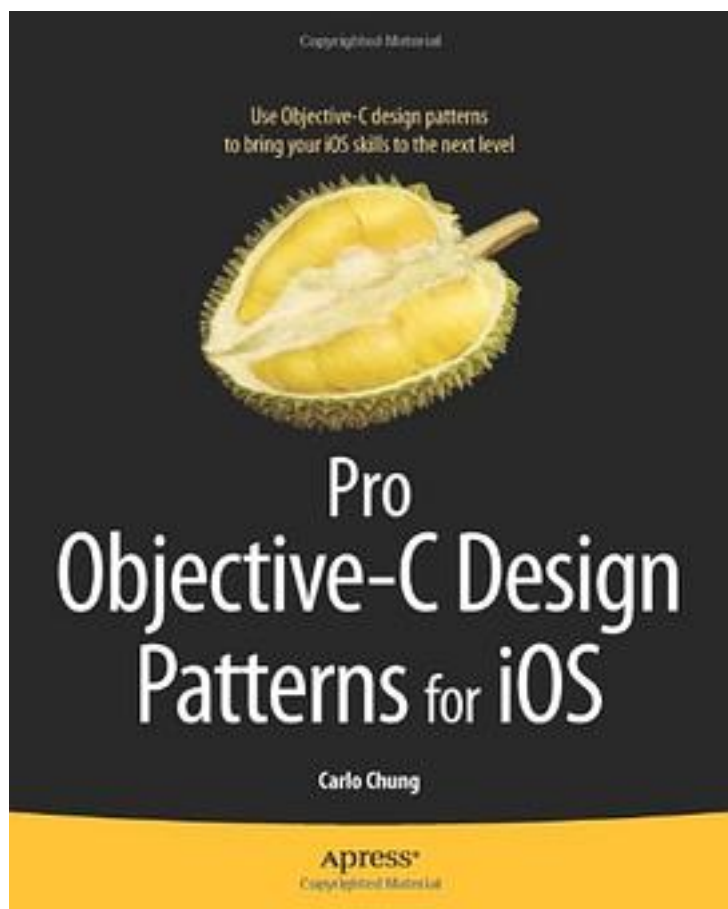


# Pro Objective-C Design Patterns for iOS



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It's time to capitalize on your mastery of Cocoa with Pro Objective-C Design Patterns for iOS. You've developed apps that impressed and performed, and now you're ready to jump into development practices that will leave you with more effective, efficient, and professional level apps. This book is the element you need to make the

jump from journeyman to master.

All too often, developers grind through building good apps on willpower and a vigorous focus on code development, leaving them unaware of and unable to benefit from the underlying structural and functional design patterns.

Pro Objective-C Design Patterns for iOS will teach you those design patterns that have always been present at some level in your code, but were never recognized, acknowledged, or fully utilized. Implementation of specific pattern approaches will prove their value to any developer working in the iOS application arena. You'll learn to master classic patterns like singleton, abstract factory, chain of responsibility, and observer. You'll also discover less well-known but useful patterns like memento, composite, command, and mediator.

What you'll learn

The basic concepts of various design patterns

How to apply design patterns to your code based on different scenarios

How design patterns can strengthen your apps

Who this book is for

Any professional or aspiring iOS developer will find productivity, efficiency, and effectiveness of software development enhanced by the methods and practice delivered by Pro Objective-C Design Patterns for iOS.

作者介绍:

Carlo Chung is a computer scientist, tinkerer, and amateur photographer. He earned a master's degree in computer science, specializing in computer vision (a branch of artificial intelligence). Any idea about putting A.I. and any small gadgets together can get him excited. He likes daydreaming about making the iPhone more "intelligent" and "humanoid." He applied his knowledge of computer vision to the iPhone platform and created several apps, two of which have been featured on the front page of the App Store, with one on the top-paid list in the Photography category. When he is away from his keyboard, you may see him playing a part in a drum circle or out in the field prospecting for gold.

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## 标签

iOS

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DesignPatterns

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## 评论

上手 iOS编程 就iOS 咱不碰Mac OS ^ ^

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iOS devs都读过么？

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颇难啊！！！！对我这种四流程序员来说·····

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对于概念的解释比较清晰，但是文章比较晦涩难懂，不是解释的不好，而是用词实在不够简单直接。当个教科书或者工具书还行。不过还是蛮有启发性的。

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看到讲得最好的一本

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过于死板，没有把ios设计模式精华提炼出来，只是对GoF的简单重复。实现也不优雅（可能是书老的原因），比如单例模式的实现已经明显落后于苹果的官方推荐实现。当教科书随便看看还可以。

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不错

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书评

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