Learn C On The Mac Dave Mark

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Objective-C Programming "O'Reilly Media, Inc."
A guide to the operating system covers such topics as system preferences, using Finder and Dock, the FileVault system, Unix commands, and CVS.
Learning Cocoa with Objective-C "O'Reilly Media, Inc."
Presenting information on obscure programming techniques not usually found in programming literature, a valuable resource book for the Macintosh programming community includes insights from major contributors to Macintosh development. Original. (Intermediate).
Learn Objective-C on the Mac Addison-Wesley Professional
Provides information on creating software for the Mac, iPhone, iPod, and iPad.

The C Programming Language
"O'Reilly Media, Inc."
Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface
Learn C on the Mac Packt Publishing Ltd
Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key FeaturesMake the most of C's low-level control, flexibility, and high performanceA comprehensive guide to C's most powerful and challenging featuresA thought-provoking guide packed with hands-on exercises and examplesBook Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional

compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learnBuild advanced C knowledge on strong foundations, rooted in first principlesUnderstand memory structures and compilation pipeline and how they work, and how to make most out of themApply object-oriented design principles to your procedural C codeWrite low-level code that's close to the hardware and squeezes maximum performance out of a computer systemMaster concurrency, multithreading, multi-processing, and integration with other languagesUnit Testing and debugging, build systems, and inter-process communication for C programmingWho this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

Mac? Programming For Dummies Apress
Introduces the UNIX environment for the Mac OS X and explains how to set up and configure the Terminal application; how to manage, create, and edit files; and how to navigate the Internet.

Learn C Programming Apress
An album-by-album celebration of the life and music of Mac Miller through oral histories, intimate reflections, and critical examinations of his enduring work. "One of my most vivid memories of him is the way he would look at you while he was playing you a song. He tried to look you right in the eyes to see how you were feeling about it." —Will

Kalson, friend and first manager Following Mac Miller's tragic passing in 2018, Donna-Claire Chesman dedicated a year to chronicling his work through the unique lens of her relationship to the music and Mac's singular relationship to his fans. Like many who'd been following him since he'd started releasing mixtapes at eighteen years old, she felt as if she'd come of age alongside the rapidly evolving artist, with his music being crucial to her personal development. "I want people to remember his humanity as they're listening to the music, to realize how much bravery and courage it takes to be that honest, be that self-aware, and be that real about things going on internally. He let us witness that entire journey. He never hid that." —Kehlani, friend and musician. The project evolved to include intimate interviews with many of Mac's closest friends and collaborators, from his Most Dope Family in Pittsburgh to the producers and musicians who assisted him in making his everlasting music, including Big Jerm, Rex Arrow, Wiz Khalifa, Benjy Grinberg, Just Blaze, Josh Berg, Syd, Thundercat, and more. These voices, along with the author's commentary, provide a vivid and poignant portrait of this astonishing artist—one who had just released a series of increasingly complex albums, demonstrating what a musical force he was and how heartbreaking it was to lose him. "As I'm reading the lyrics, it's crazy. It's him telling us that he hopes we can always respect him. I feel like this is a message from him, spiritually. A lot of the time, his music was like little letters and messages to his friends, family, and people he loved, to remind them of who he really was." —Quentin Cuff, best friend and tour manager

Macintosh C Programming Primer: Inside the toolbox using Think C Oreilly & Associates Incorporated

The Cocoa frameworks are some of the most powerful frameworks for creating native desktop applications available on any platform today, and Apple gives them away, along with the Xcode development environment, for free! However, for a first-time Mac developer, just firing up Xcode and starting to browse the documentation

can be a daunting task. The Objective-C class reference documentation alone would fill thousands of printed pages, not to mention all the other tutorials and guides included with Xcode. Where do you start? Which classes are you going to need to use? How do you use Xcode and the rest of the tools? This book answers these questions and more, helping you find your way through the jungle of classes, tools, and new concepts so that you can get started on the next great Mac OS X application today. Jack Nutting is your guide through this forest; he's lived here for years, and he'll show you which boulder to push, which vine to chop, and which stream to float across in order to make it through. You will learn not only how to use the components of this rich framework, but also which of them fit together, and why. Jack Nutting's approach, combining pragmatic problem-solving with a deep respect for the underlying design philosophies contained within Cocoa, stems from years of experience using these frameworks. He'll show you which parts of your application require you to jump in and code a solution, and which parts are best served by letting Cocoa take you where it wants you to go. The path over what looks like a mountain of components and APIs has never been more thoroughly prepared for your travels. With Jack's guidance, the steep learning curve becomes a pleasurable adventure. There is still much work for the uninitiated, but by the time you're done, you will be well on your way to becoming a Cocoa master.

Macintosh C Programming by Example Packt Publishing Ltd
Including valuable new information on THINK C and ResEdit, a primer to mastering the programming functions of Macintosh C

shows beginners how to use the Macintosh Toolbox, resources, and Macintosh interface to create stand-alone applications. Original.

The Book of Mac Apress
A guide for beginning programmers covers Mac programming basics, compilers, programming languages, code writing, debugging, and source code

Step Into Xcode "O'Reilly Media, Inc."
Provides information on using Xcode to build applications with Macintosh languages and technology.

Hands-On Network Programming with C Apress
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

Learn Cocoa on the Mac Addison-Wesley Professional
Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C

language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. Cocoa and Objective-C: Up and Running offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform. Get a quick hands-on tour of basic programming skills with the C language Learn how to use Interface Builder to quickly design and prototype your application's user interface Start using Objective-C by creating objects and learning memory management Learn about the Model-View-Controller (MVC) method of sharing data between objects Understand the Foundation value classes, Cocoa's robust API for storing common data types Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

Cocoa and Objective-C: Up and Running Pearson Educación

Want to learn how to program on your Mac? Not sure where to begin? Best-selling author Wallace Wang will explain how to get started with Cocoa, Objective-C, and Xcode. Whether you are an experienced Windows coder moving to the Mac, or you are completely new to programming, you'll see how the basic design of a Mac OS X program works, how Objective-C differs from other languages you may have used, and how to use the Xcode development environment. Most importantly, you'll learn how to use elements of the Cocoa framework to create windows, store data, and respond to users in your own Mac programs. If you want to learn how to develop apps with Cocoa, Objective-C, and Xcode, this book is a great first step. Here are just a few of the things

you'll master along the way: Fundamental programming concepts aided by short, easy-to-understand examples How to use Xcode and related programming tools to save time and work more efficiently A firm understanding of the basics of Objective-C and how it compares to other languages you might know How to create simple apps using the Cocoa framework How to easily design, write, test, and market your finished program With this book and your trusty Mac, you're well on your way to transforming your Mac app ideas into real applications.

Extreme C Apress

Introduces the UNIX environment for the Mac OS X Tiger and explains how to set up and configure the Terminal application; how to manage, create, and edit files; and how to navigate the Internet.

Learning Core Audio Independently Published

MacBook All-in-one for Dummies Makes Everything Easier! With a MacBook, you can work and play anywhere. With 9 books in 1, MacBook All-in-one for Dummies shows you how! You'll find coverage of: Getting started -- choose the MacBook that suits your needs, set it up, customize your preferences, and organize files and folders. Using Mac OS X -- learn your way around Snow Leopard, get to know the Dock, find things with Spotlight, and back up your system with Time Machine. Customizing and Sharing. Going Mobile With iLife -- explore iLife, where photos, movies, music, and your very own Web site all hang out. iWork For the Road Warrior -- do it the Mac way with Pages, Numbers, and Keynote, the iWork productivity applications. Typical Internet Stuff -- browse with Safari, store your stuff on iDisk, use Apple Mail, and iChat with friends. Networking in Mac OS X -- set up a network, go wireless, and use AirPort Extreme. Expanding Your System -- see

how to add memory and connect hard drives and printers using USB and FireWire. Advanced Mac OS X. Learn the basics about using and maintaining your MacBook, how to work with Mac OS X, use the iWork productivity suite, enjoy the iLife, and cruise the Web from anywhere. Plus, you'll go under the hood and explore custom scripts and tweaks to help you get more from your MacBook and troubleshoot solutions.

Mac OS X Panther in a Nutshell Apress Considered a classic by an entire generation of Mac programmers, this popular guide has been updated for Mac OS X. Don't know anything about programming? No problem! Acclaimed author Dave Mark starts out with the basics and takes you through a complete course in programming C using Apple's free Xcode tools. This book is perfect for beginners learning to program. It includes Mac OS X examples! Provides best practices for programming newbies Written by the expert on C– programming for the Mac Presents all the basics with a pragmatic, Mac OS X-flavored approach Includes updated source code which is fully compatible with Xcode 4 What you'll learn Master C programming, the gateway to programming your Mac or iPhone Write applications for the Mac OS X interface, the cleanest user interface around Understand variables and how to design your own data structures Work with the file system Connect to data sources and the Internet Who this book is for For anyone wanting to learn to program in Mac OS X, including developers new to the Mac, developers new to C, or students entirely new to programming. For anyone who wants to learn how to program their iPhone, this is also the core language primer.

<u>Learn C on the Mac</u> John Wiley & Sons Incorporated

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. 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.

Learning Objective-C 2.0 John Wiley & Sons Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

MacBook All-in-One For Dummies Grand Central Publishing
The perfect beginner's guide to Objective-C 2.0, the essential language for over

1,000,000 Mac OS X, iPhone, and iPod touch developers! • • Concise, readable, and friendly: designed to get new Objective-C programmers up and running fast!
 • Covers everything readers need to know, from basic Object-Oriented Programming to general C concepts. • Walks through code examples one line at a time, and also offers high-level explanations what's happening 'behind the scenes' of Objective-C programs. Long-time OS X and iPhone developer Robert Clair begins with a concise review of the object-oriented and C concepts that all Objective-C developers need to know. Next, he introduces the basics of the Objective-C language, walking through code examples one line at a time, and offering high-level explanations of what's happening 'behind the scenes.' Clair concludes with advanced topics carefully chosen for their real-world value - including detailed coverage of memory management and the differences between 32-bit and 64- bit programs. Throughout, Learning Objective-C 2.0 focuses consistently on the features, concepts, and techniques that matter most in day-to-day programming - not complex 'edge cases' or abstract theory. The result: an outstanding first book for every beginner who wants to program for Apple's fast-growing iPhone and Mac OS X platforms. Note: This will be the entry-level book for Objective-C newcomers. Readers who complete it can move on to Stephen Kochan's highly-regarded Programming in Objective-C 2.0 and then to our more specialized Apple development titles, such as David Chisnall's Cocoa Developer's Handbook, Fritz Anderson Xcode 3.x Unleashed , and Aaron Hillegass's Cocoa Programming for Mac OS X Third Ed