

Objective C Programming For Dummies

Cocoa Programming for Mac OS X For Dummies Erick Tejkowski 2009-03-03 Cocoa programming is not only the favored development environment for Mac OS X, it's also a primary tool for creating iPhone and iPod Touch software. That makes this a great time to learn Cocoa, and Cocoa Programming for Mac OS X For Dummies is the ideal place to start! This book gives you a solid foundation in Cocoa and the unusual syntax of Objective-C. You'll learn what's new in Cocoa frameworks and create an application step by step. For example, you can: See how Xcode underlies your applications as the main component of Apple's IDE Examine the basics of the Objective-C language, the elements of a Cocoa interface, and object-oriented programming Use Xcode and Interface Builder Spruce up your apps with audio, video, Internet features, stylized text, and more Create applications with the stunning graphics for which Macs are famous See how to build apps with multiple documents and even executables that aren't traditional Mac apps Use all the exciting new Cocoa features Work with Cocoa numbers, arrays, Booleans, and dates Build document-based applications Simplify with key-value coding The better you understand Cocoa programming, the better the applications you can create for Mac OS X, iPhone, and iPod Touch. Cocoa Programming for Mac OS X For Dummies makes it easy and fun! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Programming in Objective-C 2.0 Stephen G. Kochan 2008-12-29 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 Programming for Dummies Kai Y. Middleton 2015-08-10 Thought-provoking and accessible in approach, this updated and expanded second edition of the Objective-C Programming For Dummies provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

Pro Objective-C Keith Lee 2013-09-20 The Objective-C programming language continues to grow in

popularity and usage because of the power and ease-of-use of the language itself, along with the numerous features that continue to be added to the platform. If you have a basic knowledge of the language and want to further your expertise, Pro Objective-C is the book for you. Pro Objective-C provides an in-depth, comprehensive guide to the language, its runtime, and key API's. It explains the key concepts of Objective-C in a clear, easy to understand manner, and also provides detailed coverage of its more complex features. In addition, the book includes numerous practical examples--code excerpts and complete applications--that demonstrate how to apply in code what you're learning. The book begins with an exploration of Objective-C's basic features and key language elements. After reviewing the basics, it proceeds with an in-depth examination of the Objective-C dynamic programming features and runtime system. Next the book covers the Foundation Framework, the base layer of APIs that can be used for any Objective-C program. Finally, new and advanced features of Objective-C are introduced and shown how they make the Objective-C language even more powerful and expressive. Each topic is covered thoroughly and is packed with the details you need to develop Objective-C code effectively. The most important features are given in-depth treatment, and each chapter contains numerous examples that demonstrate both the power and the subtlety of Objective-C. Start reading Pro Objective-C and begin developing high-quality, professional apps on the OS X and iOS platforms using the Objective-C programming language!

Objective-C for Absolute Beginners Gary Bennett 2016-11-29 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, Third edition is the place to start. What You'll Learn Understand the fundamentals of computer programming: variables, design data structures, and work 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 Make OS X applications and iOS apps that do cool stuff the flexibility="" of="" apple's="" developer="" tools="" how="" to="" install="" xcode="" and="" write="" programs="" in="" objective-c="" make="" os="" x="" applications="" or="" ios="" apps="" that="" do="" cool="" stuff/ppbWho This Book Is For/b/ppAnyone 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./p

Learning Cocoa with Objective-C Apple Computer Inc 2002-09-20 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.

Swift For Dummies Jesse Feiler 2015-02-24 Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, *Swift For Dummies* shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers. Move an existing Objective-C program to Swift. Take advantage of framework components and subcomponents. Create an app that uses location, mapping, and social media. Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Programming in Objective-C Stephen G. Kochan 2013 This is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. This book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes *Programming in Objective-C* ideally suited for either classroom use or self-study. This edition has been fully updated to incorporate new features in Objective-C programming introduced with Xcode 4.4 (OS X Mountain Lion) and Xcode 4.5 (iOS 6).

Objective-C Fundamentals Christopher Fairbairn 2012 "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.

Learning iPhone Programming Alasdair Allan 2010-03-09 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 Programming For Dummies Neal Goldstein 2012-10-02 A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time!

IOS 7 Programming Fundamentals Matt Neuburg 2014

Beginning Objective C James Dovey 2013-01-04 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.

Objective-C Programming For Dummies Neal Goldstein 2012-10-23 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!

Effective Objective-C 2.0 Matt Galloway 2013-05-17 Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks,

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

Programming in Objective-C Stephen G. Kochan 2012 Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

iOS App Development For Dummies Jesse Feiler 2014-04-14 If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS - start building the next big app today with help from iOS App Development For Dummies!

Beginning iOS Programming For Dummies Rajiv Ramnath 2014-04-14 Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS device capabilities.

iPhone Application Development For Dummies Neal Goldstein 2010-06-25 Making Everything Easier! With iPhone® Application Development for Dummies, Second Edition, you'll learn to: Design small- or large-scale iPhone applications for profit or fun Create new iPhone apps using Xcode® Get your applications into the App Store Work with frameworks Got a good idea? Turn it into an app, have some fun, and pick up some cash! Make the most of the new 3.1 OS and Apple's Xcode 3.2! Neal Goldstein shows you how, and even illustrates the process with one of his own apps that's currently being sold. Even if you're not a programming pro, you can turn your bright idea into an app you can market, and Neal even shows you how to get it into the App Store! Mobile is different ? learn what makes a great app for mobile devices and how an iPhone app is structured What you need ? download the free Software Development Kit, start using Xcode, and become an "official" iPhone developer The nitty-gritty ? get the hang of frameworks and iPhone architecture Get busy with apps ? discover how to make Xcode work for you to support app development Off to the store ? get valuable advice on getting your apps into the App Store Want to go further? ? explore what goes into industrial-strength apps Open the book and find: What it takes to become a registered Apple developer How to debug your app What's new in iPhone 3.1 and Xcode 3.2 What goes into a good interface for a small device How applications work in the iPhone environment Why you must think like a user What the App Store expects of you What makes a great iPhone app Visit the companion Web site at www.dummies.com/go/iphoneappdevfd2e for source code and additional information on iPhone app development.

Objective-C for Absolute Beginners Stefan Kaczmarek 2018-04-21 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.

Beginning iPhone SDK Programming with Objective-C Wei-Meng Lee 2010-01-05 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.

Objective C Programming for Beginners Mark Lassoff 2013 If you want to produce iOS applications there's no way around it-- You have to learn Objective C. Based on the C programming language, Objective C is a cool derivative of C that adds all sorts of functions and features. In this Objective C Tutorial you'll learn everything you need to know about the Objective C programming language to competently start on learning the iOS libraries and development. If you tried to learn iOS Development but found it too difficult to understand this is the course you need. If you have NEVER programmed before, take our ""Learn C Programming: iOS Development Starts Here!"" course first and then join this course and learn Objective C. You'll love the experience as you start with the basics-- Objective C variables and move through more complex concepts like the Objective C foundation classes, data structures and creating your own classes and objects. This class contains over four hours of video lecture, lab exercises, and more. In this ultimate Objective C video tutorial you'll work with instructor Mark Lassoff to master the concepts of Objective C programming used by iPhone and iPad application developers world-wide. We hope you enjoy Objective-C for Beginners!

C Programming For Dummies Dan Gookin 2020-09-29 Get an A grade in C As with any major language, mastery of C can take you to some very interesting new places. Almost 50 years after it first appeared, it's still the world's most popular programming language and is used as the basis of global industry's core systems, including operating systems, high-performance graphics applications, and microcontrollers. This means that fluent C users are in big demand at the sharp end in cutting-edge industries—such as gaming, app development, telecommunications, engineering, and even

animation—to translate innovative ideas into a smoothly functioning reality. To help you get to where you want to go with C, this 2nd edition of *C Programming For Dummies* covers everything you need to begin writing programs, guiding you logically through the development cycle: from initial design and testing to deployment and live iteration. By the end you'll be au fait with the do's and don'ts of good clean writing and easily able to produce the basic—and not-so-basic—building blocks of an elegant and efficient source code. Write and compile source code Link code to create the executable program Debug and optimize your code Avoid common mistakes Whatever your destination: tech industry, start-up, or just developing for pleasure at home, this easy-to-follow, informative, and entertaining guide to the C programming language is the fastest and friendliest way to get there!

IOS App Development for Non-Programmers - Book 1 Kevin J. McNeish 2012-12 This first book in the series from Kevin McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.

Objective-C Programming Aaron Hillegass 2013-11-20 Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

iPhone Application Development All-In-One For Dummies Neal Goldstein 2010-03-30 One-stop shopping for every aspect of iPhone development! Whether you're a beginning programmer who wants to build an application for your iPhone or you're a professional developer looking to leverage the marketing power of the open iPhone SDK, this helpful guide has your needs covered. iPhone enthusiast and developer Neal Goldstein shows you the ins and outs of developing applications for the iPhone and iPod Touch and explains how to get your apps into the AppStore and market and sell them. You'll learn the basics of getting started, download the SDK, context-based design, and fill your toolbox. Clear, easy-to-understand steps walk you through programming with Objective C or Cocoa and show you how to develop games and graphics. Plus, you'll discover how to design specifically for mobile apps. Aimed at both novice and seasoned developers who are interested in developing iPhone and iPod Touch applications Shows you how to get started, download the SDK, and fill your toolbox Walks you through developing games and graphics Explains how to gets your apps into the AppStore and sell them Getting started developing your own applications today with this fun and friendly guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

Cocoa Programming For Dummies Erick Tejkowski 2003-03-14 Mac OS X comes with an array of tools that make Macintosh programming easier and more accessible than ever before – and Cocoa is the hottest of these. Object oriented, featuring powerful frameworks and cool visual interface design capabilities, Cocoa provides you with programming skills you only could dream of a few years ago. With it, you can quickly create sophisticated applications for Mac OS X, complete with beautiful Aqua interfaces and advanced functionality. But getting started with Cocoa can be tricky, and you're going to need all the expert, hands-on advice and guidance you can get. That's where this book comes in. *Cocoa Programming For Dummies* is your complete guide to mastering that powerful Mac development tool. Full of fast and easy projects for designing, developing, and deploying rich new

applications with Cocoa, it gets you up and running, in no time, with what you need to: Master the Cocoa API Get the most out of AppKit Framework and Foundation Get a handle on Objective-C programming Use advanced graphics features Program file management features Develop Web-friendly applications Create hot multimedia effects Build a movie player Cocoa Programming For Dummies lets you explore Cocoa programming by doing it. Each chapter guides you through the process of creating at least one simple application illustrating the features covered in it. Erick Tejkowski walks you through: Six simple steps to creating Cocoa applications Project Builder, Interface Builder, FileMerge, IconComposer, PackageMaker and other utilities Programming in Objective-C Manipulating, editing and saving text, and changing text styles Using graphics, managing files, and printing with Cocoa Interacting with the Web and sending e-mail from a Cocoa application Loading and playing sound files and building an audio player Watching movies with Cocoa Building document-based applications using AppleScript The easy way to start cooking up hot new Macintosh applications with Cocoa, Cocoa Programming For Dummies puts you in control of all of Mac OS X's awesome object-oriented programming capabilities.

Mac Programming for Absolute Beginners Wallace Wang 2011-08-06 Want to learn how to program on your Mac? Not sure where to begin? Best-selling author Wallace Wang will explain how to get started with Cocoa, Objective-C, and Xcode. Whether you are an experienced Windows coder moving to the Mac, or you are completely new to programming, you'll see how the basic design of a Mac OS X program works, how Objective-C differs from other languages you may have used, and how to use the Xcode development environment. Most importantly, you'll learn how to use elements of the Cocoa framework to create windows, store data, and respond to users in your own Mac programs. If you want to learn how to develop apps with Cocoa, Objective-C, and Xcode, this book is a great first step. Here are just a few of the things you'll master along the way: Fundamental programming concepts aided by short, easy-to-understand examples How to use Xcode and related programming tools to save time and work more efficiently A firm understanding of the basics of Objective-C and how it compares to other languages you might know How to create simple apps using the Cocoa framework How to easily design, write, test, and market your finished program With this book and your trusty Mac, you're well on your way to transforming your Mac app ideas into real applications.

Objective-c Succinctly Ryan Hodson 2017-02-06 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.

iPhone Programming Aaron Hillegass 2010-04-13 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
Java All-in-One For Dummies Doug Lowe 2017-04-18 Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

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