

Objective-C Programming

Objective-C Programming: The Big Nerd Ranch

by Aaron Hillegass and Mikey Ward

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Objective C Programming The Big Nerd Ranch Guide

BJ Miller



Objective C Programming The Big Nerd Ranch Guide :

Objective-C Programming Aaron Hillegass, Mikey Ward, 2013 Want to write iOS apps or desktop Mac applications This introduction to programming and the Objective C language covers C Objective C and the common programming idioms that enable developers to make the most of Apple technologies The programming is compatible with Xcode 5 iOS 7 and OS X Mavericks 10 9 *Objective-C Programming* Benjamin M. Ward, 2015-08-17 This updated and expanded second edition of the Objective C Programming The Big Nerd Ranch Guide 2nd Edition Big Nerd Ranch 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 all those interested in the subject We hope you find this book useful in shaping your future career Business *Objective-C Programming* Aaron Hillegass, Mikey Ward, 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 **The Core iOS 6 Developer's Cookbook** Erica Sadun, 2012 The Core iOS 6 Developer s Cookbook brings together reliable proven solutions for the heart of day to day iOS 6 development World renowned iOS programming expert Erica Sadun covers all the classes you ll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics touches and views As in her previous bestselling iOS books Sadun translates today s development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn t just cut and paste using her examples Sadun fully explains both the how and why of effective iOS 6 development All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Supporting direct user input through multitouch and gestures including custom gesture recognizers Building customizing and using iOS 6 controls Alerting users via popup dialogs progress bars local

notifications popovers audio pings and other techniques Assembling views and animation organizing view hierarchies and understanding how views work together Using iOS 6 s breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards making onscreen elements text aware and efficiently scanning and formatting text Using view controllers to organize your users workspaces Managing photos videos email text messages and iOS 6 enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6 s brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6 s powerful networking and web services support

iOS Programming Joe Conway, Aaron Hillegass, 2011-06-22 In this book the world s leading Apple platform development trainers offer a complete practical hands on introduction to iPhone and iPad programming The authors walk through all the Apple tools and technologies needed to build successful iPhone iPad iPod touch apps including the iOS 4 3 SDK the Objective C language Xcode 4 Foundation framework and the classes that make up the iOS UI framework The many topics covered in this book include Easily setting up elegant efficient user interfaces with UIKit Creating effective visuals animation and effects with Core Graphics and Core Animation Making the most of the iOS multi touch event handling and accelerometer data Building location aware iOS applications utilizing Core Location and MapKit Localizing applications for international use Creating applications that capture audio and play media Storing data in files or with Core Data New chapters added to this edition include iPad friendly interfaces including UIPopoverController and UISplitViewController Blocks and Categories Instruments and Xcode s static analyzer UIWebView and connecting with web servers Push Notifications iOS Programming also includes a handy Xcode Quick Reference Card that lists Xcode 4 s most commonly used keyboard shortcuts

Swift Programming Matthew Mathias, John Gallagher, 2015-12-15 Through the authors carefully constructed explanations and examples you will develop an understanding of Swift grammar and the elements of effective Swift style Written for Swift 2 0 the book is also compatible with Swift 2 1 You will also learn how to navigate Xcode 7 and get the most out of Apple s documentation Throughout the book the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts After working through this book you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift

Cocoa Programming for Mac OS X Aaron Hillegass, Adam Preble, 2012 Provides step by step instructions for learning Cocoa discussing such topics as Objective C memory management key value coding NSArrayController archiving user defaults and keyboard events

The Core iOS Developer's Cookbook Erica Sadun, Rich Wardwell, 2014 This title brings together reliable proven solutions for the heart of day to day iOS 7 development World renowned iOS programming expert Erica Sadun covers all the classes you ll need to create successful iOS 7 mobile apps with standard APIs and interface elements and take full advantage of iOS 7 graphics touches and views

Swift in 24 Hours, Sams Teach Yourself BJ Miller, 2015-10-29 In just 24 lessons of one hour or

less Sams Teach Yourself Swift in 24 Hours Second Edition will teach you how to build next generation OS X and iOS apps with Apple's Swift 2 programming language. This book's straightforward step by step approach helps you quickly master Swift 2's core concepts, structure and syntax and use Swift to write safe powerful modern code. In just a few hours you'll be applying features such as extensions, closures, protocols and generics. Every lesson builds on what you've already learned giving you a rock solid foundation for real world success. Step by step instructions carefully walk you through the most common Swift 2 programming tasks. Practical hands on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to Get started with Swift 2.0's Xcode 7 development environment. Master Swift's fundamental data types. Use operators to change, assign, combine, check or verify values. Retain data and preferences in memory with arrays, sets and dictionaries. Control program flow, modify execution paths and iterate code. Perform complex actions concisely with Swift 2.0's improved functions. Work with higher order functions and closures. Harness the power of structs, enums, classes and class inheritance. Take advantage of Swift's advanced memory allocation and references. Use protocols to define behavior and explore Protocol Oriented Programming. Add type functionality with extensions. Smoothly handle errors. Leverage the power of generics to create flexible and reusable code. Interoperate with Objective C code. Get started with Functional Programming approaches and thinking functionally.

Sams Teach Yourself Xcode 4 in 24 Hours John Ray, William Ray, 2012. A practical guide to using Xcode 4.3 development environment for OS X and iOS devices with step by step instructions for the most common development tasks and end of chapter quizzes.

Learning Cocos2D Rod Strougo, Ray Wenderlich, 2011-07-07. Build the Next Great iOS Game with Cocos2D. Cocos2D is the powerhouse framework behind some of the most popular games in the App Store. If you've played Tiny Wings, Angry Birds, Mega Jump, Trainyard or even Super Turbo Action Pig then you've played a game that uses Cocos2D or Box2D physics. The beauty of Cocos2D is its simplicity. It's easy to become overwhelmed when you start developing an iOS game especially if you look at things like OpenGL ES, OpenAL and other lower level APIs. Writing a game for the iPhone and iPad does not have to be that difficult and Cocos2D makes game development fun and easy. Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store, a 2D scrolling game that leverages Cocos2D, Box2D and Chipmunk. As you build Space Viking you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. Download the free version of Space Viking from the App Store today. Help Ole find his way home while learning how to build the game. As you build Space Viking you'll learn how to install and configure Cocos2D so it works with Xcode 4. Build a complete 2D action adventure game with Cocos2D. Add animations and movement to your games. Build your game's main menu screen for accessing levels. Use Cocos2D's Scheduler to make sure the right events happen at the right times. Use tile maps to build scrolling game levels from reusable images. Add audio and sound effects with CocosDenshion, Cocos2D's sound engine. Add gravity, realistic collisions and even ragdoll effects with

Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks

Building iOS 5 Games James Sugrue, 2011-12-06 Mobile app development and mobile game app development in particular is attracting developers with the promise of a large and growing user base and ginormous unit sales For example over during the Christmas holiday Tapulous reported iOS users were downloading the newest version of Tap Tap Revenge 25 000 times per hour peaking at 45 000 downloads per hour on Christmas day This book teaches iOS game development fundamentals The book is broken up into sections each building from the last By the end of the book the reader will have a firm grasp on the concepts of game development for iOS devices The book offers real world examples and actual games the reader can code and play and is aimed at people who understand programming concepts but are new to iOS game development *The Advanced iOS 6 Developer's Cookbook* Erica Sadun, 2013-02-28 The Advanced iOS 6 Developer s Cookbook brings together reliable proven solutions for cutting edge iOS 6 development World renowned iOS expert Erica Sadun covers device specific development document data sharing Core Text networking image processing onboard cameras audio Address Book Core Location GameKit StoreKit push notifications and more As in her previous bestselling iOS books Sadun translates today s development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn t just cut and paste Using her examples Sadun fully explains both the how and why of advanced and specialized iOS 6 development All code is tested with iOS 6 features and iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Testing device properties so your app can take full advantage of the iOS unit it s running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch based apps that leverage Bezier curves splines and other geometric tools Securing network apps via authentication system keychains and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit Game Center device to device networking shared leaderboards and Internet based matches Integrating secure in app purchasing with StoreKit Communicating with users from web based services via push notifications **iOS Programming for .NET Developers** Josh Smith, 2012-07-14 This book is a field guide for NET developers exploring the foreign world of native iOS programming It explains the iOS development platform by comparing and contrasting it with tools APIs and concepts familiar to NET developers The author Josh Smith was a Microsoft MVP for four years thanks to his technical and written contributions in the Client Application Development community He has worked on enterprise iOS applications since 2010 This is the book he

wished had existed when he started learning iOS **Xcode 4 Unleashed** Fritz F. Anderson, 2012-05-07 In Xcode 4 Unleashed renowned Mac iOS developer Fritz Anderson shows how to use Apple's powerful new Xcode 4 integrated development environment to develop outstanding software with the least effort possible Anderson demonstrates Xcode 4 by walking through the construction of three full applications a command line tool an iOS app and a Mac OS X application These case study projects offer practical insights and realistic best practices for efficiently utilizing Xcode 4 in day to day development Next he drills down to offer an even deeper understanding of Xcode 4's most powerful capabilities Through practical examples he shows experienced Apple developers how to move to Xcode 4's browser model from older document based approaches You'll also find thorough up to the minute coverage of key tasks ranging from builds and profiling to documentation He concludes with a chapter length roundup of tips traps and features for maximizing your productivity with Xcode 4 whether you're writing iOS apps or Mac applications working solo or as part of a large development team Detailed information on how to Get started fast with Xcode 4 project workflow Master Xcode 4's new features and development paradigms Construct modern iOS and Mac user interfaces with Interface Builder Implement Model View Controller designs in iOS apps Use Storyboard to specify an iOS app's entire structure in one file Leverage Xcode's first class unit testing and measurement tools Master the essentials of iOS provisioning Use Mac OS X bindings to simplify the link between data and screen Quickly localize Mac and iOS software for new languages and markets Package and share subprograms that can be integrated into any OS X application Use the Xcode Build System to move from source files to executable products Fully understand and optimize performance and resource usage Register your copy today at informit.com register to download a free 90 page guide to 4.4.4.5 feature changes *iOS Programming* Joe Conway, Aaron Hillegass, 2012-03-16 Winner of a 2012 Jolt Productivity Award Updated and expanded to cover iOS 5 and Xcode 4.3 *iOS Programming The Big Nerd Ranch Guide* leads you through the essential concepts tools and techniques for developing iOS applications After completing this book you will have the understanding the know how and the confidence you need to tackle iOS projects of your own Based on Big Nerd Ranch's popular iOS Bootcamp course and its well tested materials and methodology this best selling guide teaches iOS concepts and coding in tandem The result is instruction that is relevant and useful Throughout the book the authors clearly explain what's important to know and share their insights into the larger context of the iOS platform This gives you a real understanding of how iOS development works the many features that are available and when and where to apply what you've learned Here are some of the topics covered Xcode 4.3 Instruments and Storyboards ARC strong and weak references and retain cycles Interfacing with iCloud Handling touch events and gestures Tool bars navigation controllers and split view controllers Localization and Internationalization Block syntax and use Background execution and multi tasking Saving loading data Archiving and Core Data Core Location and Map Kit Communicating with web services Working with XML JSON and NSRegularExpression Using the Model View Controller Store design pattern [Information Technology Trends for a](#)

Global and Interdisciplinary Research Community García-Peñalvo, Francisco J.,2021-01-08 Data is the base for information information is needed to have knowledge and knowledge is used to make decisions and manage 21st century businesses and organizations Thus it is imperative to remain up to date on the major breakthroughs within the technological arena in order to continually expand and enhance knowledge for the benefit of all institutions Information Technology Trends for a Global and Interdisciplinary Research Community is a crucial reference source that covers novel and emerging research in the field of information science and technology specifically focusing on underrepresented technologies and trends that influence and engage the knowledge society While highlighting topics that include computational thinking knowledge management artificial intelligence and visualization this book is essential for academicians researchers and students with an interest in information management

The iOS 5 Developer's Cookbook Erica Sadun,2012-01-13 This is the updated and corrected edition of The iOS 5 Developer's Cookbook The iOS 5 Developer's Cookbook Third Edition Covers iOS 5 Xcode 4.2 Objective C 2.0 ARC LLVM and more In this book bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone iPad and iPod touch Sadun has thoroughly revised this book to focus on powerful new iOS 5 features the latest version of Objective C and the Xcode 4 development tools The iOS 5 Developer's Cookbook Third Edition is packed with ready made code solutions for the iOS 5 development challenges you're most likely to face eliminating trial and error and helping you build reliable apps from the very beginning Sadun teaches each new concept and technique through robust code that is easy to reuse and extend This isn't just cut and paste Using her examples Sadun fully explains both the how and why of effective iOS 5 development Sadun's tested recipes address virtually every major area of iOS development from user interface design to view controllers gestures and touch to networking and security Every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Mastering the iOS 5 SDK Objective C essentials and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective C Organizing apps with view controllers views and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits reordering and custom cells Creating managed database stores then adding deleting querying and displaying data Alerting users with dialogs progress bars local and push notifications popovers and pings Requesting and using feedback Connecting to networks and services handling authentication and managing downloads Deploying apps to devices testers and the App Store

iPhone Programming Aaron Hillegass,Joe Conway,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

The iOS 4 Developer's Cookbook Erica Sadun, 2011-10-13 Praise for previous editions of The iPhone Developer s Cookbook This book would be a bargain at ten times its price If you are writing iPhone software it will save you weeks of development time Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple s official documentation Tim Burks iPhone Software Developer TootSweet Software Erica Sadun s technical expertise lives up to the Addison Wesley name The iPhone Developer s Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out from beginners to more experienced developers Code samples and screenshots help punctuate the numerous tips and tricks in this book Jacqui Cheng Associate Editor Ars Technica We make our living writing this stuff and yet I am humbled by Erica s command of her subject matter and the way she presents the material pleasantly informal then very appropriately detailed technically This is a going to be the Petzold book for iPhone developers Daniel Pasco Lead Developer and CEO Black Pixel Luminance The iPhone Developer s Cookbook should be the first resource for the beginning iPhone programmer and is the best supplemental material to Apple s own documentation Alex C Schaefer Lead Programmer ApolloIM iPhone Application Development Specialist MeLLmo Inc Erica s book is a truly great resource for Cocoa Touch developers This book goes far beyond the documentation on Apple s Web site and she includes methods that give the developer a deeper understanding of the iPhone OS by letting them glimpse at what s going on behind the scenes on this incredible mobile platform John Zorko Sr Software Engineer Mobile Devices I ve found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code Erica has an impressive knowledge of the iPhone platform is a master at describing technical information and provides a compendium of excellent code examples John Muchow 3 Sixty Software LLC founder iPhoneDeveloperTips com This book is the most complete guide if you want coding for the iPhone covering from the basics to the newest and coolest technologies I built several applications in the past but I still learned a huge amount from this book It is a must have for every iPhone developer Roberto Gamboni Software Engineer AT T Interactive It s rare that developer cookbooks can both

provide good recipes and solid discussion of fundamental techniques but Erica Sadun's book manages to do both very well
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