

## *Programming In Objective C Developers Library*







### **Programming In Objective C Developers**

Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon).

### **Programming in Objective-C (6th Edition) (Developer's ...**

Objective-C is the primary programming language you use when writing software for OS X and iOS. It's a superset of the C programming language and provides object-oriented capabilities and a dynamic runtime. Objective-C inherits the syntax, primitive types, and flow control statements of C and adds syntax for defining classes and methods.

### **About Objective-C - developer.apple.com**

The programming language that developers use to write iPhone applications is called Objective-C, an object-oriented language based upon the standard programming language C.

### **Lesson 1: Introduction to Objective-C Programming ...**

The Objective-C language is a simple computer language designed to enable sophisticated object-oriented programming. Objective-C is defined as a small but powerful set of extensions to the standard ANSI C language. Its additions to C are mostly based on Smalltalk, one of the first object-oriented programming languages. Objective-C is designed to give C full object-oriented programming ...

### **Introduction - developer.apple.com**

To get the benefit of the frameworks, applications must use either Objective-C or a language bridged to Objective-C, such as Java. Objective-C is defined as set of extensions to the C language. It's designed to give C full object-oriented programming capabilities, and to do so in a simple and straightforward way.

### **The Objective-C Programming Language**

Swift is completely compatible with Objective-C when developing apps in Cocoa Touch, the mobile framework for iOS. It works alongside Objective-C, so developers can interface between the two languages, create mixed-language apps, and take advantage of Cocoa Touch classes with Swift, and Swift classes with Objective-C.

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