Ios Programming The Big Nerd Ranch Guide 4th Edition Big Nerd Ranch Guides 4th Fourth By Conway Joe Hillegass Aaron Keur Christian 2014 Paperback

Thought-provoking and accessible in approach, this updated and expanded second edition of the iOS Programming: The Big Nerd Ranch Guide 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 Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this

book, you will be empowered to create reliable, concise applications in Kotlin.

Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features Teaches you how to correctly structure and architect software using Swift Uses real-world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift.Swift is fundamentally different from Objective-C, as it is a protocol-oriented language. While you can still write normal object-oriented code in Swift, it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive. What you will learn Explore the fundamental Swift programming concepts, language structure, and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements, such as strings and collections Grasp how Swift supports modern application development using advanced features, such as built-in Unicode support and higher-order functions Who this book is for If you are seeking fundamental Swift programming skills, in preparation for learning to develop native applications for iOS or macOS, this book is the best for you. You don't need to have any prior Swift knowledge; however, object-oriented programming experience is desired.
iOS ProgrammingThe Big Nerd Ranch GuidePearson Technology Group
Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming

language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! 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 14. 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

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

The Django framework makes it easier than ever for Python programmers to create dynamic, database-driven websites. This text covers everything developers need to know to plan, write, deploy, secure, and administer world-class Django web sites.

Mastering iOS 14 Programming is the fourth book in the Mastering iOS series, which started back in 2016 with iOS 10. In this latest edition, you'll learn how to build robust iOS apps by harnessing advanced techniques and making the best use of iOS 14's features.

If you want to learn how to build efficient user interfaces with React, this is your book. Authors Alex Banks and Eve Porcello show you how to create UIs with this small JavaScript library that can deftly display data changes on large-scale, data-driven websites without page reloads. Along the way, you'll learn how to work with functional programming and the latest ECMAScript features. Developed by Facebook, and used by companies including Netflix, Walmart, and The New York Times for large parts of their web interfaces, React is quickly growing in use. By learning how to build React components with this hands-on guide, you'll fully understand how useful React can be in your organization. Learn key functional programming concepts with JavaScript

Peek under the hood to understand how React runs in the browser Create application presentation layers by mounting and composing React components Use component trees to manage data and reduce the time you spend debugging applications Explore React's component lifecycle and use it to load data and improve UI performance Use a routing solution for browser history, bookmarks, and other features of single-page applications Learn how to structure React applications with servers in mind

Updated for Xcode 11, Swift 5, and iOS 13, iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS training and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the iOS platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned.

Front-end development targets the browser, putting your applications in front of the widest range of users

regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS Bootcamp course and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and

share their insights into the larger context of the iOS
platform. You get a real understanding of how iOS
development works, the many features that are
available, and when and where to apply what you've
learned.

Through the authors' carefully constructed
explanations and examples, you will develop an
understanding of Swift grammar and the elements of
effective Swift style. At the same time, you will learn
how to navigate Xcode and get the most out of
Apple's documentation. In addition, throughout the
book, the authors share their insights into Swift to
ensure that you understand the hows and whys of
Swift and can put that understanding to use in
different contexts. After working through this book,
you will have the knowledge and confidence to
develop your own solutions to a wide range of
programming challenges using Swift.

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
Swift 5.3 is a powerful and accessible programming
language that offers a variety of features to build
robust mobile, desktop, and server-side applications
and machine learning models. This book will help
you gain a solid understanding of Swift programming
using focused recipes for building Swift apps
efficiently.
Presents a guide to the concepts and coding of iOS
to create a variety of applications, covering such
topics as debugger, core location, reference
counting, blocks and categories in Objective-C, and
push notifications.
"Next time some kid shows up at my door asking for
a code review, this is the book that I am going to
throw at him." –Aaron Hillegass, founder of Big Nerd
Ranch, Inc., and author of Cocoa Programming for
Mac OS X Unlocking the Secrets of Cocoa and Its
Object-Oriented Frameworks Mac and iPhone
developers are often overwhelmed by the breadth
and sophistication of the Cocoa frameworks.
Although Cocoa is indeed huge, once you
understand the object-oriented patterns it uses,
you'll find it remarkably elegant, consistent, and
simple. Cocoa Design Patterns begins with the
mother of all patterns: the Model-View-Controller
(MVC) pattern, which is central to all Mac and
iPhone development. Encouraged, and in some
cases enforced by Apple's tools, it's important to

have a firm grasp of MVC right from the start. The
book's midsection is a catalog of the essential
design patterns you'll encounter in Cocoa, including
Fundamental patterns, such as enumerators,
accessors, and two-stage creation Patterns that
empower, such as singleton, delegates, and the
responder chain Patterns that hide complexity,
including bundles, class clusters, proxies and
forwarding, and controllers And that's not all of
them! Cocoa Design Patterns painstakingly isolates
28 design patterns, accompanied with real-world
examples and sample code you can apply to your
applications today. The book wraps up with
coverage of Core Data models, AppKit views, and a
chapter on Bindings and Controllers. Cocoa Design
Patterns clearly defines the problems each pattern
solves with a foundation in Objective-C and the
Cocoa frameworks and can be used by any Mac or
iPhone developer.
Features hands-on sample projects and exercises
designed to help programmers create iOS
applications.
Get quick answers for developing and debugging
applications with Swift, Apple's multi-paradigm
programming language. This pocket reference is the
perfect on-the-job tool for learning Swift's modern
language features, including type safety, generics,
type inference, closures, tuples, automatic memory
management, and support for Unicode. Designed to

work with Cocoa and Cocoa Touch, Swift can be used in tandem with Objective-C, and either of these languages can call APIs implemented in the other. Swift is still evolving, but it's clear that Apple sees it as the future language of choice for iOS and OS X software development. Topics include: Swift's Run-Eval-Print-Loop (REPL) and interactive playgrounds Supported data types, such as strings, arrays, and dictionaries Variables and constants Program flow: loops and conditional execution Classes, structures, enumerations, functions, and protocols Closures: similar to blocks in Objective-C and lambdas in C# Optionals: values that can explicitly have no value Operators, operator overloading, and custom operators Access control: restricting access to types, methods, and properties Built-in global functions and their parameter requirements

Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-developmen?t-with-swift-lv Purchase of the print

book includes a free eBook in PDF, Kindle, and
ePub formats from Manning Publications. About the
Technology One billion iPhone users are waiting for
the next amazing app. It's time for you to build it!
Apple's Swift language makes iOS development
easier than ever, offering modern language features,
seamless integration with all iOS libraries, and the
top-notch Xcode development environment. And with
this book, you'll get started fast. About the Book iOS
Development with Swift is a hands-on guide to
creating iOS apps. It takes you through the
experience of building an app—from idea to App
Store. After setting up your dev environment, you'll
learn the basics by experimenting in Swift
playgrounds. Then you'll build a simple app layout,
adding features like animations and UI widgets.
Along the way, you'll retrieve, format, and display
data; interact with the camera and other device
features; and touch on cloud and networking basics.
What's Inside Create adaptive layouts Store and
manage data Learn to write and debug Swift code
Publish to the App Store Covers Swift 4, Xcode 9,
and iOS 11 About the Reader Written for
intermediate web or mobile developers. No prior
experience with Swift assumed. About the Author
Craig Grummitt is a successful developer, instructor,
and mentor. His iOS apps have had over 100,000
downloads combined! Table of Contents PART 1 -
INTRODUCING XCODE AND SWIFT Your first iOS

application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next?

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you though the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new

technologies, as well as significant updates to
existing tools. You'll master a variety of design
patterns, from the simplest single view to complex
hierarchical drill-downs. The art of table building will
be demystified, and you'll learn how to save your
data using the iOS file system. You'll also learn how
to save and retrieve your data using a variety of
persistence techniques, including Core Data and
SQLite. And there's much more! What You Will
Learn Develop your own bestselling iPhone and iPad
apps Utilize Swift playgrounds Display data in Table
Views Draw to the screen using Core Graphics Use
iOS sensor capabilities to map your world Get your
app to work with iCloud and more Who This Book is
For Anyone who wants to start developing for iPhone
and iPad.
Learn iOS app development and work with the latest
Apple development tools Key features Explore the
latest features of Xcode 12 and the Swift 5.3
programming language in this updated fifth edition
Kick-start your iOS programming career and have
fun building your own iOS apps Discover the new
features of iOS 14 such as Mac Catalyst, SwiftUI,
widgets and App Clips Book Description If you're a
beginner looking to work and experiment with
powerful iOS 14 features such as widgets and App
Clips to create your own apps, this iOS programming
guide is for you. The book offers a comprehensive
introduction for experienced programmers who are

new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learn Get to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features, such as widgets and App Clips

Convert an existing iPad app into an Apple Silicon Mac app Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for ?This book is for anyone who has programming experience but is new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 14 features will also find this book useful.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Learn how to take full advantage of Apache Kafka, the distributed, publish-subscribe queue for handling real-time data feeds. With this comprehensive book, you will understand how Kafka works and how it is

designed. Authors Neha Narkhede, Gwen Shapira, and Todd Palino show you how to deploy production Kafka clusters; secure, tune, and monitor them; write rock-solid applications that use Kafka; and build scalable stream-processing applications. Learn how Kafka compares to other queues, and where it fits in the big data ecosystem. Dive into Kafka's internal designPick up best practices for developing applications that use Kafka. Understand the best way to deploy Kafka in production monitoring, tuning, and maintenance tasks. Learn how to secure a Kafka cluster.

Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in

depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift

patterns Delivering quality Swift code Where to Swift from here

Systems programming provides the foundation for the world's computation. Developing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to interthread data races. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing Language basics including error handling, crates and modules, structs, and enums How to write flexible, efficient code with traits and generics Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, concurrency, macros, unsafe code, and interfacing with foreign functions This updated edition covers Rust 1.50 (February 2021).

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result,

some of the instructions we provide in the book are
no longer correct. You can find an addendum
addressing breaking changes at: https://github.com/b
ignerdranch/AndroidCourseResources/raw/master/2
ndEdition/Errata/2eAddendum.pdf.
The fight for a $15 minimum wage. Nationwide
teacher strikes. Bernie Sanders's political revolution
and the rise of AOC. Black Lives Matter. #MeToo.
Read how the Occupy movement helped reshape
American politics, culture and the groundbreaking
movements to follow. On the ten-year anniversary of
the Occupy movement, Generation Occupy sets the
historical record straight about the movement's
lasting impacts. Far from a passing phenomenon,
Occupy Wall Street marked a new era of social and
political transformation, reigniting the labor
movement, remaking the Democratic Party and
reviving a culture of protest that has put the fight for
social, economic, environmental and racial justice at
the forefront of a generation. The movement
changed the way Americans see themselves and
their role in the economy through the language of the
99 versus the 1 percent. But beyond that, in its
demands for fairness and equality, Occupy
reinvigorated grassroots activism, inaugurating a
decade of youth-led resistance movements that have
altered the social fabric, from Black Lives Matter and
Standing Rock to March for Our Lives, the Global
Climate Strikes and #MeToo. Bookended by the

2008 financial crisis and the coronavirus pandemic,
Generation Occupy attempts to help us understand
how we got to where we are today and how to draw
on lessons from Occupy in the future.
Provides information on building iOS 5 applications
for iPhone, iPad, and iPod Touch.
Through the authors' carefully constructed
explanations and examples, you will develop an
understanding of Swift grammar and the elements of
effective Swift style. Throughout the book, the
authors share their insights into Swift to ensure that
you understand the hows and whys of Swift and can
put that understanding to use in different contexts.
After working through the book, you will have the
knowledge and confidence to develop your own
solutions to a wide range of programming challenges
using Swift.
Mastering Swift 5.3, Sixth Edition will enable you to
grasp the Swift basic concepts as well as explore the
key features of Swift 5.3 with easy explanations and
complete sets of examples
While there are several books on programming for
Mac OS X, Advanced Mac OS X Programming: The
Big Nerd Ranch Guide is the only one that contains
explanations of how to leverage the powerful
underlying technologies. This book gets down to the
real nitty-gritty. The third edition is updated for Mac
OS X 10.5 and 10.6 and covers new technologies
like DTrace, Instruments, Grand Central Dispatch,

blocks, and NSOperation.
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

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 "Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn't do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further." —Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of Advanced Mac OS X Programming: The Big Nerd Ranch Guide Learning iPad Programming, Second Edition, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad

development project. Leading iOS developers Kirby
Turner and Tom Harrington introduce the essentials
of iOS development, focusing on features that are
specific to iPad. You'll find expert coverage of key
topics many iOS development books ignore, from
app design to Core Data. You'll also learn to make
the most of crucial iOS and Xcode features, such as
Storyboarding and Automatic Reference Counting
(ARC), and extend your app with web services and
the latest iCloud synching techniques. Learn how to
Build a fully functional app that uses Core Data and
iCloud synching Use Storyboarding to quickly
prototype a functional UI and then extend it with
code Create powerful visual effects with Core
Animation and Core Image Support AirPrint printing
and AirPlay slideshows Build collection views and
custom views, and use custom segues to perform
custom view transitions Download the free version of
PhotoWheel from the App Store today! Import,
manage, and share your photos as you learn how to
build this powerful app.
Provides information on using iOS 6 to create
applications for the iPhone, iPad, and iPod Touch.
iOS is for developers looking to step into the
sometimes frightening world of iPhone and iPad app
development. Written as the companion to Objective-
C , this e-book guides you from creating a simple,
single page application to managing assets in a
complex, multi-scene application. Advanced features

such as localizing application UI, and working with the Audio Toolbox and AVAudioPlayer frameworks are also covered. If you're looking for the fastest way to get up and running with iOS development, forget about the 1,500+ pages of documentation in the iOS Developer Library. This is the only resource you need.This updated and expanded second edition of Book 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 all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

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