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Cocoa Design Patterns Erik M

"Cocoa Design Patterns is a fantastic book that will show you the ins and outs of software design patterns, how Cocoa makes use of them, and how to apply them to your own applications for better, more robust, and more maintainable software." --August Trometer, Owner of FoggyNoggin Software "Cocoa Design Patterns is superb! It is highly readable, thoroughly enjoyable, and filled to the brim with wisdom that will make you a more efficient and effective programmer.

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The book's midsection is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them!

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Cocoa design patterns / Erik M Buck, Donald A Yacktmn p cm Includes bibliographical references and index ISBN 978-0-321-53502-3 (pbk : alk paper) 1 Cocoa (Application development environ-ment) 2 Object-oriented programming (Computer science) 3

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Erik M. Buck (Author of Cocoa Design Patterns)

Cocoa Design Patterns painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers.

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Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain

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Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Apple's tools, it's important to have a firm grasp of MVC right from the start.

Cocoa Design Patterns [Book] - O'Reilly Media

"Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him." --Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Unlocking the Secrets of Cocoa and Its Object-Oriented...

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Cocoa design patterns (eBook, 2009) [WorldCat.org]

What is a design pattern? (continued)! Design Patterns: Elements of Reusable Object-Oriented Software " by Erich Gamma, Richard Helm, Ralph Johnson, and John M. Vlissides (1994) " ISBN-10: 0201633612 " ISBN-13: 978-0201633610 | Cocoa Design Patterns by Erik M. Buck and Donald Yacktmn " ISBN-10: 0321535022 " ISBN-13: 978-0321535023

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Cocoa Design Patterns is a book that you shouldn't be without. It offers solutions to so many common design problems, but also explains why you should use the offered solution, and why there is a problem in the first place. Each Design Pattern is split up into different sections that explain why you should do what it is telling you to.

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