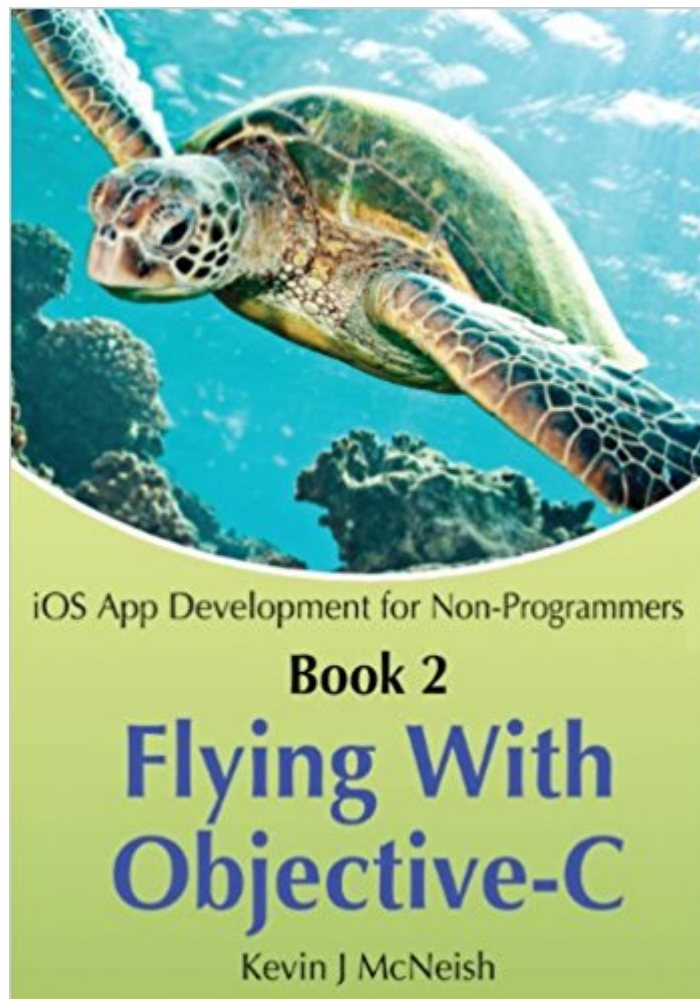


The book was found

Book 2: Flying With Objective-C - iOS App Development For Non-Programmers: The Series On How To Create iPhone & iPad Apps



Synopsis

Updated for iOS 7 and Xcode 5! Review "I have spent a small fortune on beginner programming books that have consistently left me scratching my head. I've often wondered if I just didn't have the ability to learn and grasp the subject. But, in this book I've found the answer; I can." - TL Pearce

Unleash Your Inner App Developer! This second book in the series from Kevin McNeish, winner of the 2012 Publishing Innovation Award, highly acclaimed iOS trainer and conference speaker, and award-winning App Developer, is specifically designed to teach non-programmers Objective-C; the language used to create Apps for the iPhone and iPad. Many books designed for the beginning Apple developer assume way too much. In contrast, this book series assumes you know nothing about programming. Book 2: Flying with Objective-C builds on what you learned in Book 1: Diving In. In the first two chapters, the author helps you understand basic concepts, such as "what is a class?" and "what is an object?" You then learn how to pass messages to objects, and then create your own custom classes. As you go through the book, concepts become more advanced until you reach the final chapters on Advanced-Objective-C and Advanced Messaging. Each concept is accompanied by step-by-step instructions to build an App that shows the real-world use of Objective-C programming features. This is a tremendous aid in helping non-programmers grasp even more advanced concepts. The information in this book is applicable to the latest iOS technologies including iOS 7 and Xcode 5. Includes Step-by-Step Instructional Videos! Each exercise in this book has a corresponding movie that demonstrates how to perform the exercise. After trying to solve the exercise on your own, just tap the movie to watch the exercise solved for you in high quality video and narrative! Not a "Dumbed Down" Series! Ultimately, readers will learn everything that is taught in the regular written-for-programmer books. This series simply provides more background information and more thorough explanations for those who haven't had formal education or a career in software development.

Book Information

Series: iOS App Development for Non-Programmers

Paperback: 380 pages

Publisher: Oak Leaf Enterprises, Inc; 1 edition (March 4, 2013)

Language: English

ISBN-10: 0988232715

ISBN-13: 978-0988232716

Product Dimensions: 7 x 0.9 x 10 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars Â Â See all reviewsÂ (42 customer reviews)

Best Sellers Rank: #461,232 in Books (See Top 100 in Books) #63 inÂ Books > Computers & Technology > Programming > Apple Programming #235 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development #650 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

I have tried to make my way through other Objective-C books, but this is the first book that actually assumes you know NOTHING about writing code. All the code samples work great and the explanations were very clear. I was a little gun shy based on my previous experiences but after going through this book, I'm amazed what I was able to learn when some the concepts were broken down into language I could understand! I definitely need to re-read some of the more advanced chapters, but I've got the basics under my belt! What I liked:- The information on Object Lifetime and Memory Management REALLY helped me understand what's happening in memory. This chapter in the book has you work through exercises to fully understand how the new ARC memory management works.- Well written. It's great to have basic concepts like variables, constants, classes, and objects explained in a way that I can actually understand them.- Videos! What a great teaching tool to have videos showing the solutions to the exercises in the book. What could be improved:- There are places where the book explains how Objective-C and the Xcode editor used to work in previous versions, but I only plan to write Apps on the latest versions, so, for me this was unnecessary information

I realize that XCode is updated faster than you can publish these books, but it seems even more confusing to give instruction on one way of doing things - only to be told shortly thereafter "oh, by the way, if you're running the most current version of Xcode - you don't have to do it this way anymore, but do it this way instead..." What? The author explains things well, but gets sidetracked too many times which confused the heck out of me. Too many times, he says things like "you'll rarely need to do this, but I'm going to spend the next few pages explaining it to you anyway" or "here's the way things used to be done, and here's the way it's done nowadays". Why bother teaching us stuff that's outdated or rarely used? It just mucks up the learning process. Still, this is the best of 4 different "beginner books" I've purchased. Sadly, he lost me around Chapter 10 (half way

through).

I bought this book because I wanted to try and create an iPhone app. I have a background in web design and self taught myself html, css, and bit of php so I thought this would be something I could undertake. I have zero experience with programming or anything like that. After reading the stellar reviews I bought this book. After I got about halfway through this book I came to the decision that I will not be making an app anytime soon. In my opinion is it very hard to understand. Even after watching the video examples I found myself scratching my head and thinking wtf did I just read? As another reviewer said, he explains things and then turns around and says "but yeah we don't do it that way anymore". Then he goes on to another way that it is done now. It seems like this book has helped a lot of people here but as for me... not so much.

I have read Kochan's book on Objective-C, I have read the Big Nerd Ranch's book on Objective-C. I have also read Flying with Objective-C and there is only one that I would buy again. This is the very best book on Objective-C. Kevin McNeish has carefully considered the needs of the reader: to understand Objective-C from the ground up. The other books are written from the perspective of the writer, not the reader. Kevin carefully builds a solid foundation for understanding Objective-C principles and practice that also build your confidence. I can't say enough good about this book.

This book is excellent. It's really beginner-friendly, and easy to understand. But, I have experienced missing pages twice so far on iPad's Kindle App. At the first time, I dismissed it by watching a solution video, which is provided at the end of each section. Now I have another missing pages right before Exercise 6.1, and it looks like even the page that contains the solution video is missing. I once deleted the book from my device, and tried re-downloading, but it didn't work. I will recommend you to make sure this issue doesn't happen to you before you purchase. Please feel free to leave a comment if you know the solution, or if you are experiencing the same issue.

I have read Objective C programming by The Big Nerd Ranch. I have read programming in Objective-C by Stephan G. Kochan. I have watched 20+ hours of Lynda.com Objective C programming videos. All of which I thought did a good job. This is by far the most interesting, well laid out, and explained book I have found on Objective-C. Like other books, you will not learn to program unless you work thru problems and examples. The Author has found the right balance in using examples that keep you interested and motivated to learn more. The challenges find the right

balance between not being too easy or so difficult that you become discouraged. The only thing I would say is the format for this book is a lot easier to read on iBooks than it is on the Kindle. I ordered book 1 on the Kindle, and this book on the iBook. Much better formatting for the book on the iBook app.

[Download to continue reading...](#)

Book 2: Flying With Objective-C - iOS App Development for Non-Programmers: The Series on How to Create iPhone & iPad Apps Book 1: Diving In - iOS App Development for Non-Programmers Series: The Series on How to Create iPhone & iPad Apps App Savvy: Turning Ideas into iPad and iPhone Apps Customers Really Want 55 Smart Apps to Level Up Your Brain: Free Apps, Games, and Tools for iPhone, iPad, Google Play, Kindle Fire, Web Browsers, Windows Phone, & Apple Watch iOS 9 App Development Essentials: Learn to Develop iOS 9 Apps Using Xcode 7 and Swift 2 My iPhone for Seniors (Covers iOS 9 for iPhone 6s/6s Plus, 6/6 Plus, 5s/5C/5, and 4s) (2nd Edition) Learning Mobile App Development: A Hands-on Guide to Building Apps with iOS and Android iOS Apps for Masterminds: How to take advantage of Swift to create insanely great apps for iPhones and iPads App Development: App Design and Development for Beginners The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (3rd Edition) (Developer's Library) iPad for Seniors: Get Started Quickly with the User Friendly iPad (Computer Books for Seniors series) The Art of iPhone Photography: Creating Great Photos and Art on Your iPhone The iOS Apprentice (Fourth Edition): Beginning iOS Development with Swift 2 Coding iPhone Apps for Kids: A Playful Introduction to Swift Troubleshooting PC Hardware: An Interactive Computer Diagnostic App (Help Desk in an eBook App 1) Android 6 for Programmers: An App-Driven Approach (3rd Edition) (Deitel Developer Series) iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition iOS Programming: Starter Guide: What Every Programmer Needs to Know About iOS Programming Learn to Code in Swift: The new language of iOS Apps Pro iOS Apps Performance Optimization

[Dmca](#)