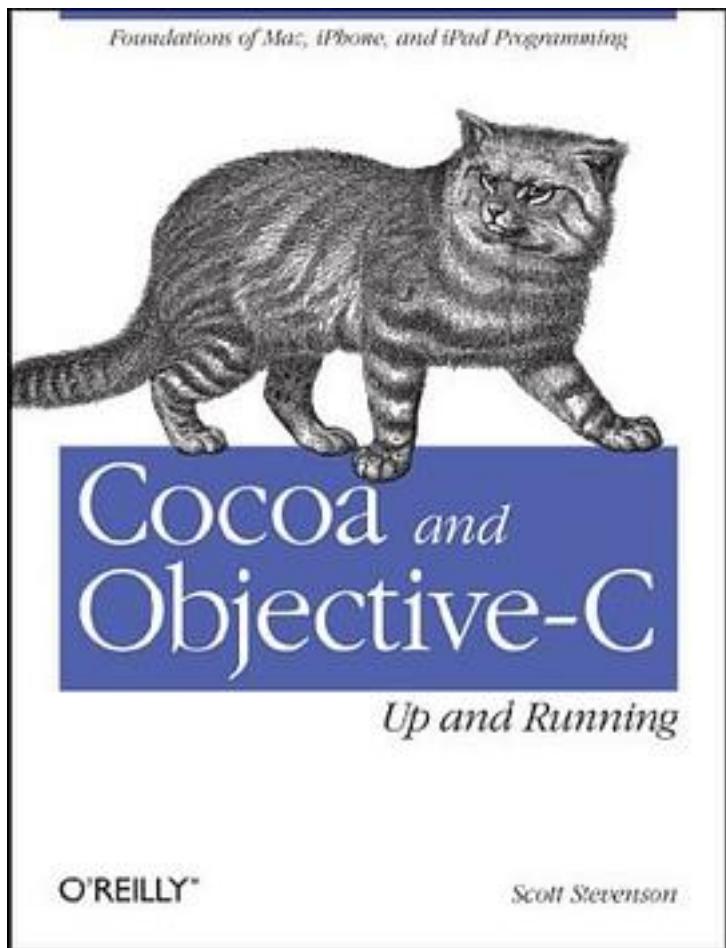


Cocoa and Objective-C



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Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language

through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. *Cocoa and Objective-C: Up and Running* offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform.

- * Get a quick hands-on tour of basic programming skills with the C language
- * Learn how to use Interface Builder to quickly design and prototype your application's user interface
- * Start using Objective-C by creating objects and learning memory management
- * Learn about the Model-View-Controller (MVC) method of sharing data between objects
- * Understand the Foundation value classes, Cocoa's robust API for storing common data types
- * Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

作者介绍:

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标签

objective-c

cocoa

编程

programming

Objective-C

apple

O'Reilly

软件开发

评论

入门佳作

翻阅了一下，不如《苹果开发之Cocoa编程》。。。

i love the grass mud horse version

循序渐进学习cocoa

不错的书，xcode3稍微有点过时

书很一般，比较适合木有OO基础的人。

不错。

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书评

With this book in hand, you can build solid applications for Mac OS X, iPhone, and iPod Touch -- no matter how much programming experience you have. "Cocoa and Objective-u Up and Running" shows you how to use Apple's Cocoa framework and its Objective-C lang...

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