



Objective-C 2.0 Essentials - Third Edition

By Neil Smyth

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Now updated for the new "Modern Objective-C" features introduced with the iOS 6 SDK, the goal of this book is to teach the skills necessary to program in Objective-C using a style that is easy to follow, rich in examples and accessible to those who have never used Objective-C before. Topics covered include the fundamentals of Objective-C such as variables, looping and flow control. Also included are details of object oriented programming, working with files and memory and the Objective-C Foundation framework.

Regardless of whether you are developing for Mac OS X or the iPhone, or just want to learn Objective-C, this book covers everything you need to know about the Objective-C language in 31 detailed and easy to follow chapters.

Topics covered in this Third Edition of Objective-C 2.0 Essentials include:

- The History of Objective-C
- Installing Xcode and Compiling Objective-C on Mac OS X
- Objective-C 2.0 Data Types
- Working with Variables and Constants in Objective-C
- Objective-C Operators and Expressions
- Objective-C 2.0 Operator Precedence
- Commenting Objective-C Code
- Objective-C Flow Control with if and else
- The Objective-C switch Statement
- Objective-C Looping - The for Statement
- Objective-C Looping with do and while Statements

- An Overview of Objective-C Object Oriented Programming
- Writing Objective-C Class Methods
- Objective-C - Data Encapsulation, Synthesized Accessors and Dot Notation
- Objective-C Inheritance
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- An Overview of Objective-C Functions
- Objective-C Enumerators
- An Overview of the Objective-C Foundation Framework
- Working with String Objects in Objective-C
- Understanding Objective-C Number Objects
- Working with Objective-C Array Objects
- Objective-C Dictionary Objects
- Working with Directories in Objective-C
- Working with Files in Objective-C
- Constructing and Manipulating Paths with NSStringUtilities
- Copying Objects in Objective-C
- Using Objective-C Preprocessor Directives

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