

Page 1: Change the sentence that reads

This software is in the public domain...

to

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Page 9: A < is missing in the import statement:

```
#import Foundation/Foundation.h>
```

should be:

```
#import <Foundation/Foundation.h>
```

Page 14: Insert the following line at the beginning of the second example on the page (after the line “// First program example” but before the line beginning “int main....”) :

```
#import <Foundation/Foundation.h>
```

Page 18: In the program example, insert the line

```
#import <Foundation/Foundation.h>
```

immediately after the line that reads

```
// First program example
```

Page 28, middle of first paragraph: "washing you car applies..." should be "washing your car"

Page 50: The reference at the bottom of the page should be to Table B.3.

Page 51: (second para), The -4 in the superscript should be changed to 4:

“The value 1.7×10^4 is a floating point value expressed in this notation that represents the value 1.7×10^4 .”

Page 51: At the end of the 4th paragraph, the answer to the equation in the last sentence should be “192”:

```
3/16*2^10 = 0.5
```

should be:

```
3/16*2^10 = 192
```

Page 74, in Exercise #5, the mathematical expression has an extra “x” after 10^{-8} :

$$(3.31 \times 10^{-8}x + 2.01 \times 10^{-7}) / (7.16 \times 10^{-6} + 2.01 \times 10^{-8})$$

should be:

$$(3.31 \times 10^{-8} + 2.01 \times 10^{-7}) / (7.16 \times 10^{-6} + 2.01 \times 10^{-8})$$

Page 82: In the code listing at the top of the page, the first and third NSLog statements have an extra " (double-quote) at the end:

```
NSLog (@ "TABLE OF TRIANGULAR NUMBERS" );
```

should be:

```
NSLog ("TABLE OF TRIANGULAR NUMBERS");
```

and

```
NSLog (@"-- -----");
```

should be:

```
NSLog (@"-- -----");
```

Page 105: First paragraph of text, third line, add a period after "The number is even":

"...message "The number is even" displays."

should be:

"...message "The number is even." displays."

Page 130: In exercise 4, the output -50.000000 is missing an = (equal) sign in front.

```
-50.000000
```

should be:

```
= -50.000000
```

Page 139, in the code listing in the middle of the page, ***delete*** the following line:

```
-(void) setTo: (int) n over: (int) d;
```

Page 156: The methods listed in exercise 1 are missing a : (colon), e.g. there should be a colon after 'subtract', 'multiply', and 'divide':

```
-(Fraction *) subtract (Fraction *) f;
```

should be:

```
-(Fraction *) subtract: (Fraction *) f;
```

```
-(Fraction *) multiply (Fraction *) f;
```

should be:

```
-(Fraction *) multiply: (Fraction *) f;
```

```
-(Fraction *) divide (Fraction *) f;
```

should be:

```
-(Fraction *) divide: (Fraction *) f;
```

Page 156: Exercise 3 refers to "Program 7.7". There is no program 7.7 -- should be program 7.6.

Page 156: Exercise 6 refers to "Exercise 7 in Chapter 4". Exercise 6 should refer to Exercise 6 in Chapter 4.

Page 156: At the end of exercise 6:

```
-(Complex *) add: (Complex * complexNum);"
```

should be:

```
-(Complex *) add: (Complex *) complexNum;
```

Page 156: Exercise 7 should also refer to exercise 6 (not 7) of Chapter 4.

Page 161: 4 lines above the section title "Finding the Right Method", the first word:

```
Object 's
```

should be

```
NSObject 's
```

The immediate line after that -- "each instance of a class gets it own" -- the "it" should be "its".

Page 163: Program example 8.2 -- first NSLog statement is missing @"Rectangle":

```
NSLog ( w = %i, h = %i",
```

should be

```
NSLog (@"Rectangle: w = %i, h = %i",
```

Page 163: Third line from the bottom of the page refers to "printf" but the program example did not use printf (NSLog was used):

change

The first `printf` call verifies this.

to

The first line of output verifies this.

Page 167: 2 lines above the section title "The @class Directive"

change:

we're won't

to

we won't

Page 168: The heading "Program 8.4 XPoint.h Interface File" -- should be:

Program 8.4 XYPoint.h Interface File

Page 170: The sixth line of code:

```
(Point *)
```

should be

```
(XYPoint *)
```

Page 171: About the middle of the page, there is reference to "...three printf calls...". No printf was used -- NSLog was used. Change:

The three `printf` calls then...

to

The three NSLog calls then...

Page 177: Figure 8.9, first column:

```
Object
```

should be

```
NSObject
```

Page 180: Change the 7 lines of code that follow “Here is the new method:” to read as shown:

```
-(void) dealloc
{
    if (origin)
        [origin release];
    [super dealloc];
}
```

Page 180: Change the two sentences that start

The dealloc method is defined to return a value of type id

to

The dealloc method is defined to not return a value.

Change the second code example of the dealloc method on the page to this:

```
(void) dealloc
{
    [origin release];
    [super dealloc];
}
```

Page 184: In exercise 3, fourth line, change “Object” to “NSObject”:

... between the Object class, ClassA,...

should be

... between the NSObject class, ClassA,...

Page 192: In the second paragraph, first line change “c2” to “c1”:

... the Complex number c2 is...

should be

... the Complex number c1 is...

Page 203: Add the following to the end of Exercise 4:

Note: You'll have to change the name of the methods to something other than add:. That's because the system's NSObjectController class also has an add: method. As noted on the top of page 195, if multiple methods of the same name exist in different classes and the type of the receiver isn't known at compile time, the compiler will perform a consistency check to make sure the arguments and return types are consistent among the similarly named methods.

Page 204: Delete exercise 6.

Page 212: 2nd para from bottom, first line:

```
counter
```

should be

```
gCounter
```

Page 213: 1st para, first line:

```
counter
```

should be

```
gCounter
```

Page 219: Change the lines that read

```
typedef enum _NSComparisonResult {  
    NSOrderedAscending = -1, NSOrderedSame, NSOrderedDescending  
} NSComparisonResult;
```

to this:

```
enum _NSComparisonResult {  
    NSOrderedAscending = -1, NSOrderedSame, NSOrderedDescending  
};  
  
typedef NSInteger NSComparisonResult;
```

Page 222: 3rd line from top, remove extra "on". Next line, "currently" should be "currently"

Page 226: after third line of code from the top of the page, insert four new lines of code:

after:

```
@interface Fraction : NSObject
```

insert:

```
{  
    int numerator;  
    int denominator;  
}
```

Page 235: 1st sentence of the note, add the word "to" after "that was added" and add a hyphen to "Objective C":
"...that was added to the Objective-C 2.0 language..."

Page 235: second line after the heading "Composite Objects" change:

"subclassing, using categories, and posing"

to

"subclassing and using categories."

Page 237: Exercise 5, change the line that reads

```
@interface Square : Object
```

to this:

```
@interface Square : NSObject
```

In the same exercise, change the line that reads

```
(id) dealloc; // Override ...
```

to this:

```
(void) dealloc; // Override ...
```

Page 244: 2/3 down the page, insert the word “what” after “about” in the sentence that begins “Think about would happen...”:

“Think about what would happen....”

Page 290 - Section titled "Pointers and Arrays" on the 10th line change the line of code:

```
Fraction *fractsPtr;
```

to

```
Fraction **fractsPtr;
```

Page 290 – On the last line of the page, change the line of code:

```
[fractsPtr print];
```

to

```
[*fractsPtr print];
```

Page 292 – Third line from top, change the line of code:

```
result = [fractsPtr add: fractsPtr + 1];
```

to

```
result = [*fractsPtr add: *(fractsPtr + 1)];
```

Page 313 — Exercise 7, **delete** third line of first code snippet:

```
NSString *format = "x = %i";
```

Page 318: first paragraph of body text, third line:

```
/Develop/Documentation
```

should be:

```
/Developer/Documentation
```

Page 331: program 15.4, change “4 chars” to “3 chars”:

```
// Extract first 4 chars from string
```

should be:

```
// Extract first 3 chars from string
```

Page 331 (contd) : program 15.4, change “index 6” to “index 5”:

```
// Extract chars to end of string starting at index 6
```

should be:

```
// Extract chars to end of string starting at index 5
```

Page 333: In the code sample under the “Mutable Strings” heading:

```
str1 = [str1 stringWithIndex: 5];
```

should be:

```
str1 = [str1 substringFromIndex: 5];
```

Page 334, Line 11

```
// Create immutable string from nonmutable
```

should be:

```
// Create mutable string from nonmutable
```

Page 337: in the second paragraph up from the bottom of the page:

“Finally, the NSString class...”

should be

“Finally, the NSMutableString class...”

Page 337, third paragraph – beginning “The remaining lines...” — is incomplete. The paragraph should read:

The remaining lines in the program example show how to perform search and replace operations. In the first case, you locate the string @"This is" inside the string mstr, which has been set to @"This is a mutable string". This string is found inside the search string and gets replaced by the string @"An example of". The net result is that mstr gets changed to the string @"An example of a mutable string".

Page 337, fourth paragraph, second sentence should read:

The search string is set to @"a" and the replacement string is set to @"x".

Page 342, fourth paragraph, second sentence:

Each retrieved element is converted to a C string and then displayed with printf.

should be:

Each retrieved element is displayed with NSLog.

Page 342, in the first sentence of text, “methods” should be “method” and “can be” should be deleted:

You can use the class methods arrayWithObjects: to create an array with a list of objects as its elements.

should be:

You can use the class method arrayWithObjects: to create an array with a list of objects as its elements.

Page 344: in first sentence:

“You define kMaxPrime to the...”

should be:

“You define MAXPRIME to the...”

Page 344: fourth paragraph, second line:

in first sentence:

“...to kMaxPrime and skipping the...”

should be:

“...to MAXPRIME and skipping the...”

Page 358, fourth line of code on this page:

```
NSLog (@ "Stephen Kochan");
```

should be:

```
NSLog (@ "Lookup: Stephen Kochan");
```

Page 358, in middle of the page, add space after “Lookup:

```
NSLog (@ "Lookup:Haibo Zhang");
```

should be:

```
NSLog (@ "Lookup: Haibo Zhang");
```

Page 360: There’s a colon missing for the isEqual: method. The first line of that method should read

```
(BOOL) isEqual: (AddressCard *) theCard
```

Page 361, near bottom of page:

```
NSLog (@ "Stephen Kochan");
```

should be:

```
NSLog (@ "Lookup: Stephen Kochan");
```

Page 367: program 15.14, last two lines of code on page:

```
NSLog (@ "@", [glossary objectForKey: @"adopt"]);
```

```
NSLog (@ "@", [glossary objectForKey: @"archiving"]);
```

should be:

```
NSLog (@ "adopt: %@", [glossary objectForKey: @"adopt"]);
```

```
NSLog (@ "archiving: %@", [glossary objectForKey: @"archiving"]);
```

Page 371: in the middle of the page, remove the semi colon at the end of two lines of code:

```
@interface NSSet (Printing);
```

should be:

```
@interface NSSet (Printing)
```

```
@implementation NSSet (Printing);
```

should be

```
@implementation NSSet (Printing)
```

Page 372, fifth line of code: change the NO to YES

```
if ( [ set1 isEqualToSet: set2 ] == NO )
```

should be:

```
if ( [ set1 isEqualToSet: set2 ] == YES )
```


Page 378: , Table 16.1,

The return type for the `createFileAtPath:contents:attributes` method should be `BOOL`, not `NSData`:

```
(NSData *) createFileAtPath: path
```

should be:

```
- (BOOL) createFileAtPath: path
```

Page 381: replace the entire line of the last `NSLog` statement with:

```
NSLog ("%@", [NSString stringWithContentsOfFile: @"newfile2" encoding:
         :NSUTF8StringEncoding error: nil]);
```

Page 384, second sentence in section Working with Directories, change “are used” to “those”:

"Many of these methods are the same as are used for ordinary files,..."

should be:

Many of these methods are the same as those used for ordinary files..."

Page 388: At the bottom of the page, insert closing parenthesis in `NSLog` line:

```
NSLog ("%Contents of %:", path;
```

should be:

```
NSLog ("%Contents of %:", path);
```

Page 389: in the third line of text on the page:

```
dirNum
```

should be:

```
dirEnum
```

Page 389: The `NSLog` call that is about 2/3 down the page is missing an ampersand after the first opening parenthesis:

```
NSLog ("%@", dirArray);
```

Should be:

```
NSLog ("%@", dirArray);
```

Page 391: Program 16.5 output, last line:

```
~stevekochan/progs/./ch16/./path.m => ~stevekochan/ch16/path.m
```

should be:

```
~stevekochan/progs/./ch16/./path.m => /Users/stevekochan/ch16/path.m
```

Page 396: Program 16.6 Output, 10th line:

```
Usage: copy from-file to-file
```

should be:

```
Usage: copy src dest
```

Page 397: 7th line from the top, remove extra space between /stevekochan/ and progs/copy1.m:

```
/Users/stevekochan/ progs/copy1.m
```

should be:

```
/Users/stevekochan/progs/copy1.m
```

Page 398: Table 16.6, sixth row:

```
- (void) seekToEndOfFile
```

should be:

```
-(unsigned long long) seekToEndOfFile
```

Page 399: replace the entire line of the last NSLog statement near the bottom of the page with these two lines:

```
NSLog ("%@", [NSString stringWithContentsOfFile: @"testout" encoding:  
         :NSUTF8StringEncoding error: nil]);
```

Page 419: first line of code on the page:

```
after poolrelease = 1
```

should be:

```
after pool drain = 1
```

Page 420: Under the heading "Garbage Collection" heading, 2nd paragraph, line 4:

"keeps tracks of"

should be

"keeps track of"

Page 422: In the Exercise 3, the reference to the title of Part I should read "The Objective-C 2.0 Language"

Page 427: At the top of the page:

left-align the line

```
[mStr appendString: @"One"];
```

with the line above it.

Page 427: On the last line of the Program 18.2 Output listing, move the word "three" to the right one space to align with the lines above it.

Page 427: In the first paragraph of text after the **Program 18.2 Output** code listing, change two instances of "dataArray2" to "dataArray":

"You retrieved the first element of dataArray2 with the following statement:

```
mStr = [dataArray2 objectAtIndex: 0];"
```

should be:

"You retrieved the first element of dataArray with the following statement:

```
mStr = [dataArray objectAtIndex: 0]; "
```

Page 434: In the first line of Exercise 2, XYoint should be XYPoint.

Page 436: Near the end of the code listing at the top of the page:
replace line that reads

```
if ([glossary writeToFile: @"glossary" atomically: YES] == NO)
```

with these two lines:

```
if ([glossary writeToFile: @"glossary" atomically: YES  
    encoding::NSUTF8Encoding error: nil] == NO)
```

Page 436: In the first line of the first paragraph of text:

```
"The writeToFile:atomically: message ..."
```

should be:

```
"The writeToFile:atomically:encoding:error: message ..."
```

Page 442: In the first sentence of the third paragraph from the bottom:

```
decodeObject:forKey:
```

should be:

```
decodeObjectForKey:
```

Page 448: last comment in code listing has typo:

```
// Write the archived data are to a file"
```

should be:

```
// Write the archived data area to a file"
```

Page 448: replace line of code with two new lines:

```
if ([dataArea writeToFile: @"myArchive" atomically: YES] == NO)
```

should be:

```
if ([dataArea writeToFile: @"myArchive" atomically: YES  
    encoding::NSUTF8Encoding error: nil] == NO)
```

Page 448: Third line from the bottom:

```
encodeObject:
```

should be:

```
encodeObject:forKey:
```

Page 449: In the middle of the second paragraph, the line of code:

```
[data writeToFile: @"myArchive" atomically: YES]
```

should be:

```
[dataArea writeToFile: @"myArchive" atomically: YES  
    encoding::NSUTF8Encoding error: nil]
```

Page 449: In the second paragraph's last sentence:

```
writeToFile:atomically:
```

should be

```
writeToFile:atomically:encoding:error:
```

Page 449: In the third paragraph:

```
writeToFile:atomically:
```

should be

```
writeToFile:atomically:encoding:error:
```

Page 450: In the third line from the bottom, the reference to “Program 19.2” should be “Program 18.2”

Page 452: In Exercise 1 the reference to “Program 15.8” should be “Program 15.7”

Page 480 : Program 21.2 Fraction_CalculatorAppDelegate.m

requires

```
@end
```

at the end of the code sequence

Page 480: Title of the code listing at the bottom of the page should be:
Program 21.2 Fraction_CalculatorViewController.h Interface File

Page 481: Replace all 4 program lines at the bottom of the page with:

```
#import "Fraction_CalculatorViewController.h"
@implementation Fraction_CalculatorViewController
@synthesize display, displayString;
-(void) viewDidLoad {
```

Page 482: Remove the line that reads

```
[window makeKeyandVisible];
```

Page 484: Remove the line that reads

```
[window release];
```

Page 514, Table B.3

Types `int` and `unsigned int` are both guaranteed to contain at least 32 bits of accuracy (so change the number 16 to 32 in both places).