



# Cocoa Programming for Mac OS X (4th Edition)

*Aaron Hillegass, Adam Preble*

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Updated for Mac OS X 10.6 and 10.7, this fourth edition includes coverage of Xcode 4, blocks, view-based table views, Apple’s new approach to memory management (Automatic Reference Counting), and the Mac App Store. This edition adds a new chapter on concurrency and expands coverage of Core Animation. The book now devotes a full chapter to the basics of iOS development.

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