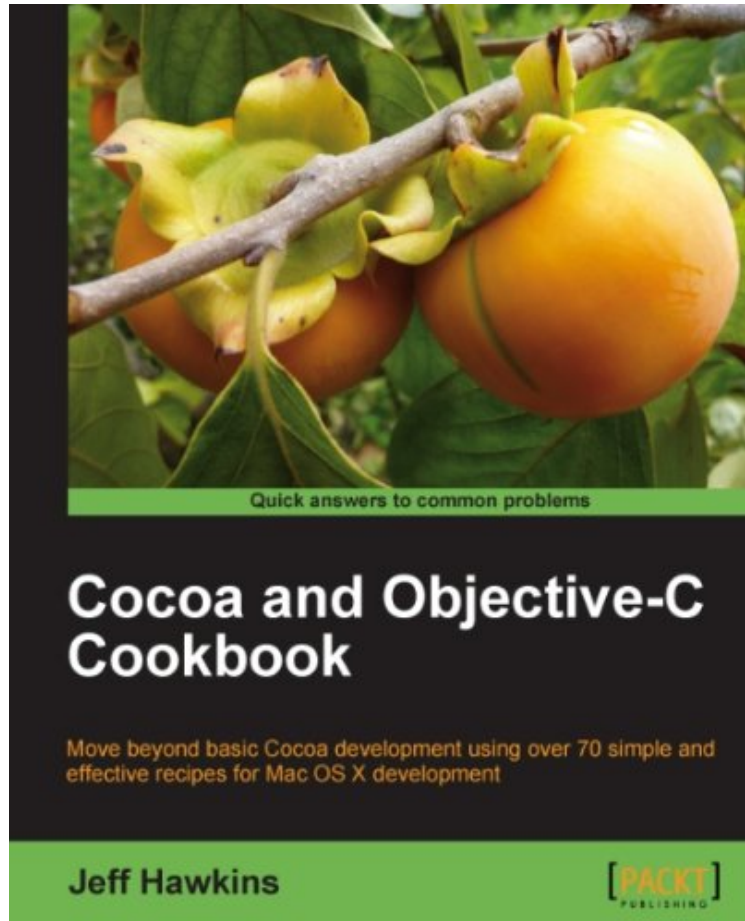


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Cocoa and Objective-C Cookbook

Von Jeff Hawkins

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Von Jeff Hawkins : Cocoa and Objective-C Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised Cocoa and Objective-C Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. recipes for Mac OS DevelopersVon mkoCocoa and Objective C Cookbook is a typical cookbook for programmers. It contains 78 recipes related to various aspects of Mac OS X development. You will find here snippets of code that target User Interface, events handling (gestures), file management, web content analysis, database related topics as well as topics related to application architecture and Objective-C language itself.In general, book is well organized. Each chapter is divided into few sections: Getting ready, How to do it, How it works, There is more and See also. Each section discusses different aspects of the issue. In fact, section names are fully self explaining. There are few topics that will surely make your life easier, like Singleton pattern related recipe, sections devoted to HTTP request, or ones that are devoted to database based development. These provide you with fast start by providing readers with ready to use snippets. If I can value the topics covered within the book, I definitely can't understand the requirements. Book is

based on XCode 2.4 when version 4 is available on the market for longer than half of the year. This makes some parts of the book completely in comprehensive in terms of the topics covered as well as the IDE itself. You are no longer required to use external XIB editor, there are completely different icons within XCode, some options are located in different places. This is really a drawback. Another issue is the way chapters are organized. At some point it looks like author jumps from topic to topic without any specific schema. For example, chapters devoted to Objective-C and Application's Architecture are located in the middle of the book. It looks little bit strange to me. Would I recommend this book? It depends. There are few topics that are hard to find in other Cocoa related books. It has well prepared examples that you can download directly from the Packt's page. If you are looking for most recent book on the market, devoted to most recent XCode ' this book is not for you. If you don't pay that much attention to details, you will probably find few recipes that will make your life easier.

KurzbeschreibungWritten in a cookbook style, this book offers solutions using a recipe-based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. The cookbook approach means you can dive into whatever recipes you want in no particular order. This book is perfect for the Mac OS X Cocoa developer who is ready to move beyond the basics and dive into more advanced Cocoa topics. The cookbook format lets you jump right into the examples without the lengthy explanations you often find in other books. Basic familiarity with Cocoa and Objective-C development is required.KurzbeschreibungWritten in a cookbook style, this book offers solutions using a recipe-based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. The cookbook approach means you can dive into whatever recipes you want in no particular order. This book is perfect for the Mac OS X Cocoa developer who is ready to move beyond the basics and dive into more advanced Cocoa topics. The cookbook format lets you jump right into the examples without the lengthy explanations you often find in other books. Basic familiarity with Cocoa and Objective-C development is required.ber den Autor und weitere MitwirkendeJeff Hawkins has been developing software solutions and applications for 19 years. He has worked for Adobe Systems supporting third-party developers writing plug-ins for FrameMaker on the Macintosh, Windows, and Solaris platforms. He also has worked for a startup delivering prime-time television shows via satellite to television stations across the United States. Jeff currently works in the Tools and Architecture group for ADP Inc. designing and coding solutions for enterprise payroll systems. Jeff has extensive experience working with C, C++, Objective-C, Java, and JavaScript. In his spare time, Jeff enjoys working with Apple's iOS developing mobile applications and games. Jeff is also a private pilot with a seaplane rating and has built and flown his own Van's RV-8 airplane.