

# Objective-C for Designers, Part 9: Objects

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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:

### String Objects

• Summary

- Introduction
- String Objects
- Creating String Objects
- Testing String Objects
- More String Object Alterations
- Summary

### Collection Objects

- Introduction
- Collection Objects
- NSDictionary
- Using Collection Objects
- Using Collection Objects Cont.
- Summary

### Working with Files

- Introduction
- Working with Files
- The Rest of the Program
- Directories & Paths
- Creating Directories
- Summary

### URLs & Memory Management

- Introduction
- Working with NSURLs
- Viewing Directories
- Creating URLs
- Introduction to Memory Management
- Autorelease Pool