



Objective C Source Code Documentation

Lei Huang



Objective C Source Code Documentation:

EMBOSS Developer's Guide Jon C. Ison, Peter M. Rice, Alan J. Bleasby, 2011-06-16 The European Molecular Biology Open Software Suite EMBOSS is a high quality well documented package of open source software tools for molecular biology EMBOSS includes extensive and extensible C programming libraries providing a powerful and robust toolkit for developing new bioinformatics tools from scratch The EMBOSS Developer's Guide is the official and definitive guide to developing software under EMBOSS It includes comprehensive reference information and guidelines including step by step instructions and real world code examples Learn how to write fully featured tools guided by the people who developed EMBOSS Step by step guide to writing EMBOSS applications illustrated with functional deployed code ACD file development learn how to customise existing tools without coding or design and write entirely new application interfaces EMBOSS API programming guidelines quickly master application development Wrapping and porting applications under EMBOSS learn how to incorporate third party tools

Xcode Tools Sensei Mark Szymczyk, 2011-11-23 Xcode Tools Sensei is a book about Apple's developer tools that are used to create Mac and iOS applications This book doesn't stop with Xcode and Interface Builder Xcode Tools Sensei covers a dozen developer tools both graphical and command line tools You will learn how to profile your code and check for memory leaks with Instruments write shaders with OpenGL Shader Builder and uncover performance problems with OpenGL ES Performance Detective If you want to spend more time creating testing and profiling your applications and less time wading through Apple's documentation get a copy of Xcode Tools Sensei This edition has been updated for Xcode 4.5 and iOS 6 Some of the new material in this edition includes auto layout for iOS applications cherry picking commits and creating base localizations to simplify application localization

Official Gazette of the United States Patent and Trademark Office United States. Patent and Trademark Office, 1999

Applications and Approaches to Object-Oriented Software Design: Emerging Research and Opportunities Altan, Zeynep, 2019-11-29 In today's modernized environment a growing number of software companies are changing their traditional engineering approaches in response to the rapid development of computing technologies As these businesses adopt modern software engineering practices they face various challenges including the integration of current methodologies and contemporary design models and the refactoring of existing systems using advanced approaches Applications and Approaches to Object Oriented Software Design Emerging Research and Opportunities is a pivotal reference source that provides vital research on the development of modern software practices that impact maintenance design and developer productivity While highlighting topics such as augmented reality distributed computing and big data processing this publication explores the current infrastructure of software systems as well as future advancements This book is ideally designed for software engineers IT specialists data scientists business professionals developers researchers students and academicians seeking current research on contemporary software engineering methods

Beginning Xcode James Bucanek, 2006-04-03 Aimed at over 300,000 developers this book teaches

how to use Xcode and the user interface elements and objects to create Macintosh applications using the Cocoa frameworks

Beginning Xcode Matthew Knott, Daniel Bramhall, 2014-03-13 Xcode is Apple's Integrated Development Environment IDE Interface Builder and other tools for helping app developers and coders to build iPhone and iPad apps more efficiently and quickly Beginning Xcode aims to get you up and running with Apple's latest Xcode 5 and includes a wide variety of exciting projects to build So if you have some programming experience with iOS SDK and Objective C but want a more in depth tutorial on Xcode then Beginning Xcode is for you The book focuses on the new technologies tools and features that Apple has bundled into the new Xcode 5 to complement the latest iOS 7 SDK You'll learn How to build iOS apps using the latest Xcode How to get started with Xcode using Workspaces Interface Builder storyboarding tables collection views and more How to dive deeper into Xcode using advanced searches filtering advanced editing debugging and source control How to take advantage of Xcode's vast libraries frameworks and bundles How to create exciting interactive apps for iPhone or iPad using Sprite Kit Map Kit and other Apple technologies How to share your app using organizer localization auto layout and more By the end of this book you'll have all of the skills and a variety of examples to draw from to get your very first app out the door using Xcode Maybe you'll even sell it on Apple iTunes App Store

Swift for Programmers Paul J. Deitel, Harvey M. Deitel, 2015 Swift for Programmers is a programming language focused book designed to get practicing programmers up to speed quickly in Swift programming The Deitels provide thousands of lines of proven Swift code in the book using a mix of code snippets and live code examples When they present code snippets rather than full length complete programs the snippet will be extracted from a Deitel created compiled live code example to ensure that the snippet is correct

Advanced Techniques in Computing Sciences and Software Engineering Khaled Elleithy, 2010-03-10 Advanced Techniques in Computing Sciences and Software Engineering includes a set of rigorously reviewed world class manuscripts addressing and detailing state of the art research projects in the areas of Computer Science Software Engineering Computer Engineering and Systems Engineering and Sciences Advanced Techniques in Computing Sciences and Software Engineering includes selected papers from the conference proceedings of the International Conference on Systems Computing Sciences and Software Engineering SCSS 2008 which was part of the International Joint Conferences on Computer Information and Systems Sciences and Engineering CISSE 2008

Xcode 4 Unleashed Fritz F. Anderson, 2012-05-07 In Xcode 4 Unleashed renowned Mac iOS developer Fritz Anderson shows how to use Apple's powerful new Xcode 4 integrated development environment to develop outstanding software with the least effort possible Anderson demonstrates Xcode 4 by walking through the construction of three full applications a command line tool an iOS app and a Mac OS X application These case study projects offer practical insights and realistic best practices for efficiently utilizing Xcode 4 in day to day development Next he drills down to offer an even deeper understanding of Xcode 4's most powerful capabilities Through practical examples he shows experienced Apple developers how to move to Xcode 4's browser model from older document based

approaches You'll also find thorough up to the minute coverage of key tasks ranging from builds and profiling to documentation He concludes with a chapter length roundup of tips traps and features for maximizing your productivity with Xcode 4 whether you're writing iOS apps or Mac applications working solo or as part of a large development team Detailed information on how to Get started fast with Xcode 4 project workflow Master Xcode 4's new features and development paradigms Construct modern iOS and Mac user interfaces with Interface Builder Implement Model View Controller designs in iOS apps Use Storyboard to specify an iOS app's entire structure in one file Leverage Xcode's first class unit testing and measurement tools Master the essentials of iOS provisioning Use Mac OS X bindings to simplify the link between data and screen Quickly localize Mac and iOS software for new languages and markets Package and share subprograms that can be integrated into any OS X application Use the Xcode Build System to move from source files to executable products Fully understand and optimize performance and resource usage Register your copy today at informit.com/register to download a free 90 page guide to 4.4.5 feature changes

Computerworld, 1985-07-15 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld's award winning Web site Computerworld.com twice monthly publication focused conference series and custom research form the hub of the world's largest global IT media network

Cocoa Richard Wentk, 2010-09-14 Develop applications for Mac OS X with this Developer Reference guide Make a clean transition to programming in Apple environments using the elegant and dynamic programming API Cocoa and this practical guide Written by a seasoned Mac expert this book shows you how to write programs in Cocoa for the rapidly expanding world of Macintosh users Part of the Developer Reference series this book prepares you for a productive programming experience on today's fastest growing platform Cocoa is a programming framework for developing in Apple environments including Mac OS X 10.6 Snow Leopard This book covers all the major information you need to start developing dynamic applications for Mac OS X Master all Cocoa tools including Xcode and working with Objective C Includes full coverage of the Cocoa API Xcode and Objective C as well as programming for Apple's latest OS X Snow Leopard Companion Web site includes all code files Programming for Apple's Macintosh is a growing career field This essential guide one of the most comprehensive on Cocoa will help you quickly become productive

Object oriented programming with C++ Mahesh Bhavde, Sunil Patekar, 2012 This fully revised and indispensable edition of Object Oriented Programming with C++ provides a sound appreciation of the fundamentals and syntax of the language as well as of various concepts and their applicability in real life problems Emphasis has been laid on the reusability of code in object oriented programming and how the concepts of class objects inheritance polymorphism friend functions and operator overloading are all geared to make the development and maintenance of applications easy convenient and economical

Developing Business Applications with OpenStep™ Nik Gervae, Peter Clark, 2012-12-06 OpenStep is the software development environment co developed by Sun and Next Computers This book provides the first introduction to OpenStep

and how it is used to build business applications for Next Sun and Windows NT systems As well as covering the basics it covers WebObjects for developing world wide web applications and the Enterprise Objects framework for developing database applications No serious OpenStep developer will want to be without this book **The PC-SIG Library** PC Software Interest Group (Sunnyvale, Calif.),1985 This monograph provides information about public domain and user supported software for IBM compatible personal computers The Personal Computer Software Interest Group PC SIG has developed this software directory for people wanting to order software from or submit software to the PC SIG Library Six sections detail an introduction to public domain and user supported software an introduction to the commands needed to run programs on the IBM Disk Operating System DOS program descriptions contents of available disks indexes and how to order disks and add programs to the PC SIG Library Glossary program order forms and software submission forms are included

Beginning Mac OS X Snow Leopard Programming Michael Trent,Drew McCormack,2010-03-25 A solid introduction to programming on the Mac OS X Snow Leopard platform The Mac OS X Snow Leopard system comes with everything you need in its complete set of development tools and resources However finding where to begin can be challenging This book serves as an ideal starting point for programming on the Mac OS X Snow Leopard platform Step by step instructions walk you through the details of each featured example so that you can type them out run them and even figure out how to debug them when they don t work right Taking into account that there is usually more than one way to do something when programming the authors encourage you to experiment with a variety of solutions This approach enables you to efficiently start writing programs in Mac OS X Snow Leopard using myriad languages and put those languages together in order to create seamless applications Coverage Includes The Mac OS X Environment Developer Tools Xcode Interface Builder The C Language The Objective C Language An Introduction to Cocoa Document Based Cocoa Applications Core Data Based Cocoa Applications An Overview of Scripting Languages The Bash Shell AppleScript and AppleScriptObjC Javascript Dashboard and Dashcode Note CD ROM DVD and other supplementary materials are not included as part of eBook file *Introduction to Wireless*

Localization Eddie C. L. Chan,George Baci,2012-05-11 This book provides a comprehensive overview of the entire landscape of both outdoor and indoor wireless positioning and guides the reader step by step in the implementation of wireless positioning applications on the iPhone Explanations of fundamental positioning techniques are given throughout the text along with many programming examples providing the reader with an independent practical and enjoyable learning of the material while gaining a real feel for the subject Provides an accessible introduction to positioning technologies such as Global Positioning System and Wi Fi positioning Presents hands on skills to iOS 5 0 programming for location aware applications Gives a thorough grounding in signal propagation line of sight and interference effects for accurate positioning Covers the location aware video streaming and conferencing with practical iPhone application examples Accompanied by a website containing programming code described in the text and lecture presentation slides for instructors This book is

primarily intended for anyone who wants to study wireless localization It is an ideal textbook for graduate students who are first learning localization techniques as well as advanced undergraduates in computer science interested in translating localization concepts into real code Professionals engineers and researchers working in location aware services and related techniques using mobile positioning and AI technologies will find this book to be a helpful reference Companion website for the book www.wiley.com/go/chan_wireless *Computerworld* ,1990-04-09 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld.com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network **Building Cocoa Applications** Simson Garfinkel,Michael K. Mahoney,2002 Applications developers will find step by step instruction for using Cocoa to build a series of graphics applications for Mac OS X in this tutorial featuring extended examples written in Objective C Following material on Cocoa the Aqua interface and Interface builder the bulk of the book provides instructions for building a four function calculator a multiple document multiprocess application and a multithreaded mouse tracking application Familiarity with programming in general and with the ANSI C language is assumed Annotation copyrighted by Book News Inc Portland OR Legal Care for Your Software Daniel Remer,Robert Dunaway,1992 This guide for computer software writers and publishers covers the major changes in the copyright and trademark laws It discusses such topics as nondisclosure beta tests and evaluation agreements trademarks patents licensing agreements and trade secrets **Beginning Ruby** Peter Cooper,2017-01-11 Based on the bestselling first edition Beginning Ruby From Novice to Professional Second Edition is the leading guide for every type of reader who wants to learn Ruby from the ground up The new edition of this book provides the same excellent introduction to Ruby as the first edition plus updates for the newest version of Ruby including the addition of the Sinatra and Ramaze web application frameworks and a chapter on GUI development so developers can take advantage of these new trends Beginning Ruby starts by explaining the principles behind object oriented programming and within a few chapters builds toward creating a full Ruby application By the end of the book in addition to in depth knowledge of Ruby you ll also have basic understanding of many ancillary technologies such as SQL XML web frameworks and networking Introduces readers to the Ruby programming language Takes readers from basic programming skills to web development with topics like Ruby based frameworks and GUI programming Covers many ancillary technologies in order to provide a broader picture e g databases XML network daemons

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