

5TH EDITION

Cocoa Programming for OS X

THE BIG NERD RANCH GUIDE

Aaron Hillegass, Adam Preble & Nate Chandler

Introduction To View Programming Guide For Cocoa

Richard Wentk



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Cocoa Richard Wentk,2010-09-14 Develop applications for Mac OS X with this Developer Reference guide Make a clean transition to programming in Apple environments using the elegant and dynamic programming API Cocoa and this practical guide Written by a seasoned Mac expert this book shows you how to write programs in Cocoa for the rapidly expanding world of Macintosh users Part of the Developer Reference series this book prepares you for a productive programming experience on today's fastest growing platform Cocoa is a programming framework for developing in Apple environments including Mac OS X 10.6 Snow Leopard This book covers all the major information you need to start developing dynamic applications for Mac OS X Master all Cocoa tools including Xcode and working with Objective C Includes full coverage of the Cocoa API Xcode and Objective C as well as programming for Apple's latest OS X Snow Leopard Companion Web site includes all code files Programming for Apple's Macintosh is a growing career field This essential guide one of the most comprehensive on Cocoa will help you quickly become productive *Swift Development with Cocoa* Jonathon Manning,Paris

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Napier,Mugunth Kumar,2014-01-28 Get ready to create killer apps for iPad and iPhone on the new iOS 7 With Apple's introduction of iOS 7 demand for developers who know the new iOS will be high You need in-depth information about the new characteristics and capabilities of iOS 7 and that's what you'll find in this book If you have experience with C or C++ this guide will show you how to create amazing apps for iPhone iPad and iPod touch You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0 Advanced topics such as security services running on multiple iPlatforms and local networking with Core Bluetooth are also covered Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7 information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking security services running apps on multiple iPlatforms and iDevices enabling in-app purchases advanced text layout and building a core foundation Also covers REST

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Xcode 4 Richard Wentk, 2011-06-01 Everything you need to know to design code and build amazing apps Xcode 4 is Apple's newest version of the popular development suite for creating bleeding edge OS X and iOS apps Written by an experienced developer and Apple focused journalist this book not only covers developing for OS X but also for the entire family of iOS devices including the iPhone iPad and iPod touch You'll explore the newest tools for compiling debugging and finding and fixing common code errors so that you can look forward to improved smooth running code that is developed more efficiently than ever Takes you step by step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4 Apple's updated free object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today *The iOS 4 Developer's Cookbook* Erica Sadun, 2011-10-13 Praise for previous editions of The iPhone Developer's Cookbook This book would be a bargain at ten times its price If you are writing iPhone software it will save you weeks of development time Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show

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deep respect for the underlying design philosophies contained within Cocoa stems from years of experience using these frameworks Peter Clark will show you which parts of your app 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 In each chapter you ll build an app that explores one or more areas of the Cocoa landscape With Jack s and Peter 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

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

iPad Application Development For Dummies Neal Goldstein,2012-04-04 The fun and easy guide to creating iPad apps updated for iOS 5 iPad app development is hot with more than 140 000 apps available specifically for the device and that number growing every day The introduction of iOS 5 and iCloud gives developers even more options to create incredible iPad apps This fast and friendly guide to iPad app development is fully updated for the most recent upgrades and covers everything you need to know starting with how to download the SDK and become an Apple developer all the way to finishing up your app and submitting it to the App Store Zeroes in on essential concepts and tools including storyboard segues the ARC memory manager what makes a great iPad app and more Explains how the iPad offers development opportunities that go beyond the capabilities of the iPhone or iPod touch by focusing exclusively on developing apps for the iPad Looks at how iOS 5 and iCloud brought many changes to the device and a wealth of new features for app developers to utilize in their apps Covers how to become a registered Apple developer how to download and set up the SDK and the details of how an iPad app runs Popular developer Neal Goldstein examines what goes into a great user experience and takes you step by step through the actual development of two apps illustrating everything you need to know Whether you re looking for a new hobby or you want to build a business in app development iPad Application Development For Dummies 3rd Edition is the book you ll want in your developer s toolkit

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the new cocos2d 2 game engine and relevant tools like TexturePacker texture atlas PhysicsEditor physics collision shapes Particle Designer particle effects Glyph Designer bitmap fonts and others This book offers a rock solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code It also details alternative implementations identifies the best free and commercial tools for cocos2d game development features coverage of the author s improved cocos2d game engine Kobold2D and even helps you enhance your game s marketability on the App Store

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 [Core Objective-C in 24 Hours](#) Keith Lee,2012-02-01 Core Objective C in 24 Hours

provides a clear and concise overview of the programming language describes its key features and APIs and presents recommendations for developing Objective C programs on the Mac It is written for readers who want a general understanding of Objective C technology on the Mac along with developers who want to quickly get started with the language Within 24 hours 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 automatic reference counting blocks and other powerful features **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

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Pro iOS Table Views Tim Duckett,2012-06-12 If you re an iOS app developer chances are you ll be using table views in your development projects Table views are the bread and butter of iOS apps With them you can create everything from the simplest of lists to fully tricked out user interfaces Table views are also one of the most complex components found in UIKit While using them for boring standard user interfaces is quite simple customizing them can become really challenging Pro iOS Table Views takes a task oriented focus to assist you when implementing customized table views Although it delves deeply into the Table View API you can always decide in which level of detail you want to dive in It s aimed to be a great reference and customization cookbook at the same time useful for beginners as well as intermediate developers Covers the entire Table View API in depth Covers customization and performance topics in depth Task oriented reference with multiple levels of detail Note source code for this title is currently available for download at <https://github.com/timd> Pro iOS TableViews

Learn C on the Mac David Mark,2009-06-18 Considered a classic by an entire generation of Mac programmers this popular guide has been updated for Mac OS X Don t know anything about programming No problem Acclaimed author Dave Mark starts out with the basics and takes you through a complete course in programming C using Apple s free Xcode tools This book is perfect for beginners learning to program It includes Mac OS X examples Provides best practices for programming newbies Written by the expert on C programming for the Mac Presents all the basics with a pragmatic Mac OS X flavored approach Includes updated source code which is fully compatible with Xcode 4 [The iPhone Developer's Cookbook](#) Erica Sadun,2009-12-18 Want to get started building applications for Apple s iPhone and iPod touch Already building iPhone applications and want to get better at it This is the only book that brings together all the expert guidance and the code you ll need Completely revised and expanded to cover the iPhone 3 0 SDK The iPhone Developer s Cookbook is the essential resource for developers building apps for the iPhone and iPod touch Taking you further than before this new edition starts out with an introduction to Objective C 2 0 for developers who might be new to the platform You ll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account Additional highlights of this new edition include Using the iPhone SDK s visual classes and controllers to design and customize interfaces Using gestures touches and other sophisticated iPhone interface capabilities Making the most of tables views view controllers and animations Alerting users with progress bars audio pings status bar updates and other indicators Using new Push Notifications to send alerts whether your app is running or not Playing audio and video with the MediaKit Working with the Address Book Core Location and Sensors Connecting to the Internet Web services and networks Embedding flexible maps

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