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Amazon.com: iOS 7 Programming Fundamentals: Objective-C ...
Publisher Description If you're getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental building blocks—Objective-C, Xcode, and Cocoa Touch.

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who want to start his iOS development using Objective-C. It covers all the basic concepts important for that, including automatic memory management mechanism.

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you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 7—coming in December 2013. Explore the C language to learn how Objective-C works. Learn how instances are created, and why they're so important

iOS 7 Programming Fundamentals (??)

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.

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If you're getting started with iOS
development, or want a firmer grasp of
the basics, this practical guide
provides a clear view of its
fundamental building blocks—Objective-

C, Xcode, and Cocoa Touch. You'll learn object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. 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 7. Explore the C language to learn how Objective-C works Learn how instances are created, and why they're so important Tour the lifecycle of an Xcode project, from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective-C linguistic features Use Cocoa's event-driven model and

major design patterns Learn the role of accessors, key-value coding, and properties Understand the power of ARC-based object memory management Send messages and data between Cocoa objects

If you{u2019}re getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental building blocks{u2014}Objective-C, Xcode, and Cocoa Touch. You{u2019}ll learn object-oriented concepts, understand how to use Apple{u2019}s development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. Once you master the fundamentals, you{u2019}ll be

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If you're grounded in the basics of

Objective-C and Xcode, this practical guide takes you through the components you need for building your own iOS apps. With examples from real apps and programming situations, you'll learn how to create views, manipulate view controllers, and use iOS frameworks for adding features such as audio and video. Learn how to create, arrange, draw, layer, and animate views—and make them respond to touch Use view controllers to manage multiple screens of material in a way that's understandable to users Explore UIKit interface widgets in-depth, such as scroll views, table views, text, web views, and controls Delve into Cocoa frameworks for sensors, maps, location, sound, and video Access user libraries: music, photos, address book, and calendar Examine additional topics including

files, threading, and networking New iOS 7 topics covered include asset catalogs, snapshots, template images, keyframe and spring view animation, motion effects, tint color, fullscreen views and bar underlapping, background downloading and app refresh, Text Kit, Dynamic Type, speech synthesis, and many others. Example projects are available on GitHub. Want to brush up on the basics? Pick up iOS 7 Programming Fundamentals to learn about Objective-C, Xcode, and Cocoa language features such as notifications, delegation, memory management, and key-value coding. Together with Programming iOS 7, you'll gain a solid, rigorous, and practical understanding of iOS 7 development.

Provides information on using iOS 6 to

create applications for the iPhone, iPad, and iPod Touch.

If you're grounded in the basics of Objective-C and Xcode, this practical guide takes you through the components you need for building your own iOS apps. With examples from real apps and programming situations, you'll learn how to create views, manipulate view controllers, and use iOS frameworks for adding features such as audio and video. Learn how to create, arrange, draw, layer, and animate views—and make them respond to touch Use view controllers to manage multiple screens of material in a way that's understandable to users Explore UIKit interface widgets in-depth, such as scroll views, table views, text, web views, and controls Delve into Cocoa frameworks for

sensors, maps, location, sound, and video Access user libraries: music, photos, address book, and calendar Examine additional topics including files, threading, and networking New iOS 7 topics covered include asset catalogs, snapshots, template images, keyframe and spring view animation, motion effects, tint color, fullscreen views and bar underlapping, background downloading and app refresh, Text Kit, Dynamic Type, speech synthesis, and many others. Example projects are available on GitHub. Want to brush up on the basics? Pick up iOS 7 Programming Fundamentals to learn about Objective-C, Xcode, and Cocoa language features such as notifications, delegation, memory management, and key-value coding. Together with Programming iOS 7, you'll gain a

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And ConclusionChapter 2. Functions; Function Parameters and Return Value; Void Return Type and Parameters; Function Signature; External Parameter Names; Overloading; Default Parameter Values; Variadic Parameters; Ignored Parameters; Modifiable Parameters; Function In Function; Recursion; Function As Value; Anonymous Functions; Define-and-Call; Closures; How Closures Improve Code; Function Returning Function; Closure Setting a Captured Variable; Closure Preserving Its Captured Environment; Curried Functions; Chapter 3. Variables and Simple Types; Variable Scope and Lifetime.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide,

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift—Apple's new programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, and dictionaries Learn how to declare, instantiate, and customize Swift object types—enums, structs, and

classes Discover powerful Swift features such as protocols and generics Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs 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 8.

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

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

building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING

STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques

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