



Erik M. Buck
Donald A. Yacktman

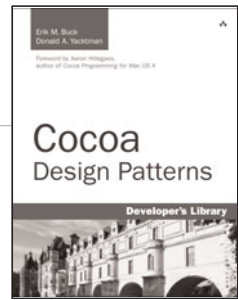
Foreword by Aaron Hillegass,
author of *Cocoa Programming for Mac OS X*

Cocoa Design Patterns

Developer's Library



Praise for *Cocoa Design Patterns*



“This long-needed book is a great resource for Cocoa newcomers and veterans who want to get the *why* behind the *what*. The list of patterns gives historical perspective and answers many developer questions and the last three chapters—covering Core Data, AppKit, and Bindings—are a must-read; they reveal insights that might otherwise require hours of discussion with Apple engineers or access to source code.”

—*Tim Burks*, Software Developer and Creator of the Nu Programming Language,
www.programming.nu

“This book is a comprehensive and authoritative treatment of design patterns and their practical applications in Cocoa projects. I recommend this book to anyone who wants to advance from intermediate to expert proficiency as a Macintosh developer.”

—*John C. Randolph*, Vice President Engineering, Stealth Imaging, Inc.

“*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. The authors utilize a consistent and self-contained approach to each chapter, making it easy to return to use as a reference. However, the material is so interesting and vital to Cocoa programmers that you’ll want to read it from cover to cover.”

—*David Mandell*, Independent Developer

“Erik and Donald’s book really helped me out with the conceptual side of programming. It caused me to realize where I was going wrong in my code and helped me sort out my design issues.”

—*Eoin Houlihan*

“This book is recommended for any programmer interested in a deeper understanding of Cocoa. Reading it might have helped me become a better software engineer in any object-oriented language. I’ll keep it handy as a constant reference and look forward to reading it again more carefully.”

—*Daryl Spitzer*

Cocoa Design Patterns

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