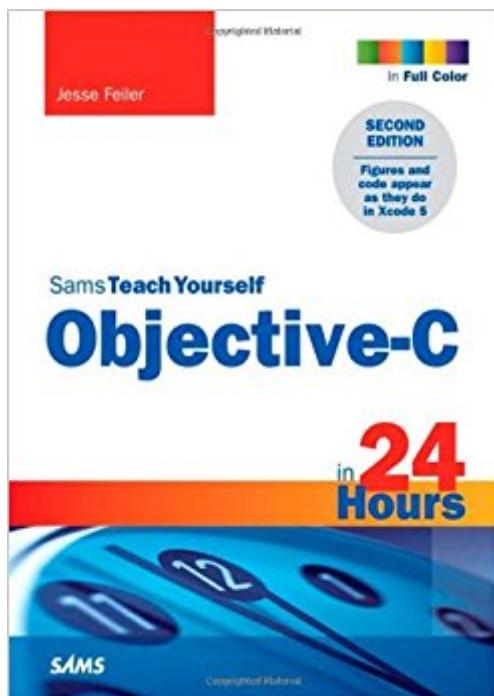


The book was found

Sams Teach Yourself Objective-C In 24 Hours (2nd Edition)



Synopsis

Full-color figures and code appear as they do in Xcode 5. In just 24 sessions of one hour or less, you can master the Objective-C language and start using it to write powerful native applications for even the newest Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities and Apple's Xcode 5 development environment |make the most of Objective-C objects and messaging |work effectively with design patterns, collections, blocks, Foundation Classes, threading, Git |and a whole lot more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them.

- Use Xcode 5 to write modern Objective-C software more quickly and efficiently
- Master Objective-C's object-oriented features and techniques
- Manage projects more efficiently with the Git source code repository
- Write more dynamic code with Objective-C's powerful messaging architecture
- Declare classes, instance variables, properties, methods, and actions
- Work with mutable and immutable data types
- Organize data with collections, including arrays, dictionaries, and sets
- Painlessly manage memory with Automatic Reference Counting (ARC)
- Expand and extend classes with protocols, delegates, categories, and extensions
- Get started with Apple's powerful classes and frameworks
- Create and work with code blocks
- Manage queues and threading with Grand Central Dispatch

Book Information

Series: Sams Teach Yourself

Paperback: 368 pages

Publisher: Sams Publishing; 2 edition (March 19, 2014)

Language: English

ISBN-10: 0672334496

ISBN-13: 978-0672334498

Product Dimensions: 6.9 x 0.7 x 8.9 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars | See all reviews (4 customer reviews)

Best Sellers Rank: #974,436 in Books (See Top 100 in Books) | #184 in Books > Computers &

Technology > Programming > Apple Programming #298 in Books > Computers & Technology > Operating Systems > Macintosh #332 in Books > Textbooks > Computer Science > Object-Oriented Software Design

Customer Reviews

Great for a programmer to assist in the switch from other versions of C.

Great tool!! Product arrived on time and is as described!!

I like these "24 hour book series", that can be read over 7 or 14 days easily. IOS is moving really fast as mobile development has now become a must know for any developer. I especially likes the way Jessie deals with Blocks in hour 20 - simply put for the beginner. In hour 22, Jessie shows how to write GCD, although its simplicity is demonstrated, although there is more to GCD it gives a beginner enough as a starting point although more examples would be helpful.I was able to go through some of the hours(chapters) in mere minutes, giving on the feeling of accomplishing much within less than an hour, bonus!If you really want to learn Objective -C, then get this book.It will move you through the basics of Objective C with examples and enable you to start building apps quickly (gotta have a Macintosh to make things work :-)

Awesome e book

[Download to continue reading...](#)

Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Sams Teach Yourself Objective-C in 24 Hours (2nd Edition) Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) Sams Teach Yourself TCP/IP in 24 Hours (5th Edition) Sams Teach Yourself TCP/IP in 24 Hours (4th Edition) Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition) iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) Sams Teach Yourself UML in 24 Hours, Complete Starter Kit (3rd Edition) Arduino Programming in

24 Hours, Sams Teach Yourself Apache Spark in 24 Hours, Sams Teach Yourself Sams Teach Yourself Macromedia Fireworks MX in 24 Hours Sams Teach Yourself Adobe Premiere Pro in 24 Hours iOS 9 Application Development in 24 Hours, Sams Teach Yourself Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris

[Dmca](#)