

*Developing for the Mac
and iOS App Stores*

3rd Edition
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Learning

Cocoa with Objective-C



O'REILLY®

*Paris Buttfield-Addison
& Jonathon Manning*

Learning Cocoa With Objective C Developing For The Mac And Ios App Stores

Jeff Kelley



Learning Cocoa With Objective C Developing For The Mac And Ios App Stores:

Learning Cocoa with Objective-C Jon Manning, Paris Buttfield-Addison, 2012-12-24 This updated book covers everything readers need to get started for developing Apple applications from object oriented programming to working with iCloud and Xcode Integrated Development

Learning Cocoa with Objective-C Paris Buttfield-Addison, Jonathon Manning, Tim Nugent, 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

Learning Objective-C 2.0 Robert Clair, 2012-11-14 Get Started Fast with Objective C 2.0 Programming for OS X Mountain Lion iOS 5.1 and Beyond Fully updated for Xcode 4.4 Learning Objective C 2.0 Second Edition is today's most useful beginner's guide to Objective C 2.0 One step at a time it will help you master the newest version of Objective C 2.0 and start writing high quality programs for OS X 10.8 Mountain Lion iOS 5.1 and all of Apple's newest computers and devices Top OS X and iOS developer Robert Clair first reviews the essential object and C concepts that every Objective C 2.0 developer needs to know Next he introduces the basics of the Objective C 2.0 language itself walking through code examples one line at a time and explaining what's happening behind the scenes This revised edition thoroughly introduces Apple's new Automated Reference Counting ARC while also teaching conventional memory management techniques that remain indispensable Carefully building on what you've already learned Clair progresses to increasingly sophisticated techniques in areas ranging from frameworks to security Every topic has been carefully chosen for its value in real world day to day programming and many topics are supported by hands on practice exercises Coverage includes Reviewing key C techniques and concepts from program structure and formats to variables and scope Understanding how objects and classes are applied in Objective C 2.0 Writing your first Objective C program with Xcode 4.4 Using messaging to efficiently perform tasks with objects Getting started with Apple's powerful frameworks and foundation classes Using Objective C control structures including Fast Enumeration and exception handling Adding methods to classes without subclassing Using declared properties to save time and simplify your code Mastering ARC and conventional memory management and knowing when to use each Using Blocks to prepare for

concurrency with Apple's Grand Central Dispatch Leveraging Xcode 4.4 improvements to enums and implementation

Learn Cocoa Touch for iOS Jeff Kelley, 2012-06-27 The Cocoa Touch frameworks and APIs are powerful tools for creating native iOS apps and they're free with Xcode Apple's development environment If you've already gotten your feet wet with Objective C and you're ready to learn more about iOS development then Learn Cocoa Touch for iOS is the book for you You'll learn on the job building cool apps as you read through the book that will teach you what you need to know to use Cocoa Touch and prepare you for creating your own apps Learn Cocoa Touch for iOS shows you how to use frameworks like MapKit Twitter and MediaPlayer You'll also learn about hardware APIs so you can get the most out of your accelerometer camera and more You'll even learn about more advanced features like Grand Central Dispatch A home inventory management system A live updating Twitter client A photo browser with an animated slideshow If you're ready for the next step toward becoming a Cocoa Touch master this is the book for you What you'll learn Get up and running with Xcode and Apple's other development tools Discover the Objective C language and when to use the underlying C language Use the Model View Controller MVC paradigm to create well designed apps Implement network services in your apps Animate screen components with UIKit animations Get awesome performance with multithreaded code Who this book is for Novice or intermediate programmers who want to create engaging iOS applications and get in depth coverage of Cocoa Touch Table of Contents Getting Started Xcode and Hello World Objective C in a Nutshell Memory Management and ARC Model View Controller Programming Well Designed Code The Delegation Pattern Managing On Screen Content with View Controllers Providing Lists of Content with Table Views Nib Loading In Depth Parent and Child View Controllers Handling User Touches Saving Content in Your App Moving Data Around Core Data Integrating Networking and Web Services Writing Modern Code with Blocks Managing What Happens When Timers Run Loops Grand Central Dispatch User Interface Design Custom UIView Subclasses Creating Dynamic User Interfaces with CoreGraphics Animation with UIKit and CoreAnimation Hardware APIs Accelerometer Camera etc Media in Your App Playing Audio and Video Localization and Internationalization Maximizing Your App's Reach

Learning Cocoa with Objective-C, 3rd Edition Paris Buttfield-Addison, Jon Manning, 2012 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 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 life cycle 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

Learn Objective-C on the Mac Scott Knaster, Mark Dalrymple, Waqar Malik, 2012-08-10

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

Swift Development with Cocoa Jonathon Manning, Paris Buttfield-Addison, Tim Nugent, 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

iPhone for Programmers Paul J. Deitel, Harvey M. Deitel, Abbey Deitel, Eric Kern, Michael Morgano, 2009-10-29

The professional programmer's DEITEL guide to iPhone app development using iPhone SDK 3.x Xcode Objective C and Cocoa More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year This book gives you everything you'll need to start developing great iPhone apps quickly and once you've joined Apple's fee based iPhone Developer Program to get them up and running on the App Store The book uses an app driven approach each new technology is discussed in the context of 14 fully tested iPhone apps 7700 lines of code complete with syntax shading code walkthroughs and sample outputs Apps you'll develop include Welcome Spot On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter

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Learning IOS Programming Alasdair Allan,2013-03-15 Describes how to use Xcode tools the Objective C programming language and the core frameworks to build several sample applications **Learning OpenGL ES for iOS** Erik Buck,2012-07-31 Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone iPod touch and iPad OpenGL ES technology underlies the user interface and graphical capabilities of Apple s iPhone iPod touch and iPad as well as devices ranging from video game consoles and aircraft cockpit displays to non Apple smartphones In this friendly thorough introduction Erik M Buck shows how to make the most of Open GL ES in Apple s iOS environment This highly anticipated title focuses on modern efficient approaches that use the newest versions of OpenGL ES helping you avoid the irrelevant obsolete and misleading techniques that litter the Internet Buck embraces Objective C and Cocoa Touch showing how to leverage Apple s powerful elegant GLKit framework to maximize your productivity achieve tight platform integration and deliver exceptionally polished apps If you ve written C or C code and know object oriented programming basics this title brings together everything you need to fully master OpenGL ES graphics for iOS including downloadable examples specifically designed to jumpstart your own projects Coverage includes Understanding core OpenGL ES computer graphics concepts and iOS graphics architecture Integrating Cocoa Touch with OpenGL ES to leverage the power of Apple s platform

Creating textures from start to finish opacity blending multi texturing and compression Simulating ambient diffuse and specular light Using transformations to render 3D geometric objects from any point of view Animating scenes by controlling time through application logic Partitioning data to draw expansive outdoor scenes with rolling terrain Detecting and handling user interaction with 3D geometry Implementing special effects ranging from skyboxes to particles and billboards Systematically optimizing graphics performance Understanding the essential linear algebra concepts used in computer graphics Designing and constructing a complete simulation that incorporates everything you ve learned

Learning iPad Programming Kirby Turner,Tom Harrington,2013 A guide to iPad programming provides instructions on building PhotoWheel a photo management and sharing application using Apple s newest iOS

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

Using iPhones, iPads, and iPods Matthew Connolly,Tony Cosgrave,2014-10-28 Apple Inc has sold more than 500 million iPhones iPads and iPodTouches Library patrons are increasingly coming to libraries with the expectation that their Apple devices will work flawlessly with library services or that they can find an iPad to use at the library if they don t have one of their own Libraries and librarians today are expected to be adept with the latest technology and to be able to apply it to popular use as well as scholarly research Using iPhones and iPads A Practical Guide for Librarians offers library professionals a clear path

to Apple readiness The authors a librarian and a software developer at a prominent research library combine their experience in library public services and mobile technology to provide easy to follow step by step instructions to help you get up to speed on Ensuring that your library website and online resources are iDevice friendly Creating a custom app for your library and making it available in iTunes Starting an iPad lending program Using iDevices for librarianship and library work Assessing and advertising iDevice programs Acquiring configuring and deploying iDevices to users Recommended apps that can help you and your users Whether you work at a large academic institution or a small public library this book will show you how to become iDevice literate quickly and easily **Programming in Objective-C** Stephen G.

Kochan, 2011-06-10 Programming in Objective C is a concise carefully written tutorial on the basics of Objective C and object oriented programming for the iOS and Mac 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 procedural language C 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 While the Objective C language itself has gone through relatively minor changes since the introduction of Objective C 2.0 the Apple development tools that programmers use for Objective C development on the Mac and on iOS have changed significantly in a very short period of time The third edition of Programming in Objective C includes numerous updates and improvements throughout the book Improved organization for some chapters Incorporation of feedback and suggestions from members of the author's forum for readers including more detailed descriptions for some of the examples A new introduction to blocks with examples Replacement of deprecated methods with newer methods Updated diagrams and steps for using Xcode 4 *Learning Cocoa with Objective-C, 4th Edition* Paris Buttfield-Addison, Jon Manning, Tim Nugent, 2014 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 Objective-C Programmer's Reference Carlos Oliveira, 2014-01-20 Objective C Programmer's Reference provides the tools necessary to write software in Objective C the language of choice for developing iOS and OS X applications Author Carlos Oliveira begins from the basic building blocks of the language He shows how to create correct and efficient applications by applying your knowledge of object oriented and structured programming This book Takes you quickly through fundamental concepts such as interfaces and class implementations Provides a concise reference to the Foundation Framework that is all important when programming in Objective C Highlights key differences between Objective C and other popular languages such as Java or Python Provides the fundamentals of Cocoa and Cocoa Touch which are the standard for OS X and iOS development Objective C Programmer's Reference makes extensive use of concepts already mastered by developers who are fluent in other languages such as C Java Perl and Python The author's approach is logical and structured and even novice developers will have an easy time absorbing the most important topics necessary to program in Objective C Objective C Programmer's Reference is a book for professional developers in Objective C or those who are moving to Objective C from other languages The book is written for readers who lack the time to invest in more traditional books which usually spend hundreds of pages to explain concepts that are part of the working programmer's standard vocabulary **Mac Application Development For Dummies** Karl G. Kowalski, 2011-10-25 Presents step by step instructions for creating a variety of applications for a desktop Mac **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 *Learn SpriteBuilder for iOS Game Development* Steffen Itterheim, 2014-11-26 SpriteBuilder is the fun and versatile game development environment that is a natural successor to Cocos2D Cocos3D and Chipmunk2D In Learn SpriteBuilder for iOS Game Development experienced game developer and author Steffen Itterheim shows you how to get the

most out of SpriteBuilder to create a full featured 2D action game that you can use as a basis for your own games You ll learn SpriteBuilder best practices how to incorporate SpriteBuilder into your game development workflow and how to use the various features of SpriteBuilder including game physics scrolling menus and playing audio assets You ll learn everything from the basics to advanced topics like visual effects soft body physics rendering textured polygons and porting to Android You ll be using both SpriteBuilder and the latest version of Cocos2D version 3 If you have a bit of iOS development experience and you want to learn to create imaginative 2D games Learn SpriteBuilder for iOS Game Development is exactly the book you need

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