

THE END REAR RANCH GUIDE

Cocoa Programming for OS X

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Andrew Nollagard, Author of Cocoa Programming for OS X

Memory Management Programming Guide For Cocoa

Richard Johnson



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Learn Mac OS X Snow Leopard Mike Lee, Scott Meyers, 2011-07-23 You're smart and savvy but also busy. This comprehensive guide to Apple's Mac OS X 10.6 Snow Leopard gives you everything you need to know to live a happy productive Mac life. Learn Mac OS X Snow Leopard will have you up and connected lickity split. With a minimum of overhead and a maximum of useful information you'll cover a lot of ground in the time it takes other books to get you plugged in. If this isn't your first experience with Mac OS X skip right to the What's New in Snow Leopard sections. You may also find yourself using this book as a quick refresher course or a way to learn new Mac skills you've never tried before. [Programming iOS 5](#) Matt Neuburg, 2012-03-22 Fundamentals of iPhone iPad and iPod touch development. Cover **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. **iPhone SDK 3** Duncan Campbell, 2009-09-29 With a rich set of over 1,000 new APIs, iPhone SDK for iPhone OS 3 provides an amazing range of technologies to enhance the functionality of iPhone and iPod touch applications. This book takes an introductory look at Objective C and Cocoa before moving on to the tools you'll use to create iPhone applications. Starting with common tasks and UI elements, the book covers using tabs and tables, files and networking, the multi-touch display, and the built-in GPS hardware. This book will appeal to both current developers needing to understand and update their apps to the iPhone OS 3.0 and for those developers just starting out who need a complete tutorial and reference to the iPhone SDK 3. **iOS 7 Programming: Pushing the Limits** Rob 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, advanced GCD, internationalization and localization, and local networking with Core Bluetooth.

iOS 7 Programming Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer **Pro Multithreading and Memory Management for iOS and OS X** Kazuki Sakamoto,Tomohiko

Furumoto,2012-06-12 If you want to develop efficient smooth running applications controlling concurrency and memory are vital Automatic Reference Counting is Apple s game changing memory management system new to Xcode 4 2 Pro

Multithreading and Memory Management for iOS and OS X shows you how ARC works and how best to incorporate it into your applications Grand Central Dispatch GCD and blocks are key to developing great apps allowing you to control threads for maximum performance If for you multithreading is an unsolved mystery and ARC is unexplored territory then this is the book you ll need to make these concepts clear and send you on your way to becoming a master iOS and OS X developer What are blocks How are they used with GCD Multithreading with GCD Managing objects with ARC **iPhone Application**

Development for iOS 4 Duncan Campbell,2010-09-29 Visual QuickStart Guides designed in an attractive tutorial and reference format are the quickest easiest and most thorough way to learn applications tasks and technologies The Visual QuickStart Guides are the smart choice they guide the learner with a friendly and supportive approach The visual presentation with copious screenshots and focused discussions by topic and tasks make learning a breeze and take you to exactly what you want to learn With a rich set of over 1 000 APIs iPhone SDK 4 provides an amazing range of technologies to enhance and create applications for the iPhone This book focuses on the parts of the SDK that are specifically geared toward the iPhone Everything is covered to create a complete application **Learn cocos2d Game Development with iOS 5**

Steffen Itterheim,Andreas Lw,2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5 This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile game development including sprite batching texture atlases parallax scrolling touch and accelerometer input How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d related tools and libraries How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries including cocos3d and Lua Best of all Learn cocos2d Game Development with iOS 5 will have you making games right from the very start It guides you step by step through the creation of sample games These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d 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 5 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 **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

wxWidgets Programming Guide Richard Johnson,2025-05-29 wxWidgets Programming Guide The wxWidgets Programming Guide is a comprehensive and authoritative resource for developers seeking to harness the full power of the wxWidgets C GUI framework Beginning with a deep exploration of wxWidgets architecture cross platform philosophy and event driven paradigm this guide offers clear insights into the toolkit s ongoing evolution and core design principles Readers will gain an in depth understanding of object hierarchies resource management and the critical strategies used to support robust multi language user interfaces across Windows macOS and Linux The book delivers hands on meticulously structured chapters that span the entire development lifecycle from environment setup and build systems to advanced UI construction and custom event handling Detailed walkthroughs empower readers to master everything from standard and custom widget creation to layout management and theming while step by step sections demystify both platform specific challenges and modern application requirements Special attention is given to optimizing performance supporting persistent data models integrating native APIs and external libraries and leveraging networking and multimedia capabilities all using idiomatic and future ready C For professionals aiming to deliver polished high performance cross platform applications the guide offers essential patterns for testing debugging profiling and automated deployment in today s fast paced development ecosystem Clear guidance on upgrading legacy code enabling scriptability and adopting modern architectural patterns ensures sustained success and maintainability Whether you are an experienced developer or new to wxWidgets this definitive reference will elevate your skill set and help you build sophisticated scalable GUI software with confidence

iOS 5 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2011-12-20 Provides information on using iOS 5 to create applications for the iPhone iPad and iPod Touch

Beginning iOS Game Development Patrick Alessi,2011-11-21 Get in the game and start building games for the iPhone or iPad Whether you only have a little experience with iOS programming or even none at all this accessible guide is ideal for getting started developing games for the iPhone and iPad Experienced developer and author Patrick Alessi presents the iOS system architecture gives you the step by step of game development and introduces the languages used to develop games From the basic building

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Programming iOS 4 Matt Neuburg,2011-05-16 Get a solid grounding in all the fundamentals of Cocoa Touch and avoid problems during iPhone and iPad app development With *Programming iOS 4* you ll dig into Cocoa and learn how to work effectively with Objective C and Xcode This book covers iOS 4 in a rigorous orderly fashion ideal whether you re approaching iOS for the first time or need a reference to bolster existing skills Learn Objective C language details and object oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes receiving events and model view controller architecture Know how views are managed drawn composited and animated Delve into Cocoa frameworks for sound video sensors maps and more Touch on advanced topics such as threading and networking Obtain a thorough grounding for exploring advanced iOS features on your own

iOS 6 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2012-11-20 Learn to build extraordinary apps for iPhone iPad and iPod touch iOS is the hottest development platform around and iOS 6 adds a new and deeper dimension to explore This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS You ll learn to create killer apps for the iPad iPhone and iPod touch including how to maximize performance and make more money from your apps with in app purchases Topics covered include security multitasking running on multiple platforms blocks and functional programming advanced text layout and much more App development for iPhones and iPads is a lucrative and exciting venture books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade iOS 6 Provides in depth background on maximizing your apps with Apple s iPhone SDK 6.0 including the major new APIs and building applications for the new iPad Covers keeping control of multitasking increasing income with in app purchases key value observing with Cocoa running on multiple platforms advanced text layout building a Core foundation and more iOS 6 *Programming Pushing the Limits* gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform

iOS SDK Programming A Beginners Guide James A. Brannan,Blake Ward,2011-01-31 Essential Skills Made Easy Develop test and debug iPhone iPad and iPod touch applications with help from this practical resource *iOS SDK Programming A Beginner s Guide* shows you how to use Objective C and Apple s new Xcode 4 development environment with an integrated easy to use Interface Builder You ll learn which UIView subclasses to use when laying out an iOS app and master all of the

iOS user interface controls Setting application preferences and storing application data are also covered The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone iPod touch and iPad You ll learn how to take advantage of the iPad s larger display and the new features of iOS 4 2 By the end of this book you ll be ready to create the next bit hit in the iTunes App Store Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter 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 alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

Beginning iPhone Development with Swift 3 Molly Maskrey, Kim Topley, David Mark, Fredrik Olsson, JEFF LAMARCHE, 2016-11-17 Create your very own apps for the latest iOS devices You ll start with the basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK and then guides you through the creation of your first simple application Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming In this third edition of the best selling book you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10 specific project templates and designed to take advantage of the latest Xcode features Discover brand new technologies as well as significant updates to existing tools You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad

Beginning iPhone Development with Swift 2 David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE, 2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK and the source code has been updated to reflect Xcode 7 and Swift 2 There s up to date coverage of new Apple technologies as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 9 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 9 SDK and then

guides you through the creation of your first simple application. From there you'll learn how to integrate all the interface elements iOS users have come to know and love such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns from the simplest single view to complex hierarchical drill downs. The art of table building will be demystified and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite. And there's much more. What You Will Learn: Everything you need to know to develop your own bestselling iPhone and iPad apps. Utilizing Swift playgrounds. Best practices for optimizing your code and delivering great user experiences. What data persistence is and why it's important. Get started with building cool, crisp user interfaces. How to display data in Table Views. How to draw to the screen using Core Graphics. How to use iOS sensor capabilities to map your world. How to get your app to work with iCloud and more. Who This Book is For

Learn iPhone and iPad cocos2d Game Development Steffen Itterheim, 2011-07-30. Learn iPhone and iPad cocos2D Game Development provides a rock-solid introduction to the cocos2d iPhone game engine and related tools. It focuses on the process of creating several games made entirely with cocos2d and little to no iPhone SDK and OpenGL code. By creating 2-3 sample games over the course of the book, you'll learn key concepts of the cocos2d game engine and relevant tools like Zwoptex, TextureAtlas, ParticleDesigner, Particle Effects, and others. The example games are modeled after popular App Store games so that they are relevant, recognizable, and immediately fun and inspiring. The games increase in complexity and highlight common recurring cocos2d beginner questions. As you move along, you'll learn about possible stumbling blocks and how to navigate them successfully. As you move from beginning to advanced, you'll encounter general game programming wisdom, tips for performance improvement, as well as pointers to alternative implementations and further reading. It is assumed that the reader has previous programming knowledge but not necessarily with Objective C. Related topics such as Xcode, Objective C, the iPhone SDK, and OpenGL are only discussed where absolutely necessary.

Beginning iPhone Development with Swift Kim Topley, Fredrik Olsson, Jack Nutting, David Mark, Jeff LaMarche, 2014-11-22. The team that brought you the bestselling *Beginning iPhone Development*, the book that taught the world how to program on the iPhone, is back again for *Beginning iPhone Development with Swift*. This definitive guide to the Swift programming language and the iOS 8 SDK and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There's coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 8 specific project templates and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 8 SDK, and then guides

you though the creation of your first simple application From there you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more [iPhone SDK Programming: A Beginner's Guide](#) James Brannan,2009-08-03 Essential Skills Made Easy Now you can create your own iPhone and iPod touch applications in no time iPhone SDK Programming A Beginner s Guide shows you how to use Cocoa Touch the Objective C programming language and the Xcode development tools This hands on guide features several self contained projects with the corresponding Xcode available for download and modification By the end of the book you ll be able to build test and debug custom iPhone and iPod touch applications with ease 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 alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

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