



Matt Galloway *Effektiv*
Objective-C 2.0
programmieren

12 Profi-Lösungen für bessere iOS-
und OS X-Programmierung



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How and why

Effektiv Objective C 20 Programmieren 52 Profi Lsungen
Fr Bessere Ios Und Os X Programmierung German
Edition

Stephen G. Kochan



Effektiv Objective C 20 Programmieren 52 Profi Lsungen Fr Bessere Ios Und Os X Programmierung German Edition:

Effektiv Objective-C 2.0 programmieren Matt Galloway, 2014-03-05 Dieses Buch hilft Ihnen die Möglichkeiten von Objective C auszuschöpfen Schreiben Sie außergewöhnlichen Code für OS X und iOS der leicht verständlich und einfach zu warten ist In einem kompakten an praktischen Beispielen orientierten Stil stellt Matt Galloway 52 empfehlenswerte Vorgehensweisen sowie aus dem Programmiererleben gegriffene Codebeispiele zum Thema Objective C vor die Sie sonst nirgendwo finden können Dabei beschränkt sich Galloway nicht nur auf die Kernelemente der Sprache Sie lernen wichtige Klassen aus dem Foundation Framework sowie aus modernen Systembibliotheken wie Grand Central Dispatch einzubeziehen und zu nutzen Interaktionen und Beziehungen zwischen Objective C Klassen optimieren Interface und API Design meistern Wartungsfreundlichen und fehlerresistenten Code schreiben Speicherlecks vermeiden Arrays Dictionaries und Sets effektiv einsetzen

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

Effective Objective-C 2.0 Matt Galloway, 2013-05-17 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

Objective-C for Absolute Beginners Gary Bennett,Mitchell Fisher,Brad Lees,2012-01-24 You have a great idea for an app but where do you begin Objective C is the universal language of iPhone iPad and Mac apps and Objective C for Absolute Beginners Second Edition starts you on the path to mastering this language and its latest release Using a hands on approach you ll learn how to think in programming terms how to use Objective C to construct program logic and how to synthesize it all into working apps Gary Bennett an experienced app developer and trainer will guide you on your journey to becoming a successful app developer If you re looking to take the first step towards App Store success Objective C for Absolute Beginners is the place to start

Sams Teach Yourself Objective-C in 24 Hours Jesse Feiler,2012-03-30 In just 24 sessions of one hour or less you can master the Objective C language and start using it to write powerful native applications for both Macs and iOS devices Using this book s straightforward step by step approach you ll get comfortable with Objective C s unique capabilities make the most of its powerful implementation of objects and messaging work effectively with design patterns collections blocks threading and a whole lot more Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by Step Instructions carefully walk you through the most common Objective C development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode Use Xcode to write Objective C software more quickly and efficiently Master Objective C s object oriented features and techniques Efficiently organize program files and projects Make the most of Objective C s powerful messaging capabilities Declare classes instance variables properties methods and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections including dictionaries and sets Manage

memory the modern way with Automatic Reference Counting ARC Expand and extend classes with protocols delegates categories and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work with portable anonymous code blocks Manage queues and threading with Grand Central Dispatch

Programming in Objective-C Stephen G. Kochan, 2013-11-18 Updated for OS X 10.9 Mavericks iOS 7 and Xcode 5

Programming in Objective C is a concise carefully written tutorial on the basics of Objective C and object oriented programming for Apple's iOS and OS X platforms The book makes no assumptions about prior experience with object oriented programming languages or with the C language which Objective C is based upon Because of this both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective C Readers can also learn the concepts of object oriented programming without having to first learn all of the intricacies of the underlying C programming language This unique approach to learning combined with many small program examples and exercises at the end of each chapter makes Programming in Objective C ideally suited for either classroom use or self study This edition has been fully updated to incorporate new Objective C features and technologies introduced with Xcode 5 iOS 7 and Mac OS X Mavericks The best book on any programming language that I've ever read If you want to learn Objective C buy it Calvin Wolcott An excellent resource for a new programmer who wants to learn Objective C as their first programming language a woefully underserved market Pat Hughes

Learn Objective-C on the Mac Scott Knaster, Waqar Malik, Mark Dalrymple, 2012 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 Understand 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 **Objective-C Programming** Aaron Hillegass,Mikey Ward,2013 Want to write iOS apps or desktop Mac applications This introduction to programming and the Objective C language covers C Objective C and the common programming idioms that enable developers to make the most of Apple technologies The programming is compatible with Xcode 5 iOS 7 and OS X Mavericks 10 9 *Objective-C 2.0* Sebastian Meyer,Torben Wichers,2013-04-03

Programmierung f r Mac OS X und iPhone Objekte Klassen Nachrichten Ausnahmebehandlung Foundation Framework Automatisches Reference Counting Threading Design Patterns f r Objective C Aus dem Inhalt Teil I Objekte und Klassen Nachrichtenverarbeitung Kategorien Properties Protokolle Ausnahmebehandlung Bl cke Teil II Cocoa Memory Management Automatisches Reference Counting Garbage Collecting Grundlegende Klassen Collections Eingabe und Ausgabe Introspektion Threading Design Patterns Threading Bundles Mit diesem Buch erhalten Sie ein umfassendes Praxis Handbuch f r die Programmiersprache Objective C 2 0 Die Autoren legen hierbei besonderen Wert auf eine strukturierte Einf hrung Das Buch besteht aus zwei Teilen Teil I behandelt alle grundlegenden Sprachelemente von Objective C wie die objektorientierte Programmierung Kategorien Properties Protokolle die Ausnahmebehandlung und Bl cke In Teil II des Buches zeigen die Autoren wie Objective C unter Mac OS X und iOS eingesetzt werden kann Sie behandeln die dort vorhandenen Entwicklungswerkzeuge und mitgelieferten Frameworks insbesondere das Foundation Framework Ein ausf hrliches Kapitel besch ftigt sich mit Design Patterns f r Objective C und erl utert f nf Patterns f r die praktische Arbeit mit dem Cocoa Framework Zahlreiche Praxisbeispiele verdeutlichen den konkreten Einsatz von Objective C Zus tzlich finden Sie in jedem Kapitel bungsaufgaben mit Musterl sungen Die Autoren stellen die Programmiersprache Objective C 2 0 in den Mittelpunkt und gehen dabei von grundlegenden Programmierkenntnissen aus Alle die noch keine Kenntnisse in C besitzen finden im Anhang einen kurzen C Kurs der zum Verst ndnis von Objective C ausreicht Erfahrungen mit objektorientierter Programmierung werden nicht ben tigt die Konzepte werden von Grund auf erl utert Alle Beispiele im Buch basieren auf der Version Mac OS X 10 8 und sind f r Versionen ab 10 6 ausgelegt F r die Leser die noch unter Mac OS X 10 6 programmieren sind die Features der Sprache und des Cocoa Frameworks gekennzeichnet die hier nicht oder nur eingeschr nkt zur Verf gung stehen Alle restlichen Teile sind auch f r den Einsatz unter Mac OS X 10 6 geeignet Die Erl uterungen zum iPhone basieren auf iOS ab der Version 6 Amazon Rezension zur Voraufgabe Gratulation an das Autoren Team selten findet man ein Fachbuch das sich so kompetent mit einer aktuellen Technik auseinandersetzt Dieses Buch ist ohne Alternative f r denjenigen der wirklich die Sprache beherrschen will und meiner Meinung nach ohne Konkurrenz Objective-C Programming For Dummies Neal Goldstein,2012-10-23 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

Objective-C 2. 0 Essentials -

Third Edition Neil Smyth,2012-12-01 Now updated for the new Modern Objective C features introduced with the iOS 6 SDK the goal of this book is to teach the skills necessary to program in Objective C using a style that is easy to follow rich in examples and accessible to those who have never used Objective C before Topics covered include the fundamentals of Objective C such as variables looping and flow control Also included are details of object oriented programming working with files and memory and the Objective C Foundation framework Regardless of whether you are developing for Mac OS X or the iPhone or just want to learn Objective C this book covers everything you need to know about the Objective C language in 31 detailed and easy to follow chapters Topics covered in this Third Edition of Objective C 2 0 Essentials include The History of Objective C Installing Xcode and Compiling Objective C on Mac OS X Objective C 2 0 Data Types Working with Variables and Constants in Objective C Objective C Operators and Expressions Objective C 2 0 Operator Precedence Commenting Objective C Code Objective C Flow Control with if and else The Objective C switch Statement Objective C Looping The for Statement Objective C Looping with do and while Statements An Overview of Objective C Object Oriented Programming Writing Objective C Class Methods Objective C Data Encapsulation Synthesized Accessors and Dot Notation Objective C Inheritance Pointers and Indirection in Objective C Objective C Dynamic Binding and Typing with the id Type Objective C Variable Scope and Storage Class An Overview of Objective C Functions Objective C Enumerators An Overview of the Objective C Foundation Framework Working with String Objects in Objective C Understanding Objective C Number Objects Working with Objective C Array Objects Objective C Dictionary Objects Working with Directories in Objective C Working with Files in Objective C Constructing and Manipulating Paths with NSStringUtilities Copying Objects in Objective C Using Objective C Preprocessor Directives

Objective-C For Dummies Neal Goldstein,2009-09-03 Learn the primary programming language for creating iPhone and Mac apps The only thing hotter than the iPhone right now is new apps for the iPhone Objective C is the primary language for programming iPhone and Mac OS X applications and this book makes it easy to learn Objective C Even if you have no programming experience Objective C For Dummies will teach you what you need to know to start creating iPhone apps It provides an understanding of object oriented programming in an entertaining way that helps

you learn iPhone and Mac apps are hot and most are created with Objective C Covers Xcode 3.2 which is included in Mac OS X Snow Leopard Explains object oriented programming concepts in a straightforward but fun style that makes learning easy Ideal for those with no programming experience as well as those who may know other languages but are new to Objective C Prepares you to start creating iPhone and Mac OS X apps Understand Mac programming concepts and patterns and why to use them Bonus CD includes all code samples used in the book Objective C For Dummies gives you the tools to turn your idea for an iPhone app into reality Note CD ROM DVD and other supplementary materials are not included as part of eBook file

Beginning Objective C James Dovey, Ashley Alonzo Hale Furrow, 2013-01-04 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

Programming in Objective-C 2.0 LiveLessons Stephen G. Kochan, 2010-04-20 Programming in Objective C 2.0 LiveLessons is the world's first complete video training course on the basics of Objective C the programming language at the heart of Mac OS X and iPhone iPad development Bestselling author and trainer Stephen G Kochan provides the new programmer with a step by step hands on introduction to the Objective C language and the fundamentals of object oriented programming The course does not assume any previous programming experience and includes many detailed practical examples of how to put Objective C to use in everyday programming tasks for the Mac OS X and iPhone iPad platforms Stephen G Kochan is author of the bestselling book Programming in Objective C 2.0 and author or co author of several bestselling books on the C language including Programming in C Programming in ANSI C and Topics in C Programming He has been programming Macintosh computers since the introduction of the first Mac in 1984 and he wrote Programming C for the Mac Part I Language Fundamentals1 Getting Started in Objective C 00 14 00 2 Classes Objects and Methods 00 43 03 3

Data Types and Expressions 00 41 00 4 Loops 00 23 19 5 Making Decisions 00 37 20 6 More On Classes 00 43 36 7 Inheritance 00 45 48 8 Polymorphism Dynamic Typing and Dynamic Binding 00 23 12 9 More on Variables and Data Types 00 29 10 10 Categories and Protocols 00 39 25 11 The Preprocessor 00 37 24 12 Underlying C Language Features 01 43 03 Part II iPhone Programming and the Foundation Framework1 Introduction to the Foundation Framework 00 08 31 2 Numbers and Strings 00 37 24 3 Collections 01 26 56 4 Working with Files 00 52 07 5 Memory Management 00 40 13 6 Copying Objects 00 35 58 7 Archiving Objects 00 27 38 8 Introduction to iPhone iPod Touch Programming 00 34 46 9 Writing an iPhone Fraction Calculator 00 36 45

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

Objective-C Programming Nuts and bolts Keith Lee, 2015-09-28 Objective C Programming Nuts and bolts provides a clear and concise overview of the programming language describes its key features and APIs and presents recommendations for developing iOS and OS X apps using Objective C It is written for readers who want a general understanding of Apple Objective C technology on the Mac along with developers who want to quickly get started with the language Very quickly you will have a solid understanding of Objective C and be ready to begin using it on your projects The book includes a complete overview of the latest enhancements to the Objective C language including generics nullability annotations and other features The book is divided into two parts Part One provides an introduction to object oriented programming with Objective C describes the software

development environment for the iOS and OS X platforms and summarizes key features of the language Part Two is more focused on application development it features an in depth look at the principal components of Objective C programs along with a detailed review of the key frameworks and services used for Objective C application development The book concludes with a summary and a list of useful references for programming with Objective C

Objective-C for iPhone Developers, A Beginner's Guide James Brannan,2010-05-11 Essential Skills Made Easy Create your own iPhone and Mac OS X applications with ease Objective C for iPhone Developers A Beginner s Guide shows you how to use the Objective C programming language Apple s Foundation framework the iPhone SDK and the Xcode development environment The first stop for aspiring iPhone developers this hands on guide teaches you how to create versatile innovative and marketable apps in no time Real world examples throughout the book correspond with downloadable Xcode projects and video tutorials so you can get started with your first app right away Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternative ways of doing things Annotated Syntax Example code with commentary that describes the programming techniques being illustrated Ready to use code at www.mhprofessional.com/computingdownload and www.jamesabrannan.com

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

Objective-C Programming For Beginners Voltaire Lumiere,2024-07-18 Objective C Programming For Beginners The Ultimate Step By Step Guide To Mastering Programming In Objective C And Improving Your Productivity A succinct well written guide to the fundamentals of Objective C and object oriented programming for Apple s iOS and OS X platforms is

called Objective C Programming For Beginners The book does not assume any prior knowledge of C the language on which Objective C is based or object oriented programming languages This makes it possible for both novice and seasoned programmers to rapidly and efficiently grasp the foundations of Objective C with the help of this book The principles of object oriented programming can also be understood by readers without requiring them to become fluent in the underlying C programming language Because of its distinct learning methodology and the numerous short program examples and exercises at the conclusion of each chapter Programming in Objective C is a perfect resource for use in the classroom or independent study This book removes any superfluous sophisticated technical language and helps you develop a solid foundation in this complex field It covers the most recent version of Xcode debugging code completion and more Assumes no prior programming experience and maintains an easygoing and engaging tone Clearly explains difficult Objective C subjects in a simple yet entertaining manner that has distinguished the For Dummies brand for 20 years Includes all content that complies fully with the most recent Objective C and Apple programming standards If your goal is to dabble in iPhone iPad and Mac OS X coding for the first time Objective C Programming For Beginners is the perfect introduction book

Objective-C Fundamentals Collin Ruffenach, Johannes Fahrenkrug, Christopher Fairbairn, 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

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Effektiv Objective C 20 Programmieren 52 Profi Lsungen Fr Bessere Ios Und Os X Programmierung German Edition Introduction

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