

Cocoa Design Patterns Erik M Buck

Paul Fisher sees the world from behind glasses so thick he looks like a bug-eyed alien. But he's not so blind that he can't see there are some very unusual things about his family's new home in Tangerine County, Florida. Where else does a sinkhole swallow the local school, fire burn underground for years, and lightning strike at the same time every day? The chaos is compounded by constant harassment from his football-star brother, and adjusting to life in Tangerine isn't easy for Paul—until he joins the soccer team at his middle school. With the help of his new teammates, Paul begins to discover what lies beneath the surface of his strange new hometown. And he also gains the courage to face up to some secrets his family has been keeping from him for far too long. In Tangerine, it seems, anything is possible.

This classic book is the definitive real-world style guide for better Smalltalk programming. This author presents a set of patterns that organize all the informal experience successful Smalltalk programmers have learned the hard way. When programmers understand these patterns, they can write much more effective code. The concept of Smalltalk patterns is introduced, and the book explains why they work. Next, the book introduces proven patterns for working with methods, messages, state, collections, classes and formatting. Finally, the book walks through a development example utilizing patterns. For programmers, project managers, teachers and students -- both new and experienced. This book presents a set of patterns that organize all the informal experience of successful Smalltalk programmers. This book will help you understand these patterns, and empower you to write more effective code.

Winner of the 2014 Jolt Award for "Best Book" "Whether you are an experienced programmer or are starting your career, Python in Practice is full of valuable advice and example to help you improve your craft by thinking about problems from different perspectives, introducing tools, and detailing techniques to create more effective solutions." --Doug Hellmann, Senior Developer, DreamHost If you're an experienced Python programmer, Python in Practice will help you improve the quality, reliability, speed, maintainability, and usability of all your Python programs. Mark Summerfield focuses on four key themes: design patterns for coding elegance, faster processing through concurrency and compiled Python (Cython), high-level networking, and graphics. He identifies well-proven design patterns that are useful in Python, illuminates them with expert-quality code, and explains why some object-oriented design patterns are irrelevant to Python. He also explodes several counterproductive myths about Python programming--showing, for example, how Python can take full advantage of multicore hardware. All examples, including three complete case studies, have been tested with Python 3.3 (and, where possible, Python 3.2 and 3.1) and crafted to maintain compatibility with future Python 3.x versions. All code has been tested on Linux, and most code has also been tested on OS X and Windows. All code may be downloaded at www.qtrac.eu/pipbook.html. Coverage includes Leveraging Python's most effective creational, structural, and behavioral design patterns Supporting concurrency with Python's multiprocessing, threading, and concurrent.futures modules Avoiding concurrency problems using thread-safe queues and futures rather than fragile locks Simplifying networking with high-level modules, including xmlrpclib and RPyC Accelerating Python code with Cython, C-based Python modules, profiling, and other techniques Creating modern-looking GUI applications with Tkinter Leveraging today's powerful graphics hardware via the OpenGL API using pyglet and PyOpenGL Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI connectivity, and audio units.

NEW YORK TIMES BESTSELLER • This instant classic explores how we can change our lives by changing our habits. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Wall Street Journal • Financial Times In *The Power of Habit*, award-winning business reporter Charles Duhigg takes us to the thrilling edge of scientific discoveries that explain why habits exist and how they can be changed. Distilling vast amounts of information into engrossing narratives that take us from the boardrooms of Procter & Gamble to the sidelines of the NFL to the front lines of the civil rights movement, Duhigg presents a whole new understanding of human nature and its potential. At its core, *The Power of Habit* contains an exhilarating argument: The key to exercising regularly, losing weight, being more productive, and achieving success is understanding how habits work. As Duhigg shows, by harnessing this new science, we can transform our businesses, our communities, and our lives. With a new Afterword by the author "Sharp, provocative, and useful."—Jim Collins "Few [books] become essential manuals for business and living. *The Power of Habit* is an exception. Charles Duhigg not only explains how habits are formed but how to kick bad ones and hang on to the good."—Financial Times "A flat-out great read."—David Allen, bestselling author of *Getting Things Done: The Art of Stress-Free Productivity* "You'll never look at yourself, your organization, or your world quite the same way."—Daniel H. Pink, bestselling author of *Drive* and *A Whole New Mind* "Entertaining . . . enjoyable . . . fascinating . . . a serious look at the science of habit formation and change."—The New York Times Book Review

Objective-C Phrasebook gives you the code phrases you need to quickly and effectively complete your programming projects with Objective-C, on systems including iOS and Mac OS X. Concise and Accessible Easy to carry and easy to use—lets you ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets—so you can readily code elegant Objective-C in just about any situation

Two starcrossed magicians engage in a deadly game of cunning in *The Night Circus*, the spellbinding New York Times best seller that has captured the world's imagination. The circus arrives without warning. No announcements precede it. It is simply there, when yesterday it was not. Within the black-and-white striped canvas tents is an utterly unique experience full of breathtaking amazements. It is called *Le Cirque des Rêves*, and it is only open at night. But behind the scenes, a fierce competition is underway: a duel between two young magicians, Celia and Marco, who have been trained since childhood expressly for this purpose by their mercurial instructors. Unbeknownst to them both, this

is a game in which only one can be left standing. Despite the high stakes, Celia and Marco soon tumble headfirst into love, setting off a domino effect of dangerous consequences, and leaving the lives of everyone, from the performers to the patrons, hanging in the balance. Look for Erin Morgenstern's new novel, *The Starless Sea*, available now.

Développez plus efficacement en Cocoa ! Très souvent, les développeurs d'applications pour le Mac et l'iPhone sont dépassés par l'étendue et la complexité des frameworks Cocoa. Si Cocoa est effectivement vaste, il suffit d'en comprendre les patterns orientés objet pour qu'il devienne remarquablement élégant, cohérent et simple. Le but de cet ouvrage est de vous expliquer la conception et la logique de Cocoa à travers les design patterns sur lesquels il se fonde. Vous commencerez par le pattern MVC (Modèle-Vue-Contrôleur), essentiel aussi bien au développement Mac qu'iPhone, et recommandé voire imposé par les outils d'Apple. Puis vous aborderez les autres patterns, classés selon trois groupes : les fondamentaux, ceux qui favorisent le découplage et ceux qui masquent la complexité. Vous y trouverez enfin des outils d'application, parmi lesquels les modèles Core Data, les vues AppKit, les bindings et les contrôleurs. Les vingt-huit design patterns recensés dans cet ouvrage vous fournissent des stratégies éprouvées pour résoudre rapidement les problèmes récurrents rencontrés sous Cocoa et vous permettre de mieux comprendre sa structure. Illustrés par des exemples réels et des morceaux de code que vous pouvez intégrer immédiatement à vos applications, ces patterns vous aideront à maîtriser rapidement Cocoa et à améliorer la performance de vos programmes. Get the hands-on experience you need to program for the iPhone and iPod Touch. With this easy-to-follow guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks. Before you know it, you'll not only have the skills to develop your own apps, you'll know how to sail through the process of submitting apps to the iTunes App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch, *Learning iPhone Programming* will give you a head start on building market-ready iPhone apps. Start using Xcode right away, and learn how to work with Interface Builder Take advantage of model-view-controller (MVC) architecture with Objective-C Build a data-entry interface, and learn how to parse and store the data you receive Solve typical problems while building a variety of challenging sample apps Understand the demands and details of App Store and ad hoc distribution Use iPhone's accelerometer, proximity sensor, GPS, digital compass, and camera Integrate your app with iPhone's preference pane, media playback, and more

* Will appeal to the same (large) audience as *Joel on Software* * Contains exclusive commentary by Joel * Lots of free publicity both because of Joel's influence in the community and the influence of the contributors

Cocoa Design Patterns Addison-Wesley Professional

Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they can actually be quite easy, and *Learning iOS Game Programming* is your perfect beginner's guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In *Learning iOS Game Programming*, you'll learn how to build a 2D tile map game, *Sir Lamorak's Quest: The Spell of Release* (which is free in the App Store). You can download and play the game you're going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use. Then, he carefully guides you through the whole development process: from planning storylines and game play all the way through testing and tuning. Download the free version of *Sir Lamorak's Quest* from the App Store today, while you learn how to build the game in this book. Coverage includes Planning high-level game design, components, and difficulty levels Using game loops to make sure the right events happen at the right time Rendering images, creating sprite sheets, and building basic animations Using tile maps to build large game worlds from small reusable images Creating fire, explosions, smoke, sparks, and other organic effects Delivering great sound via OpenAL and the iPhone's media player Providing game control via iPhone's touch and accelerometer features Crafting an effective, intuitive game interface Building game objects and entities and making them work properly Detecting collisions and ensuring the right response to them Polishing, testing, debugging, and performance-tuning your game *Learning iOS Game Programming* focuses on the features, concepts, and techniques you'll use most often—and helps you master them in a real-world context. This book is 100% useful and 100% practical; there's never been an iPhone game development book like it!

Apple's iPad defines a new category for devices. This quick-start guide will have users writing iPad apps right away using a combination of the familiar iPhone APIs along with the new APIs and additional templates designed specifically for creating iPad applications.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Get Started Fast with Objective-C 2.0 Programming for OS X Mountain Lion, iOS 5.1, and Beyond Fully updated for Xcode 4.4, *Learning Objective-C 2.0, Second Edition*, is today's most useful beginner's guide to Objective-C 2.0. One step at a time, it will help you master the newest version of Objective-C 2.0 and start writing high-quality programs for OS X 10.8 Mountain Lion, iOS 5.1, and all of Apple's newest computers and devices. Top OS X and iOS developer Robert Clair first reviews the essential object and C concepts that every Objective-C 2.0 developer needs to know. Next, he introduces the basics of the Objective-C 2.0 language itself, walking through code examples one line at a time and explaining what's happening behind the scenes. This revised edition thoroughly introduces Apple's new Automated Reference Counting (ARC), while also teaching conventional memory-management techniques that remain indispensable. Carefully building on what you've already learned, Clair progresses to increasingly sophisticated techniques in areas ranging from frameworks to security. Every topic has been carefully chosen for its value in real-world, day-to-day programming, and many topics are supported by hands-on practice exercises. Coverage includes · Reviewing key C techniques and concepts, from program structure and formats to variables and scope · Understanding how objects and classes are applied in Objective-C 2.0 · Writing your first Objective-C program with

Xcode 4.4 · Using messaging to efficiently perform tasks with objects · Getting started with Apple's powerful frameworks and foundation classes · Using Objective-C control structures, including Fast Enumeration and exception handling · Adding methods to classes without subclassing · Using declared properties to save time and simplify your code · Mastering ARC and conventional memory management, and knowing when to use each · Using Blocks to prepare for concurrency with Apple's Grand Central Dispatch · Leveraging Xcode 4.4 improvements to enums and @implementation

"Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn't do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further."

—Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of *Advanced Mac OS X Programming: The Big Nerd Ranch Guide Learning iPad Programming, Second Edition*, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud syncing techniques. Learn how to Build a fully functional app that uses Core Data and iCloud syncing Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

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.

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

"A great read for iOS developers who want to learn if iCloud is right for their app and dive right in with lots of practical code examples." —Jon Bell, UXLaunchpad.com *Get Hands-On Mastery of iCloud Data Management for iOS 7 and OS X Mavericks* As apps rapidly move into business and the cloud, iOS and OS X developers need new data management techniques. In *Learning iCloud Data Management*, renowned Apple database expert Jesse Feiler shows you how to use Apple's latest APIs and technologies to structure and synchronize all forms of data. Feiler helps you understand the issues, implement efficient solutions, and deliver highly usable apps that seamlessly synchronize during the "Round Trip" between iOS and OS X and back again. This guide walks you through integrating several key Apple data management technologies, including the Address Book and Calendar APIs. Feiler shows you how to structure data so it's easy to build great Cocoa and Cocoa Touch user interfaces and to quickly incorporate reliable iCloud syncing. Step by step, you'll discover how to blend Apple's standard application data structures with your own user data to create a feature-rich and fully syncable environment. Coverage includes Understanding iCloud from the developer's and user's point of view Accessing synchronized user calendars and contacts Integrating Reminders into your apps Playing by iCloud's user privacy rules Applying consistent iOS Settings and OS X Preferences across user devices Managing persistent storage with Core Data Using Xcode Project Workspaces for shared development Adding data to app bundles and resources Integrating iCloud infrastructure, file wrappers, documents, and data Completing the "Round Trip" between both iOS and OS X

Bring Your iPhone Apps and Skills to Windows Phone 7—or Build Apps for Both Mobile Platforms at Once If you've been developing for the crowded iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you're a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iPhone developers. If you're a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 SDK, showing how it resembles Apple's iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you'll master each technology you'll need, including C#, Silverlight and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman's practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7's unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, MVVM design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful Windows Phone 7 development book you can find. ····· Compare Apple's Objective-C and Microsoft's C#: "second cousins twice removed" ····· Apply C# object techniques—including

encapsulation, inheritance, contracts, and interfaces · Build rich, compelling user interfaces based on Silverlight, XAML, and events · Move from Apple's Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend · Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS · Create dynamic application Tiles to appear on the Start screen · "Push" raw data notifications to running apps · Understand and use the Windows Phone 7 phone execution model · Efficiently store and retrieve data on WP7 phones · Build "smart clients" that sync locally stored data with web services · Manage growing app complexity through "separation of concerns" and MVVM (Model-View-View Model) · Use TDD and automated testing to accelerate and streamline development · Create casual, connected games and social apps · Secure apps without incurring unacceptable tradeoffs · Successfully deploy apps to the Marketplace

The book is the follow-up to its predecessor "Automation, Communication and Cybernetics in Science and Engineering 2009/2010" and includes a representative selection of all scientific publications published between 07/2011 and 06/2012 in various books, journals and conference proceedings by the researchers of the following institute cluster: IMA - Institute of Information Management in Mechanical Engineering ZLW - Center for Learning and Knowledge Management IfU - Associated Institute for Management Cybernetics Faculty of Mechanical Engineering, RWTH Aachen University Innovative fields of application, such as cognitive systems, autonomous truck convoys, telemedicine, ontology engineering, knowledge and information management, learning models and technologies, organizational development and management cybernetics are presented.

Objective-C is an exciting and dynamic approach to C-based object-oriented programming; it's the approach adopted by Apple as the foundation for programming under Mac OS X, a Unix-based operating system gaining wide acceptance among programmers and other technologists. Objective-C is easy to learn and has a simple elegance that is a welcome breath of fresh air after the abstruse and confusing C++. To help you master the fundamentals of this language, you'll want to keep the Objective-C Pocket Reference close at hand. This small book contains a wealth of valuable information to speed you over the learning curve. In this pocket reference, author Andrew Duncan provides a quick and concise introduction to Objective-C for the experienced programmer. In addition to covering the essentials of Objective-C syntax, Andrew also covers important faces of the language such as memory management, the Objective-C runtime, dynamic loading, distributed objects, and exception handling. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing important details in a succinct, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new Objective-C Pocket Reference is the book you'll want to have.

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.

Aimed at Java developers, explores the Mac OS X platform, covering topics including Apache Web servers, IDEs, Jakarta Ant, the Spelling Framework, SOAP, and integration with QuickTime. D is a programming language built to help programmers address the challenges of modern software development. It does so by fostering modules interconnected through precise interfaces, a federation of tightly integrated programming paradigms, language-enforced thread isolation, modular type safety, an efficient memory model, and more. The D Programming Language is an authoritative and comprehensive introduction to D. Reflecting the author's signature style, the writing is casual and conversational, but never at the expense of focus and precision. It covers all aspects of the language (such as expressions, statements, types, functions, contracts, and modules), but it is much more than an enumeration of features. Inside the book you will find In-depth explanations, with idiomatic examples, for all language features How feature groups support major programming paradigms Rationale and best-use advice for each major feature Discussion of cross-cutting issues, such as error handling, contract programming, and concurrency Tables, figures, and "cheat sheets" that serve as a handy quick reference for day-to-day problem solving with D Written for the working programmer, The D Programming Language not only introduces the D language—it presents a compendium of good practices and idioms to help both your coding with D and your coding in general.

Now you can overcome the vexing, real-life issues you confront when creating apps for the iPhone, iPad, or iPod Touch. By making use of more than 100 new recipes in this updated cookbook, you'll quickly learn the steps necessary for writing complete iOS apps, whether they're as simple as a music player or feature a complex mix of animations, graphics, multimedia, a database, and iCloud storage. If you're comfortable with iOS SDK, this cookbook will teach you how to use hundreds of iOS techniques. Each recipe provides a clear solution with sample code that you can use right away. Use different approaches to construct a user interface Develop location-aware apps Get working examples for implementing gesture recognizers Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Maintain persistent storage in your apps Use Event Kit to manage calendars and events Learn capabilities of the Core Graphics framework Access the accelerometer and gyroscope Take advantage of the iCloud service

The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect beginner's guide. Learning iOS Game Programming walks you through every step as you build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft

an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D's sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

A guide to Apple's Xcode 5, covering such topics as creating iOS projects with MVC design; designing Core Data schemas for iOS apps; linking data models to views; and creating libraries by adding and building new targets.

Provides information on Cocoa design patterns along with data models, AppKit views, bindings, and controllers.

What will you learn from this book? Apple's new modern programming language, Swift, is slowly becoming the "go to" language for iOS and OS X development. The language will attract existing developers because of its modern features and prototyping tools, and it will attract new developers because of its less-steep learning curve. That said, Swift is deep, and contains many advanced concepts, constructs, and patterns. Developers need a way to learn these new features and understand them in context. Head First is an effective vehicle for this level of teaching, and Head First Swift is no exception. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Swift uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

With this guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks.

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.

Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced. Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder. After introducing you to Project Builder and Interface Builder, it brings you quickly up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building Cocoa applications. From there, 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 you will learn 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 Add scripting functionality to your applications Localize your application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.

It's easy to create brilliant kaleidoscopes of color! Thirty spinning, streaming pinwheel designs offer an explosion of eye-catching shapes that literally leap off the page. Each unique illustration offers endless opportunities for customized coloring.

Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone, iPod touch, and iPad OpenGL ES technology underlies the user interface and graphical capabilities of Apple's iPhone, iPod touch, and iPad—as well as devices ranging from video-game consoles and aircraft-cockpit displays to non-Apple smartphones. In this friendly, thorough introduction, Erik M. Buck shows how to make the most of Open GL ES in Apple's iOS environment. This highly anticipated title focuses on modern, efficient approaches that use the newest versions of OpenGL ES, helping you avoid the irrelevant, obsolete, and misleading techniques that litter the Internet. Buck embraces Objective-C and Cocoa Touch, showing how to leverage Apple's powerful, elegant GLKit framework to maximize your productivity, achieve tight platform integration, and deliver exceptionally polished apps. If you've written C or C++ code and know object-oriented programming basics, this title brings together everything you need to fully master OpenGL ES graphics for iOS—including downloadable examples specifically designed to jumpstart your own projects. Coverage includes • Understanding core OpenGL ES computer graphics concepts and iOS graphics architecture • Integrating Cocoa Touch with OpenGL ES to leverage the power of Apple's platform • Creating textures from start to finish: opacity, blending, multi-texturing, and compression • Simulating ambient, diffuse, and specular light • Using transformations to render 3D geometric objects from any point of view • Animating scenes by controlling time through application logic • Partitioning data to draw expansive outdoor scenes with rolling terrain • Detecting and handling user interaction with 3D geometry • Implementing special effects ranging from skyboxes to particles and billboards • Systematically optimizing graphics performance • Understanding the essential linear algebra concepts used in computer graphics • Designing and constructing a complete simulation that incorporates everything you've learned

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.

"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.

Build the Next Great iOS Game with Cocos2D! Cocos2D is the powerhouse framework behind some of the most popular games in the App Store. If you've played Tiny Wings, Angry Birds, Mega Jump, Trainyard, or even Super Turbo Action Pig, then you've played a game that uses Cocos2D or Box2D physics. The beauty of Cocos2D is its simplicity. It's easy to become overwhelmed when you start developing an iOS game, especially if you look at things like OpenGL ES, OpenAL, and other lower level APIs. Writing a game for the iPhone and iPad does not have to be that difficult, and Cocos2D makes game development fun and easy. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. Download the free version of Space Viking from the App Store today! Help Ole find his way home while learning how to build the game. As you build Space Viking, you'll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion—Cocos2D's sound engine Add gravity, realistic collisions, and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks

Mit diesem Buch lernt der Leser zahlreiche Patterns kennen, die ihm die Programmierung mit dem Mac oder dem iPhone wesentlich vereinfachen werden. Anstatt ein Problem von Grund auf neu zu lösen, kann er auf Lösungsbausteine und bewährte Strategien zurückgreifen, so dass sich die Entwicklungszeit dadurch wesentlich verkürzen wird. In diesem Buch findet der Leser die wichtigsten Patterns für den Programmieralltag.

A skilled tattoo artist who appeared on season five of the Spike TV show Ink Master® presents more than 30 black-and-white versions of his innovative floral designs. Stylized images of roses, peonies, and other lush blossoms appear in large, full-page formats that are ideal for colorists looking for more sophisticated images. Pages are perforated and printed on one side only for easy removal and display. Specially designed for experienced colorists, Floral Tattoo Designs and other Creative Haven® adult coloring books offer an escape to a world of inspiration and artistic fulfillment. Each title is also an effective and fun-filled way to relax and reduce stress.

[Copyright: f8ca0b825e89fa622d7c53b3da53ba23](#)