

Objective-C Programming

# Objective-C Programming: The Big Nerd Ranch

by Aaron Hillegass and Mikey Ward

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# Objective C Programming The Big Nerd Ranch Guide

**Aaron Hillegass, Joe Conway**



## **Objective C Programming The Big Nerd Ranch Guide:**

*Objective-C Programming* Aaron Hillegass, Mikey Ward, 2013-11-20 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 Programming* Benjamin M. Ward, 2015-08-17 This updated and expanded second edition of the Objective C Programming The Big Nerd Ranch Guide 2nd Edition Big Nerd Ranch 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

**Cocoa Programming for Mac OS X** Aaron Hillegass, Adam Preble, 2012 Provides step by step instructions for learning Cocoa discussing such topics as Objective C memory management key value coding NSArrayController archiving user defaults and keyboard events

**The Core iOS 6 Developer's Cookbook** Erica Sadun, 2012-11-30 The Core iOS 6 Developer s Cookbook brings together reliable proven solutions for the heart of day to day iOS 6 development World renowned iOS programming expert Erica Sadun covers all the classes you ll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics touches and views As in her previous bestselling iOS books Sadun translates today s development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn t just cut and paste using her examples Sadun fully explains both the how and why of effective iOS 6 development All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Supporting direct user input through multitouch and gestures including custom gesture recognizers Building customizing and using iOS 6 controls Alerting users via popup dialogs progress bars local notifications popovers audio pings and other techniques Assembling views and animation organizing view hierarchies

and understanding how views work together Using iOS 6 s breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards making onscreen elements text aware and efficiently scanning and formatting text Using view controllers to organize your users workspaces Managing photos videos email text messages and iOS 6 enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6 s brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6 s powerful networking and web services support

**The Core iOS Developer's Cookbook** Erica Sadun, Rich Wardwell, 2014-03-04 The best place to start iOS application development The Core iOS Developer s Cookbook provides ready to use code solutions for common iOS challenges providing recipes that help you master the core technology at the heart of iOS Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS graphics touches and views As in all of Sadun s iOS bestsellers The Core iOS Developer s Cookbook translates modern best practices into working code distilling key concepts into concise recipes you can easily understand and apply to your own projects This isn t just cut and paste using examples Sadun and Wardwell fully explain both the how and why that underscore effective and successful iOS development Coverage includes Creating direct touch based interfaces with multi touch gestures and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop ups progress bars local notifications popovers audio cues and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation organizing view hierarchies and understanding how views work together Supporting multiple screen geometries with the breakthrough Auto Layout constraints system Controlling keyboards making onscreen elements text aware and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos videos email and text messages Leveraging enhanced iOS support for social media activities including Flickr and Vimeo Implementing VoiceOver accessibility including text to speech Getting started with Core Data managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

**Learning Cocos2D** Rod Strougo, Ray Wenderlich, 2011-07-07 Build the Next Great iOS Game with Cocos2D Cocos2D is the powerhouse framework behind some of the most popular games in the App Store If you ve played Tiny Wings Angry Birds Mega Jump Trainyard or even Super Turbo Action Pig then you ve played a game that uses Cocos2D or Box2D physics The beauty of Cocos2D is its simplicity It s easy to become overwhelmed when you start developing an iOS game especially if you look at things like OpenGL ES OpenAL and other lower level APIs Writing a game for the iPhone and iPad does not have to be that difficult and Cocos2D makes game development fun and easy Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you ll learn everything you need to know about Cocos2D so you can create the next

killer iOS game Download the free version of Space Viking from the App Store today Help Ole find his way home while learning how to build the game As you build Space Viking you ll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks **Sams Teach Yourself Xcode 4 in 24 Hours** John Ray,William Ray,2012 A practical guide to using Xcode 4 3 development environment for OS X and iOS devices with step by step instructions for the most common development tasks and end of chapter quizzes *iOS Programming* Joe Conway,Aaron Hillegass,2012-03-16 Winner of a 2012 Jolt Productivity Award Updated and expanded to cover iOS 5 and Xcode 4 3 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 understanding 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 best selling guide teaches iOS concepts and coding in tandem The result is instruction that is relevant and useful Throughout the book the authors clearly explain what s important to know and share their insights into the larger context of the iOS platform This gives you a real understanding of how iOS development works the many features that are available and when and where to apply what you ve learned Here are some of the topics covered Xcode 4 3 Instruments and Storyboards ARC strong and weak references and retain cycles Interfacing with iCloud Handling touch events and gestures Tool bars navigation controllers and split view controllers Localization and Internationalization Block syntax and use Background execution and multi tasking Saving loading data Archiving and Core Data Core Location and Map Kit Communicating with web services Working with XML JSON and NSRegularExpression Using the Model View Controller Store design pattern **Building iOS 5 Games** James Sugrue,2011-12-06 Mobile app development and mobile game app development in particular is attracting developers with the promise of a large and growing user base and ginormous unit sales For example over during the Christmas holiday Tapulous reported iOS users were downloading the newest version of Tap Tap Revenge 25 000 times per hour peaking at 45 000 downloads per hour on Christmas day This book teaches iOS game development fundamentals The book is broken up into sections each building from the last By the end of the book the reader will have a firm grasp on the concepts of game development for iOS devices The book offers real world examples and actual games the reader can code and play and is aimed at people who understand programming concepts but are new to iOS game development *iOS Programming for .NET Developers* Josh Smith,2012-07-14 This book is a field guide for NET

developers exploring the foreign world of native iOS programming It explains the iOS development platform by comparing and contrasting it with tools APIs and concepts familiar to NET developers The author Josh Smith was a Microsoft MVP for four years thanks to his technical and written contributions in the Client Application Development community He has worked on enterprise iOS applications since 2010 This is the book he wished had existed when he started learning iOS

**Xcode 4 Unleashed** Fritz F. Anderson, 2012-05-07 In Xcode 4 Unleashed renowned Mac iOS developer Fritz Anderson shows how to use Apple's powerful new Xcode 4 integrated development environment to develop outstanding software with the least effort possible Anderson demonstrates Xcode 4 by walking through the construction of three full applications a command line tool an iOS app and a Mac OS X application These case study projects offer practical insights and realistic best practices for efficiently utilizing Xcode 4 in day to day development Next he drills down to offer an even deeper understanding of Xcode 4's most powerful capabilities Through practical examples he shows experienced Apple developers how to move to Xcode 4's browser model from older document based approaches You'll also find thorough up to the minute coverage of key tasks ranging from builds and profiling to documentation He concludes with a chapter length roundup of tips traps and features for maximizing your productivity with Xcode 4 whether you're writing iOS apps or Mac applications working solo or as part of a large development team Detailed information on how to Get started fast with Xcode 4 project workflow Master Xcode 4's new features and development paradigms Construct modern iOS and Mac user interfaces with Interface Builder Implement Model View Controller designs in iOS apps Use Storyboard to specify an iOS app's entire structure in one file Leverage Xcode's first class unit testing and measurement tools Master the essentials of iOS provisioning Use Mac OS X bindings to simplify the link between data and screen Quickly localize Mac and iOS software for new languages and markets Package and share subprograms that can be integrated into any OS X application Use the Xcode Build System to move from source files to executable products Fully understand and optimize performance and resource usage Register your copy today at [informit.com](http://informit.com) register to download a free 90 page guide to 4.4.4.5 feature changes

*Information Technology Trends for a Global and Interdisciplinary Research Community* García-Peñalvo, Francisco J., 2021-01-08 Data is the base for information information is needed to have knowledge and knowledge is used to make decisions and manage 21st century businesses and organizations Thus it is imperative to remain up to date on the major breakthroughs within the technological arena in order to continually expand and enhance knowledge for the benefit of all institutions Information Technology Trends for a Global and Interdisciplinary Research Community is a crucial reference source that covers novel and emerging research in the field of information science and technology specifically focusing on underrepresented technologies and trends that influence and engage the knowledge society While highlighting topics that include computational thinking knowledge management artificial intelligence and visualization this book is essential for academicians researchers and students with an interest in information management

**Learning Core Data for iOS** Tim Roadley, 2013-11-01 Get Started Fast with iOS 7 Core Data

App Development Covers iOS 7 and Xcode 5 This is the first Core Data book to fully reflect Apple's latest platform innovations including its dramatic recent improvements to iCloud support Hands on from start to finish it teaches you step by step as you create a modern data driven iOS app using Storyboards ARC iOS 7 and Xcode 5 Tim Roadley introduces new patterns and best practices designed to overcome the frustrations of Core Data development One step at a time you'll build and extend your skills even mastering advanced techniques such as complex model migration deep copy background processing and integration with Dropbox StackMob and iCloud Downloadable versions of this book's main project are provided with each chapter so you can see exactly what your app project should look like and get cookbook style code for your own projects Chapter exercises help you explore even further whether you're a self learner or a student in an iOS development course If you're an experienced iOS developer this guide brings together all the skills tools code and patterns you need to add powerful data management capabilities to any app quickly easily and painlessly Coverage includes the following Understanding Core Data Adding Core Data to an existing project Designing upgrading and migrating data models automatically and manually with progress indication Populating views with data including table views and picker views Preloading a default data persistent store from XML Deep copying from one persistent store to another Performance tuning with Instruments using large photos as the example Background processing using thumbnail generation as the example Efficient search Seamlessly backing up and restoring with Dropbox Stable integration with iCloud with full support for multiple accounts seeding and de duplication Web service integration with StackMob

**iPhone Programming** Aaron Hillegass, Joe Conway, 2010-04-13 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

*The iOS 5 Developer's Cookbook* Erica Sadun, 2012-01-13 This is the updated and corrected edition of The iOS 5 Developer's Cookbook The iOS 5 Developer's Cookbook Third Edition Covers iOS 5 Xcode 4.2 Objective-C 2.0's ARC LLVM and more In this book bestselling author and

iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone iPad and iPod touch Sadun has thoroughly revised this book to focus on powerful new iOS 5 features the latest version of Objective C and the Xcode 4 development tools The iOS 5 Developer's Cookbook Third Edition is packed with ready made code solutions for the iOS 5 development challenges you're most likely to face eliminating trial and error and helping you build reliable apps from the very beginning Sadun teaches each new concept and technique through robust code that is easy to reuse and extend This isn't just cut and paste Using her examples Sadun fully explains both the how and why of effective iOS 5 development Sadun's tested recipes address virtually every major area of iOS development from user interface design to view controllers gestures and touch to networking and security Every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Mastering the iOS 5 SDK Objective C essentials and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective C Organizing apps with view controllers views and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits reordering and custom cells Creating managed database stores then adding deleting querying and displaying data Alerting users with dialogs progress bars local and push notifications popovers and pings Requesting and using feedback Connecting to networks and services handling authentication and managing downloads Deploying apps to devices testers and the App Store

**The Advanced iOS 6 Developer's Cookbook** Erica Sadun, 2013-02-28 The Advanced iOS 6 Developer's Cookbook brings together reliable proven solutions for cutting edge iOS 6 development World renowned iOS expert Erica Sadun covers device specific development document data sharing Core Text networking image processing onboard cameras audio Address Book Core Location GameKit StoreKit push notifications and more As in her previous bestselling iOS books Sadun translates today's development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn't just cut and paste Using her examples Sadun fully explains both the how and why of advanced and specialized iOS 6 development All code is tested with iOS 6 features and iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch based apps that leverage Bezier curves splines and other geometric tools Securing network apps via authentication system keychains and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks



and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit Game Center device to device networking shared leaderboards and Internet based matches Integrating secure in app purchasing with StoreKit Communicating with users from web based services via push notifications *iOS Programming* Joe Conway, Aaron Hillegass, 2011-06-22 In this book the world's leading Apple platform development trainers offer a complete practical hands on introduction to iPhone and iPad programming The authors walk through all the Apple tools and technologies needed to build successful iPhone iPad iPod touch apps including the iOS 4.3 SDK the Objective C language Xcode 4 Foundation framework and the classes that make up the iOS UI framework The many topics covered in this book include Easily setting up elegant efficient user interfaces with UIKit Creating effective visuals animation and effects with Core Graphics and Core Animation Making the most of the iOS multi touch event handling and accelerometer data Building location aware iOS applications utilizing Core Location and MapKit Localizing applications for international use Creating applications that capture audio and play media Storing data in files or with Core Data New chapters added to this edition include iPad friendly interfaces including UIPopoverController and UISplitViewController Blocks and Categories Instruments and Xcode's static analyzer UIWebView and connecting with web servers Push Notifications *iOS Programming* also includes a handy Xcode Quick Reference Card that lists Xcode 4's most commonly used keyboard shortcuts **The AI-Powered Productivity Handbook** Jamal Faisal Almutawa, Unleash the power of productivity and revolutionize your work process with this essential guide With cutting edge techniques and tools you can transform your efficiency and shorten delivery time from days to minutes Using popular AI platforms including ChatGPT this book shows you how to achieve superhuman productivity by leveraging AI technology to automate the heavy lifting From personal to professional success this book is your key to unlocking your full potential Don't wait start your productivity journey today [The IOS Game Programming Collection \(Collection\)](#) Michael Daley, Rod Strougo, Ray Wenderlich, 2011-12-30 The iOS Game Programming Collection consists of two bestselling eBooks *Learning iOS Game Programming A Hands On Guide to Building Your First iPhone Game* *Learning Cocos2D A Hands on Guide to Building iOS Games with Cocos2D Box2D and Chipmunk* Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they actually can be quite easy and this collection is your perfect beginner's guide *Learning iOS Game Programming* walks you through every step as you build a 2D tile map game *Sir Lamorak's Quest The Spell of Release* which is free in the App Store You can download and play the game you're going to build while you learn about the code You learn the key characteristics of a successful iPhone game and important terminology and tools you will use *Learning Cocos2D* walks you through the process of building *Space Viking* which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build *Space Viking* you'll learn everything you need to know

about Cocos2D so you can create the next killer iOS game This collection helps you Plan high level game design components and difficulty levels Use game loops to make sure the right events happen at the right time Render images create sprite sheets and build animations Use tile maps to build large game worlds from small reusable images Create fire explosions smoke sparks and other organic effects Deliver great sound via OpenAL and the iPhone s media player Provide game control via iPhone s touch and accelerometer features Craft an effective intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish test debug and performance tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

**Learning iPad Programming** Kirby Turner, Tom Harrington, 2012 Learning iPad Programming walks you through the process of building PhotoWheel free on the App Store a photo management and sharing app that leverages every aspect of iOS 5 With PhotoWheel you can organize your favorite photos into albums share photos with family and friends view them on your TV using AirPlay and an Apple TV and most importantly gain hands on experience with building an iPad app As you build PhotoWheel you ll learn how to take advantage of the latest features in iOS 5 and Xcode including Storyboarding Automatic Reference Counting ARC and iCloud Best of all you ll learn how to extend the boundaries of your app by communicating with web services If you want to build apps for the iPad Learning iPad Programming is the one book to get As you build PhotoWheel you ll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective C and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode s new Storyboard feature to quickly prototype a functional UI and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views and use view controllers to perform custom view transitions Add AirPrint email and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today Share your photos with friends and upload to iCloud all while learning how to build the app

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