

Programming In Objective C Stephen G Kochan

Programming in C Effective Objective-C 2.0 Code Complete C++ Network
Programming, Volume 2 Programming in Objective-C 2.0, Second
Edition Programming in Objective-C, Sixth Edition Programming in Objective-C The T
Programming Language Programming in Objective-C The Art of R
Programming Programming in Objective-C 2.0 Livelessons Objective-C
Livelessons Programming Persistent Memory Learning Cocoa with Objective-C Object-
oriented Programming Under Windows Pro Objective-C iOS 14 Programming
Fundamentals with Swift Topics in C Programming Game Development with
Swift Advanced Programming in Objective-C Shell Programming in Unix, Linux and
OS X Beginning AppleScript Programming in Objective-C Objective-C
Programming Programming in C++ Network Programming, Volume I Learning
Objective-C 2.0 iPhone Programming Learn to Program with C Programming in
Objective-C 2.0 Cocoa Programming for Mac OS X Programming in Objective-C: Third
Edition Learn Objective-C on the Mac Learning Cocoa with Objective-C Growing
Object-Oriented Software, Guided by Tests Unix Shell Programming Objective-C
Fundamentals Beginning Programming with C++ For Dummies The Well-tempered
Object Objective-C for Absolute Beginners

Programming in C

A guide to the scripting language covers such topics as working with strings and lists, communicating with applications, handling errors, and using AppleScript Studio.

Effective Objective-C 2.0

Unix Shell Programming is a tutorial aimed at helping Unix and Linux users get optimal performance out of their operating out of their operating system. It shows them how to take control of their systems and work efficiently by harnessing the power of the shell to solve common problems. The reader learns everything he or she needs to know to customize the way a Unix system responds. The vast majority of Unix users utilize the Korn shell or some variant of the Bourne shell, such as bash. Three are covered in the third edition of Unix Shell Programming. It begins with a generalized tutorial of Unix and tools and then moves into detailed coverage of shell programming. Topics covered include: regular expressions, the kernel and the utilities, command files, parameters, manipulating text filters, understanding and debugging shell scripts, creating and utilizing variables, tools, processes, and customizing the shell.

Code Complete

Introduces the C programming language, covering such topics as language fundamentals, variables, data types, arithmetic expressions, program looping, functions, and arrays, with complete C programs to illustrate each new concept discussed.

C++ Network Programming, Volume 2

Widely considered one of the best practical guides to programming, Steve McConnell's original *CODE COMPLETE* has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and

effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Programming in Objective-C 2.0, Second Edition

As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common

development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency.

Programming in Objective-C, Sixth Edition

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, polymorphism, Foundation Framework, memory management, and archiving.

Programming in Objective-C

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

The T Programming Language

Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn

- Understand what persistent memory is, what it does, and the value it brings to the industry
- Become familiar with the operating system and hardware requirements to use persistent memory
- Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what

developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

Programming in Objective-C

"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.

The Art of R Programming

Updated for OS X 10.9 Mavericks, iOS 7, and Xcode 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 Objective-C features and technologies introduced with Xcode 5, iOS 7, and Mac OS X Mavericks. "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.

Programming in Objective-C 2.0 Livelessons

The perfect beginner's guide to Objective-C 2.0, the essential language for over 1,000,000 Mac OS X, iPhone, and iPod touch developers!

- Concise, readable, and friendly: designed to get new Objective-C programmers up and running fast!
- Covers everything readers need to know, from basic Object-Oriented

Programming to general C concepts. •Walks through code examples one line at a time, and also offers high-level explanations what's happening 'behind the scenes' of Objective-C programs. Long-time OS X and iPhone developer Robert Clair begins with a concise review of the object-oriented and C concepts that all Objective-C developers need to know. Next, he introduces the basics of the Objective-C language, walking through code examples one line at a time, and offering high-level explanations of what's happening 'behind the scenes.' Clair concludes with advanced topics carefully chosen for their real-world value - including detailed coverage of memory management and the differences between 32-bit and 64-bit programs. Throughout, Learning Objective-C 2.0 focuses consistently on the features, concepts, and techniques that matter most in day-to-day programming - not complex 'edge cases' or abstract theory. The result: an outstanding first book for every beginner who wants to program for Apple's fast-growing iPhone and Mac OS X platforms. Note: This will be the entry-level book for Objective-C newcomers. Readers who complete it can move on to Stephen Kochan's highly-regarded Programming in Objective-C 2.0 and then to our more specialized Apple development titles, such as David Chisnall's Cocoa Developer's Handbook, Fritz Anderson Xcode 3.x Unleashed , and Aaron Hillegass's Cocoa Programming for Mac OS X Third Ed

Objective-C Livelessons

Object-Oriented Programming under Windows presents object-oriented programming (OOP) techniques that can be used in Windows programming. The book is comprised of 15 chapters that tackle an area in OOP.

Programming Persistent Memory

Apple's new programming language, Swift, is fast, safe, accessible—the perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

Learning Cocoa with Objective-C

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

Object-oriented Programming Under Windows

Programming in C, Third Edition is a revised edition of a classic programming title. Author Stephen Kochan's style and thorough explanations have earned him a place among the most respected of computer book authors. Although the C programming language hasn't undergone any major changes, it's enjoying new life

among game programmers and small device programmers, where its simple elegance makes it the ideal choice for small fast programs. Large game developers, such as Nintendo, use C almost exclusively. This edition combines the time-tested instructional style of Stephen Kochan with updated and.

Pro Objective-C

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting

started, and maintaining your momentum throughout the project
Creating cleaner, more expressive, more sustainable code
Using tests to stay relentlessly focused on sustaining quality
Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project
Using Mock Objects to guide object-oriented designs
Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

iOS 14 Programming Fundamentals with Swift

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.

Topics in C Programming

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

Game Development with Swift

Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written by two experts in the ACE community, this book contains:

- An overview of ACE frameworks
- Design dimensions for networked services
- Descriptions of the key capabilities of the most important ACE frameworks
- Numerous C++ code examples that demonstrate how to use ACE frameworks

C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

Advanced Programming in Objective-C

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

Shell Programming in Unix, Linux and OS X

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

Beginning AppleScript

This edited collection of articles from Computer Music Journal provides a timely and convenient source of tutorials on OOP languages and software design techniques and surveys a wide range of existing applications of this technology to music and digital signal processing. Object-oriented programming (OOP) is perhaps the most important new software engineering technology of the past decade and promises to be a key factor in much of the software of the 1990s. This edited collection of articles from Computer Music Journal provides a timely and convenient source of tutorials on OOP languages and software design techniques and surveys a wide range of existing applications of this technology to music and digital signal processing. Included are the popular OOP languages LISP, Smalltalk-80, and Objective-C, and applications such as music description and composition, real-time performance, and digital signal processing.

Contents. Introduction. Tutorials and Technology. Machine Tongues VIII: The Design of a Smalltalk Music System, Glenn E. Krasner. Machine Tongues IX: Object-Oriented Programming, Henry Lieberman. Machine Tongues XI: Object-Oriented Software Design, Stephen Pope. Music Representation and Processing Tools. Flavors Band: A Language for Specifying Musical Style, Christopher Fry. FORMES: Composition and Scheduling of Processes, Xavier Roder and Pierre Cointe. An Introduction to the MODE System - A Musical Object Development Environment, Stephen Pope. An Overview of the Sound and Music Kits for the NeXT Computer, David Jaffe and Lee Boynton. Composition

Systems. The Kyma/Platypus Computer Music Workstation, Carla Scaletti. An Introduction to the Creation Station, Henry Flurry. TTrees: A Tool for the Compositional Environment, Glendon Diener. Signal Processing Systems. Javelina: An Environment for Digital Signal Processor Software Development, Kurt Hebel. Virtual Digital Signal Processing in an ObjectOriented System, David Mellinger, Guy Garnett, and Bernard Mont-Reynaud.

Programming in Objective-C

A guide to software development using the R programming language covers such topics as closures, recursion, anonymous functions, and debugging techniques.

Objective-C Programming

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

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Programming in C

C++ Network Programming, Volume I

Objective-C 2.0 is the powerful, flexible native programming language for two of the world's fastest growing platforms: Mac OS X and Apple's iOS. Long-time Mac programmer Stephen Kochan assumes no experience with Objective-C, C, or objects. Using detailed examples, he illuminates language features such as classes, objects, methods, data types, expressions, inheritance, polymorphism, exception handling, notifications, and preprocessing. This bundle contains both Programming in Objective -C, 5/e, 9780321887283, the bestselling book on Objective-C, and Programming in Objective-C Live Lessons, Part I video training. This second edition has been updated for The latest versions of Xcode and the iOS SDK (iOS6) Detailed discussion of how to use Automatic Reference Counting (ARC) to improve and simplify memory management in Objective-C programming

Learning Objective-C 2.0

Programming in Objective-C 2.0 LiveLessons is the world's first complete video training course on the basics of Objective-C, the programming language at the

heart of Mac OS X and iPhone/iPad development. Bestselling author and trainer Stephen G. Kochan provides the new programmer with a step-by-step, hands-on introduction to the Objective-C language and the fundamentals of object-oriented programming. The course does not assume any previous programming experience and includes many detailed, practical examples of how to put Objective-C to use in everyday programming tasks for the Mac OS X and iPhone/iPad platforms. Stephen G. Kochan is author of the bestselling book Programming in Objective-C 2.0 and author or co-author of several bestselling books on the C language, including Programming in C, Programming in ANSI C, and Topics in C Programming. He has been programming Macintosh computers since the introduction of the first Mac in 1984, and he wrote Programming C for the Mac.

Part I: Language Fundamentals

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iPhone Programming

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

Learn to Program with C

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!

Programming in Objective-C 2.0

Shell Programming in Unix, Linux and OS X is a thoroughly updated revision of Kochan and Wood's classic Unix Shell Programming tutorial. Following the methodology of the original text, the book focuses on the POSIX standard shell, and teaches you how to develop programs in this useful programming environment, taking full advantage of the underlying power of Unix and Unix-like operating systems. After a quick review of Unix utilities, the book's authors take you step-by-step through the process of building shell scripts, debugging them, and understanding how they work within the shell's environment. All major features of the shell are covered, and the large number of practical examples make it easy for you to build shell scripts for your particular applications. The book also describes the major features of the Korn and Bash shells. Learn how to... Take advantage of the many utilities provided in the Unix system Write powerful shell scripts Use the shell's built-in decision-making and looping constructs Use the shell's powerful quoting mechanisms Make the most of the shell's built-in history and command editing capabilities Use regular expressions with Unix commands Take advantage of the special features of the Korn and Bash shells Identify the major differences between versions of the shell language Customize the way your Unix system responds to you Set up your shell environment Make use of functions Debug scripts Contents at a Glance 1 A Quick Review of the Basics 2 What Is the Shell? 3 Tools of the Trade 4 And Away We Go 5 Can I Quote You on That? 6

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Cocoa Programming for Mac OS X

Programming in Objective-C: Third Edition

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

Learn Objective-C on the Mac

Learning Cocoa with Objective-C

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

Growing Object-Oriented Software, Guided by Tests

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.

Unix Shell Programming

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note:

Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

Objective-C Fundamentals

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 14*.

Beginning Programming with C++ For Dummies

Learn to program with C++ quickly with this helpful ForDummies guide Beginning Programming with C++ For Dummies, 2ndEdition gives you plain-English explanations of the fundamentalprinciples of C++, arming you with the skills and know-how toexpertly use one of the world's most popular programming languages.You'll explore what goes into creating a program, how to put thepieces together, learn how to deal with standard programmingchallenges, and much more. Written by the bestselling author of C++ For Dummies,this updated guide explores the basic development concepts andtechniques of C++ from a beginner's point of view, and helps makesense of the how and why of C++ programming from the ground up.Beginning with an introduction to how programming languagesfunction, the book goes on to explore how to work with integerexpressions and character expressions, keep errors out of yourcode, use loops and functions, divide your code into modules, andbecome a functional programmer. Grasp C++ programming like a pro, even if you've never writtena line of code Master basic development concepts and techniques in C++ Get rid of bugs and write programs that work Find all the code from the book and an updated C++ compiler onthe companion website If you're a student or first-time programmer looking to masterthis object-oriented programming language, Beginning Programmingwith C++ For Dummies, 2nd Edition has youcovered.

The Well-tempered Object

Topics in C Programming Revised Edition Topics in C Programming, Revised Edition is designed to teach computer programmers how to program in this powerful, yet easy-to-master language. This volume is the best single-source guide available for detailed treatment of advanced C programming for the UNIX environment. Packed with actual working examples and practical exercises First book to offer in-depth coverage of topics like X-Windows, generating programs with "make," and debugging C programs Gives extensive coverage of pointers and structures Provides comprehensive information on the standard ANSI C Library routines Updated for compatibility with System V Release 4 and with ANSI C standards Also applicable for non-UNIX environments

Objective-C for Absolute Beginners

You have a great idea for an app, but where do you begin? Objective-C is the universal language of iPhone, iPad, and Mac apps, and Objective-C for Absolute Beginners, Second Edition starts you on the path to mastering this language and its latest release. Using a hands-on approach, you'll learn how to think in programming terms, how to use Objective-C to construct program logic, and how to synthesize it all into working apps. Gary Bennett, an experienced app developer

and trainer, will guide you on your journey to becoming a successful app developer. If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners is the place to start.

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