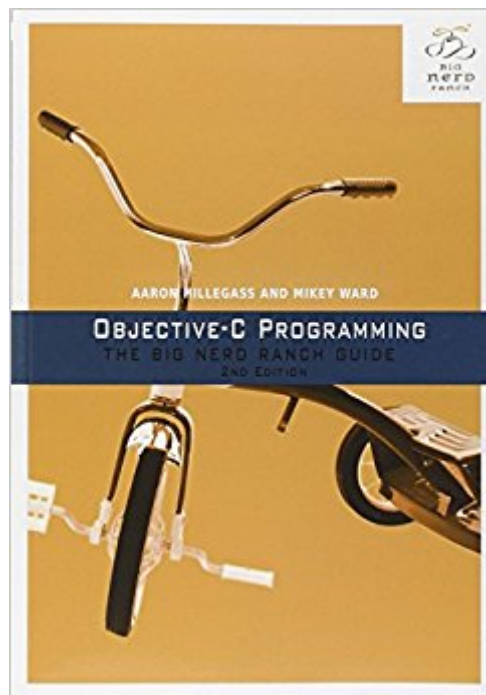




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Objective-C Programming: The Big Nerd Ranch Guide (2nd Edition) (Big Nerd Ranch Guides)



Synopsis

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

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Customer Reviews

Aaron Hillegass, a former employee at NeXT and Apple, has nearly two decades experience programming and teaching Objective-C, Cocoa, and, more recently, iOS. Aaron is the author of *Cocoa Programming for Mac OS X* and co-author of *iOS Programming: The Big Nerd Ranch Guide*.

Both best-sellers, these books have helped many people develop and enhance their programming skills. In 2001, Aaron founded Big Nerd Ranch and began developing intensive courses that teach programming in a focused, distraction-free environment. He is currently working on site plans and blueprints for the new Ranch to be located in Atlanta, GA. Mikey Ward is a senior iOS and Cocoa instructor at Big Nerd Ranch. Mikey also convenes the Atlanta chapter of CocoaHeads, a worldwide group devoted to discussion of Apple's frameworks for writing Mac and iOS applications. Big Nerd Ranch is a unique software engineering and training company where monastic principles drive technological development. Since 2001, the company has been helping students master programming languages through public enrollment bootcamps, private corporate on-site training, and a growing roster of programming books. Big Nerd Ranch offers consultative services to a broad array of clients, shaping their mobile strategies and developing fresh and engaging mobile and desktop applications.

I have attempted to read probably close to 100 computer books on all sorts of languages and topics, none of them compare to how well this one is written. I'm currently only 37% through this book, but loving it. I've attempted to learn Objective-C a number of times over the past couple of years, mainly just to know it, but also in hopes of diving into IOS development. I've tried to read other books as well as videos on Lynda.com and pluralsite.com. I'm often left so confused on why I'm typing something and the book/video tells me not to worry about understanding it right now, I'll eventually understand. With this book, when it says not to worry about something for the time being, it ends up covering it as soon as I need to know it and in a way that I can understand. As I've been reading this book, I've felt that I should actually take the time to write a review, but thought I'd wait until I was finished, just in case I actually found a typo in a code sample, I haven't yet. However I'm currently reading chapter 19 that covers properties and felt compelled to write the review right now. In previous books/videos, they've talked about properties, I had no idea what was all going on with them and felt they must not be very important based on the ways they'd been presented. In chapter 18, Aaron teaches you about instance variables, getters and setters. You end up declaring them in the header and implementing them in the .m file and using them in the main() function. He teaches you about recommended naming of these variables and methods and then in chapter 19 shows you that declaring a property takes care of creating instance variables, header declarations and implementations of the getters and setters. I now actually understand what @property does in a header file. This is the first book I've read by Aaron Hillegass and the Big Nerd Ranch, but I plan on reading the rest of them. I can't say enough good stuff about this book and author.

I bought this based on all the great reviews - I expected a GREAT book. And since it was the 2nd, revised edition, any rough spots or areas that needed more explanation from the 1st edition would be taken care of. And since there's a BNR forum dedicated to this book by the book's publisher, surely any errors found in the book would be documented there, as well as anything that changed with the newer version of X-code. But I was pretty disappointed. There are gaps where the book seems to assume you know something it never told you. You log into the forum and there are other users just as confused. But there's no "official" answer from the publisher or the author to settle it. Many of the examples have changed slightly with Xcode 6 - I would have expected there to be a (sticky) errata in the forum updating that, but there's not. There are several knowledgeable forum members who provide a lot of help with most of the issues that arise, but I expected something more official. To be fair, this book has a really big goal - to try to teach Objective C to people that don't even know C. So I knew there would be areas where coverage would be light and I'd need to supplement with other sources (Stack Overflow, wikis, Apple's documentation, etc.). But there are sections that seem to be less clear/more frustrating than they could have been.

So I first off want to say that I started this book with ABSOLUTELY NO PRIOR PROGRAMMING EXPERIENCE. I've never programmed in any language and this is the first book I picked up. I wanted to learn Ob-C so I could write iOS apps and know what I was doing. This book is laid out really well, covers the essentials to the language in depth, and provides challenges to get you actually moving in the language on your own. As new topics are introduced, the reader writes programs to see how everything works in theory and practice. If you're wanting to get into the language and are new to programming entirely or if you have experience with a different language, this book will be really great for you. Also this book was refreshingly easy to understand. You can read through it and follow along without being confused by programming lingo that you haven't been introduced to yet. It's a great book. All that aside though, I want to point out just a few things. This book will not make you a developer; that's your job. If you start this book expecting it to do all the work and to make you a top notch developer, you are barking up the wrong tree. There are sections that will frustrate you and force you to spend a good amount of time trying to really understand what's going on, and that's the point. If you have a great attitude and really want to learn programming, then you're going to put forth whatever effort is necessary to learn it, and this book is for you. Go for it, you won't be disappointed.

This book has out of date code which will give you errors when you try the examples. I even went to the forums and that wasn't much help at all. You will be frustrated when you do the exercises towards the middle of the book. I would not recommend this book. If you truly want to learn how to code, the best option is to enroll on an online class that you can ask a live instructor questions if need be to help you with the coding.

I have 2 years computer science background, did some Ruby, PHP, C, Java and web development but still a beginner programmer. Even with my exposure I think that some of the topics that are introduced, introduce too many concepts at once, instead of presenting them one by one, making this book a little hard to read for what is supposed to be a beginners book. I am still half way through and already I have that impression. It should explain every little thing in order. As far as it teaching you what you need to know, I am not sure yet, but judging by what others say hopefully it does. It is also very dry and boring - it can use some fun exercises. I was considering 3 stars but will give 4 based on other people's impressions.

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