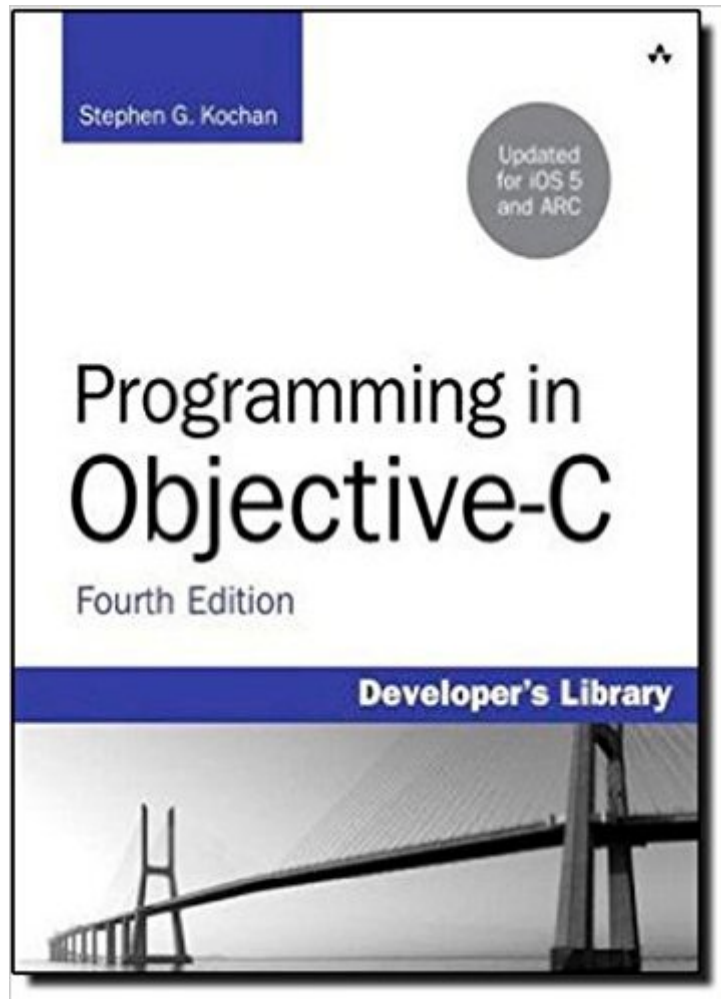


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Programming In Objective-C (4th Edition) (Developer's Library)



Synopsis

This is the 4th edition of the world's bestselling book on Objective-C programming, fully updated to cover Xcode 4.2 and Automatic Reference Counting (ARC). 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 Mac 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 for the significant changes in iOS 5 and Xcode 4.2. One of the biggest changes is Automatic Reference Counting (ARC). This edition gives detailed coverage of how to use ARC to improve and simplify memory management in Objective-C programs.

Book Information

Series: Developer's Library

Paperback: 600 pages

Publisher: Addison-Wesley Professional; 4 edition (December 26, 2011)

Language: English

ISBN-10: 0321811909

ISBN-13: 978-0321811905

Product Dimensions: 7 x 1.2 x 9 inches

Shipping Weight: 1.9 pounds

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (73 customer reviews)

Best Sellers Rank: #433,026 in Books (See Top 100 in Books) #59 in [Books > Computers & Technology > Programming > Apple Programming](#) #161 in [Books > Textbooks > Computer Science > Object-Oriented Software Design](#) #178 in [Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C](#)

Customer Reviews

First of all, let me say that if your goal is the same as mine, to learn how to make iPhone apps starting from scratch, this review will help you decide whether or not this book is for you. I would like

to point out that prior to reading this book, the only programming knowledge I had was C (only basic ideas - no actual programs were made). I had no other prior programming experience. After reading this book, did I know how to use text input boxes, make an alert display on the screen, or create a simple app that moved from one page to another? Unfortunately, no. This book focuses mainly with major ideas and concepts of the Objective-C language. That is, how the language is structured, some major and commonly used methods (or functions in other languages), and general tips while making an app. The book finally begins teaching how to actually make an iPhone app (containing buttons and a user interface) in the last chapter. Even so, the last chapter only teaches you to make a simple "Fraction Calculator" app with only some buttons and a text area to display the result. Because of this, don't expect to know how to make even the simplest of apps after reading the book. This book only gets your feet wet.

First, in the interest of full disclosure - I was given a copy of this book for review purposes. Now, on to the good stuff. This is THE book to get if you need to learn Objective-C from the ground up. I would recommend it to anyone that has exposure to other languages or programming in general and needs to learn Objective-C. (As the author states in his introduction - knowing C is not a necessity. He has taken the approach that Objective-C should be learned on it's own without prerequisite exposure to C.) That being said - it doesn't hurt to have at least some knowledge of C when you read this book - just so that you are not overwhelmed by the similarities when they are pointed out. This is especially true in Chapter 13 when C language features are talked about. After all, Objective-C is based upon C. What this book does not cover in depth is iOS programming. It's focus is on learning Objective-C - in most examples from a command line/terminal style program. The approach is learning by doing, so for every topic covered there are examples demonstrating the topic that the reader should take pains to replicate on his/her own. There are also extra assignment challenges at the end of each chapter. The basics are covered first (there is really no mention of any Mac-specific or iOS libraries until Chapter 14). The first thirteen chapters are where the beginning Objective-C programmer learns the ins and outs of the language without regard to any external Mac-related libraries. So, the typical programming language constructs - data types and structures, scoping, classes, looping, OO constructs, inheritance, polymorphism, etc. - all of the things that you need to know about a language itself prior to getting into extensions to that language - are dealt with.

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