

Getting Started with Mac OS X Development Resources

Getting started with Cocoa

- <http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/CocoaFundamentals>
- <http://www.amazon.com/dp/0321503619/?tag=stackoverf108-20>

Getting started with Objective-C

- http://developer.apple.com/library/mac/#referencelibrary/GettingStarted/Learning_Objective-C_A_Primer
- http://cocoadevcentral.com/d/learn_objectivec/
- <http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/ObjectiveC>

AppKit

- <http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/AppArchitecture>

Blocks (closures)

- <http://developer.apple.com/library/mac/#documentation/cocoa/Conceptual/Blocks>

Objective-C Garbage Collection

- <http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/GarbageCollection>

Sample Code & Tutorials

Basic Cocoa & Graphics

- [/Developer/Examples/TextEdit](#)
- [/Developer/Examples/CircleView](#)
- [/Developer/Examples/OpenGL/Cocoa/GLImageWall](#)
- <http://developer.apple.com/library/mac/#samplecode/CoreAnimationKioskStyleMenu>
- http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/CoreAnimation_guide/Articles/Headstart.html

Free Videos on iTunes

- [2007 Mac OS X Platform Overview](#)
- [2008 Intro to Mac and iOS Development](#)
- [2008 Getting Started with Objective-C: Coming from Other Languages](#)
- [2008 Cocoa Fundamentals](#)
- [2009 Introduction to Cocoa Development with Xcode](#)
- [2010 Getting started with Xcode 4](#)
- [2008 Multicore, Blocks, and Grand Central Dispatch](#)
- [2007 Cocoa Drawing Techniques](#)
- [2007 Bringing your Java App to the Mac](#)
- [2008 Building Great Java Apps](#)