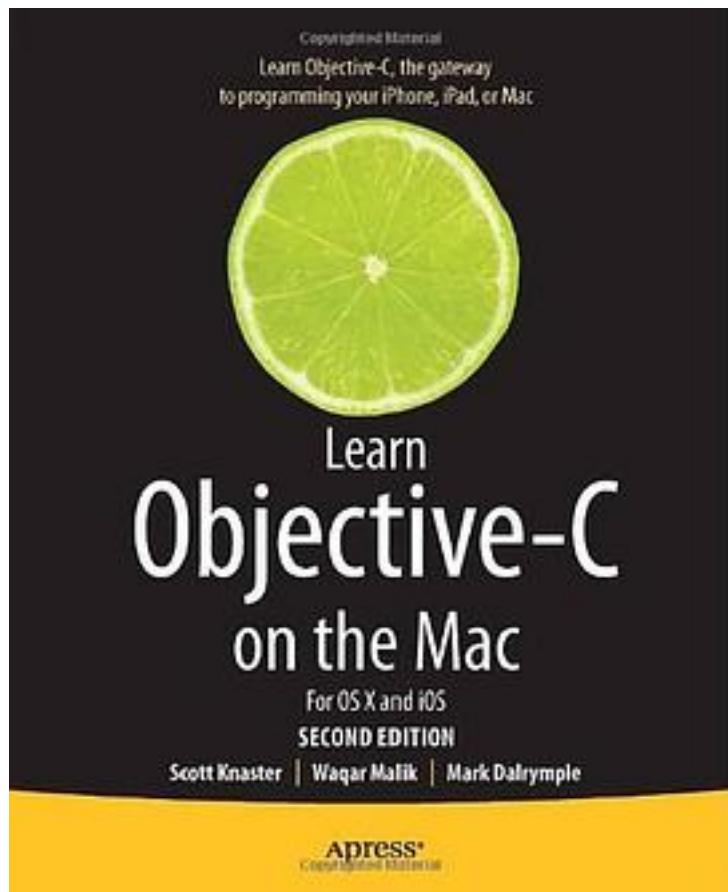


Learn Objective-C On The Mac 2nd Edition



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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. Table of Contents * Hello * Extensions to C * Introduction to Object-Oriented Programming * Inheritance * Composition * Source File Organization and Using Xcode 4 * More About Xcode * A Quick Tour of the Foundation Kit * Memory Management and ARC * Object Initialization * Properties * Categories * Protocols * Blocks and Concurrency * Introduction to UIKit * Introduction to the Application Kit * File Loading and Saving * Key-Value Coding * Using the Static Analyzer * NSPredicate Appendix: Coming from Other Languages

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评论

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