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Programming Mac OS X with Cocoa for Beginners. This book aims to provide beginners with an introduction to programming Mac OS X Apps with Cocoa, using XCode, the free developer tools provided by Apple, Inc. Some knowledge of another programming language, preferably Objective C Programming is assumed. This wikibook was written for users of Mac OS X 10.3 or 10.4, it should also work for newer versions of Mac OS X such as 10.5 and 10.6.

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This repository contains the solutions and errata for Cocoa Programming for OS X - The Big Nerd Ranch Guide, 5th Edition, by Aaron Hillegass, Adam Preble, and Nate Chandler. Solutions for exercises can be found in the folder corresponding to that chapter.

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Cocoa is Apple's native object-oriented application programming interface for its desktop operating system macOS. Cocoa consists of the Foundation Kit, Application Kit, and Core Data frameworks, as included by the Cocoa.h header file, and the libraries and frameworks included by those, such as the C standard library and the Objective-C runtime. Cocoa applications are typically developed using the development tools provided by Apple, specifically Xcode and Interface Builder, using the programming

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