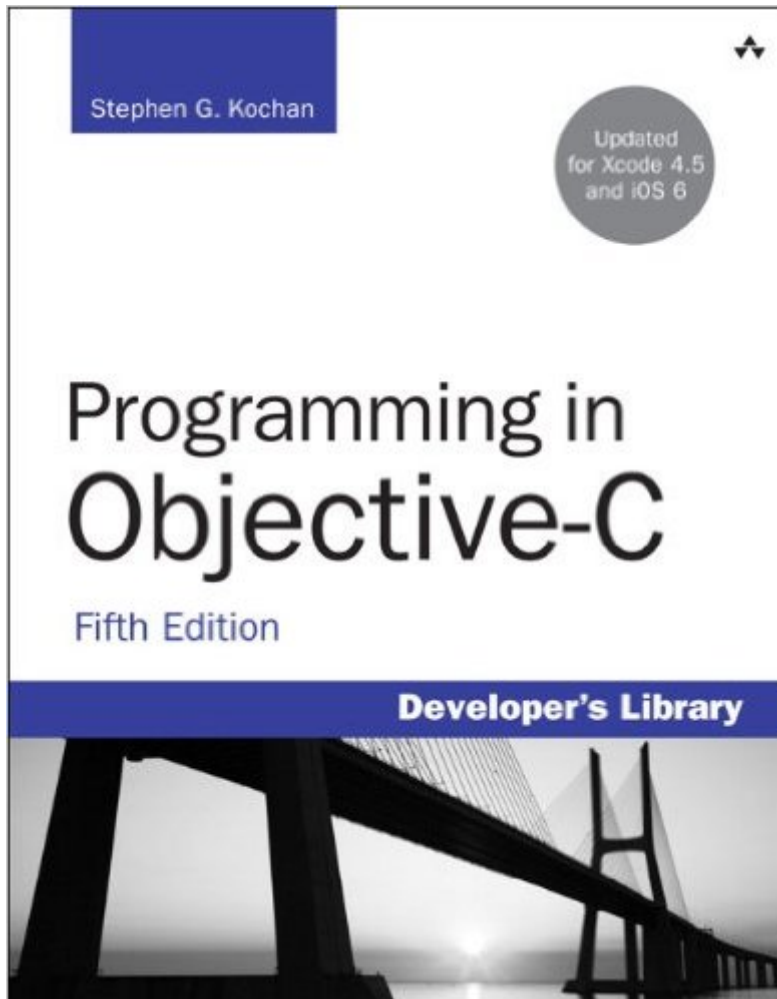# Programming In Objective-C (5th Edition) (Developer's Library)

Synopsis

Programming in Objective-C, Fifth Edition   Updated for OS X Mountain Lion, iOS 6, and Xcode 4.5   Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study. This edition has been fully updated to incorporate new features in Objective-C programming introduced with Xcode 4.4 (OS X Mountain Lion) and Xcode 4.5 (iOS 6.) â œThe best book on any programming language that Iâ ™ve ever read. If you want to learn Objective-C, buy it.â •â "Calvin Wolcott â œAn excellent resource for a new programmer who wants to learn Objective-C as their first programming languageâ "a woefully underserved market.â •â "Pat Hughes   Contents at a Glance 1 Introduction   Part I The Objective-C 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 and Automatic Reference Counting (ARC)18 Copying Objects 19 Archiving   Part III Cocoa, Cocoa Touch, and the iOS SDK 20 Introduction to Cocoa and Cocoa Touch 21 Writing iOS Applications Appendixes A Glossary B Address Book Program Source Code

Book Information

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Customer Reviews

This book is awesome. You can tell Mr. Kochan is a no nonsense sort of person, or at least his teaching style is. He's very much in key when it comes to teaching nothing but the objective C language. I began reading the Big Nerd Ranch guide 2nd edition and progressed to 23 chapters before looking here. It's funny because every time I was confused, I used the 3rd edition guide by Kochan to answer some of my questions....then I realized I should be reading this book! I was skeptical at first because the book didn't seem as inviting as the BNR guide but the information was right to the point and succinct.Mr. Kochan said something that I highly appreciate looking back now(by that I mean after reading most of the BNR guide): 1. is "I am going to teach you the objective-C language, ...not iOS or the frameworks or anything else, the focus is the language".For you new OBJ-C programmers, I am telling you now....this is what you need. In the BNR guide, it's an excellent resource but Aaron Hillegass tries teaching you the C language first, then objective-c..... not too mention that the exercises in the BNR guide require a good amount of outside research, iOS design and many other aspects all in the confines of only a couple hundred pages. That's why there's so much to learn in any given chapter. I especially didn't see the need in learning C first, not that it isn't helpful but rather the little we did learn was only enough to confuse you because you don't become proficient in C you just learn its basic syntax which apparently OBJ-C is built off of...(I didn't feel so necessarily, but anyway).....I will say that in the BNR guides defense that it's a little simpler introduction but there's a point in that book that goes from 60 to 150mph in two pages....

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