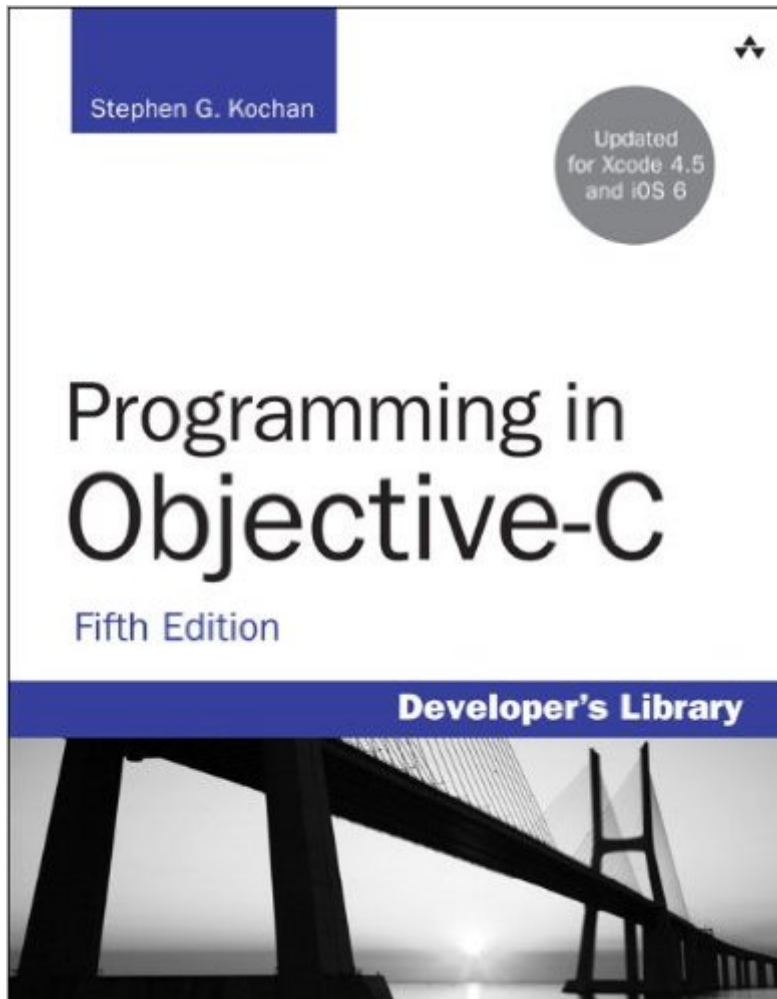


The book was found

Programming In Objective-C (5th Edition) (Developer's Library)



Synopsis

Programming in Objective-C, Fifth Edition Updated for OS X Mountain Lion, iOS 6, and Xcode 4.5

Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying 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.)

• "The best book on any programming language that I've ever read. If you want to learn Objective-C, buy it."

• "Calvin Wolcott • "An excellent resource for a new programmer who wants to learn Objective-C as their first programming language" • "a woefully underserved market."

• "Pat Hughes

Contents at a Glance

1 Introduction

Part I The Objective-C 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 and Automatic Reference Counting (ARC)

18 Copying Objects

19 Archiving

Part III Cocoa, Cocoa Touch, and the iOS SDK

20 Introduction to Cocoa and Cocoa Touch

21 Writing iOS Applications

Appendixes

A Glossary

B Address Book Program Source Code

Book Information

Series: Developer's Library

Paperback: 552 pages

Publisher: Addison-Wesley Professional; 5 edition (December 14, 2012)

Language: English

ISBN-10: 032188728X

ISBN-13: 978-0321887283

Product Dimensions: 7.1 x 1.1 x 9 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.2 out of 5 stars Â Â See all reviews Â (128 customer reviews)

Best Sellers Rank: #606,179 in Books (See Top 100 in Books) #97 in Â Books > Computers & Technology > Programming > Apple Programming #248 in Â Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C #373 in Â Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development

Customer Reviews

This book is awesome. You can tell Mr. Kochan is a no nonsense sort of person, or at least his teaching style is. He's very much in key when it comes to teaching nothing but the objective C language. I began reading the Big Nerd Ranch guide 2nd edition and progressed to 23 chapters before looking here. It's funny because every time I was confused, I used the 3rd edition guide by Kochan to answer some of my questions....then I realized I should be reading this book! I was skeptical at first because the book didn't seem as inviting as the BNR guide but the information was right to the point and succinct. Mr. Kochan said something that I highly appreciate looking back now (by that I mean after reading most of the BNR guide): 1. is "I am going to teach you the objective-C language,not iOS or the frameworks or anything else, the focus is the language". For you new OBJ-C programmers, I am telling you now....this is what you need. In the BNR guide, it's an excellent resource but Aaron Hillegass tries teaching you the C language first, then objective-c..... not too mention that the exercises in the BNR guide require a good amount of outside research, iOS design and many other aspects all in the confines of only a couple hundred pages. That's why there's so much to learn in any given chapter. I especially didn't see the need in learning C first, not that it isn't helpful but rather the little we did learn was only enough to confuse you because you don't become proficient in C you just learn its basic syntax which apparently OBJ-C is built off of...(I didn't feel so necessarily, but anyway).....I will say that in the BNR guides defense that it's a little simpler introduction but there's a point in that book that goes from 60 to 150mph in two pages....

[Download to continue reading...](#)

Programming in Objective-C (5th Edition) (Developer's Library) Programming in Objective-C (6th Edition) (Developer's Library) Programming in Objective-C (4th Edition) (Developer's Library) Programming in Objective-C (Developer's Library) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming

language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Shell Programming in Unix, Linux and OS X: The Fourth Edition of Unix Shell Programming (4th Edition) (Developer's Library) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, Css, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (Developer's Library) The Swift Developer's Cookbook (includes Content Update Program) (Developer's Library)