

<<iOS 4 SDK入门>>

图书基本信息

书名：<<iOS 4 SDK入门>>

13位ISBN编号：9787564127107

10位ISBN编号：7564127104

出版时间：2011-5

出版时间：东南大学出版社

作者：古德曼

页数：297

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

内容概要

JavaScript程序员有没有可能学习Apple的iOS 4 SDK编程并且坚持到成功一刻呢？

技术大师Danny

Goodman做到了这一点，而且留下了这本有着清晰足迹可以让你跟随的《iOS4SDK入门--给JavaScript程序员(影印版)》(作者Danny Goodman)。

作为自JavaScript诞生之日起就是权威专家的Goodman

清楚你在使用SDK创建本地iOS应用时会遇到的挑战，他使用一种你容易理解的上下文来介绍Xcode、Objective-C和Cocoa

Touch。

当你能够简单地Apple的iOS设备创建Web应用时，你为什么还需要顾虑SDK呢？

这是因为Web应用无法访问iPhone的音乐库、相机，或者为地图、音频以及其他东西设计的iOS系统软件。

你也无法在应用商店里销售Web应用。

如果你希望发挥iPhone~liPad的全部优势，iOS

4 SDK就是你所需要的工具——而《iOS4SDK入门--给JavaScript程序员(影印版)》就是你所需要的参考书。

作者简介

Danny

Goodman写了将近40本书和数以百计的在个人电脑以及消费性电子杂志上的文章。

最近，他正在从事iPhone和iPod

touch应用的开发工作，包括iFeltThat Earthquake、PhotoSize和BeaconAid-HF。

书籍目录

Preface

1. Why Go Native?

Using an App Offline

More Access to the Hardware

More Access to the Software

What You Lose

Distribution

Apple iOS Developer Program

Content

Authoring Platform Choices

Taking the Plunge

2. Welcome to the iOS SDK

Hardware and OS Requirements

Installing the SDK

About iOS Developer Programs

Inside the SDK

Viewing Developer Documentation

Loading Code Samples

Setting the Project's Base SDK

Trying the iOS Simulator

Coming Up..

3. Creating a Test Workbench

Creating the Project in Xcode

Selecting a Project Type

Naming and Saving the New Project

Welcome to Your Project

Editing Your First Files

What the runMyCode: Method Does

Building the User Interface

Adding a Button to the View

Connecting the Button

Going for a Test Ride

Congratulations

4. Structural Overview of an iOS App

Where It All Begins: APIs

APIs You Already Know

The Cocoa Touch APIs

Frameworks

Foundation Framework

UIKit Framework

CoreGraphics Framework

Adding Frameworks

Frameworks Set in Stone

Welcome to Class Files

The JavaScript Way

<<iOS 4 SDK入门>>

The Objective-C Way

Header File Details

Using Xcode to Create DGCAR Class Files

Editing the @interface Section

Message Passing

Editing the @implementation Section

Integrating the DGCAR Class into Workbench

Creating Object Instances

NSLog0 and String Formats

Running the Code

What About Accessing Instance Variables?

Recap

5. App Execution Flow

Some C Language Roots in an iOS App

An Introduction to Delegates

How UIApplication Appoints Its Delegate

The App's Info.plist File

Inside MainWindow.xib

iPhone App Development Design Patterns

The Model-View-Controller Design Pattern

Other Design Patterns

The Importance of Views

The App Window--UIWindow

Adding Another View to Workbench

Recap

6. Central Objective-C Concepts: Pointers, Data Types, and Memory

Management

107

Pointers

Pointers and Memory

Pointers and Objective-C Variables

Pointer Notation

Determining Pointer Usage

Data Typing

Objective-C Data Types

Cocoa Touch Data Types

Objective-C Variable Declarations

Objective-C Method Declarations

The id Data Type

Converting Objective-C Data Types

Memory Management

Cleaning Up After Yourself

The Retain Count

Autorelease Pools

Observing Memory Usage

Recap

7. C Language Fundamentals

<<iOS 4 SDK入门>>

- Variable Names
- Variable Scope
- Instance Variables
- Local Variables
- Local Variables in Control Structure Blocks
- Static Local Variables
- Global Variables
- Constant Values
- Functions
- C Structures
- C Arrays
- Enumerated Types
- Operators
- Program Flow Constructions
- Boolean Values
- Math Object Equivalents in C
- Inserting Comments
- Recap
- 8. Objective-C/Cocoa Touch Fundamentals
 - More About Classes
 - Temporary Objects
 - Subclassing Framework Classes
 - Defining Your Own Custom Subclasses
 - Adding to a Class Without Subclassing--Categories
 - Real Classes in Real Action
 - TheElements Overview
 - TheElements Class File Structure
 - Class Properties
 - Specifying Properties in the Header File
 - Synthesizing Properties in the Implementation File
 - Using Properties
 - Properties in Framework Classes
 - About NSString
 - Creating an NSString
 - JavaScript String Method Equivalents in Objective-C
 - NSMutableString
 - About NSArray
 - Creating an NSArray
 - Retrieving Array Elements
 - JavaScript Array Method Equivalents in Objective-C
 - NSMutableArray
 - About NSDictionary
 - Creating an NSDictionary
 - Retrieving Dictionary Entries
 - NSMutableDictionary
 - Arrays and Dictionaries in Action
 - Recap

9. Common JavaScript Tasks in Cocoa Touch

- Formatting Numbers for Display
- Preformatted Number Styles
- Rounding Numbers for Display
- Creating a Date Object
- Adding a UIDatePicker to Workbench
- Understanding NSDate
- Creating a Date Object for a Specific Date
- Extracting Components from an NSDate Object
- Creating NSDate Objects from Strings
- Converting an NSDate to a String
- Calculating Dates
- 10 Days in the Future
- Days Between Dates
- Comparing Dates
- Downloading Remote Files Asynchronously
- Example Project
- Creating the Request
- Initializing the NSMutableData Object
- Delegate Methods
- Downloading Only When Needed
- Accounting for Fast App Switching
- Reading and Writing Local Files
- IOS App Directories
- Obtaining Directory Paths
- Obtaining Paths to Files Delivered with Your App
- Writing Files to Disk
- Reading Files from Disk
- Writing and Reading Property List Files
- Performing File Management Tasks
- Sorting Arrays
- Sorting with a Selector
- Sorting with a Function
- Sorting Arrays of Dictionaries with NSSortDescriptor
- Capturing User-Entered Text
- The Code Portion
- The Interface Builder Portion
- Validating Text Entry with Regular Expressions
- Modifying the Code
- Modifying the User Interface
- Using Regular Expressions for Text Search and Replace
- Dragging a View Around the Screen
- The Code Portion
- The Interface Builder Portion
- Recap
- A. Getting the Most from Xcode Documentation
- B. Common Beginner Xcode Compiler Errors

Glossary

Index

章节摘录

版权页：插图：Perhaps because my programming knowledge has been completely self-taught over the decades, this book does not follow what some might term traditional programming language training. First of all, you already come to the book with specialized knowledge. The goal of the book is to pick up where that knowledge leaves off and fill in the gaps with the new material. There's no doubt about it: there is a lot of new material for you. But I have tried to establish a learning progression that will make sense and keep you interested while you learn the decidedly unglamorous—but essential—parts of iOS programming. Chapter 1 goes into detail about the differences between web app and native app programming for devices running iOS. It's not all roses for native app development, as you'll see, but I believe the positives outweigh the negatives. In Chapter 2, you will install the iOS SDK, inspect one of the sample apps, and run it on the iOS Simulator. Then in Chapter 3, I put you to work to create your first iPhone app—the Workbench app that you'll use throughout the rest of the book. The steps are intended to help you get more comfortable with Xcode and learn what it's like to work on an app in the environment.

媒体关注与评论

每一个有Web开发背景并且希望进入到本地应用编程的人都应该跟随Danny调查好的方法来学习这个平台。

这是任何一个有经验的期待展开AppStfore之旅的JavaScript程序员的最佳指南。

” ——FoddMoore.whiteNoise应用的创建者

编辑推荐

《iOS 4 SDK入门:给JavaScript程序员(影印版)》：了解Web应用和iOS本地应用编程的差异，创建一个工作台应用来测试贯穿整个学习过程的代码段，理解iOS应用的结构，比较通过Objective-C和JavaScript搭建对象的过程，揭示你的代码如何启动iOS应用并让它们准备就绪，学习iOS内存管理，以及与JavaScript编程有所差异的Objective-C指针和数据类型，使用Objective-C和Cocoa 10ucrl实现常见的Javascript任务。

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>