



Objective-C For Dummies

By Neal Goldstein

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Objective-C For Dummies By Neal Goldstein

Learn the primary programming language for creating iPhone and Mac apps

The only thing hotter than the iPhone right now is new apps for the iPhone. Objective-C is the primary language for programming iPhone and Mac OS X applications, and this book makes it easy to learn Objective-C.

Even if you have no programming experience, *Objective-C For Dummies* will teach you what you need to know to start creating iPhone apps. It provides an understanding of object-oriented programming in an entertaining way that helps you learn.

- iPhone and Mac apps are hot, and most are created with Objective-C
- Covers Xcode 3.2, which is included in Mac OS X Snow Leopard
- Explains object-oriented programming concepts in a straightforward but fun style that makes learning easy
- Ideal for those with no programming experience as well as those who may know other languages but are new to Objective-C
- Prepares you to start creating iPhone and Mac OS X apps
- Understand Mac programming concepts and patterns, and why to use them
- Bonus CD includes all code samples used in the book

Objective-C For Dummies gives you the tools to turn your idea for an iPhone app into reality.

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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Editorial Review

From the Back Cover

Learn the language of the iPhone, iPod touch, and Mac OS X — the fun and easy way!

Whether you have worked in another programming language or want to start your programming career with Objective-C, this book is for you! This plain-English guide will get you up and running with Objective-C, the programming language you need to turn a great idea into a cool application. From using the Xcode IDE to adding an interface to knowing how and why to leverage objects, classes, delegation, messaging, and more, this book gets you going.

- Recipes for success — see how a computer program is like a recipe and how the compiler turns your instructions into computer code
- Why X? — get the hang of Xcode 3.2 and Interface Builder, the key Apple developer tools
- Banish bugs — understand the different types of errors your program may encounter and how to eliminate them
- Build your masterpiece — learn about program architecture and how to structure your application so that it can be easily extended with new functionality
- Enter the data — prepare your app to "go live" and process data entered by the user

Bonus CD Includes

All code samples used in the book

Please see the CD appendix for details and complete system requirements.

Open the book and find:

- What object-oriented programming is all about
- The tools you need and how to get them
- How to get a grip on Objective-C syntax
- Debugging tips that can save you time
- How to add a user interface
- Ways to make your programming successful and fun
- What property lists are and how to use them
- How to use dictionaries and arrays

About the Author

Neal Goldstein is a pioneer in object-oriented programming and a master at making cutting-edge technology practical. He leads an iPhone startup that is developing a revolutionary application that will radically change how people can use iPhones to manage information. Neal is the author of *iPhone Application Development For Dummies*.

Users Review

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William Perez:

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