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Cocoa Design Patterns

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Foreword by Aaron Hillegass,
author of *Cocoa Programming for Mac OS X*

Cocoa
Design Patterns

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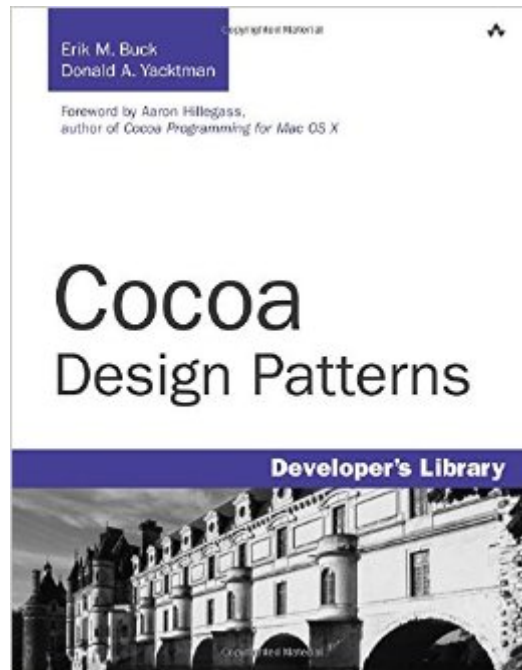
Synopsis

â œNext time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him.â • Â â "Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Â   Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks Â Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, youâ ™ll find it remarkably elegant, consistent, and simple. Â Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Appleâ ™s tools, itâ ™s important to have a firm grasp of MVC right from the start. Â The bookâ ™s midsection is a catalog of the essential design patterns youâ ™ll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And thatâ ™s not all of them! Cocoa Design Patterns painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. Â Cocoa Design Patterns clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.

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Customer Reviews

This superb book has finally unlocked Cocoa programming! Let me explain.In most subjects we learn by acquiring a little bit of knowledge and, once that bit has been understood, we move on to the next little bit, until the bigger topic is understood. First we learn A then we learn B. Unfortunately, this method of learning does not work well with application frameworks such as Cocoa. These frameworks usually consist of a number of complex idea that are strongly interrelated. You cannot learn A then B, since A requires B and B requires A. Instead you must learn topics A..Z all at the same time! Cocoa is especially difficult for most programmers since it is based on using Objective C, and Objective C is based on Smalltalk. Smalltalk is an extremely dynamic language whose principles are significantly different than those of current popular languages. Thus, most programmers must learn zilllions of elements of the Cocoa framework and also the unusual ideas behind Objective C (Smalltalk). These are essential since Cocoa works differently than other popular frameworks and cannot be understood without understanding Objective C's dynamic approach to programming.Up until now we have had Objective C books which help learning Objective C, and the excellent Hillegass book (Cocoa Programming for Mac OS X) which is a tutorial on Cocoa. The Hillegass book does help the reader understand many principals behind Cocoa, but it stops short of giving in depth knowledge of the design patterns that Cocoa uses. Thus when the user tries to go beyond the Hillegass book he/she is frustrated because they were not taught the full idea behind each element of Cocoa and their connections to other elements. There is not enough information for the reader to branch out to develop their own programs.

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