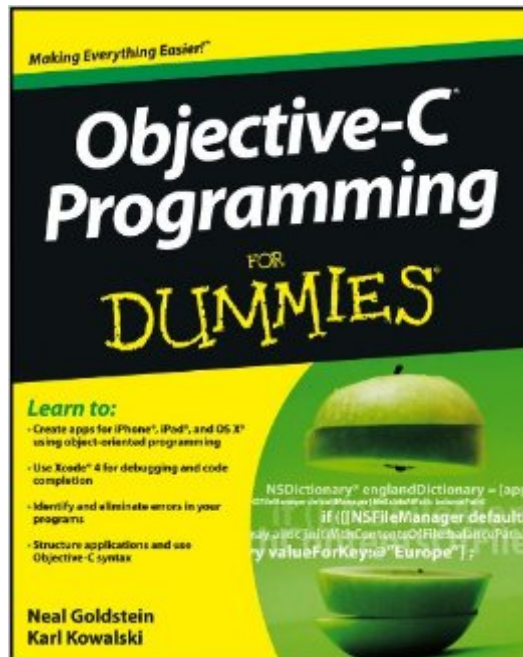## The book was found

Objective-C Programming For Dummies

Synopsis

A step-by-step guide to understanding object-oriented programming with Objective-CAs the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time!

Book Information

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Customer Reviews

To give this book its due, it attempts a Herculean task: namely to teach the absolute beginner:1) The basics of programming2) K&R C3) The basics of object-oriented design4) Objective-C5) An introduction to XcodeIt seeks to achieve this by choosing a relatively simple application â ” a budget-calculator for vacations â ” and developing it in increasing detail through each chapter.This is all very well; but I would guess that most readers are learning learning Objective-C primarily for use with the Mac user interface, and this isn't addressed until nearly the end.The programming example used, while perfectly valid, is extremely boring, and it's heard to imagine anyone's interest being sustained past the first few chapters.And last but not least, the text itself is often quite sloppy.For instance, there are frequent references to "arguments" when it means "parameters". To take another random example, on p.177, you may find:"In Chapter 5, you create the Budget object by sending it a new message like so:"The confused beginner may well ask: How can you send it a new message if it hasn't been created yet? And, of course, she is perfectly right. The sentence should read:"In Chapter 5, you create the Budget object by sending THE CLASS a new message like so:" (emphasis added)And so forth.THE COMPETITIONRecommending an alternative, none the less, is not a simple matter.

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