

## Objective C For Dummies For Dummies Computers

Communicating Process Architecture (CPA) describes an approach to system development that is process-oriented. It makes no great distinction between hardware and software. It has a major root in the theory of Communicating Sequential Processes (CSP). However, the underlying theory is not limited to CSP. The importance of mobility of both channel and process within a network sees integration with ideas from the  $\delta$ -calculus. Other formalisms are also exploited, such as BSP and MPI. The focus is on sound methods for the engineering of significant concurrent systems, including those that are distributed (across the Internet or within a single chip) and/or software-scheduled on a single execution unit. Traditionally, at CPA, the emphasis has been on theory and practice - developing and applying tools based upon CSP and related theories to build high-integrity systems of significant size. In particular, interest focuses on achieving scalability and security against error. The development of Java, C, and C++, libraries to facilitate secure concurrent programming using 'mainstream' languages has allowed CPA to continue and proliferate. This work continues in support of the engineering of distributed applications. Recently, there has been greater reference to theory and its more direct application to programming systems and languages. In this volume the formal CSP is very well presented. The papers provide a healthy mixture of the academic and commercial, software and hardware, application and infrastructure, which reflects the nature of the discipline.

Objective-C Recipes provides a problem solution approach for dealing with key aspects of Objective-C programming, ensuring you have the indispensable reference you need to successfully execute common programming tasks. You will see how to use the unique features of the Objective-C programming language, the helpful features of the Foundation framework, and the benefits of using Objective-J as an alternative. Solutions are available for a range of problems, including: Application development with Xcode Working with strings, numbers and object collections Using foundation classes like NSArray, NSString, NSData and more Dealing with threads, multi-core processing and asynchronous processing Building applications that take advantage of dates and timers and memory management How to use Objective-C on other platforms Objective-C Recipes is an essential reference for every Objective-C programmer, and offers solutions in a concise and easy-to-follow manner. Matthew Campbell has trained over 800 new iOS developers at the Mobile App Mastery Institute and iOS Code Camp, and here brings his expertise to offer you the ability to use and exploit Objective-C to get the most out of all of your projects.

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- variables, properties, methods, and actions
- Work with mutable and immutable data types
- Organize data with collections, including arrays, dictionaries, and sets
- Painlessly manage memory with Automatic Reference Counting (ARC)
- Expand and extend classes with protocols, delegates, categories, and extensions
- Get started with Apple's powerful classes and frameworks
- Create and work with code blocks
- Manage queues and threading with Grand Central Dispatch

Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

Includes a detachable visual reference guide sheet for Xcode 5 in back of book.

Objective-C is an exciting and dynamic approach to C-based object-oriented programming; it's the approach adopted by Apple as the foundation for programming under Mac OS X, a Unix-based operating system gaining wide acceptance among programmers and other technologists. Objective-C is easy to learn and has a simple elegance that is a welcome breath of fresh air after the abstruse and confusing C++. To help you master the fundamentals of this language, you'll want to keep the Objective-C Pocket Reference close at hand. This small book contains a wealth of valuable information to speed you over the learning curve. In this pocket reference, author Andrew Duncan provides a quick and concise introduction to Objective-C for the experienced programmer. In addition to covering the essentials of Objective-C syntax, Andrew also covers important faces of the language such as memory management, the Objective-C runtime, dynamic loading, distributed objects, and exception handling. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing important details in a succinct, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new Objective-C Pocket Reference is the book you'll want to have.

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 social media 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.

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!

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.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 12.

The objective of this book is to teach the skills necessary to program in Objective-C 2.0 using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework. Regardless of whether you are developing for Mac OS X, the iPhone or the iPad, this book covers everything you need to know about the Objective-C programming language.

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

Get Started Fast with Objective-C 2.0 Programming for OS X, iPhone, and iPad If you want to learn Objective-C 2.0 to write programs for Mac OS X, iPhone, iPad, or iPod Touch, you've come to the right place! Concise, readable, and friendly, Learning Objective-C 2.0 is the perfect beginner's guide to the latest version of Objective-C. Long-time Mac OS X and iPhone commercial developer Robert Clair covers everything from the absolute basics to Objective-C 2.0's newest innovations. Clair begins with a practical refresher on C and object-oriented programming and a walkthrough of creating y.

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

The Objective-C Quick Syntax Reference is a condensed code and syntax reference to the popular Objective-C programming language, which is the core language behind the APIs found in the Apple iOS and Mac OS SDKs. It presents the essential Objective-C syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Objective-C programmer. In the Objective-C Quick Syntax Reference, you will find: A concise reference to the Objective-C language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index allowing easy review.

Provides a guide to the programming language, covering such topics as basic features, key language elements, and APIs.

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.

The one-stop-source powering Objective-C Programming success, jam-packed with ready to use insights for success, loaded with all the data you need to decide how to gain and move ahead. An one-of-a-kind book, based on extensive research, this reveals the best practices of the most successful Objective-C Programming knowledge mavens, those who are adept at continually innovating and seeing opportunity where others do not. This is the first place to go for Objective-C Programming innovation, in today's knowledge-driven business environment, professionals face particular challenges as their purpose is to discover or develop new concepts, products, or processes; the pressure to perform is intense. This title is the entryway to a single source for innovation.

**BONUS:** Included with the book come numerous real-world Objective-C Programming blueprints, presentations and templates ready for you to download and use. This book addresses the crucial issue of Objective-C Programming adoption by presenting the facts to move beyond general observation. The model underpinning this book has been used as a predictive decision tool, tracking thousands of innovations for over more than a decade. And...this all-encompassing analysis focuses on key areas of future Objective-C Programming growth.

Now updated for the new "Modern Objective-C" features introduced with the iOS 6 SDK, the goal of this book is to teach the skills necessary to program in Objective-C using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework. Regardless of whether you are developing for Mac OS X or the iPhone, or just want to learn Objective-C, this book covers everything you need to know about the Objective-C language in 31 detailed and easy to follow chapters. Topics covered in this Third Edition of Objective-C 2.0 Essentials include: - The History of Objective-C - Installing Xcode and Compiling Objective-C on Mac OS X - Objective-C 2.0 Data Types - Working with Variables and Constants in Objective-C - Objective-C Operators and Expressions - Objective-C 2.0 Operator Precedence - Commenting Objective-C Code - Objective-C Flow Control with if and else - The Objective-C switch Statement - Objective-C Looping - The for Statement - Objective-C Looping with do and while Statements - An Overview of Objective-C Object Oriented Programming - Writing Objective-C Class Methods - Objective-C - Data Encapsulation, Synthesized Accessors and Dot Notation - Objective-C Inheritance - Pointers and Indirection in Objective-C - Objective-C Dynamic Binding and Typing with the id Type - Objective-C Variable Scope and Storage Class - An Overview of Objective-C Functions - Objective-C Enumerators - An



used in MIS departments and consultants to create mission critical applications for business and government. And, it's one of the most popular languages in the world. But, before you master C++, you need to get a handle on Visual C++, a set of powerful development tools for writing C++ programs. Visual C++ 6 For Dummies is your complete guide to the Visual C++ environment and C++ programming. It gets you up and running with the code, confidence and cunning you need to start programming powerful utilities, cool games, or multimedia masterpieces. In no time you'll:

- Master the Visual C++ development environment, libraries, wizards, editors, compilers, and debugger
- Develop reliable code using object-oriented programming
- Unravel the mysteries of variables, statements, and pointers
- Add class and inheritance to your programs
- Use streams and exception handling
- Manage complex projects using the visual project show
- Debug programs and correct syntax errors

Visual C++ 6 For Dummies covers all the bases of with clear, accessible instructions, sample programs and lots of source code. Ideal for complete newcomers to C++ and experienced C++ programmers alike, it's divided in three sections:

- A quick-guide to Visual C++—covers the main features of the programming environment, tools, and utilities
- A practical overview of C++ programming fundamentals—walks you through the development of several C++ programs
- A practical introduction to object-oriented programming—a great primer for beginners and experienced C++ programmers

And as if all that weren't enough, you also get online access to download all of the code files from the book. Visual C++ 6 For Dummies gives you everything you need to master Visual C++ and harness the power and portability of C++ today!

"In this Objective-C programming training course expert author Jesse Feiler teaches you the basics of Objective-C for iOS 7 and Xcode 5. This course focuses on the Objective-C programming language, utilizing Xcode and the Apple Frameworks wherever necessary to build your App. You start the tutorial with a review of the Xcode 5 interface, and how you are going to use it to build your Objective-C project. Throughout this video tutorial you will learn about the structure of an Objective-C App, using declared properties and instance variables, how to manage memory, using instance variables and how to work with collection classes. You will learn how to debug your code, how to use protocols and delegates, work with class extensions and working with try/catch to handle exceptions. Once you have completed this computer based training course on Objective-C programming, you will have a comprehensive understanding of how Objective-C fits into the App creation scheme, as well as how to utilize provided Apple Frameworks and how to use Xcode to build your App. Working files are included, allowing you to follow along with the author throughout the lessons."--Resource description page.

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

Programming in Objective-C, Fourth Edition Updated for iOS 5 and ARC Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and Mac platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study. The fourth edition of this book has been updated to cover the significant changes that first appeared in iOS 5 and Xcode 4.2, including the use of Automatic Reference Counting (ARC) to improve and simplify memory management in Objective-C programs. 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](mailto:info@risepress.pw) Rise Press

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, polymorphism, Foundation Framework, memory management, and archiving. Objective-C Programmer's Reference provides the tools necessary to write software in Objective-C—the language of choice for developing iOS and OS X applications. Author Carlos Oliveira begins from the basic building blocks of the language. He shows how to create correct and efficient applications by applying your knowledge of object-oriented and structured programming. This book: Takes you quickly through fundamental concepts such as interfaces and class implementations. Provides a concise reference to the Foundation Framework that is all-important when programming in Objective-C. Highlights key differences between Objective-C and other popular languages such as Java or Python. Provides the fundamentals of Cocoa and Cocoa Touch, which are the standard for OS X and iOS development. Objective-C Programmer's Reference makes extensive use of concepts already mastered by developers who are fluent in other languages such as C++, Java, Perl, and Python. The author's approach is logical and structured, and even novice developers will have an easy time absorbing the most important topics necessary to program in Objective-C. Objective-C Programmer's Reference is a book for professional developers in Objective-C, or those who are moving to Objective-C from other languages. The book is written for readers who lack the time to invest in more traditional books, which usually spend hundreds of pages to explain concepts that are part of the working programmer's standard vocabulary. What you'll learn

Grasp the basic syntax of the Objective-C language. Create classes and methods in Objective-C. Apply Objective-C's message-passing mechanism to simplify your code and avoid deep class hierarchies. Store and access dynamic data through Objective-C's built-in, key-value system. Make effective use of container classes such as arrays and dictionaries with their immutable and mutable versions. Create simple applications for iPhones, iPads, Macbooks, and other iOS and Mac OS X devices. Who this book is for Objective-C Programmer's Reference is for programmers in Objective-C who are looking for a handy reference to keep them on top of their game. The book is also designed for programmers moving to Objective-C from some other language, especially from another C-like language such as Java or C#, providing just that additional bit that is needed to transfer their expertise into Objective-C and get a leg up on creating applications for the iOS and OS X platforms underlying Apple's hugely successful devices such as the iPhone, iPad, and Macbook. Table of Contents Part I: The Language 1. The C in Objective-C 2. Classes 3. Strings and Container Classes 4. Protocols and Categories 5. Inheritance 6. Block Syntax 7. Dynamic Binding 8. Memory Management 9. Key-Value Programming 10. The Filesystem Part II: Reference 11. The Foundation Framework Part III: The Tools 12. The Compiler 13. The Preprocessor 14. Unit Test 15. Debugging Part IV: Writing Apps for OS X and iOS 16. Cocoa Framework Example 17. Cocoa Touch Example 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.

"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. Objective-C For Dummies John Wiley & Sons Objective-C Programming For Dummies John Wiley & Sons

Essential Skills--Made Easy! Create your own iPhone and Mac OS X applications with ease. Objective-C for iPhone Developers: A Beginner's Guide shows you how to use the Objective-C programming language, Apple's Foundation framework, the iPhone SDK, and the Xcode development environment. The first stop for aspiring iPhone developers, this hands-on guide teaches you how to create versatile, innovative, and marketable apps in no time. Real-world examples throughout the book correspond with downloadable Xcode projects and video tutorials so you can get started with your first app right away. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on

exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternative ways of doing things Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Ready-to-use code at [www.mhprofessional.com/computingdownload](http://www.mhprofessional.com/computingdownload) and [www.jamesabrannan.com](http://www.jamesabrannan.com)

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, Third edition is the place to start. What You'll Learn Understand the fundamentals of computer programming: variables, design data structures, and work 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 Make OS X applications and iOS apps that do cool stuff the flexibility="" of="" apple's="" developer="" tools:="" how="" to="" install="" xcode="" and="" write="" programs="" in="" objective-c="" how="" to="" make="" os="" x="" applications="" or="" ios="" apps="" that="" do="" cool="" stuff/ppbWho This Book Is For/b/ppAnyone 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./p

Updated for iOS 7 and Xcode 5 Review ""I have spent a small fortune on beginner programming books that have consistently left me scratching my head. I've often wondered if I just didn't have the ability to learn and grasp the subject. But, in this book I've found the answer; I can." - TL Pearce Unleash Your Inner App Developer This second book in the series from Kevin McNeish, winner of the 2012 Publishing Innovation Award, highly acclaimed iOS trainer and conference speaker, and award-winning App Developer, is specifically designed to teach non-programmers Objective-C; the language used to create Apps for the iPhone and iPad. Many books designed for the beginning Apple developer assume way too much. In contrast, this book series assumes you know nothing about programming. Book 2: Flying with Objective-C builds on what you learned in Book 1: Diving In. In the first two chapters, the author helps you understand basic concepts, such as "what is a class?" and "what is an object?" You then learn how to pass messages to objects, and then create your own custom classes. As you go through the book, concepts become more advanced until you reach the final chapters on Advanced-Objective-C and Advanced Messaging. Each concept is accompanied by step-by-step instructions to build an App that shows the real-world use of Objective-C programming features. This is a tremendous aid in helping non-programmers grasp even more advanced concepts. The information in this book is applicable to the latest iOS technologies including iOS 7 and Xcode 5. Includes Step-by-Step Instructional Videos Each exercise in this book has a corresponding movie that demonstrates how to perform the exercise. After trying to solve the exercise on your own, just tap the movie to watch the exercise solved for you in high quality video and narrative Not a "Dumbed Down" Series Ultimately, readers will learn everything that is taught in the regular written-for-programmer books. This series simply provides more background information and more thorough explanations for those who haven't had formal education or a career in software development. Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for the iOS and Mac platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced

programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying procedural language (C). This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study. While the Objective-C language itself has gone through relatively minor changes since the introduction of Objective-C 2.0, the Apple development tools that programmers use for Objective-C development on the Mac and on iOS have changed significantly in a very short period of time. The third edition of Programming in Objective-C includes numerous updates and improvements throughout the book: Improved organization for some chapters Incorporation of feedback and suggestions from members of the author's forum for readers, including more detailed descriptions for some of the examples A new introduction to blocks with examples Replacement of deprecated methods with newer methods Updated diagrams and steps for using Xcode 4

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