the skills necessary to program in Objective-C using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework.

Regardless of whether you are developing for Mac OS X or the iPhone, this book covers everything you need to know about the Objective-C language. Topics covered include: The History of Objective-C Installing Xcode and Compiling Objective-C on Mac OS X Objective-C 2.0 Data Types Working with Variables and Constants in Objective-C Objective-C Operators and Expressions Objective-C 2.0 Operator Precedence Commenting Objective-C Code Objective-C Flow Control with if and else The Objective-C switch Statement Objective-C Looping - The for Statement Objective-C Looping with do and while Statements An Overview of Objective-C Object Oriented Programming Writing Objective-C Class Methods Objective-C - Data Encapsulation, Synthesized Accessors and Dot Notation Objective-C Inheritance Pointers and Indirection in Objective-C Objective-C Dynamic Binding and Typing with the id Type Objective-C Variable Scope and Storage Class An Overview of Objective-C Functions Objective-C Enumerators An Overview of the Objective-C Foundation Framework Working with String Objects in Objective-C Understanding Objective-C Number Objects Working with Objective-C Array Objects Objective-C Dictionary Objects Working with Directories in Objective-C Working with Files in Objective-C Constructing and Manipulating Paths with NSPathUtilities Copying Objects in Objective-C Using Objective-C Preprocessor Directives

Objective-C For Dummies Jul 05 2023 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.

Objective-c Succinctly Jul 13 2021 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.

Objective-C Quick Syntax Reference Jan 11 2024 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.

Programming In Objective-C (sams) Apr 09 2021 Objective-C has become the standard programming language for application development on the Mac OS X and iPhone platforms. 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 but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to the Objective-C language. The book does not assume previous experience with either C or object-oriented progra.

Objective-C Programming For Dummies Nov 28 2022 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 Fundamentals Oct 16 2021 "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 Memory Management Essentials Feb 05 2021 If you are new to Objective-C or a veteran in iOS application development, this is the book for you. This book will ensure that you can actively learn the methods and concepts in relation to memory management in a more engaging way. Basic knowledge of iOS development is required for this book.

Learning Cocoa with Objective-C Jun 11 2021 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 iPhone SDK Programming with Objective-C Mar 09 2021 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 Objective-C for Java Developers Feb 17 2022 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

Objective-C Programmer's Reference Jan 31 2023 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 Dec 18 2021 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.

Mastering Objective-C Oct 28 2022 Provides detailed focus on Objective C programming Examines fundamental programming with Objective C Discusses applications with Objective C

Objective-C Pocket Reference Jan 19 2022 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 Recipes May 03 2023 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.

Programming in Objective-C Dec 10 2023 A new edition of this title is available, ISBN-10: 0321566157 ISBN-13: 9780321566157 Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming. The book makes no assumption about prior experience with object-oriented programming languages or with the C language (upon which Objective-C is based). And because of this, both novice 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 approach, combined with many small program examples and exercises at the end of each chapter, makes it ideally suited for either classroom use or self-study. Growth is expected in this language. At the January 2003 MacWorld, it was announced that there are 5 million Mac OS X users and each of their boxes ships with Objective-C built in.

Objective C Nov 16 2021 "The book is a detailed guide that will help developers and coders do more with Objective-C. It talks about the basics in brief, and then moves on to more advanced and detailed exercises to help readers quickly gain the required knowledge. The focus in this book remains on writing optimized and well-structured code in Objective-C"--

Advanced Swift Jun 04 2023 Advanced Swift takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the Swift Programming Guide, and want to explore more, this book is for you. Swift is a great language for systems programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

Learn Objective-C Programming Jun 23 2022 Learn Objective-C Programming Objective-C is a powerful programming language that provides Object-Oriented capabilities and a rich set of features. It was developed in the early 1980s by Brad Cox and Tom Love. Objective-C was originally designed as a small extension to the C programming language. It has since been extended and has become a full-fledged Object-Oriented language. The book covers the following: Chapter 1: Introduction to Objective-C Overview of programming languages and their usage Introduction to Objective-C and its history Setting up the Objective-C development environment Basics of Objective-C syntax Using Xcode and Interface Builder for Objective-C development Chapter 2: Variables, Data Types, and Operators in Objective-C Understanding variables and constants in Objective-C Data types in Objective-C (e.g., integers, floats, strings) Operators and expressions in Objective-C Type conversions and typecasting in Objective-C Working with arrays and collections in Objective-C Chapter 3: Control Flow and Decision Making in Objective-C Conditional statements (if, if-else, switch) in Objective-C Looping constructs (for, while, do-while) in Objective-C Control flow statements (break, continue, return) in Objective-C Exception handling with try-catch in Objective-C Enumerations and bitwise operations in Objective-C Chapter 4: Object-Oriented Programming with Objective-C Introduction to object-oriented programming (OOP) concepts Defining classes and objects in Objective-C Properties and instance variables in Objective-C Methods and messaging in Objective-C Inheritance and polymorphism in Objective-C Chapter 5: Memory Management in Objective-C Introduction to memory management in Objective-C Manual Reference Counting (MRC) and Automatic Reference Counting (ARC) in Objective-C Retain, Release, and Autorelease mechanisms in Objective-C Memory management best practices in Objective-C Working with weak and strong references in Objective-C Chapter 6: Categories, Protocols, and Extensions in Objective-C Creating and using categories in Objective-C Defining and adopting protocols in Objective-C Implementing protocol methods in Objective-C Extensions for adding functionality to existing classes in Objective-C Protocol-oriented programming in Objective-C Chapter 7: Working with Files and Data Persistence in Objective-C Reading from and writing to files in Objective-C File handling and data serialization in Objective-C Working with property lists and archives in Objective-C Core Data for data persistence in Objective-C SQLite database management in Objective-C Chapter 8: Networking and Web Services in Objective-C Making network requests with Objective-C Introduction to HTTP and REST APIs in Objective-C Handling network responses and parsing JSON in Objective-C Asynchronous programming with delegates and blocks in Objective-C Working with NSURLSession for networking tasks in Objective-C Chapter 9: User Interface Development with UIKit Introduction to UIKit framework Building user interfaces programmatically in Objective-C Working with views, view controllers, and navigation in Objective-C Handling user input and responding to events in Objective-C Customizing UI elements and animations in Objective-C Chapter 10: Working with Core Graphics and Core Animation in Objective-C Chapter 11: Introduction to Objective-C++ Chapter 12: Advanced Topics and Libraries in Objective-C

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