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Objective C Tutorial

Should I Learn

Objective C Should I

Learn Objective-C 2020

~~Easiest Way to Learn~~

~~Objective C \ "Uncle \ "~~

~~Bob Martin - A brief~~

~~history of Obj-C~~

Why Learn Objective-C

Programming

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Obj-C Getting Started:

Do You Still Need to
Learn Obj-C? Jump

Start by Coding

UITableView Learning

Objective C For The

iPhone - Module 1 -

Converting Java to

Objective-C - Part 1 of

3 Objective-C tutorial:

Why use Objective-C? |

lynda.com

Learn Objective-C 1:

Hello, World! New iOS

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~~Objective Q\u0026A:~~

~~Objective C |~~

~~Programmatic Layout |~~

~~SwiftUI | 3rd Party~~

~~Libraries~~

Why C Programming Is
Awesome Bjarne

Stroustrup: Why the
Programming Language
C Is Obsolete | Big
Think

How to Learn to Code -
Best Resources, How to
Choose a Project, and

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more! Objective C On

14-Year-Old Prodigy
Programmer Dreams In
Code

Difference between C
and C++ Objective C vs
Swift Swift

programming language
- Apple Keynote Top 3
Programming

Languages (with my
thoughts on each)

Should you learn Swift
or Objective-C?

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Must read books for

computer programmers

Advantages of Swift

vs Objective C: Should I

just learn Swift? ~~Intro to~~

~~Objective C Tutorial~~

The C Programming

Language Book Review

| Hackers Bookclub

Objective-C for

Absolute Beginners -

Webinar 1 Part 1

Learn Objective C

Tutorial For Beginners -

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Episode 3 - Methods

~~Objective C Classes~~

Learn Objective C

Tutorial 1.3 Explaining

Basics of Program Learn

Objective C On The

Objective-C is a general-

purpose, object-oriented

programming language

that adds Smalltalk-style

messaging to the C

programming language.

This is the main

programming language

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used by Apple for the OS X and iOS operating systems and their respective APIs, Cocoa and Cocoa Touch. This reference will take you through simple and practical approach while learning Objective-C Programming language.

Objective-C Tutorial -

Tutorialspoint

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Learning Objective-C

The most important thing to do when learning Objective-C is to focus on concepts and not get lost in language technical details. The purpose of learning a programming language is to become a better programmer; that is, to become more effective at designing and implementing new

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systems and at
maintaining old ones.

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Objective-C Overview -
Tutorialspoint

The most common ways
are by enrolling on to an
online Objective-c
course where the
content will be accessed
online or by enrolling
on to a classroom course
where the course will be
taught in an in-person

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classroom format, at a given location.

reed.co.uk also offers distance learning courses and in-company courses if these are the preferred methods of study you are looking for.

Learn Objective-C |
reed.co.uk

This is the list of best
objective-c courses

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available online. From this list, you can take any of the objective-c course to learn objective-c in details and become master of objective-c. Learn objective-c from the best objective-c courses and best objective-c tutorials online. Select best courses for objective-c based on your skill level either beginner or

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expert. These are the best objective-c tutorials and courses to learn objective-c step by step.

Learn Objective-C - 10 Best Objective-C Tutorials ...

Objective-C is the main language for writing software on Apple ' s Mac OS X computers and iOS devices (iPhone, iPad, and iPod

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Touch). It 's an object-oriented language based on C, but the inclusion of features from Smalltalk give it a unique appearance when compared to similar languages such as C++, C#, and Java.

Learning Objective-C:

How to Get Started |

Udemy Blog

Objective-C is an object

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Objective-C is an object-oriented language which lies on top of the C language (but I bet you guessed that part!). Its primary use in modern computing is on Mac OS X as a desktop language and also on iPhone OS (or as it is now called: iOS).

Learn Objective-C: Day
1 - Code Envato Tuts+
The Complete iOS

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Swift + Objective-C

Developer Course™

This course will teach

you both the Swift &

Objective-C

programming languages

and how to build iOS

mobile apps.

Top Objective-C

Courses Online -

Updated [October 2020

...

Objective-C the

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Programming Language

As you might guess from its name, “Objective-C” is based on the C

programming language, with lots of object-oriented features added.

It was originally developed in the early 1980s but has really gained in popularity with the rise of iOS.

Let ’ s address some common questions and

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Objective-C.

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The Beginner's Guide
to Objective-C:

Language and Variables

The Objective-C syntax

for creating a class is

very simple. It typically

comes in two parts. The

class interface is usually

stored in the

ClassName.h file, and

defines instance

variables and public

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methods. The implementation is in the `ClassName.m` file and contains the actual code for these methods. It also often defines private methods that aren't available to clients of the class.

Cocoa Dev Central:
Learn Objective-C
Since Objective-C has
been around much

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longer, third party libraries and frameworks (code written by other people/teams that you can use) are primarily in Objective-C as well.

Furthermore, the overwhelming majority of learning resources – books, blog posts, conference videos and so on, are all in Objective-C, so if you

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turn to the internet for help for some arcane issue, chances are you 'll be reading Objective-C code. Now this is rapidly changing mind you.

Should You Learn Swift or Objective-C? The Short Answer is ...

Download Learn Objective C : Easy and enjoy it on your iPhone,

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iPad, and iPod touch.

This is great app for junior Objective C developers and those who want to learn about this program. It consists of 20 chapters with theories and more then 100 test.

Learn Objective C :
Easy on the App Store
Learn Objective-C on
the Mac is a good

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solution if you are coming at it from a C background, but that's not what it says on the tin. If you really want a complete introduction to Objective-C that doesn't assume you've already learnt something else, then a better option is Programming in Objective-C, second edition, by Stephen G.

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Learn Objective-C on
the Mac (Learn Series):

Amazon.co.uk ...

This is the list of free
objective-c courses
available online. From
this list, you can take
any of the objective-c
course to learn objective-
c in details and become
master of objective-c.

Learn objective-c from

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based on your skill level
either beginner or
expert. These are the
free objective-c tutorials
and courses to learn
objective-c step by step.

Learn Objective-C - 10

Free Objective-C

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Tutorials ... Objective C On

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Additionally, you recognize that the Objective-C is truly on a rise as a popular language known as Java slowly declines, as well as learning the Objective-C will make sure that you have the knowledge employers looking for. People want to develop an app and sell it through the best

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App store or app selling platform.

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'Why Learn Objective-C :Five Great Reasons To Learn ...

Some learners have been able to work with an OS X virtual machine on Windows, but explaining how to do that is beyond the scope of this course.

Upon completing this

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Objective-C course, you will be able to:

1. Read and write Objective-C
2. Have a strong grasp of Objective-C objects
3. Organize their code professionally using objects and blocks
- 4.

Foundations of
Objective-C App
Development |
Coursera
Objective-C itself

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Objective-C represents a nice layer of object system on top of C. Nevertheless, the usage of the language beyond Apple application development is limited because of historical reasons.

Though not as popular as some major libraries in other languages, GNUstep, the free alternative of Cocoa, puts Objective-C out of

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the restricting wall of
Apple ecosystem.

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Learn Objective-C

Online - A Website

Dedicated for ...

Learn Objective-C in 24

Days Yep, that title says

24 DAYS, not hours.

You can ' t learn a

programming language

in 24 hours. Publishers

say you can, but that ' s

just for marketing

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purposes. Objective C On

The Mac Learn

Learn Objective-C in 24
Days - binPress

Amsys Training

recommends that you
start off with Objective-
C and then go on to
learn Swift, which will
be a walk in the park –
as a result. Every
current iOS and OS X
App has been developed
using Objective-C. Swift

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is only in its infancy, and Objective-C won't be going anywhere for the foreseeable future.

Should I Learn Objective-C or Swift - Amsys

That said, Learning Cocoa With Objective-C: Developing for the Mac and iOS App Stores is a great book for

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Anyone coming from another language. The book isn't difficult to understand but a brand new developer might have a hard time learning Objective-C only with this book.

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

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language for over 1,000,000 Mac OS X, iPhone, and iPod touch developers! •

- Concise, readable, and friendly: designed to get new Objective-C programmers up and running fast!
- Covers everything readers need to know, from basic Object-Oriented Programming to general C concepts.
- Walks

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through code examples one line at a time, and also offers high-level explanations what's happening 'behind the scenes' of Objective-C programs. Long-time OS X and iPhone developer Robert Clair begins with a concise review of the object-oriented and C concepts that all Objective-C developers need to

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know. Next, he introduces the basics of the Objective-C language, walking through code examples one line at a time, and offering high-level explanations of what's happening 'behind the scenes.' Clair concludes with advanced topics carefully chosen for their real-world value - including detailed

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coverage of memory management and the differences between 32-bit and 64-bit programs. Throughout, Learning Objective-C 2.0 focuses consistently on the features, concepts, and techniques that matter most in day-to-day programming - not complex 'edge cases' or abstract theory. The

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result: an outstanding first book for every beginner who wants to program for Apple's fast-growing iPhone and Mac OS X platforms.

Note: This will be the entry-level book for Objective-C newcomers. Readers who complete it can move on to Stephen Kochan's highly-regarded Programming

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in Objective-C 2.0 and then to our more specialized Apple development titles, such as David Chisnall's Cocoa Developer's Handbook, Fritz Anderson Xcode 3.x Unleashed , and Aaron Hillegass's Cocoa Programming for Mac OS X Third Ed

Based on Big Nerd

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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

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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-

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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-

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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

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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 #1

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OBJECTIVE-C 2.0

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Programming in C On

Objective-C 2.0

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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

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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,

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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

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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

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Expressions 5 Program
Looping 6 Making
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18 Copying Objects	19
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Cocoa and the iPhone	

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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

Learn to write apps for
some of today's hottest
technologies, including
the iPhone and iPad
(using iOS), as well as

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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

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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

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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,

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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

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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

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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

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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

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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

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building user interfaces using what is called the UIKit A primer for non-C programmers to get off the ground even faster

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for

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the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its

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awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book

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Objective-C On

Fundamentals guides you gradually from your first line of Objective-C

code through the process of building native apps for the iPhone. Starting with

chapter one, you'll dive into iPhone development by

building a simple game that you can run

immediately. You'll use

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tools like Xcode 4 and the debugger that will help you become a more efficient programmer.

By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile

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experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up
Developing with Xcode

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4 Examples that work
unmodified on iPhone

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PART 1 GETTING

STARTED WITH

OBJECTIVE-C

Building your first iOS
application Data types,
variables, and constants

An introduction to
objects Storing data in
collections PART 2

BUILDING YOUR

OWN OBJECTS

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Creating classes

Extending classes

Protocols Dynamic

typing and runtime type

information Memory

management PART 3

MAKING MAXIMUM

USE OF

FRAMEWORK

FUNCTIONALITY

Error and exception

handling Key-Value

Coding and

NSPredicate Reading

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and writing application
data Blocks and Grand
Central Dispatch
Debugging techniques

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

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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

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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

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Objective C On

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

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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

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management, and
archiving.

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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

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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,

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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

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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

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at home” Using Objective-C On 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

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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

Get up to speed on Cocoa and Objective-C, and start developing

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Objective-C applications on the iOS and OS X platforms. If you don't have experience with

Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn

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how to work with the Xcode IDE, Objective-C 's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you ' ll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays

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calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the

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network with iCloud

Display lists or
collections of data with
table views and

collection views Interact
with the outside world
with Core Location and
Core Motion Use blocks
and operation queues
for multiprocessing

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