Objective-C for Designers, Part 2: Logic

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Prerequisites: This course assumes some familiarity programming but not with Objective C. This course is part of 9 course learning series; Objective-C for Designers: Your First Program; Objective-C for Designers: Logic; Objective-C for Designers: Data Types & Loops; Objective-C for Designers: Decision Statements; Objective-C for Designers: Custom Classes; Objective-C for Designers: Inheritance & Polymorphism; Objective-C for Designers: Using Variables; Objective-C for Designers: Protocols & Preprocessor; and Objective-C for Designers: Objects & Memory Management. Please be sure to view the courses in order if you are new to the material.

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Course description: Master Objective-C programming in this 9 part learning series, Objective-C is a general-purpose, object oriented programming language used by Apple to program their OS X and iOS operating systems. This introductory course for using Objective-C to program the Apple iOS starts with the fundamentals including using the terminal and an introduction to Xcode, variables and functions. From there, you'll learn Objective-C programming basics such as object-oriented concepts, creating multiple instances of a class, and how to work with data types and expressions. Find out how to program logic and decision statements, understand Polymorphism, and implement protocols and delegation.

Course outline:

Arithmetic Operators
- Introduction
- Arithmetic Operators
- Display Operators
- More Artithmetic
- Summary

Object-Oriented
- Introduction
- Basic OO Concepts
- More OO Concepts
- Classes
- Instances & Adders
- Creating Your First Class
- Get & Set
- Calling Methods
- Summary

Instances & Synthesis
- Introduction
- Multiple Instances of a Class
- Instances Continued
- Creating Synthesized Accessors
- Display Synthesized Values
- Summary