Cocoa R Programming For Mac R Os X

Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. Cocoa and Objective-C: Up and Running offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform. Get a quick hands-on tour of basic programming skills with the C language Learn how to use Interface Builder to quickly design and prototype your application's user interface Start using Objective-C by creating objects and learning memory management Learn about the Model-View-Controller (MVC) method of sharing data between objects Understand the Foundation value classes, Cocoa's robust API for storing common data types Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

Get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch Apple's iPhone is the hottest mobile device on the planet. More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year. Apple's iPhone SDK has been updated and includes more than one thousand

new APIs that developers will want to get their hands on. iPhone SDK 3 Programming shows you how to build great applications for the iPhone and iPod Touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective-C and Cocoa programming, and then guides you through building programs with Apple's iPhone SDK 3. Covers the complete application development process, and highlights all the key device features including the camera, location awareness, and more Completely revised and redesigned with more than 100 new pages of content iPhone's new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective-C language and Cocoa frameworks that new iPhone developers need With this advanced resource, you'll get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch.

A Practical Guide to Computer Forensics Investigations introduces the newest technologies along with detailed information on how the evidence contained on these devices should be analyzed. Packed with practical, hands-on activities, students will learn unique subjects from chapters including Mac Forensics, Mobile Forensics, Cyberbullying, and Child Endangerment. This well-developed book will prepare students for the rapidly-growing field of computer forensics for a career with law enforcement, accounting firms, banks and credit card companies, private investigation companies, or government agencies.

"Next 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." –Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks 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, you'll find it remarkably elegant, consistent, and simple. 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 Apple's tools, it's important to have a firm grasp of MVC right from the start. The book's midsection is a catalog of the essential design patterns you'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 that'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. 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.

Learning Cocoa with Objective-C eases you into the experience of Cocoa development, not merely by reading, but by doing. After an introduction to Project Builder and Interface Builder, you'll quickly come up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building applications to run on Mac OS X. Each chapter presents a different sample program for you to build, with easy-to-follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques learned in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters. You'll

learn how to : • Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder • Build single- and multiple-window document-based applications • Manipulate text data using Cocoa's text handling capabilities • Draw with Cocoa • Localize your application for multiple language support • Polish off your application by adding an icon for use in the Dock, providing Help, and packaging your program for distribution At the end of each chapter, you'll be presented with a series of Exercises, challenging you to tweak the application you've just built, or to go back to an earlier example and add some new functionality to it. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Originally written by insiders at Apple Computer, Inc., and revised for this new edition by James Duncan Davidson, this book is based on the Jaguar release of Mac OS X 10.2. Learning Cocoa with Objective-C covers the latest updates to the Cocoa frameworks, including the AddressBook framework. Also included with this edition are a handy API quick reference card and an appendix that includes a listing of resources essential to any Cocoa developer-beginning or advanced.

Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your

own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at htt ps://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md.

The high-level language of R is recognized as one of the most powerful and flexible statistical software environments, and is rapidly becoming the standard setting for quantitative analysis, statistics and graphics. R provides free access to unrivalled coverage and cutting-edge applications, enabling the user to apply numerous statistical methods ranging from simple regression to time series or multivariate analysis. Building on the success of the author's bestselling Statistics: An Introduction using R, The R Book is packed with worked examples, providing an all inclusive guide to R, ideal for novice and more accomplished users alike. The book assumes no background in statistics or computing and introduces the advantages of the R environment, detailing its applications in a wide range of disciplines. Provides the first comprehensive reference manual for the R language, including practical guidance and full coverage of the graphics facilities. Introduces all the statistical models covered by R, beginning with simple classical tests such as chi-square and t-test. Proceeds to examine more advance methods, from regression and analysis of variance, through to generalized linear models, generalized mixed models, time series, spatial statistics, multivariate statistics and much more. The R Book is aimed at undergraduates, postgraduates and professionals in science, engineering and medicine. It is also ideal for

students and professionals in statistics, economics, geography and the social sciences.

This is a step-by-step guide to developing applications for Apple's Mac OS X.It describes how to build object-oriented apps using Cocoa.

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving. Learn Linux, and take your career to the next level! Linux Essentials, 2nd Edition provides a solid foundation of knowledge for anyone considering a career in information technology, for anyone new to the Linux operating system, and for anyone who is preparing to sit for the Linux Essentials Exam. Through this engaging resource, you can access key information in a learning-by-doing style. Hands-on tutorials and end-of-chapter exercises and review questions lead you in both learning and applying new information—information that will help you achieve your goals! With the experience provided in this compelling reference, you can sit down for the Linux Essentials Exam with confidence. An open source operating system, Linux is a UNIX-based platform that is freely updated by developers. The nature of its development means that Linux is a low-cost and secure alternative to other operating systems, and is used in many different IT environments. Passing the Linux Essentials Exam

prepares you to apply your knowledge regarding this operating system within the workforce. Access lessons that are organized by task, allowing you to quickly identify the topics you are looking for and navigate the comprehensive information presented by the book Discover the basics of the Linux operating system, including distributions, types of open source applications, freeware, licensing, operations, navigation, and more Explore command functions, including navigating the command line, turning commands into scripts, and more Identify and create user types, users, and groups Linux Essentials, 2nd Edition is a critical resource for anyone starting a career in IT or anyone new to the Linux operating system.

Apple's definitive guide to the powerful AppleScript scripting language, thisbook provides essential information for Macintosh power users and programmerswho want to use AppleScript to write new scripts, modify existing scripts, orwrite scriptable applications.

"Dan Frakes' Mac OS X Power Tools is an essential (and approachable) guide for getting the most from Mac OS X." —Christopher Breen, Mac 911 Columnist, MacWorld Magazine Mac Expert Dan Frakes' Turns You Into a Power User The latest version of Mac OS X (v10.3, Panther) is here, and noted expert Dan Frakes has once again worked day and night to discover and document the best ways for Mac users

of all levels of experience to get things done. This completely revised and updated second edition of Mac OS X Power Tools provides tips, shortcuts, and step-by-step solutions to equip you with the most essential insights and knowledge. With this book at your side and your Mac in front of you, you'll understand Mac OS X like never before, saving time, avoiding headaches, and transforming OS X into one very productive cat. Coverage includes: Understanding user accounts and permissions Taking control of the startup and login processes Embracing and extending Finder functionality Using the Dock and Dock replacements Working with applications Streamlining Mac OS and third-party installations Making the most of Classic Improving Web surfing and network connectivity Sharing files and connecting to servers Taking advantage of OS X's advanced printing architecture Strengthening system security Keeping Mac OS X in tip-top shape Controlling your Mac remotely Taking advantage of OS X's Unix base Visit the author's website at www.macosxpowertools.com/
With Advanced iOS 4 Programming, developers have the expert guidance they need to create amazing applications for Apple's iPhone, iPad, and iPod touch. Inside, veteran mobile developer Dr. Maher Ali begins with a foundation introduction to Objective C and Cocoa Touch programming, and then guides readers through building apps with

Apple's iPhone SDK 4 – including coverage of the major categories of new APIs and building apps for the new Apple iPad. This book concentrates on illustrating GUI concepts programmatically, allowing readers to fully appreciate the complete picture of iOS 4 development without relying on Interface Builder. In addition, Interface Builder is covered in several chapters. Advanced iOS 4 Programming delves into more advanced topics going beyond the basics of iOS 4 development, providing comprehensive coverage that will help you get your apps to the App Store quicker. Key features include: Objective-C programming language and runtime Interface Builder Building advanced mobile user interfaces Collections Cocoa Touch Core Animation and Quartz 2D Model-view-controller (MVC) designs Developing for the iPad Grand Central Dispatch Parsing XML documents using SAX, DOM, and TouchXML Working with the Map Kit API Remote and Local Push Notification Blocks (closures) in Objective-C Building advanced location-based applications Developing database applications using the SQLite engine GameKit framework Hands-on guide to understanding and utilizing Quartz and Core Image, the two major graphic technologies in the Apple Core Graphics Framework. Visualizing the data is an essential part of any data analysis. Modern computing developments have led to big improvements in graphic capabilities and there

are many new possibilities for data displays. This book gives an overview of modern data visualization methods, both in theory and practice. It details modern graphical tools such as mosaic plots, parallel coordinate plots, and linked views. Coverage also examines graphical methodology for particular areas of statistics, for example Bayesian analysis, genomic data and cluster analysis, as well software for graphics.

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, memory management, key-value coding, NSArrayController, archiving, user defaults, and keyboard events.

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.

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

Learn how to code for the iMac, Mac mini, Mac Pro, and MacBook using Swift, Apple's hottest programming language. Fully updated to cover the new MacBook Touch Bar, macOS Programming for Absolute Beginners

will not only teach complete programming novices how to write macOS programs, but it can also help experienced programmers moving to the Mac for the first time. You will learn the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing macOS programs. If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages, then you'll want to learn Swift. Swift is your gateway to both Mac and iOS app development while being powerful and easy to learn at the same time, and macOS Programming for Absolute Beginners is the perfect place to start - add it to your library today.What You'll Learn/div Master the basic principles of object-oriented programming Use Xcode, the main programming tool used for both macOS and iOS development See what makes Swift unique and powerful as a programming language and why you should learn it Create macOS programs using Swift and Xcode Apply interface principles that follow Apple's Human Interface Guidelines Take advantage of the new Touch Bar Who This Book Is For People who want to learn programming for the first time and for experienced programmers wanting to learn Xcode and the Mac for the first time.

Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of

real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world Provides information on using Xcode to build applications with Macintosh languages and technology. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert.--[book cover] For power users who want to modify Tiger, the new release of Mac OS X, this book takes them deep inside Mac OS X's core, revealing the inner workings of the system.
Cocoa Programming is a comprehensive work that starts as a fast-paced introduction to the OS architecture and the Cocoa language for those programmers new to the environment. The more advanced sections of the book will show the reader how to create Cocoa applications using Objective-C, to modify the views, integrate

multimedia, and access networks. The final sections of the book explain how to extend system applications and development tools in order to create your own frameworks.

Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform.

Now that your favorite operating system, Mac OS X, has

Unix under the hood, it's the perfect time for you to uncover its capabilities. Learning Unix for Mac OS X is designed to teach Unix basics to traditional Macintosh users. This book tells you what to do when you're faced with that empty command line.

"If you're a parent who has decided to educate your children yourself, this book is the first you should buy."—?Washington Times The Well-Trained Mind will instruct you, step by step, on how to give your child an academically rigorous, comprehensive education from preschool through high school—one that will train him or her to read, to think, to ?understand?, to be well-rounded and curious about learning. Veteran home educators Jessie Wise and Susan Wise Bauer outline the classical pattern of education called the trivium, which organizes learning around the maturing capacity of the child's mind and comprises three stages: the elementary school "grammar stage," the middle school "logic stage," and the high school "rhetoric stage." Using this theory as your model, you'll be able to instruct your child in all levels of reading, writing, history, geography, mathematics, science, foreign languages, rhetoric, logic, art, and music, regardless of your own aptitude in those subjects. This newly revised edition contains completely updated ordering information for all curricula and books, new and expanded curricula recommendations, new material on using computers and distance-learning resources, answers to common questions about home education, information about educational support groups, and advice on practical matters such as working with your local school board, preparing a high school

transcript, and applying to colleges.
OS X and iOS Kernel Programming combines essential operating system and kernel architecture knowledge with a highly practical approach that will help you write effective kernel-level code. You'll learn fundamental concepts such as memory management and thread synchronization, as well as the I/O Kit framework. You'll also learn how to write your own kernel-level extensions, such as device drivers for USB and Thunderbolt devices, including networking, storage and audio drivers. OS X and iOS Kernel Programming provides an incisive and complete introduction to the XNU kernel, which runs iPhones, iPads, iPods, and Mac OS X servers and clients. Then, you'll expand your horizons to examine Mac OS X and iOS system architecture. Understanding Apple's operating systems will allow you to write efficient device drivers, such as those covered in the book, using I/O Kit. With OS X and iOS Kernel Programming, you'll: Discover classical kernel architecture topics such as memory management and thread synchronization Become well-versed in the intricacies of the kernel development process by applying kernel debugging and profiling tools Learn how to deploy your kernel-level projects and how to successfully package them Write code that interacts with hardware devices Examine easy to understand example code that can also be used in your own projects Create network filters Whether you're a hobbyist, student, or professional engineer, turn to OS X andiOS Kernel Programming and find the knowledge you need to start developing

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and

author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application life cycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book

covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

The Most Useful UNIX Guide for Mac OS X Users Ever, with Hundreds of High-Quality Examples! Beneath Mac OS® X's stunning graphical user interface (GUI) is the most powerful operating system ever created: UNIX®. With unmatched clarity and insight, this book explains UNIX for the Mac OS X user–giving you total control over your system, so you can get more done, faster. Building on Mark Sobell's highly praised A Practical Guide to the UNIX System, it delivers comprehensive guidance on the UNIX command line tools every user, administrator, and developer needs to master—together with the world's best day-to-day UNIX reference. This book is packed with hundreds of high-quality examples. From networking and system utilities to shells and programming, this is UNIX

from the ground up–both the "whys" and the "hows"–for every Mac user. You'll understand the relationships between GUI tools and their command line counterparts. Need instant answers? Don't bother with confusing online "manual pages": rely on this book's example-rich, quick-access, 236-page command reference! Don't settle for just any UNIX guidebook. Get one focused on your specific needs as a Mac user! A Practical Guide to UNIX® for Mac OS® X Users is the most useful, comprehensive UNIX tutorial and reference for Mac OS X and is the only book that delivers Better, more realistic examples covering tasks you'll actually need to perform Deeper insight, based on the authors' immense knowledge of every UNIX and OS X nook and cranny Practical guidance for experienced UNIX users moving to Mac OS X Exclusive discussions of Mac-only utilities, including plutil, ditto, nidump, otool, launchctl, diskutil, GetFileInfo, and SetFile Techniques for implementing secure communications with ssh and scp–plus dozens of tips for making your OS X system more secure Expert guidance on basic and advanced shell programming with bash and tcsh Tips and tricks for using the shell interactively from the command line Thorough guides to vi and emacs designed to help you get productive fast, and maximize your editing efficiency In-depth coverage of the Mac OS X filesystem and access permissions, including extended attributes and Access Control Lists (ACLs) A comprehensive UNIX glossary Dozens of exercises to help you practice and gain confidence And much more, including a superior introduction to UNIX programming tools such as awk, sed, otool, make, gcc,

gdb, and CVS

Cocoa Programming for Mac OS XAddison-Wesley Professional

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few. Cocoa in a Nutshell begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively. Cocoa in a Nutshell is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes: An overview of the Objective-C language Coverage of the Foundation and Application Kit frameworks Overviews of Cocoa's drawing and text handling classes Network services such as hosts, Rendezvous URL services, sockets, and file handling

Distributed notifications and distributed objects for interapplication communication Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation, Cocoa in a Nutshell is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2). Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work. Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.
Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and

an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Complete overview of Mac OS Jaguar (Mac OS X 10.2) including basic system and network administration features, hundreds of tips and tricks, with an overview of Mac OS X's Unix text editors and CVS.

In The Swift Developer's Cookbook, renowned author Erica Sadun joins powerful strategies with ready-to-use Swift code for solving everyday development challenges. As in all of Sadun's programming best-sellers, The Swift Developer's Cookbook translates modern best practices into dozens of well-tested, easy-to-apply solutions. This book's code examples were created in response to real-world questions from working developers to reflect Swift's newest capabilities and best practices. Each chapter groups related tasks together. You can jump straight to your solution without having to identify the right class or framework first. Sadun covers key Swift development concepts, shows you how to write robust and efficient code, and helps you avoid common pitfalls other developers struggle with. She offers expert

strategies for working with this immensely powerful language, taking into account Swift's rapid evolution and its migration tools. Whether you're moving to modern Swift from Objective-C, from older versions of the Swift language, or from the world of non-Apple languages, this guide will help you master both the "how" and "why" of effective Swift development. Industry recruiters are scrambling to find Swift developers who can solve real problems and produce effective working code. Get this book, and you'll be ready. Coverage includes Writing effective Swift code that communicates clearly and coherently to the compiler, your team, and to "future you," who will be maintaining this code Using Xcode to handle changes in Swift's language constructs as the language evolves Building feedback, documentation, and output to meet your development and debugging needs Making the most of optionals and their supporting constructs Using closures to encapsulate state and functionality and treat actions as variables for later execution Leveraging control flow with innovative Swift-specific statements Working with all Swift types: classes, enumerations, and structures Using generics and protocols to build robust code that expands functionality beyond single types Making the most of the powerful Swift error system Working with innovative features such as array indexing, general subscripting, statement labels, custom operators, and more This book is part of the Pearson Content Update Program (CUP). As the technology changes, sections of this book will be updated or new sections will be added. The updates will be delivered to you via a free Web Edition of this book,

which can be accessed with any Internet connection. Completely revised edition, now covering Snow Leopard! Springing from the original Vermont Recipes Web site, where many of today's Cocoa developers got their start, Cocoa Recipes for Mac OS X, Second Edition is a programming cookbook that shows you how to create a complete Mac OS X application. In this updated edition, author Bill Cheeseman employs a practical, step-by-step method for building a program from start to finish using the Cocoa frameworks. He begins by creating the project using Xcode and designing and building the user interface with Interface Builder, and then he fills in the details expected of any working application, such as managing documents and windows, setting up the main menu, and configuring controls. Later recipes show you how to add important features such as a preferences window, printing, a Help book, and AppleScript support. The book concludes with a discussion of deployment of your finished product and steps you can take to explore additional features. Equipped with the expertise and real-world techniques in this book, programmers with some knowledge of C and Objective-C can quickly master the craft of writing Cocoa programs for Mac OS X. Written for C and Objective-C programmers who want to tap the extraordinary power and flexibility designed into the Cocoa frameworks, as well as for experienced Cocoa developers looking to extend their skills. By following the book's recipes for creating a complete Cocoa application, readers can retrace the same steps to write any document-based Cocoa program. Includes the latest techniques for writing Cocoa applications for Mac OS X

v10.6 Snow Leopard. Project source files are available on the Web at www.peachpit.com/cocoarecipes.