

# Programming In Objective C

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*Programming In Objective C*

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## CANTRELL DEVIN

*Learning Cocoa with Objective-C* John Wiley and Sons

A soup-to-nuts guide on the Objective-C programming language Objective-C is the language behind Cocoa and Cocoa Touch, which is the Framework of applications written for the Macintosh, iPod touch, iPhone, and iPad platforms. Part of the Developer Reference series covering the hottest Apple topics, this book covers everything from the basics of the C language to advanced aspects of Apple development. You'll examine Objective-C and high-level subjects of frameworks, threading, networking, and much more. Covers the basics of the C language and then quickly moves onto Objective-C and more advanced topics Draws from the author's first-hand experience garnered while developing applications for the Mac and iPhone OS platforms Includes chapters on classes, memory management, threads, and the Foundation framework Also covers advanced topics like protocols, categories, associated objects, and blocks Featuring real-life examples drawn from the author's experience, Objective-C offers an insider look at this amazing programming language.

*Objective-C Recipes* Apress

Now you can overcome the vexing, real-life issues you confront when creating apps for the iPhone, iPad, or iPod Touch. By making use of more than 100 new recipes in this updated cookbook, you'll quickly learn the steps necessary for writing complete iOS apps, whether they're as simple as a music player or feature a complex mix of animations, graphics, multimedia, a database, and iCloud storage. If you're comfortable with iOS SDK, this cookbook will teach you how to use hundreds of iOS techniques. Each recipe provides a clear solution with sample code that you can use right away. Use different approaches to construct a user interface Develop location-aware apps Get working examples for implementing gesture recognizers Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Maintain persistent storage in your apps Use Event Kit to manage calendars and events Learn capabilities of the Core Graphics framework Access the accelerometer and gyroscope Take advantage of the iCloud service

**Beginning iPhone SDK Programming with Objective-C** Addison-Wesley

Offers more than one hundred customizable code phrases for Objective-C programming projects.

*Learn Objective-C on the Mac* Pearson Education

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel "right at home" Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks

**Programming in Objective-C** Manning Publications

Objective-C is today's fastest growing programming language, at least in part due to the popularity of Apple's Mac, iPhone and iPad. Beginning Objective-C is for you if you have some programming experience, but you're new to the Objective-C programming language and you want a modern—and fast—way forwards to your own coding projects. Beginning Objective-C offers you a modern programmer's perspective on Objective-C courtesy of two of the best iOS and Mac developers in the field today, and gets you programming to the best of your ability in this important language. It gets you rolling fast into the sound fundamentals and idioms of Objective-C on the Mac and iOS, in order to learn how best to construct your applications and libraries, making the best use of the tools it provides— no matter what projects you plan to build. The book offers thorough introductions to the core tenets of the language itself and its primary toolkits: the Foundation and AppKit frameworks. Within its pages you will encounter a mine of information on many topics, including use of the file system and network APIs, concurrency and multi-core programming, the user interface system architecture, data modeling, and more. You'll soon find yourself building a fairly complex Objective-C based application, and mastering the language ready for your own projects. If you're new to programming altogether, then Apress has other Objective-C books for you such as our Learning and Absolute Beginner titles—otherwise, let your existing skills ramp you fast forwards in Objective-C with Beginning Objective-C so that you can start building your own applications quickly.

**Objective-C Quick Syntax Reference** Addison-Wesley Professional

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

*Objective-C* Pearson Education

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* John Wiley & Sons

Learn Objective-C and its latest release, and learn how to mix Swift with it. You have a great idea for an app, but how do you bring it to fruition? With Objective-C, the universal language of iPhone, iPad, and Mac apps. Using a hands-on approach, you'll learn how to think in programming terms, how to use Objective-C to construct program logic, and how to synthesize it all into working apps. Gary Bennett, an experienced app developer and trainer, will guide you on your journey to becoming a successful app developer. Along the way you'll discover the flexibility of Apple's developer tools If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners, Fourth Edition is the place to start. What You'll Learn Understand the fundamentals of computer programming: variables, design data structures, and working with file systems Examine the logic of object-oriented programming: how to use classes, objects, and methods Install Xcode and write programs in Objective-C Who This Book Is For Anyone who wants to learn to develop apps for the iPhone, iPad, Mac, or Watch using the Objective-C programming language. No previous programming experience is necessary.

**iOS 7 Programming Fundamentals** Addison-Wesley Professional

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

**Objective-C Programming** Apress

Get Started Fast with Objective-C 2.0 Programming for OS X, iPhone, iPod touch, and iPad If you want to learn Objective-C 2.0 to write programs for Mac OS X, iPhone, iPad, or iPod touch, you've come to the right place! Concise, readable, and friendly, Learning Objective-C 2.0 is the perfect beginner's guide to the latest version of Objective-C. Longtime Mac OS X and iPhone developer Robert Clair covers everything from the absolute basics to Objective-C 2.0's newest innovations. Clair begins with a practical refresher on C and object-oriented programming and walks you through creating your first Objective-C program with Xcode. Next, you'll master each core language feature, from objects and classes to messaging, frameworks, and protocols. Every concept is illustrated with simple examples, and many chapters contain hands-on practice exercises. Throughout, Learning Objective-C 2.0 focuses on the features, concepts, and techniques that matter most day to day. The result is an outstanding first book for everyone who wants to begin programming for iPhone, iPod touch, iPad, or Mac OS X. COVERAGE INCLUDES Understanding methods, messages, and the Objective-C messaging system Defining classes, creating object instances, and using class objects Using categories to extend classes without subclassing Simplifying development with Objective-C 2.0 declared properties Using protocols to emphasize behavior rather than class Working with common Foundation classes for strings, arrays, dictionaries, sets, and number objects Using Objective-C control structures, including Objective-C 2.0's new fast enumeration construct Understanding application security and hiding the declaration of methods that should stay private Using the new blocks feature provided in Objective-C 2.0

**Objective-C Pocket Reference** Apress

If you're getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental

building blocks—Objective-C, Xcode, and Cocoa Touch. You'll learn object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. 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 7*. Explore the C language to learn how Objective-C works Learn how instances are created, and why they're so important Tour the lifecycle of an Xcode project, from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective-C linguistic features Use Cocoa's event-driven model and major design patterns Learn the role of accessors, key-value coding, and properties Understand the power of ARC-based object memory management Send messages and data between Cocoa objects

*Effective Objective-C 2.0* Apress

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

**Objective-C for Absolute Beginners** "O'Reilly Media, Inc."

A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C *Programming For Dummies* is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time!

*Programming in Objective-C 2.0 Livelessons* "O'Reilly Media, Inc."

Get the hands-on experience you need to program for the iPhone and iPod Touch. With this easy-to-follow guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks. Before you know it, you'll not only have the skills to develop your own apps, you'll know how to sail through the process of submitting apps to the iTunes App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch, *Learning iPhone Programming* will give you a head start on building market-ready iPhone apps. Start using Xcode right away, and learn how to work with Interface Builder Take advantage of model-view-controller (MVC) architecture with Objective-C Build a data-entry interface, and learn how to parse and store the data you receive Solve typical problems while building a variety of challenging sample apps Understand the demands and details of App Store and ad hoc distribution Use iPhone's accelerometer, proximity sensor, GPS, digital compass, and camera Integrate your app with iPhone's preference pane, media playback, and more

**iOS 5 Programming Cookbook** "O'Reilly Media, Inc."

Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

**Learning Objective-C 2.0** "O'Reilly Media, Inc."

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

*Pro Objective-C* "O'Reilly Media, Inc."

The Objective-C programming language continues to grow in popularity and usage because of the power and ease-of-use of the language itself, along with the numerous features that continue to be added to the platform. If you have a basic knowledge of the language and want to further your expertise, *Pro Objective-C* is the book for you. *Pro Objective-C* provides an in-depth, comprehensive guide to the language, its runtime, and key API's. It explains the key concepts of Objective-C in a clear, easy to understand manner, and also provides detailed coverage of its more complex features. In addition, the book includes numerous practical examples--code excerpts and complete applications--that demonstrate how to apply in code what you're learning. The book begins with an exploration of Objective-C's basic features and key language elements. After reviewing the basics, it proceeds with an in-depth examination of the Objective-C dynamic programming features and runtime system. Next the book covers the Foundation Framework, the base layer of APIs that can be used for any Objective-C program. Finally, new and advanced features of Objective-C are introduced and shown how they make the Objective-C language even more powerful and expressive. Each topic is covered thoroughly and is packed with the details you need to develop Objective-C code effectively. The most important features are given in-depth treatment, and each chapter contains numerous examples that demonstrate both the power and the subtlety of Objective-C. Start reading *Pro Objective-C* and begin developing high-quality, professional apps on the OS X and iOS platforms using the Objective-C programming language!

*Learning iPhone Programming* Apress

Write Truly Great iOS and OS X Code with Objective-C 2.0! *Effective Objective-C 2.0* will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling *Effective C++*, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel "right at home" Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks

**Learn Objective-C on the Mac** John Wiley & Sons

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 What you'll learn *Learn Objective-C programming, the gateway to programming your iPhone, iPad or Mac Write apps for the iOS and/or OS X interfaces, the cleanest user-interfaces around Understand variables and how to design your own data structures Work with the new Objective-C features now available in this update like blocks, automated reference counting (ARC) and class extensions Work with new tools available like Clang static analyzer and Grand Central Dispatch (GCD) Undertand UIKit and how to build simple user interfaces easily and effectively Explore using the latest Xcode Who this book is for For anyone wanting to learn to program native apps in iOS and/or OS X, including developers new to the iOS-based iPhone and iPad as well as OS X-based Mac computers. This book is for developers new to Objective-C, but who have some programming experience.*

*iOS App Development for Non-Programmers - Book 1* Apress

Objective-C is an exciting and dynamic approach to C-based object-oriented programming; it's the approach adopted by Apple as the foundation for programming under Mac OS X, a Unix-based operating system gaining wide acceptance among programmers and other technologists. Objective-C is easy to learn and has a simple elegance that is a welcome breath of fresh air after the abstruse and confusing C++. To help you master the fundamentals of this language, you'll want to keep the Objective-C Pocket Reference close at hand. This small book contains a wealth of valuable information to speed you over the learning curve. In this pocket reference, author Andrew Duncan provides a quick and concise introduction to Objective-C for the experienced programmer. In addition to covering the essentials of Objective-C syntax, Andrew also covers important faces of the language such as memory management, the Objective-C runtime, dynamic loading, distributed objects, and exception handling. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing important details in a succinct, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution

quickly, the new Objective-C Pocket Reference is the book you'll want to have.