Cocoa Programming For Os X The Big Nerd Ranch Guide Big Nerd Ranch Guides

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Learning Cocoa with Objective-C - Paris Buttfield-Addison 2014-02-19
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

IOS and MacOS Performance Tuning - Marcel Weiher 2017-02-23
In iOS and macOS(TM) Performance Tuning, Marcel Weiher drills down to the code level to help you systematically optimize CPU, memory, I/O, graphics, and program responsiveness in any Objective-C, Cocoa, or CocoaTouch program. This up-to-date guide focuses entirely on performance optimization for macOS and iOS. Drawing on more than 25 years of experience optimizing Apple device software, Weiher identifies concrete performance problems that can be discovered empirically via measurement. Then, based on a deep understanding of fundamental principles, he presents specific techniques for solving them. Weiher presents insights you won't find anywhere else, most of them applying to both macOS and iOS development. Throughout, he reveals common pitfalls and misconceptions about Apple device performance, explains the realities, and helps you reflect those realities in code that performs beautifully. Understand optimization principles, measurement, tools, pitfalls, and techniques Recognize when to carefully optimize, and when it isn't worth your time Balance performance and encapsulation to create efficient object representations, communication, data access, and computation Avoid mistakes that slow down Objective-C programs and hinder later

optimization Fix leaks and other problems with memory and resource management Address I/O issues associated with drives, networking, serialization, and SQLite Code graphics and UIs that don't overwhelm limited iOS device resources Learn what all developers need to know about Swift performance This book's source code can be downloaded at github.com/mpw/iOS-macOS-performance. Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

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

Cocoa Design Patterns - Erik Buck 2009-09-01 "Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him." –Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, you'll find it remarkably elegant, consistent, and simple. Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Apple's tools, it's important to have a firm grasp of MVC right from the start. The book's midsection is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them! Cocoa Design Patterns painstakingly isolates 28 design

patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. Cocoa Design Patterns clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.
Cocoa Programming - Daniel H. Steinberg 2010 Provides information on using the Cocoa frameworks to write applications for Mac OS X, the iPhone, and the iPad.
Kotlin Programming - Josh Skeen 2018-08-09 Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.
Mastering MacOS Programming - Stuart Grimshaw 2016-12-30
Take your macOS Sierra to the next level using the latest tools, designs, and best coding practices while developing with Swift 3.0About This Book* Learn to harness the power of macOS with the elegance of the Swift programming language* Become highly competent in building apps on the macOS platform* Get the most in-depth guide with a hands-on approach on the latest version of

macOSWho This Book Is ForThis book is for developers who have some experience with macOS and want to take their skills to next level by unlocking the full potential of latest version of macOS with Swift 3 to build impressive applications. Basic knowledge of Swift will be beneficial but is not required.What you will learn* Combine beautiful design with robust code for the very best user experience* Bring the best coding practices to the new macOS Sierra* See what's new in Swift 3.0 and how best to leverage the Swift language* Master Apple's tools, including Xcode, Interface Builder, and Instruments* Use Unix and other common command-line tools to increase productivity* Explore the essential Cocoa frameworks, including networking, animation, audio, and videoIn DetailmacOS continues to lead the way in desktop operating systems, with its tight integration across the Apple ecosystem of platforms and devices. With this book, you will get an in-depth knowledge of working on macOS, enabling you to unleash the full potential of the latest version using Swift 3 to build applications.This book will help you broaden your horizons by taking your programming skills to next level. The initial chapters will show you all about the environment that surrounds a developer at the start of a project. It introduces you to the new features that Swift 3 and Xcode 8 offers and also covers the common design patterns that you need to know for planning anything more than trivial projects. You will then learn the advanced Swift programming concepts, including memory management, generics, protocol orientated and functional programming and with this knowledge you will be able to tackle the next several chapters that deal with Apple's own Cocoa frameworks. It also covers AppKit, Foundation, and Core Data in detail which is a part of the Cocoa umbrella framework. The rest of the book will cover the challenges posed by asynchronous programming, error handling,

debugging, and many other areas that are an indispensable part of producing software in a professional environment.By the end of this book, you will be well acquainted with Swift, Cocoa, and AppKit, as well as a plethora of other essential tools, and you will be ready to tackle much more complex and advanced software projects.

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
MacRuby: The Definitive Guide - Matt Aimonetti 2011-10-13

Want to build native Mac OS X applications with a sleek, developer-friendly alternative to Objective-C? MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers. You'll get clear, detailed explanations of MacRuby, including quick programming techniques such as prototyping. Perfect for programmers at any level, this book is packed with code samples and complete project examples. If you use Ruby, you can tap your skills to take advantage of Interface Builder, Cocoa libraries, the Objective-C runtime, and more. If you're a Cocoa developer, you'll learn how to improve your productivity with MacRuby. Get up to speed on MacRuby basics, including classes and methods Learn how to use MacRuby with Apple's Xcode developer suite Delve into the primitive object classes and data types in Foundation Kit Build event-driven user interfaces with the AppKit framework Handle relational object persistence with the Core Data framework Use advanced MacRuby techniques, including concurrency and sandboxing Get examples for applications using Twitter and a location web service Embed MacRuby into existing Objective-C applications *Programming Cocoa with Ruby* - Brian Marick 2009
A book for the Ruby programmer who's never written a Mac application before, "Rubycocoa" delves into the Cocoa framework right from the beginning, answering questions and solving problems.
More Cocoa Programming for Mac OS X - Aaron Hillegass 2013-02-04
Take your Cocoa programming to the next level - and take your apps further than ever before! * *Empowers Cocoa developers with powerful new techniques: from Spotlight and QuickLook support to unit testing and automated updates. *Reveals Cocoa secrets that can't be found in Apple's documentation. *Part of a new series of

Mac development guides from Aaron Hillegass and the legendary Mac experts at The Big Nerd Ranch, the worldwide leader in professional training for Mac developers! There's a fast growing audience of Mac OS X developers who are getting comfortable with Apple's Cocoa framework and now want to take their skills to the next level. Many of them began with Aaron Hillegass's classic book, Cocoa Programming for Mac OS X . Now, in Cocoa 2: The Big Nerd Ranch Guide, Hillegass and colleague Juan Pablo Claude show experienced Cocoa developers how to build Cocoa applications that work better and do more than ever before. Starting from a basic sample application, developers will walk through adding powerful new functionality, one step at a time. As they do, they'll master valuable Cocoa tips and tricks that can't be found in any other book. The authors' detailed, example-rich coverage includes: * *Uncovering the secrets of Cocoa's text system - and making the most of it. *Incorporating support for Spotlight, Quick Look, AppleScript, and other advanced OS X platform technologies. *Providing more effective help and accessibility features. *Delivering applications as packages. *Implementing automatic updates via Sparkle. *Using unit testing to deliver more reliable code. *Incorporating graphics and animations into your software, and much more This title is part of the brand-new Big Nerd Ranch Press series: the world's best books on Mac and iPhone development, straight from the world's #1 Mac programming trainers - Aaron Hillegass and Big Nerd Ranch! .

Programming iOS 6 - Matt Neuburg
2013-03-14
Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With this revised and expanded edition, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 6 in a rigorous, orderly fashion—ideal whether you're

approaching iOS for the first time or need a reference to bolster existing skills. Learn about features introduced with iOS 6, including Objective-C language advances, autosynthesis, autolayout, new view controller rotation rules, unwind segues, state restoration, styled text, and collection views. Learn Objective-C language details and object-oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture Learn how views and layers are managed, drawn, composited, and animated Become familiar with view controllers and their relationships, along with nib and storyboard management Fully explore all basic interface objects such as scroll views, table views, and controls Delve into Cocoa frameworks for sound, video, sensors, maps, and other features Touch on advanced topics such as threading and networking

Cocoa Programming for Mac OS X - Aaron Hillegass 2004
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.

Swift Development with Cocoa - Jonathon Manning 2014-12-10
Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer.

You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation 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 Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

Core Mac OS X and Unix Programming - Mark Dalrymple 2003
This is the first book to introduce programmers to Darwin and the Core Technologies. Without an understanding of how the plumbing works, developers cannot get the best performance and reliability out of their Mac OS X applications. This book provides that knowledge.

Learn C on the Mac - David Mark 2013-02-01
Considered a classic by an entire generation of Mac programmers, Dave Mark's Learn C on the Mac has been updated for you to include Mac OS X Mountain Lion and the latest iOS considerations. Learn C on the Mac: For OS X and iOS, Second Edition is perfect for beginners learning to program. It includes contemporary OS X and iOS examples! This book also does the following: • Provides best practices for programming newbies • Presents all the basics with a pragmatic, Mac OS X and iOS -flavored approach • Includes updated source code which is fully compatible with latest Xcode After reading this book, you'll be ready to program and build apps using the C language and Objective-C will become much easier for you to learn when you're ready to pick that up.

Cocoa Programming - Scott Anguish 2003 Cocoa Programming is a comprehensive work that starts as a fast-paced introduction to the OS architecture and the Cocoa language for those programmers new to the environment. The more

advanced sections of the book will show the reader how to create Cocoa applications using Objective-C, to modify the views, integrate multimedia, and access networks. The final sections of the book explain how to extend system applications and development tools in order to create your own frameworks.

Cocoa Programming for OS X - Aaron Hillegass 2015-03-12
Includes Xcode 6 text commands and visual reference guide on perforated page.

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.

Cocoa Programming Developer's Handbook - David Chisnall 2010
This updated edition offers expert guidance and up-to-the-minute best practices for building object-oriented applications with the Cocoa framework for Mac OS X and the iPhone.

Programming with Quartz - David Gelphman 2010-07-26
Written by members of the development team at Apple, Programming with Quartz is the first book to describe the sophisticated graphics system of Mac OS X. By using the methods described in this book, developers will be able to fully exploit the state-of-the-art graphics capabilities of Mac OS X in their applications, whether for Cocoa or Carbon development. This book also serves as an introduction to 2D graphics concepts, including how images are drawn and how color is rendered. It includes guidance for working with PDF documents, drawing bitmap graphics, using Quartz built-in color management, and drawing text. Programming with Quartz is a rich resource for new and experienced Mac OS X developers, Cocoa and Carbon programmers, UNIX developers who are migrating to Mac OS X, and

anyone interested in powerful 2D graphics systems. This is the definitive guide to the revolutionary graphics system of Mac OS X that uses the Portable Document Format (PDF) as the basis of its imaging model It contains the latest on programming with Quartz for Mac OS X version 10.4 Carefully crafted and extensive code examples show how to accomplish most of the drawing tasks possible with Quartz

Advanced Mac OS X Programming - Mark Dalrymple 2011

While there are several books on programming for Mac OS X, Advanced Mac OS X Programming: The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

Xcode 5 Start to Finish - Fritz Anderson

2014-05-03

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you're finished, you'll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or

Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek continuous integration system Register your book at www.informit.com/register for access to this title's downloadable code.

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 Found ation 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.

Programming the iPhone User Experience - Toby Boudreaux 2009-08-05
Apple's iPhone and iPod Touch not only feature the world's most powerful mobile operating system, they also usher in a new standard of human-computer interaction through gestural interfaces and multi-touch navigation. This book provides you with a hands-on, example-driven tour of UIKit, Apple's user interface toolkit, and includes common design patterns to help you create new iPhone and iPod Touch user experiences. Using Apple's Cocoa Touch framework, you'll learn how to build applications that respond in unique ways when users tap, slide, swipe, tilt, shake, or pinch the screen. Programming the iPhone User Experience is a perfect companion to Apple's Human Interface Guidelines, and provides the practical information you need to develop innovative applications for the iPhone and iPod Touch, whether you're a CTO, developer, or UI/UX

designer. Understand the basics of the Cocoa Touch framework for building iPhone and iPod Touch applications Learn theory and best practices for using Cocoa Touch to develop applications with engaging and effective user interfaces Apply your knowledge of Objective-C to the iPhone/iPod Touch framework Customize standard UIKit views according to Apple's Human Interface Guidelines and usability principles Learn patterns for handling user experience concerns outside of the interface, such as network- and location-awareness
Learning Cocoa - Apple Computer, Inc 2001 Introduces one of the Mac OS X's principal application environments, allowing the development of object-oriented APIs in both Java and Objective-C.
Cocoa Programming for Mac OS X - Aaron Hillegass 2002 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.

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.

Cocoa Programming for OS X - Aaron Hillegass 2015-04-16
Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md.

Cocoa and Objective-C: Up and Running - Scott Stevenson 2010-04-16
Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. Cocoa and Objective-C: Up and Running offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform. Get a quick hands-on tour of basic programming skills with the C language Learn how to use Interface Builder to quickly design and prototype your application's user interface Start using Objective-C by creating objects and learning memory management Learn about the Model-View-Controller (MVC) method of sharing data between objects Understand the Foundation value classes, Cocoa's robust API for storing common data types Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

Building Cocoa Applications - Simson Garfinkel 2002
Applications developers will find step-by-step instruction for using Cocoa to build a series of graphics applications for Mac OS X in this tutorial featuring extended examples written in Objective-C. Following material on Cocoa, the Aqua interface, and Interface builder, the bulk of the book provides instructions for building a four-function calculator, a multiple-document, multiprocess application, and a multithreaded, mouse-tracking application. Familiarity with programming in general and with the ANSI C

language is assumed. Annotation copyrighted by Book News, Inc., Portland, OR.

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

Objective-C Fundamentals - Collin Ruffenach 2011-09-12
Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and

feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques

iOS 14 Programming Fundamentals with Swift - Matt Neuburg 2020-09-23
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.

Swift Programming - Matthew Mathias 2016-11-23
This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 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 the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Objective-C Programming - Aaron Hillegass 2011
Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

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.

MacRuby in Action - Jerry Cheung 2012-04-10 Summary MacRuby in Action is a tutorial for Ruby developers who want to code for Mac OS X without learning Objective-C. You'll learn the ins and outs of the MacRuby language, including straightforward examples of creating OS X applications using Cocoa components. About the Technology For Rubyists, it's a real drag switching to a static language like Objective-C for Mac development. Fortunately, you don't have to. MacRuby is a Ruby 1.9 implementation that sits right on the Mac OS X core. It gives you access to the Cocoa framework and easy interoperability with the Mac platform. About the Book MacRuby in Action teaches Ruby developers how to code OS X applications in Ruby. You'll explore key Cocoa design patterns, along with a few twists that MacRuby makes possible. You'll also pick up high-value techniques including system scripting, automated testing practices, and getting your apps ready for the Mac App Store. Written for Rubyists. No experience with Cocoa, Objective-C, or Mac OS X required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Intro to Mac OS X development Full coverage of the Cocoa framework MacRuby for iOS Table of Contents PART 1 STARTING WITH MACRUBY Introducing MacRuby Using Macirb and the

Apple development tools Going beyond the basics with Xcode Interface Builder PART 2 TAKE IT FOR A SPIN Using the delegate pattern Notifications and implementing the observer pattern Using key-value coding and key-value observing Implementing persistence with Core Data Core Animation basics PART 3 MACRUBY EXTRAS HotCocoa MacRuby testing MacRuby and the Mac App Store

Learn Cocoa on the Mac - David Mark 2010 The Cocoa frameworks are some of the most powerful frameworks for creating native desktop applications available on any platform today, and Apple gives them away, along with the Xcode development environment, for free! However, for a first-time Mac developer, just firing up Xcode and starting to browse the documentation can be a daunting task. The Objective-C class reference documentation alone would fill thousands of printed pages, not to mention all the other tutorials and guides included with Xcode. Where do you start? Which classes are you going to need to use? How do you use Xcode and the rest of the tools? This book answers these questions and more, helping you find your way through the jungle of classes, tools, and new concepts so that you can get started on the next great Mac OS X application today. Jack Nutting is your guide through this forest; he's lived here for years, and he'll show you which boulder to push, which vine to chop, and which stream to float across in order to make it through. You will learn not only how to use the components of this rich framework, but also which of them fit together, and why. Jack Nutting's approach, combining pragmatic problem-solving with a deep respect for the underlying design philosophies contained within Cocoa, stems from years of experience using these frameworks. He'll show you which parts of your application require you to jump in and code a solution, and which parts are best served by letting Cocoa take you where it wants you to go. The path over what looks like a mountain of components and

APIs has never been more thoroughly prepared for your travels. With Jack's guidance, the steep learning curve becomes a pleasurable adventure. There is still much work for the uninitiated, but by the time you're done, you will be well on your way to becoming a Cocoa master.

Learning Core Audio - Chris Adamson 2012-04-03
Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio , top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS. Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard.