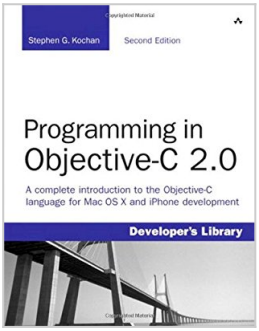

Programming in Objective-C 2.0 (2nd Edition)

By Stephen G. Kochan

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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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Editorial Review

Review
"This book spends half the time talking about the Objective-C language itself and half the time talking about Apple's Foundation and Cocoa frameworks. The chapters are well organized and concepts are well explained, so you end up with a solid foundation in the language. It's an easy read even with very little programming experience. The book doesn't cover Cocoa or the other higher level frameworks, but you'll be completely ready to pick it up by the time you're done with this book."

About the Author
Stephen Kochan is the author and coauthor of several bestselling titles on the C language, including *Programming in C* (Sams, 2004), *Programming in ANSI C* (Sams, 1994), and *Topics in C Programming* (Wiley, 1991), as well as several Unix titles, including *Exploring the Unix System* (Sams, 1992) and *Unix Shell Programming* (Sams 2003). He has been programming on Macintosh computers since the introduction of the first Mac in 1984, and he wrote *Programming C* for the Mac as part of the Apple Press Library. He maintains a web site and support forum for *Programming in Objective-C 2.0* at **classroomm.com/objective-c**

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