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choice for developers who want to develope iOS and Os x apps.

Paradigms on Objective-C

- Imperative language
- Object-oriented language.

Unified Modeling Language.

Code Cicle
- requirements
- analysis
- design
- Implementation
- Testing
- Mantinence
- Deployment

- Dentro de un paquete están las clases
- Los actores son los usuarios,
  - users
  - other software
  - hardware

Use case diagrams - qué hace el sistema
class diagrams - de qué se compone el sistema

* en use cases van a ser verbs (son las acciones), y los actores serán los sustantivos.

* Use case comienza con un verbo

Thinking in Java (Bruce Eckel)

"He gave man speech, and speech created thought, which is the measure of the Universe"
- Prometheus Unbound, Shelley

Like any human language, Java provides a way to express concepts. If successful, this medium of expressions will be significantly easier and more flexible than the alternatives as problems grow larger and more complex.

This book discusses programming problems, why they are problems, and the approach Java has taken to solve them.

Prerequisites

This book asumes that you have some programming familiarity: You understand that

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a program is a collection of statements, the idea of a subroutine / function / macro, control statements such as "if", "while", etc. The book will be easier for C programmers and more so for C++ programmers. Also the Thinking in C multimedia seminar that you can download from www.Mindview.net will bring you up to speed in the fundamentals necessary to learn Java.

Learning Java

At about the same time that his first book, Using C++ (Osborne / McGraw-Hill, 1989), came out, He began teaching that language. Teaching programming ideas has become his profession; He've seen nodding heads, blank faces, and puzzled expressions in audiences all over the world since 1987. He found out that He and other speakers tended to give the typical audience too many topics too quickly. So eventually, through both variety in the audience level and the way he presented the material, He would end up losing some portion of the audience.

The feedback that I get from each seminar helps me change and refows the material until I think it works well as a teaching medium. The book is designed to serve the solitary reader who is struggling with a new programming language.

Goals

Each chapter tries to teach single feature, or a small group of associated features, without relying on concepts that haven't been introduced yet.

The goals of this book are to:

1. Present the material one simple step at a time so that you can easily digest each idea before moving on.
2. Use examples that are as simple as possible. There's a severe limits to the amount of code that can be absorbed in a classroom situation.

3. Give you what I think is important for you to understand about the language, rather than everything that I know. I believe there is a information importance hierarchy, and that there are some facts that 95% of programmers will never need to know.
4. Keep each section focused enough so that the lecture time is small
5. Provide you with a solid foundation so that you can understand the issues well enough to move on more difficult coursework and books.

Teaching from this book

The original edition of this book evolved forom a one-week seminar which was, when Java was in its infacy, enough time to cover the language. At one point, a costumer asked me to teach "just the fundamentals", and in doing so I discovered that trying to cram everything into a single week had become painful for both himself and for seminarians. The introductory portion ends with the Error Handing with Exceptions chapter.

JDK HTML documentation

The Java language and libranes from Sun Mycrosystems come with documentation in electronic from, readable using a web browser. This book will provide extra descriptions of the classes only when it's necessary to supplement that documentation so you can understand a parthicular example.

Exercises

Most exercises are designed to be easy enough that they can be finished in a reasonable amount of time in a classroom situation while the instructor observes, making sure that all the students are absorbing the material. Solutions to selected exercises can be found in the electronic document The Thinking in Java Annoted Solution Guide.

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Foundations for Java

Technologies have changed, and it made more sense to rework Thinking in C as a downloadable Flash presentation rather than including it as a CD. The Thinking in C Java seminar also allows the book to appeal to a wider audience. Even though the operators and Controlling Execution chapters do cover the fundamental parts of Java that come from C, the online seminar is a gentler introduction, and assumes even less about the student's programming background than does the book.

Source Code

All the source code for this book is available as copyrighted freeware, distributed as a single package, by visiting the Web site. To make sure that you get the most current version, this is the offical code distribution site. You may distribute the code in classroom and other educational situations.

Coding standards

In the text of this book, identifiers (methods, variables, and class names) are set in bold. The book follows style that Sun itself uses in virtually all of the code you will find at its free (see http://java.sun.com/docs/codeconv/index.html), and seems to be supported by most Java developers enviroment. One solution of the coding style issue is to use a tool like Jalopy (www.triemax.com), which assisted me in developing this book, to change formatting to that which suits you.

Errors

No matter how many tools a writer uses to detect errors, some always creep in and these often leap of the page for a fresh reader.

Referencia bibliográfica:
Eckel, B (5 de Octubre de 2005). Mind View. Obtenido de https://sophia.javeriana.edu.co/~cbustaca/docencia/POO-2016-01/documentos/Thinking-in-Java-4th-edition.pdf