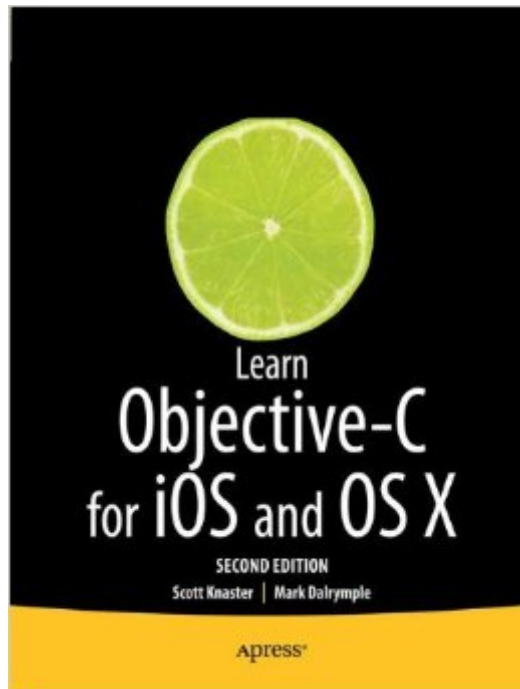


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Learn Objective-C On The Mac: For OS X And IOS



Synopsis

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 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 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 tools 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 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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Customer Reviews

I recently started reading this book. I should start by saying I am an experienced Objective-C programmer, but I usually find a useful new tidbit or two in a new book. I have been enjoying this book immensely, because the tone of the book is much more light-hearted than the normal technical

tome. Instead of hundreds of lines of passive voice text, droning on and one with massive repetition of the same stuff to pad the page count enough, this book flows right along. It moves from topic to topic with a nice amount of detail, but without padding and fluff. Examples are written with a slightly humorous touch that makes the reading a pleasure and keeps your interest focused on what is being said. Explanations of areas such as memory management are nice and straight forward. New items found in Objective-C 2.0 are covered, and a modern version of Xcode is described. This book presumes (and states upfront) that you are expected to at least know C or similar programming language, so if you don't know how to program already, don't start with this book. This book is about using Objective-C, but also includes looks at some important parts of Cocoa. Both the writers and the publisher make the assumption that you are intelligent enough to know how to use the internet to find resources instead of listing detailed URLs in the text, which I really liked. It lets me focus on the content being presented, not the mechanics of how to do auxiliary things I already know how to do. I am definitely recommending this book to anybody new to Objective-C, as well as suggesting that it is a good quick reference to have handy even for experienced programmers.

This book provides a really good intro to Objective-C. It also gives some info on Xcode and Cocoa. It is geared towards programmers that have some experience, but want to learn to program for the Mac or iPhone. I think even intermediate and experienced Mac programmers can find some useful information in here. There is enough information here to really get going. The information is also concise enough to not be overwhelming. I wish I'd had this book when I was starting out.

I had high expectations for this book, based on my experience with other books in the Apress series for learning programming on the Macintosh. However, while the authors of this book are obviously knowledgeable about their subject, I don't think they have a handle yet on how to present their knowledge in book form. My impression is that the authors took transcripts of a seminar on Objective-C that they led and then gave it to someone else to put into book form. Also, the book is full of typos--even in the source code examples! In one case, it is obvious even to a beginner that a source code example could not have produced the sample of program output shown, because the output is in a different order than the print statements in the program. In another case, the text of the book refers to a line of program code that is missing from the code example. This kind of sloppy proofreading is inexcusable in a programming text.

This is a fantastic book for learning Objective-C, the language you need to know if you want to write

programs in Cocoa for the Mac or iPhone. Be warned: this is not a book on Cocoa which is a framework built on top of Obj-C. You'll need to know this material to make any sense of the Cocoa or Cocoa Touch frameworks which can be daunting. If you're brand new to programming, you should probably start with "Learn C on the Mac" because Obj-C is the C programming language with some extra functionality. Confused? If you don't have experience in C, go with this progression: "Learn C on the Mac", then "Learn Objective-C on the Mac", then a full Cocoa book such as Aaron Hillegass' excellent "Cocoa Programming for Mac OS X". You will learn a little Cocoa in the book, as well as a bit about XCode, the freely available Mac IDE for Cocoa and Objective-C development. Having tried to learn these on my own, I can say this book is a timesaver with tips and tricks for getting things working. If you are coming from a higher-level language such as Python, Perl, or PHP, be prepared for a little pain while you get used to it. Objective-C will be like having a strict boss after working for yourself for years; you'll need to do things such as declare your variable types, manage your objects memory allocation, and declare the return types for your functions/methods. The authors definitely had fun writing the material and don't take themselves too seriously, and it comes across well in the material. They have done an excellent job of keeping the material fun to learn. Note: I recently took the 7-day "Beginning Cocoa" class at the Big Nerd Ranch in Atlanta, and this book was used as the coursework for the first two days.

As anyone who has read other Scott Knaster books knows, you will never be disappointed learning from another. Learn Objective-C on the Mac is no exception. The book presumes some knowledge of C (although one should not be intimidated by that), and walks you through the Objective C extensions to the language, starting from the "Hello Objective-C" version of the venerable "Hello World" starter program. The book comes with downloadable working source code for each chapter (it does require Xcode 4 to work as provided), and Scott walks you through each code construct unfamiliar to a C programmer (e.g., "NSLog() is basically a Cocoa-flavored printf() function"). Where other books might intimidate with jargon, this book introduces concepts gently and explains them simply (e.g., "Indirection is a fancy word with a simple meaning - instead of using a value directly ... use a pointer to the value"). As in Scott's other books, the book contains handy sidebars that highlight important concepts. The book takes you through concepts that are important in Objective-C: object orientation, inheritance, composition, etc. It takes you through collections of language parts known as Frameworks. It walks you through the vital Xcode development tool, and the debugging features it contains. The book is generously sprinkled with the Knaster humor that characterizes his other books ("Dead store is not where vampires buy milk."). It contains a chapter

orienting those familiar with other languages (e.g., C, C++, Java, BASIC, Perl, PHP). "Let's face it, in some respects, Objective-C is just plain weird." Learn Objective-C on the Mac is a pleasure to read. More importantly, it effectively delivers what the title promises.

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