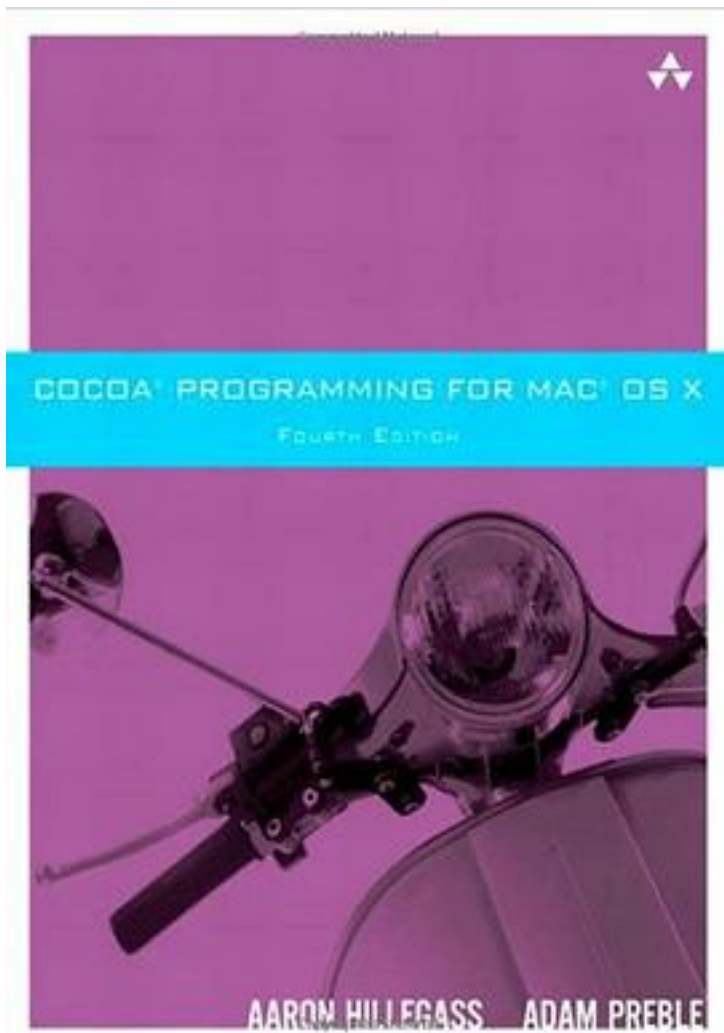


Cocoa Programming for Mac OS X (4th Edition)



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著者:Aaron Hillegass

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The best-selling introduction to Cocoa, once again updated to cover the latest Mac programming technologies, and still enthusiastically recommended by experienced Mac OS X developers.

“Cocoa® Programming for Mac® OS X is considered by most to be the de-facto intro-to-OS X programming text.”

—Bob Rudis, the Apple Blog

“I would highly recommend this title to anyone interested in Mac development. Even if you own the previous edition, I think you’ll find the new and revised content well worth the price.”

—Bob McCune, bobmccune.com

If you’re developing applications for Mac OS X, Cocoa® Programming for Mac® OS X, Fourth Edition, is the book you’ve been waiting to get your hands on. If you’re new to the Mac environment, it’s probably the book you’ve been told to read first. Covering the bulk of what you need to know to develop full-featured applications for OS X, written in an engaging tutorial style, and thoroughly class-tested to assure clarity and accuracy, it is an invaluable resource for any Mac programmer.

Specifically, Aaron Hillegass and Adam Preble introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Objective-C language and the major design patterns of Cocoa. Aaron and Adam illustrate their explanations with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple’s online documentation for your own unique needs. And you will know enough to write your own stylish code.

Updated for Mac OS X 10.6 and 10.7, this fourth edition includes coverage of Xcode 4, blocks, view-based table views, Apple’s new approach to memory management (Automatic Reference Counting), and the Mac App Store. This edition adds a new chapter on concurrency and expands coverage of Core Animation. The book now devotes a full chapter to the basics of iOS development.

作者介绍:

Aaron Hillegass, who worked at NeXT and Apple, now teaches popular Cocoa programming classes at Big Nerd Ranch. At NeXT, he wrote the first course on OpenStep, the predecessor to today’s Cocoa tools. This book is based on the big Nerd Ranch course and is influenced by more than a decade of work with OpenStep and Cocoa.

Adam Preble learned Cocoa programming from the first edition of this book. After too many years of professional C/C++ development, today Adam writes Mac and iOS applications at Big Nerd Ranch, where he is also a Cocoa instructor. He is frequently filling in the gaps between work and family time with pinball machine software development and countless other projects.

目录:

标签

cocoa

mac

ObjectiveC

Cocoa

Programming

programming

Objective-C

OS

评论

覆盖面广，内容更接近于Mac OS X本身的特性，内容足够新（但是还是略老）

花了近一周的上班时间

内容详实，不过组织比较混乱，属于可以翻查的参考书

a nice starting point I guess :)

mac ios

介绍了MAC下的桌面软件开发，知识点全面。

啊，swift来了

毕竟是一个发展中的语言，相关书籍的更新则会滞后很多，不得不说很多章节现在都已经失去了存在的意义。想学编程语言还是到网上查和看document吧

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书评

很欢乐的一本书。开头是A Litter History, 先扯点Apple的八卦 Once upon a time, two guys named Steve started a company called Apple Computer in their garage. The company grew rapidly, so they hired an experienced executive named John Sculley to be its CEO. ...

没想到我能做这本经典书的第一个评论人，这也是我在豆瓣的第一个评论。这本书我从第二版开始阅读的，第二版主要针对Panther (Mac OS X 10.3), 这个版本主要是针对Tiger (Mac OS X 10.4)，内容改变并不是很大。这本书最大的优点是通俗易懂，我想大多数读者都跟我一...

通过阅读这本书发现。由于cocoa构架自身采用了很多设计模式来实现代码的重用。如果一个初学者对设计模式不太熟悉，可能理解上会有问题。而书中涉及到一些细节，往往是之言片语，没有展开。所以难免在读后感觉到：知其然而不知所以然。

不过目前市面上也没多少可供选择的...

内容还成，包括了方方面面，算是入门必看书籍了，虽然MacOS开发不太火，这本书也能帮助理解iOS开发。小众平台开发一直是我的最爱。

~~~~~ 不短不端  
不短不端不短不端不短不端不短不端不短不端不短不端不短不端不短不端不短不端...

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还是挺不错的一本关于cocoa的书而不是ios,现在市面上都是关于iphone开发的，找了很久也只找到了两本是关于cocoa的，作者讲解浅显易懂。  
不过读这本书之前，最好是先看一本关于objective-c2.0的书。。不然，就杯具的。  
。。 好吧，我是在网上看了17章，，可是现在网上很难买...

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内容简洁但深度到位，对内存管理，target/action,datasource,notification，delegate那些写得都不错，把其它几本书不清晰的部分都写出来了，苹果开发必看的书，没发现能代替的书

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Amazon.com There's a reason that a large slice of the open-source movement has defected from running Linux on its laptops to running Mac OS X. The reason is the Unix core that underlies Mac OS X, and the development tools that run on that core. Cocoa makes ...

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第一眼看这本书不是很好，但是读的时候感觉不错，会写到很多细节，并且会有些原理性的东西，虽然不是很深入。  
这书适合于Objective-C已经基本入门的人看，否则看起来会比较吃力，这书的重点也不是Objective-C。

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