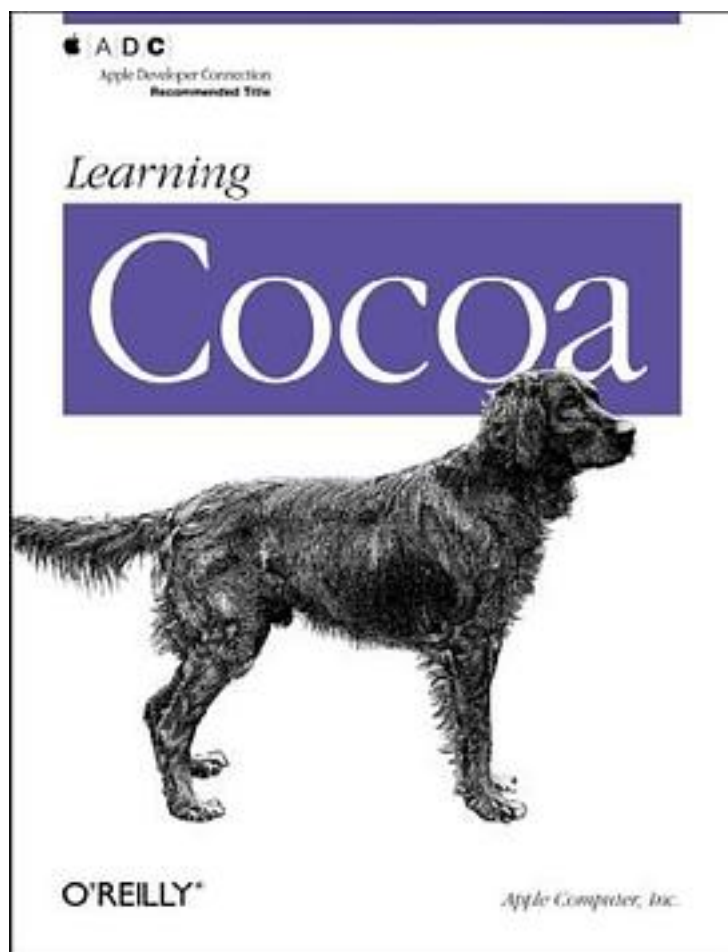


Learning Cocoa with Objective-C, 2nd Edition



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著者:James Duncan Davidson

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Based on the Jaguar release of Mac OS X 10.2, this new edition of Learning Cocoa covers the latest updates to the Cocoa frameworks, including examples that use the Address Book and Universal Access APIs. Also included with this edition is a handy

quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced. After introducing you to Project Builder and Interface Builder, Learning Cocoa with Objective-C brings you quickly up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building Cocoa applications. From there, each chapter presents a different sample program for you to build, with easy to follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques you will learn in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters.

作者介绍:

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