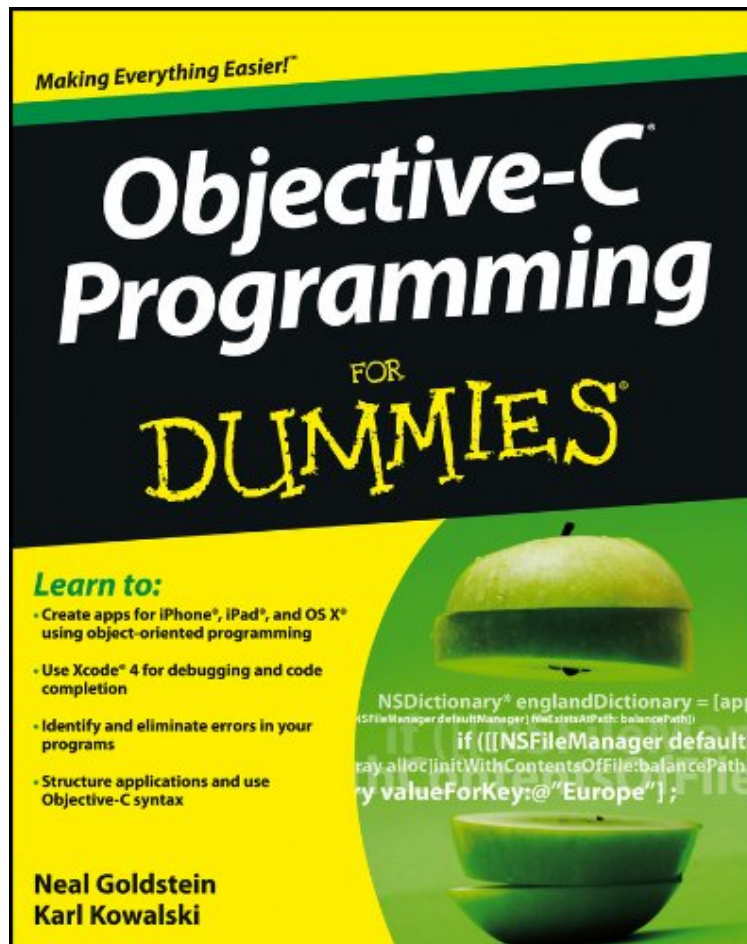


Objective-C Programming For Dummies

Von Neal Goldstein

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Von Neal Goldstein : Objective-C Programming For Dummies before purchasing it in order to gage whether or not it would be worth my time, and all praised Objective-C Programming For Dummies:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Does the job; but uninspiredVon Paul MagnussenTo give this book its due, it attempts a Herculean task: namely to teach the absolute beginner:1) The basics of programming2) KR C3) The basics of object-oriented design4) Objective-C5) An introduction to XcodeIt seeks to achieve this by choosing a relatively simple application a budget-calculator for vacations and developing it in increasing detail through each chapter.This is all very well; but I would guess that most readers are learning learning Objective-C primarily for use with the Mac user interface, and this isn't addressed until nearly the end.The programming example used, while perfectly valid, is extremely boring, and it's heard to imagine anyone's interest being sustained past the first few chapters.And last but not least, the text itself is often quite sloppy.For instance, there are frequent references to "arguments" when it means "parameters". To take another random example, on p.177 you may find:"In Chapter 5, you create the Budget object by sending it a new message like so:"The

confused beginner may well ask: How can you send it a new message if it hasn't been created yet? And, of course, she is perfectly right. The sentence should read: "In Chapter 5, you create the Budget object by sending THE CLASS a new message like so:" (emphasis added) And so forth. THE COMPETITION Recommending an alternative, none the less, is not a simple matter. However, I have been extremely impressed by Robert Clair's Learning Objective-C 2.0, which assumes a working knowledge of C, but is concise, knowledgeable and well written, and which also contains a great deal of extremely useful information. I will add to this review as other books come to my attention. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Gut aber zu viel drum rum. Von Viktor Edelberg Ich bin seit 2 Jahren Obj-C Entwickler und wollte dieses Buch für einen Azubi, als ich es dann durch hatte war ich ein wenig genervt über die abschweifenden Erläuterungen die einen Azubi irritieren können, so kam es dann auch. Insgesamt ist das Buch in Ordnung, es hat ihm Grundwissen vermittelt, aber die umschweifenden Erklärungen die dann einfach im Raum stehen bleiben kosten in dem Fall ganze 2 Sterne.

Kurzbeschreibung A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time! **Kurzbeschreibung** A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time! **Buchrückseite** Learn how to turn your idea for a great app into a real, robust Objective-C application! Objective-C is the language of apps for the iPhone, iPad, and Mac. Plain English is the language of this book, making it easy for you to learn how to turn your ideas into amazing apps for Apple devices! Even if you have no programming experience whatsoever, this book gives you the knowledge, skills, and confidence to create honest-to-goodness apps.* The starting line - learn how programs work, the tools you need, and what it takes to turn an idea into a functioning program* Step by step - start out developing a simple app and build on it as you learn additional features of Objective-C* Learn the lingo - master the instruction set and frameworks of Objective-C* The object of it all - understand objects, where they originate, and how to extend their behavior* Two for one - design your application so you can plug it into user interfaces for both Macs and iOS devices Open the book and find:* How computer languages work* Directions for downloading and installing the SDK* All about variables and operators* What objects are and all the things you do with them* Secrets of successful debugging* Advice on managing memory* Steps for adding a user interface* Ten tips for being a happy developer Learn to:* Create apps for iPhone(r), iPad(r), and OS X(r) using object-oriented programming* Use Xcode(r) 4 for debugging and code completion* Identify and eliminate errors in your programs* Structure applications and use Objective-C syntax