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Front-End Web Development

The Big Nerd Ranch Guide

A Learner's Guide to Creating Objective-C Applications for the iPhone and iPad

Objective-C Programming

Idea to iPhone

Swift, Xcode, and Cocoa Basics

The Summer I Became a Nerd

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JANIAH TREVINO

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THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 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 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, 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 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 Contents 1 Introduction Part I: The Objective-C 2.0 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 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone 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 **The Big Nerd Ranch Guide** Packt Publishing Ltd Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. 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 life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features:

Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

A Learner's Guide to Creating Objective-C Applications for the iPhone and iPad CreateSpace

While there are several books on programming for Mac OS X, *Advanced Mac OS X Programming: The Big Nerd Ranch Guide* is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

Objective-C Programming Addison-Wesley Professional Considered a classic by an entire generation of Mac programmers, Dave Mark's *Learn C on the Mac* has been updated for you to include Mac OS X Mountain Lion and the latest iOS considerations. *Learn C on the Mac: For OS X and iOS, Second Edition* is perfect for beginners learning to program. It includes contemporary OS X and iOS examples! This book also does the following: • Provides best practices for programming newbies • Presents all the basics with a pragmatic, Mac OS X and iOS -flavored approach • Includes updated source code which is fully compatible with latest Xcode After reading this book, you'll be ready to program and build apps using the C language and Objective-C will become much easier for you to learn when you're ready to pick that up.

Idea to iPhone Pearson Education

Includes a detachable visual reference guide sheet for Xcode 5 in back of book.

Swift, Xcode, and Cocoa Basics John Wiley & Sons

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad.

The Summer I Became a Nerd "O'Reilly Media, Inc."

Thought-provoking and accessible in approach, this updated and expanded second edition of the *iOS Programming: The Big Nerd Ranch Guide* 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 advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

The Big Nerd Ranch Guide Pearson Education

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

The Big Nerd Ranch Guide "O'Reilly Media, Inc."

Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

iOS 14 Programming Fundamentals with Swift Simon and Schuster *Advanced Swift* takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the *Swift Programming Guide*, and want to explore more, this book is for you. Swift is a great language for systems programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

iOS 13 Programming Fundamentals with Swift O'Reilly Media

Summary *iOS Development with Swift* is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, *iOS Development with Swift in Motion*, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-development-with-swift-iv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this

book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next?

The Big Nerd Ranch Guide Pearson Technology Group Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio , top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS. Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard. *Swift Programming Apress* Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of

powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optional second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

Functional Programming in Swift Big Nerd Ranch Guides This book will teach you how to use Swift to apply functional programming techniques to your iOS or OS X projects. These techniques complement object-oriented programming that most Objective-C developers will already be familiar with, providing you with a valuable new tool in your developer's toolbox. We will start by taking a look at Swift's new language features, such as higher-order functions, generics, optionals, enumerations, and pattern matching. Mastering these new features will enable you to write functional code effectively. After that, we will provide several examples of how to use functional programming patterns to solve real-world problems. These examples include a compositional and type-safe API around Core Image, a library for diagrams built on Core Graphics, and a small spreadsheet application built from scratch.

The Big Nerd Ranch Guide Addison-Wesley Professional Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. Throughout the book,

the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Programming in Objective-C 2.0 Addison-Wesley Professional Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

iOS Development with Swift Pearson Technology Group Whether you are a seasoned Objective-C developer or new to the Xcode platform, Swift Essentials will provide you with all you need to know to get started with the language. Prior experience with iOS development is not necessary, but will be helpful to get the most out of the book.

The Big Nerd Ranch Guide Simon and Schuster

iOS 14 Programming for Beginners is an introductory guide to learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features in iOS 14, this practical guide will help you get up to speed with writing iOS apps from scratch.

A Hands-On Guide to Audio Programming for Mac and iOS Laxmi Publisher

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, Programming iOS 13.

A Hands-on Guide to the Fundamentals of IOS Programming "O'Reilly Media, Inc."

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and UINavigationController, and creating interface builder palettes.

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