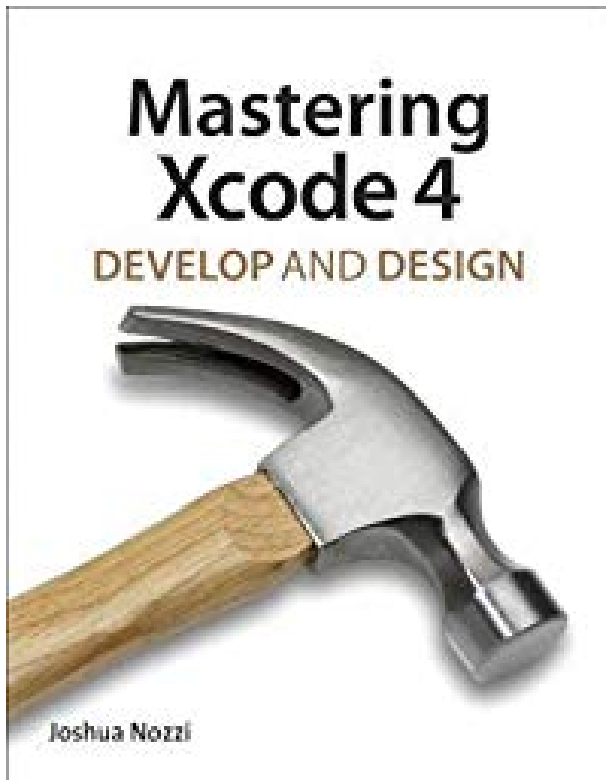


Mastering Xcode 4



Pages:	385
Language	English
Author:	Joshua Nozzi
ISBN10:	0321767527
Genre:	Computer Science
ISBN13:	9780321767523
Goodreads Rating:	3.14
Published:	September 1st 2011 by Peachpit Press

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Xcode 4 has a brand new user interface, built upon proven technologies that Apple itself uses to build Mac OS X and iOS, and that have produced over a quarter million Mac OS X and iOS apps. This project-based book introduces readers to Apple's development environment. The book is aimed at new Mac OS X and iOS developers and assumes the reader is familiar with programming and object-oriented concepts. The book starts at the basics--how to download, install, and start using Xcode--and moves to a detailed look at building and running applications. The last part of the book covers more advanced topics, such as testing, debugging, and source-code management.

With the book's approach, readers will be able to take the projects they build during the book and adapt them for use in their own projects.