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Objective-C For Dummies *John Wiley & Sons*

Objective-C Programming For

Dummies *John Wiley & Sons*

A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining

Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years. Features all material completely compliant with the latest standards for Objective-C and Apple programming. Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time!

Objective-C Programming

The Big Nerd Ranch Guide *Addison-Wesley Professional*

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C

language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools. Programming basics: variables, loops, functions, etc. Objects, classes,

methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Objective-C for Absolute Beginners

iPhone, iPad and Mac Programming Made Easy *Apress*

You have a great idea for an app, but where do you begin? Objective-C is the universal language of iPhone, iPad, and Mac apps, and Objective-C for Absolute Beginners, Second Edition starts you on the path to mastering this language and

its latest release. Using a hands-on approach, you'll learn how to think in programming terms, how to use Objective-C to construct program logic, and how to synthesize it all into working apps. Gary Bennett, an experienced app developer and trainer, will guide you on your journey to becoming a successful app developer. If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners is the place to start.

Beginning iOS Programming For Dummies *John Wiley & Sons*

Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS

device capabilities.

Programming in Objective-C *Addison-Wesley Professional*

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Swift For Dummies *John Wiley & Sons*

Get up and running with Swift—swiftly! Brimming with expert advice and easy-to-follow instructions, *Swift For Dummies* shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's

never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers. Move an existing Objective-C program to Swift. Take advantage of

framework components and subcomponents Create an app that uses location, mapping, and socialmedia Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Programming in Objective-C 2.0
Pearson Education

THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or

object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for

the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C 2.0 Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II: The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing iPhone Applications Part IV:

Appendixes A Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources

Objective-C Programming for Dummies *CreateSpace*

Thought-provoking and accessible in approach, this updated and expanded second edition of the Objective-C Programming For Dummies provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level

students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw
Rise Press

Objective-C for Absolute Beginners

iPhone, iPad and Mac Programming Made Easy *Apress*

Learn Objective-C and its latest release, and learn how to mix Swift with it. You have a great idea for an app, but how do you bring it to fruition? With Objective-C, the universal language of iPhone, iPad, and Mac apps. Using a hands-on approach, you'll learn how to think in programming terms, how to use Objective-C to construct program logic, and how to synthesize it all into working

apps. Gary Bennett, an experienced app developer and trainer, will guide you on your journey to becoming a successful app developer. Along the way you'll discover the flexibility of Apple's developer tools If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners, Fourth Edition is the place to start. What You'll Learn Understand the fundamentals of computer programming: variables, design data structures, and working with file systems Examine the logic of object-oriented programming: how to use classes, objects, and methods Install Xcode and write programs in Objective-C Who This Book Is For Anyone who wants to learn to develop apps for the iPhone, iPad, Mac, or Watch using the Objective-C

programming language. No previous programming experience is necessary.

C Programming For Dummies *John Wiley & Sons*

Get an A grade in C As with any major language, mastery of C can take you to some very interesting new places. Almost 50 years after it first appeared, it's still the world's most popular programming language and is used as the basis of global industry's core systems, including operating systems, high-performance graphics applications, and microcontrollers. This means that fluent C users are in big demand at the sharp end in cutting-edge industries—such as gaming, app development, telecommunications, engineering, and even animation—to

translate innovative ideas into a smoothly functioning reality. To help you get to where you want to go with C, this 2nd edition of C Programming For Dummies covers everything you need to begin writing programs, guiding you logically through the development cycle: from initial design and testing to deployment and live iteration. By the end you'll be au fait with the do's and don'ts of good clean writing and easily able to produce the basic—and not-so-basic—building blocks of an elegant and efficient source code. Write and compile source code Link code to create the executable program Debug and optimize your code Avoid common mistakes Whatever your destination: tech industry, start-up, or just developing for pleasure at home, this easy-to-follow,

informative, and entertaining guide to the C programming language is the fastest and friendliest way to get there!

Effective Objective-C 2.0

52 Specific Ways to Improve Your iOS and OS X Programs *Addison-Wesley*

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code

examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel "right at home" Using protocols

and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks

iOS 6 Application Development For Dummies *John Wiley & Sons*

Create incredible apps for the iPhone and iPad using the latest features of iOS 6 You could be the one who creates the next super app - one that is universal,

works for both the iPhone and iPad, and is a top seller. It's a great goal, and the road starts here, with this energizing guide. Whether you're a budding programming hobbyist or a serious developer looking to hit it big, the information in this book is what you need. Learn how to join Apple's developer program, understand key differences between iPad and iPhone apps, download the latest SDK, create great user experiences, and build your very own app from the ground up. You'll gain the valuable hands-on experience you need to take your development skills to the next level by walking through the development process step-by-step and creating two applications. Shows programming hobbyists and programming pros how to develop a

universal app for the iPhone and iPad in iOS 6 Explains the process of creating interfaces for each target device and how to merge your designs to create a killer universal app Walks you through the development of two applications, side by side Covers nib files, views, view controllers, interface objects, gesture recognizers, and much more iOS 6 Application Development For Dummies is your guide to bringing all your app ambitions to life!

Learning Objective-C 2.0

A Hands-on Guide to Objective-C for Mac and IOS Developers *Addison-Wesley Professional*

The perfect beginner's guide to Objective-C 2.0, the essential language

for over 1,000,000 Mac OS X, iPhone, and iPod touch developers! • •Concise, readable, and friendly: designed to get new Objective-C programmers up and running fast! •Covers everything readers need to know, from basic Object-Oriented Programming to general C concepts. •Walks through code examples one line at a time, and also offers high-level explanations what's happening 'behind the scenes' of Objective-C programs. Long-time OS X and iPhone developer Robert Clair begins with a concise review of the object-oriented and C concepts that all Objective-C developers need to know. Next, he introduces the basics of the Objective-C language, walking through code examples one line at a time, and offering high-level explanations of what's

happening 'behind the scenes.' Clair concludes with advanced topics carefully chosen for their real-world value - including detailed coverage of memory management and the differences between 32-bit and 64-bit programs. Throughout, *Learning Objective-C 2.0* focuses consistently on the features, concepts, and techniques that matter most in day-to-day programming - not complex 'edge cases' or abstract theory. The result: an outstanding first book for every beginner who wants to program for Apple's fast-growing iPhone and Mac OS X platforms. Note: This will be the entry-level book for Objective-C newcomers. Readers who complete it can move on to Stephen Kochan's highly-regarded *Programming in Objective-C 2.0* and then to our more

specialized Apple development titles, such as David Chisnall's *Cocoa Developer's Handbook*, Fritz Anderson's *Xcode 3.x Unleashed*, and Aaron Hillegass's *Cocoa Programming for Mac OS X Third Ed*

Pro Objective-C *Apress*

The Objective-C programming language continues to grow in popularity and usage because of the power and ease-of-use of the language itself, along with the numerous features that continue to be added to the platform. If you have a basic knowledge of the language and want to further your expertise, *Pro Objective-C* is the book for you. *Pro Objective-C* provides an in-depth, comprehensive guide to the language, its runtime, and key API's. It explains the

key concepts of Objective-C in a clear, easy to understand manner, and also provides detailed coverage of its more complex features. In addition, the book includes numerous practical examples--code excerpts and complete applications--that demonstrate how to apply in code what you're learning. The book begins with an exploration of Objective-C's basic features and key language elements. After reviewing the basics, it proceeds with an in-depth examination of the Objective-C dynamic programming features and runtime system. Next the book covers the Foundation Framework, the base layer of APIs that can be used for any Objective-C program. Finally, new and advanced features of Objective-C are introduced and shown how they make the

Objective-C language even more powerful and expressive. Each topic is covered thoroughly and is packed with the details you need to develop Objective-C code effectively. The most important features are given in-depth treatment, and each chapter contains numerous examples that demonstrate both the power and the subtlety of Objective-C. Start reading Pro Objective-C and begin developing high-quality, professional apps on the OS X and iOS platforms using the Objective-C programming language!

Objective-C Fundamentals *Simon and Schuster*

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code

through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of

Objective-C code through the process of building native apps for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques

Objective-C

Visual QuickStart Guide *Pearson Education*

Objective C 2.0 is the object-oriented language that is the basis for Cocoa and Cocoa Touch, the development environment for the iPhone/iPod Touch. You'll learn all the basics: from handling data and creating functions to managing memory and handling exceptions. For programmers who want to develop iPhone apps, it's a must, and this title in the Visual QuickStart-style is the easy, fast way to get started.

Programming in Objective-C *Pearson Education*

Presents an introduction to Objective-C, covering such topics as classes and

objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Learning Cocoa with Objective-C

Developing for the Mac and iOS App Stores *"O'Reilly Media, Inc."*

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit

framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

Learn Objective-C on the Mac

For OS X and iOS *Apress*

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

Objective-C For Dummies *For Dummies*

iOS App Development for Non-Programmers - Book 1

The Series on How to Write iPhone and iPad Apps: Diving In

This first book in the series from Kevin McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.

Objective C Programming for Beginners

If you want to produce iOS applications there's no way around it-- You have to learn Objective C. Based on the C programming language, Objective C is a cool derivative of C that adds all sorts of functions and features. In this Objective C Tutorial you'll learn everything you need to know about the Objective C

programming language to competently start on learning the iOS libraries and development. If you tried to learn iOS Development but found it too difficult to understand this is the course you need. If you have NEVER programmed before, take our ""Learn C Programming: iOS Development Starts Here!"" course first and then join this course and learn Objective C. You'll love the experience as you start with the basics-- Objective C variables and move through more complex concepts like the Objective C foundation classes, data structures and creating your own classes and objects. This class contains over four hours of video lecture, lab exercises, and more. In this ultimate Objective C video tutorial you'll work with instructor Mark Lasso to master the concepts of Objective C

programming used by iPhone and iPad application developers world-wide. We hope you enjoy Objective-C for Beginners!

Learning iPhone Programming

From Xcode to App Store *"O'Reilly Media, Inc."*

Get the hands-on experience you need to program for the iPhone and iPod Touch. With this easy-to-follow guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks. Before you know it, you'll not only have the skills to develop your own apps, you'll know how to sail through the process of submitting apps to the iTunes App Store. Whether you're

a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch, Learning iPhone Programming will give you a head start on building market-ready iPhone apps. Start using Xcode right away, and learn how to work with Interface Builder Take advantage of model-view-controller (MVC) architecture with Objective-C Build a data-entry interface, and learn how to parse and store the data you receive Solve typical problems while building a variety of challenging sample apps Understand the demands and details of App Store and ad hoc distribution Use iPhone's accelerometer, proximity sensor, GPS, digital compass, and camera Integrate your app with iPhone's preference pane, media playback, and more

Beginning Objective C *Apress*

Objective-C is today's fastest growing programming language, at least in part due to the popularity of Apple's Mac, iPhone and iPad. Beginning Objective-C is for you if you have some programming experience, but you're new to the Objective-C programming language and you want a modern—and fast—way forwards to your own coding projects. Beginning Objective-C offers you a modern programmer's perspective on Objective-C courtesy of two of the best iOS and Mac developers in the field today, and gets you programming to the best of your ability in this important language. It gets you rolling fast into the sound fundamentals and idioms of Objective-C on the Mac and iOS, in order to learn how best to construct your

applications and libraries, making the best use of the tools it provides— no matter what projects you plan to build. The book offers thorough introductions to the core tenets of the language itself and its primary toolkits: the Foundation and AppKit frameworks. Within its pages you will encounter a mine of information on many topics, including use of the file system and network APIs, concurrency and multi-core programming, the user interface system architecture, data modeling, and more. You'll soon find yourself building a fairly complex Objective-C based application, and mastering the language ready for your own projects. If you're new to programming altogether, then Apress has other Objective-C books for you such as our Learning and Absolute Beginner

titles—otherwise, let your existing skills ramp you fast forwards in Objective-C with *Beginning Objective-C* so that you can start building your own applications quickly.

iPhone Application Development For Dummies *John Wiley & Sons*

Objective-c Succinctly

Objective-C Succinctly is the only book you need for getting started with Objective-C—the primary language beneath all Mac, iPad, and iPhone apps. Written by Ryan Hodson, the author behind our popular Knockout.js Succinctly and PDF Succinctly titles, this e-book guides you from downloading Xcode, Apple's Objective-C IDE, to utilizing advanced features like blocks

(similar to C#'s lambdas) and protocols. Along the way, you'll learn how the familiar aspects of object-oriented programming, such as interfaces, classes, methods, etc., are used in Objective-C, giving you the ability to leverage your existing knowledge with the tools presented in the book.

Beginning Objective C Programming *Iducate Learning*

Learn Objective C quickly with this concise book that teaches you all the essentials about Objective C programming step by step. With Objective C, you will have the fundamentals to build iPhone, iPad and Mac apps. Written for people who have no programming experience. Zoom in on the most essential concepts with

EXAMPLES! Soon, you can utilize your skills and make your own iPhone/iPad/Mac apps! We cover the following topics: Getting Started - Xcode! Our First Objective C app Learning about Variables Learning about If-Else Statements Learning about Classes and Objects Learning about Methods Managing Multiple Objects Managing Multiple Objects Example String Comparisons Learning about Loops Learning about Arrays Building your First iPad app Another iPad example

Beginning Programming with C++ For Dummies *John Wiley & Sons*

Learn to program with C++ quickly with this helpful ForDummies guide Beginning Programming with C++ For Dummies, 2ndEdition gives you plain-English

explanations of the fundamentalprinciples of C++, arming you with the skills and know-how toexpertly use one of the world's most popular programming languages.You'll explore what goes into creating a program, how to put thepieces together, learn how to deal with standard programmingchallenges, and much more. Written by the bestselling author of C++ For Dummies,this updated guide explores the basic development concepts andtechniques of C++ from a beginner's point of view, and helps makesense of the how and why of C++ programming from the ground up.Beginning with an introduction to how programming languagesfunction, the book goes on to explore how to work with integerexpressions and character

expressions, keep errors out of your code, use loops and functions, divide your code into modules, and become a functional programmer. Grasp C++ programming like a pro, even if you've never written a line of code. Master basic development concepts and techniques in C++. Get rid of bugs and write programs that work. Find all the code from the book and an updated C++ compiler on the companion website. If you're a student or first-time programmer looking to master this object-oriented programming language, *Beginning Programming with C++ For Dummies*, 2nd Edition has you covered.

Swift for Beginners

Develop and Design Pearson

Education

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language

concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE:

www.peachpit.com/swiftbeginners includes additional resources.

Beginning iPhone SDK Programming with Objective-C *John Wiley & Sons*

Everything you need to know to start creating native applications for the

iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps

you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other

supplementary materials are not included as part of eBook file.

iPhone Programming

The Big Nerd Ranch Guide *Addison-Wesley Professional*

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide

practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and

concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer."
–Peter Watling, New Zealand, Developer of BubbleWrap

iPad Application Development For Dummies *John Wiley & Sons*

Turn your iPad ideas into amazing apps with this exciting new guide! Whether you're app development amateur or programming professional, you'll discover how to get in on the App Store development gold rush and start developing for the iPad with this fun and easy guide. The iPad offers developers of all levels more opportunities than ever before to be a part of the app development game, and this book is your ticket to joining in the fun. You'll

learn the basics of getting started, downloading the SDK, using context-based design, and filling your toolbox. Then you'll move on to using Objective-C and Xcode to program robust and vibrant apps and games specifically for the mobile platform. Offers a plain-English guide whether you're a novice or a seasoned developer who is interested in developing iPad applications Covers working with the multitouch interface and in split-screen mode Provides useful advice on what applications thrive in the App Store and which have the most potential to turn a profit Includes a companion Web site with source code Packed with helpful advice on the ins and outs of developing great apps for mobile devices, iPad Application Development For Dummies gets you

started creating cool new apps right away! Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

Learning Cocoa with Objective-C *"O'Reilly Media, Inc."*

Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included 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. Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder. After introducing you to Project Builder and Interface Builder, it 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. You'll learn how to: Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder Build single- and multiple-window document-based applications Manipulate text data using Cocoa's text handling capabilities Draw with Cocoa Add scripting functionality to your applications Localize your application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it

some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.

Beginning Programming with C For Dummies *John Wiley & Sons*

Learn the basics of programming with C with this fun and friendly guide! C offers a reliable, strong foundation for

programming and serves as a stepping stone upon which to expand your knowledge and learn additional programming languages. Written by veteran For Dummies author Dan Gookin, this straightforward-but-fun beginner's guide covers the fundamentals of using C and gradually walks you through more advanced topics including pointers, linked lists, file I/O, and debugging. With a special focus on the subject of an Integrated Development Environment, it gives you a solid understanding of computer programming in general as you learn to program with C. Encourages you to gradually increase your knowledge and understanding of C, with each chapter building off the previous one Provides you with a solid foundation of

understanding the C language so you can take on larger programming projects, learn new popular programming languages, and tackle new topics with confidence Includes more than 100 sample programs with code that are adaptable to your own projects

Beginning Programming with C For Dummies assumes no previous programming language experience and helps you become competent and comfortable with the fundamentals of C in no time.

iOS App Development For Dummies

John Wiley & Sons

If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since

the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end

user in mind and create a fantastic user experience. Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more. There's no time like now to tap into the power of iOS – start building the next big app today with help from *iOS App Development For Dummies!*

Objective C for Beginners

Tekkiebooks

“Learning objective-c for beginners will get you started in learning this very powerful language for developing apps on iPhone, iPad, and Mac systems. Learn by full example. By Full Example we mean that you will be given a complete example to work from and learn each step of the way. You will never have to

guess and fill in missing code. In this way learning will never be frustrating. This book emphasizes objective c only by focusing on command line applications, which do not have a graphical user interface so that we can isolate, and focus on the programming language concepts and syntax. This book explains very clearly detailed aspects of the Objective-C language.”
Excerpt From: stephen thomas.
“ObjectiveC.” iBooks.

The C Programming Language *Pearson Educación*

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system

interface

Advanced Swift

Updated for Swift 3 *Laxmi Publisher*

Advanced Swift takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the Swift Programming Guide, and want to explore more, this book is for you. Swift is a great language for systems programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

Who to Release? *Routledge*

This book is concerned to explore the changing role of the Parole Board across the range of its responsibilities, including the prediction of risk and deciding on the release (or continued detention) of the growing number of recalled prisoners and of those subject to indeterminate sentences. In doing so it aims to rectify the lack of attention that has been given by lawyers, academics and practitioners to back door sentencing (where the real length of a sentence is decided by those who take the decision to release) compared to front door sentencing' (decisions taken by judges or magistrates in court). Particular attention is given in this book to the important changes made to the role and working of the Parole Board as a result of

the impact of the early release scheme of the Criminal Justice Act 2005, with the Parole Board now deciding in Panels concerned with determinate sentence prisoners, lifers and recalled prisoners. A wide range of significant issues, and case law, has arisen as a result of these changes, which the contributors to this book, leading authorities in the field, aim to explore.