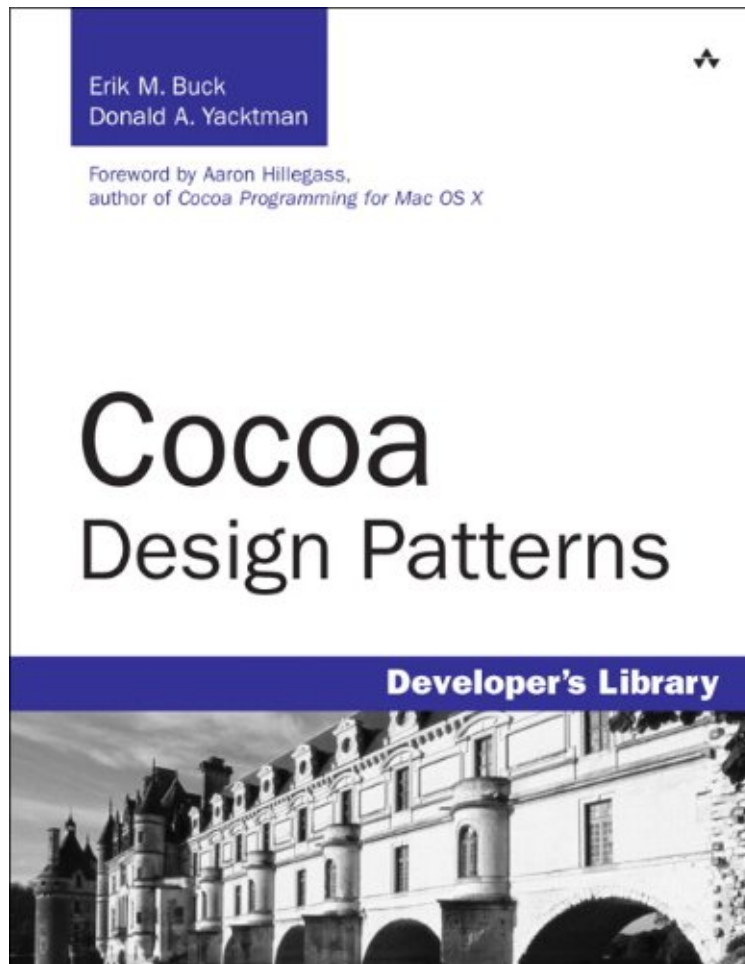


(Free read ebook) Cocoa Design Patterns (Developer's Library)

Cocoa Design Patterns (Developer's Library)

Von Erik Buck, Donald Yacktman
audiobook / *ebooks / Download PDF / ePub / DOC



DOWNLOAD



READ ONLINE

Produktinformation -Verkaufsrang: #497986 in eBooksVerffentlicht am: 2009-09-01Erscheinungsdatum: 2009-09-01File Name: B002RAPB46 | File size: 57.Mb

Von Erik Buck, Donald Yacktman : Cocoa Design Patterns (Developer's Library) before purchasing it in order to gage whether or not it would be worth my time, and all praised Cocoa Design Patterns (Developer's Library):

KundenrezensionenHilfreichste Kundenrezensionen4 von 5 Kunden fanden die folgende Rezension hilfreich. Auch fr iOS Entwickler sehr zu empfehlenVon T. SeebergerIch bin iOS-Entwickler und hoffte von daher auf einen nicht zu OSX-lastigen Inhalt.In der Tat habe durch dieses Buch einige Einsichten ber das Geschehen hinter den iOS-Kulissen erlangt und Ideen bekommen, wie ich meine Applikationen besser aufbauen kann.Schade ist nur, dass ich das Buch nicht schon frher gelesen habe. Da htte ich mir manche schlechte Design-Entscheidungen sparen knnen.1 von 1 Kunden fanden die folgende Rezension hilfreich. Great summary patterns - suited best for Mac developersVon M. LoebDesign patterns for Mac developement, A good book structure and quite some learnings. As a iOS developer I think it is not a must read.1 von 2 Kunden fanden die folgende Rezension hilfreich. Cocoa Design Pattern verstehen und befolgen ...Von HenningFr die Entwicklung von Mac Software mit dem Cocoa Framework ist das Verstdnis der

Cocoa Design-Pattern essentiell. Dieses Buch gibt einen guten und verständlichen Einstieg und mit dem Ergebnis verständlichen und wartbaren Code bei hoher Produktivität.

Kurzbeschreibung
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.

Pressestimmen
Praise for "Cocoa" Design Patterns
"This long-needed book is a great resource for Cocoa newcomers and veterans who want to get the why behind the what. The list of patterns gives historical perspective and answers many developer questions and the last three chapters-covering Core Data, AppKit, and Bindings-are a must-read; they reveal insights that might otherwise require hours of discussion with Apple engineers or access to source code."-Tim Burks, Software Developer and Creator of the Nu Programming Language, www.programming.nu
"This book is a comprehensive and authoritative treatment of design patterns and their practical applications in Cocoa projects. I recommend this book to anyone who wants to advance from intermediate to expert proficiency as a Macintosh developer."-John C. Randolph, Vice President Engineering, Stealth Imaging, Inc.
"Cocoa Design Patterns" is a fantastic book that will show you the ins and outs of software design patterns, how Cocoa makes use of them, and how to apply them to your own applications for better, more robust, and more maintainable software."-August Trometer, Owner of FoggyNoggin Software
"Cocoa Design Patterns" is superb! It is highly readable, thoroughly enjoyable, and filled to the brim with wisdom that will make you a more efficient and effective programmer. The authors utilize a consistent and self-contained approach to each chapter, making it easy to return to use as a reference. However, the material is so interesting and vital to Cocoa programmers that you'll want to read it from cover to cover."-David Mandell, Independent Developer
"Erik and Donald's book really helped me out with the conceptual side of programming. It caused me to realize where I was going wrong in my code and helped me sort out my design issues."-Eoin Houlihan
"This book is recommended for any programmer interested in a deeper understanding of Cocoa. Reading it might have helped me become a better software engineer in any object-oriented language. I'll keep it handy as a constant reference and look forward to reading it again more carefully."-Daryl Spitzer
Praise for "Cocoa" Design Patterns
This long-needed book is a great resource for Cocoa newcomers and veterans who want to get the why behind the what. The list of patterns gives historical perspective and answers many developer questions and the last three chapters covering Core Data, AppKit, and Bindings are a must-read; they reveal insights that might otherwise require hours of discussion with Apple engineers or access to source code. "Tim Burks, Software Developer and Creator of the Nu Programming Language, www.programming.nu
This book is a comprehensive and authoritative treatment of design patterns and their practical applications in Cocoa projects. I recommend this book to anyone who wants to advance from intermediate to expert proficiency as a Macintosh developer. "John C. Randolph, Vice President Engineering, Stealth Imaging, Inc. "Cocoa Design Patterns" is a fantastic book that will show you the ins and outs of software design patterns, how Cocoa makes use of them, and how to apply them to your own applications for better, more robust, and more maintainable software. "August Trometer, Owner of FoggyNoggin Software
"Cocoa Design Patterns" is superb! It is highly readable, thoroughly enjoyable, and filled to the brim with wisdom that will make you a more efficient and effective programmer. The authors utilize a consistent and self-contained approach to each chapter, making it easy to return to use as a reference. However, the material is so interesting and vital to Cocoa programmers that you'll want to read it from cover to cover. "David Mandell, Independent Developer
Erik and Donald's book really helped me out with the conceptual side of programming. It caused me to realize where I was going wrong in my code and helped me sort out my design issues. "Eoin Houlihan
This book is recommended for any programmer interested in a deeper understanding of Cocoa. Reading it might have helped me become a better software engineer in any object-oriented language. I'll keep it handy as a constant reference and look forward to reading it again more carefully. "Daryl Spitzer"

Kurzbeschreibung
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 Apples tools, its important to have a firm grasp of MVC right from the start. The books 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 thats 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.