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Effective Software Development

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THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0

Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform.

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“A great read for iOS developers who want to learn if iCloud is right for their app and dive right in with lots of practical code examples.” —Jon Bell, UXLaunchpad.com Get Hands-On Mastery of iCloud Data Management for iOS 7 and OS X Mavericks As apps rapidly move into business and the cloud, iOS and OS X developers need new data management techniques. In *Learning iCloud Data Management*, renowned Apple database expert Jesse Feiler shows you how to use Apple's latest APIs and technologies to structure and synchronize all forms of data. Feiler helps you understand the issues, implement efficient solutions, and deliver highly usable apps that seamlessly synchronize during the “Round Trip” between iOS and OS X and back again. This guide walks you through integrating several key Apple data management technologies, including the Address Book and Calendar APIs. Feiler shows you how to structure data so it's easy to build great Cocoa and Cocoa Touch user interfaces and to quickly incorporate reliable iCloud syncing. Step by step, you'll discover how to blend Apple's standard application data structures with your own user data to create a feature-rich and fully syncable environment. Coverage includes Understanding iCloud from the developer's and user's point of view Accessing synchronized user calendars and contacts Integrating Reminders into your apps Playing by iCloud's user privacy rules Applying consistent iOS Settings and OS X Preferences across user devices Managing persistent storage

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with Core Data Using Xcode Project Workspaces for shared development Adding data to app bundles and resources Integrating iCloud infrastructure, file wrappers, documents, and data Completing the "Round Trip" between both iOS and OS X

Data Analysis Methods in Physical Oceanography is a practical reference guide to established and modern data analysis techniques in earth and ocean sciences. This second and revised edition is even more comprehensive with numerous updates, and an additional appendix on 'Convolution and Fourier transforms'. Intended for both students and established scientists, the five major chapters of the book cover data acquisition and recording, data processing and presentation, statistical methods and error handling, analysis of spatial data fields, and time series analysis methods. Chapter 5 on time series analysis is a book in itself, spanning a wide diversity of topics from stochastic processes and stationarity, coherence functions, Fourier analysis, tidal harmonic analysis, spectral and cross-spectral analysis, wavelet and other related methods for processing nonstationary data series, digital filters, and fractals. The seven appendices include unit conversions, approximation methods and nondimensional numbers used in geophysical fluid dynamics, presentations on convolution, statistical terminology, and distribution functions, and a number of important statistical tables. Twenty pages are devoted to references. Featuring:

- An in-depth presentation of modern techniques for the analysis of temporal and spatial data sets collected in oceanography, geophysics, and other disciplines in earth and ocean sciences.
- A detailed overview of oceanographic instrumentation and sensors - old and new - used to collect oceanographic data.
- 7 appendices especially applicable to earth and ocean sciences ranging from conversion of units, through statistical tables, to

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terminology and non-dimensional parameters. In praise of the first edition: "(...)This is a very practical guide to the various statistical analysis methods used for obtaining information from geophysical data, with particular reference to oceanography(...) The book provides both a text for advanced students of the geophysical sciences and a useful reference volume for researchers." Aslib Book Guide Vol 63, No. 9, 1998 "(...)This is an excellent book that I recommend highly and will definitely use for my own research and teaching." EOS Transactions, D.A. Jay, 1999 "(...)In summary, this book is the most comprehensive and practical source of information on data analysis methods available to the physical oceanographer. The reader gets the benefit of extremely broad coverage and an excellent set of examples drawn from geographical observations." Oceanography, Vol. 12, No. 3, A. Plueddemann, 1999 "(...)Data Analysis Methods in Physical Oceanography is highly recommended for a wide range of readers, from the relative novice to the experienced researcher. It would be appropriate for academic and special libraries." E-Streams, Vol. 2, No. 8, P. Mofjelf, August 1999

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and

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verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in *The Big Book of Conflict-Resolution Games* delivers everything you need to make your workplace more efficient, effective, and engaged.

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

Templates are among the most powerful features of C++, but

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they remain misunderstood and underutilized, even as the C++ language and development community have advanced. In C++ Templates, Second Edition, three pioneering C++ experts show why, when, and how to use modern templates to build software that's cleaner, faster, more efficient, and easier to maintain. Now extensively updated for the C++11, C++14, and C++17 standards, this new edition presents state-of-the-art techniques for a wider spectrum of applications. The authors provide authoritative explanations of all new language features that either improve templates or interact with them, including variadic templates, generic lambdas, class template argument deduction, compile-time if, forwarding references, and user-defined literals. They also deeply delve into fundamental language concepts (like value categories) and fully cover all standard type traits. The book starts with an insightful tutorial on basic concepts and relevant language features. The remainder of the book serves as a comprehensive reference, focusing first on language details and then on coding techniques, advanced applications, and sophisticated idioms. Throughout, examples clearly illustrate abstract concepts and demonstrate best practices for exploiting all that C++ templates can do. Understand exactly how templates behave, and avoid common pitfalls Use templates to write more efficient, flexible, and maintainable software Master today's most effective idioms and techniques Reuse source code without compromising performance or safety Benefit from utilities for generic programming in the C++ Standard Library Preview the upcoming concepts feature The companion website, tmplbook.com, contains sample code and additional updates. The topic is of prime importance to software professionals involved in large development efforts such as databases, operating systems, compilers,

and frameworks. This volume explains the process of decomposing large systems into physical (not inheritance) hierarchies of small, manageable components. Concepts and techniques are illustrated with "war stories" from the development firm, Mentor Graphics, as well as with a large-scale example comprising some 12,000 lines of code. Annotation copyright by Book News, Inc., Portland, OR

Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio , top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS.

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Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard.

When Apple announced Swift at the WWDC, the iOS developer community became excited about the opportunities to improve the way in which they build iOS apps. Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and flexible, and it introduces new ways to solve old problems.

Swift by Example is a fast-paced, practical guide that shows you how to develop iOS apps using Swift.

Through the development of six different apps, you'll learn how to use either the right feature of the language or the right tool to solve a given problem.

By the end of the book you will be able to build well-designed apps, effectively use AutoLayout, and develop a video game.

"We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference

document.” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch’s creator and key contributors

Develop deep learning models in a familiar Pythonic way

Use PyTorch to build an image classifier for cancer detection

Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It’s great for building quick models, and it scales smoothly from laptop to enterprise.

Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you’ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks.

What You Will Learn

Understanding deep learning data structures such as

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tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer.

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Ready to build mobile apps that out-perform the
rest? If you're an iOS developer with app-building
experience, this practical guide provides tips and
best practices to help you solve many common
performance issues. You'll learn how to design and
optimize iOS apps that deliver a smooth experience
even when the network is poor and memory is low.
Today's picky users want fast and responsive apps
that don't hog resources. In this book, author
Gaurav Vaish demonstrates methods for writing
optimal code from an engineering perspective, using
reusable Objective-C code that you can use right
away. Up your game and create high-performance
native iOS apps that truly stand out from the crowd.
Measure key performance indicators—attributes that
constitute and affect app performance Write efficient
apps by minimizing memory and power
consumption, and explore options for using available
CPU cores Optimize your app's lifecycle and UI, as
well as its networking, data sharing, and security
features Learn about application testing, debugging

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and analysis tools, and monitoring your app in the wild Collect data from real users to analyze app usage, identify bottlenecks, and provide fixes Use iOS 9 upgrades to improve your app's performance In iOS and macOS(TM) Performance Tuning, Marcel Weiher drills down to the code level to help you systematically optimize CPU, memory, I/O, graphics, and program responsiveness in any Objective-C, Cocoa, or CocoaTouch program. This up-to-date guide focuses entirely on performance optimization for macOS and iOS. Drawing on more than 25 years of experience optimizing Apple device software, Weiher identifies concrete performance problems that can be discovered empirically via measurement. Then, based on a deep understanding of fundamental principles, he presents specific techniques for solving them. Weiher presents insights you won't find anywhere else, most of them applying to both macOS and iOS development. Throughout, he reveals common pitfalls and misconceptions about Apple device performance, explains the realities, and helps you reflect those realities in code that performs beautifully. Understand optimization principles, measurement, tools, pitfalls, and techniques Recognize when to carefully optimize, and when it isn't worth your time Balance performance and encapsulation to create efficient object representations, communication, data access, and computation Avoid mistakes that slow

developing and when nearly all of her or his experiences are created and shaped by parents and the family environment. Parents help children build and refine their knowledge and skills, charting a trajectory for their health and well-being during childhood and beyond. The experience of parenting also impacts parents themselves. For instance, parenting can enrich and give focus to parents' lives; generate stress or calm; and create any number of emotions, including feelings of happiness, sadness, fulfillment, and anger. Parenting of young children today takes place in the context of significant ongoing developments. These include: a rapidly growing body of science on early childhood, increases in funding for programs and services for families, changing demographics of the U.S. population, and greater diversity of family structure. Additionally, parenting is increasingly being shaped by technology and increased access to information about parenting. Parenting Matters identifies parenting knowledge, attitudes, and practices associated with positive developmental outcomes in children ages 0-8; universal/preventive and targeted strategies used in a variety of settings that have been effective with parents of young children and that support the identified knowledge, attitudes, and practices; and barriers to and facilitators for parents' use of practices that lead to healthy child outcomes as well as their participation in effective programs

and services. This report makes recommendations directed at an array of stakeholders, for promoting the wide-scale adoption of effective programs and services for parents and on areas that warrant further research to inform policy and practice. It is meant to serve as a roadmap for the future of parenting policy, research, and practice in the United States.

“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,

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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.

Get Started Fast with iOS 7 Core Data App Development Covers iOS 7 and Xcode 5 This is the first Core Data book to fully reflect Apple's latest platform innovations, including its dramatic recent improvements to iCloud support. Hands-on from start to finish, it teaches you step-by-step as you create a modern data-driven iOS app using Storyboards, ARC, iOS 7, and Xcode 5. Tim Roadley introduces new patterns and best practices designed to overcome the frustrations of Core Data development. One step at a time, you'll build and extend your skills--even mastering advanced techniques such as complex model migration, deep copy, background processing, and integration with Dropbox, StackMob, and iCloud. Downloadable versions of this book's main project are provided with each chapter, so you can see exactly what your app project should look like--and get cookbook-style code for your own projects. Chapter exercises help you explore even further, whether you're a self-learner or a student in an iOS development course. If you're an experienced iOS developer, this guide brings together all the skills, tools, code, and patterns you need to add powerful data management capabilities to any app--quickly, easily, and painlessly. Coverage includes the following: Understanding Core Data Adding Core Data to an existing project Designing, upgrading, and migrating data models (automatically and manually with progress indication) Populating views with data, including table-views and picker-views Preloading a "default data" persistent store from XML Deep-copying from one persistent store to another Performance tuning with Instruments, using large photos as the example Background

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processing, using thumbnail generation as the example
Efficient search
Seamlessly backing up and restoring with Dropbox
Stable integration with iCloud--with full support for multiple accounts, seeding, and de-duplication
Web service integration with StackMob

The Objective-C programming language continues to grow in popularity and usage because of the power and ease-of-use of the language itself, along with the numerous features that continue to be added to the platform. If you have a basic knowledge of the language and want to further your expertise, Pro Objective-C is the book for you. Pro Objective-C provides an in-depth, comprehensive guide to the language, its runtime, and key API's. It explains the key concepts of Objective-C in a clear, easy to understand manner, and also provides detailed coverage of its more complex features. In addition, the book includes numerous practical examples--code excerpts and complete applications--that demonstrate how to apply in code what you're learning. The book begins with an exploration of Objective-C's basic features and key language elements. After reviewing the basics, it proceeds with an in-depth examination of the Objective-C dynamic programming features and runtime system. Next the book covers the Foundation Framework, the base layer of APIs that can be used for any Objective-C program. Finally, new and advanced features of Objective-C are introduced and shown how they make the Objective-C language even more powerful and expressive. Each topic is covered thoroughly and is packed with the details you need to develop Objective-C code effectively. The most important features are given in-depth treatment, and each chapter contains numerous examples that demonstrate both the power and the subtlety of Objective-C. Start reading Pro Objective-C and begin developing high-quality, professional apps on the OS X and iOS platforms

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using the Objective-C programming language!

Write Truly Great iOS and OS X Code with Objective-C 2.0!

Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel "right at home" Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling

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component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

One of the most influential teaching guides ever—updated! Teach Like a Champion 2.0 is a complete update to the international bestseller. This teaching guide is a must-have for new and experienced teachers alike. Over 700,000 teachers around the world already know how the techniques in this book turn educators into classroom champions. With ideas for everything from classroom management to inspiring student engagement, you will be able to perfect your teaching practice right away. The first edition of Teach Like a Champion influenced thousands of educators because author Doug Lemov's teaching strategies are simple and powerful. Now, updated techniques and tools make it even easier to put students on the path to college readiness. Here are just a few of the brand new resources available in the 2.0 edition: Over 70 new video clips of real teachers modeling the techniques in the classroom (note: for online access of this content, please visit my.teachlikeachampion.com) A selection of never before seen techniques inspired by top teachers around the world Brand new structure emphasizing the most important techniques and step by step teaching guidelines Updated content reflecting the latest best practices from outstanding educators With the sample lesson plans, videos, and teachlikeachampion.com online community, you will be teaching like a champion in no time. The classroom techniques you'll learn in this book can be adapted to suit any

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context. Find out why Teach Like a Champion is a "teaching Bible" for so many educators worldwide.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

This text blends traditional introductory physics topics with an emphasis on human applications and an expanded coverage of modern physics topics, such as the existence of atoms and the conversion of mass into energy. Topical coverage is combined with the author's lively, conversational writing style, innovative features, the direct and clear manner of presentation, and the emphasis on problem solving and practical applications.

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

This classic book is the definitive real-world style guide for better Smalltalk programming. This author presents a set of patterns that organize all the informal experience successful Smalltalk programmers have learned the hard way. When programmers understand these patterns, they can write much more effective code. The concept of Smalltalk patterns is introduced, and the book explains why they work. Next, the book introduces proven patterns for working with methods, messages, state, collections, classes and formatting.

Finally, the book walks through a development example utilizing patterns. For programmers, project managers, teachers and students -- both new and experienced. This book presents a set of patterns that organize all the informal experience of successful Smalltalk programmers. This book will help you understand these patterns, and empower you to write more effective code.

The massive success of apps like Instagram, iMovie, and Vine proves that users want tools to help them capture, edit, and share their lives. If you want to build those apps for iOS or OS X, you need to understand Apple's most powerful media framework: AV Foundation. Until now, however, this meant wrestling with Apple's massive, out-of-date API documentation. Now, there's a more productive and efficient alternative. Learning AV Foundation helps you gain real-world mastery by teaching each aspect of the framework in the context of building real world applications. By the time you finish, you'll have built a voice memo app, custom video player, video editor, and an image and video camera app -- and you'll have mastered all the techniques you need to write your own advanced media apps with AV Foundation. Most chapters contain additional optional exercises, to help you further deepen your understanding. Learning AV Foundation comes with a complete collection of starter apps that abstract away visual aspects, so you can focus solely on AV

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Foundation without getting bogged down in supporting infrastructure. Coverage includes: Understanding the AV Foundation media environment ; Basic techniques for working with media: playback, recording, and more ; Basic and advanced media capture ; Media creation and editing: composing media, mixing audio, creating video transitions, and layering animated content ; Advanced topics, including real-time audio and video effects ; Integrating AV Foundation with Core Audio. Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced. Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder. After introducing you to Project Builder and Interface Builder, it brings you quickly up to speed on the concepts of object-oriented programming with

Objective-C, the language of choice for building Cocoa applications. From there, each chapter presents a different sample program for you to build, with easy to follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques you will learn in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters. You'll learn how to: Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder Build single- and multiple-window document-based applications Manipulate text data using Cocoa's text handling capabilities Draw with Cocoa Add scripting functionality to your applications Localize your application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with

the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.

The authors provide clear examples and thorough explanations of every feature in the C language. They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language. Annotation copyrighted by Book News, Inc., Portland, OR

If you are new to C++ programming, C++ Primer Plus, Fifth Edition is a friendly and easy-to-use self-study guide. You will cover the latest and most useful language enhancements, the Standard Template Library and ways to streamline object-oriented programming with C++. This guide also illustrates how to handle input and output, make programs perform repetitive tasks, manipulate data, hide information, use functions and build flexible, easily modifiable programs. With the help of this book, you will: Learn C++ programming from the ground up. Learn through real-world, hands-on examples. Experiment with concepts, including classes, inheritance, templates and exceptions. Reinforce knowledge gained through end-of-chapter review questions and practice programming exercises. C++ Primer Plus, Fifth Edition makes learning and using important object-oriented programming concepts understandable. Choose this classic to learn the fundamentals and more of C++

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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

It's time to capitalize on your mastery of Cocoa with Pro Objective-C Design Patterns for iOS. You've developed apps that impressed and performed, and now you're ready to jump into development

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practices that will leave you with more effective, efficient, and professional level apps. This book is the element you need to make the jump from journeyman to master. All too often, developers grind through building good apps on willpower and a vigorous focus on code development, leaving them unaware of and unable to benefit from the underlying structural and functional design patterns. Pro Objective-C Design Patterns for iOS will teach you those design patterns that have always been present at some level in your code, but were never recognized, acknowledged, or fully utilized.

Implementation of specific pattern approaches will prove their value to any developer working in the iOS application arena. You'll learn to master classic patterns like singleton, abstract factory, chain of responsibility, and observer. You'll also discover less well-known but useful patterns like memento, composite, command, and mediator.

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools

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in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Presents a collection of tips for programmers on how to use the features of C++11 and C++14 effectively, covering such topics as functions, rvalue references, and lambda expressions.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working

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