

The iPad Project

WHEN SOMEBODY SHOULD GO TO THE BOOK STORES, SEARCH INSTIGATION BY SHOP, SHELF BY SHELF, IT IS ESSENTIALLY PROBLEMATIC. THIS IS WHY WE ALLOW THE EBOOK COMPILATIONS IN THIS WEBSITE. IT WILL COMPLETELY EASE YOU TO LOOK GUIDE **THE IPAD PROJECT** AS YOU SUCH AS.

BY SEARCHING THE TITLE, PUBLISHER, OR AUTHORS OF GUIDE YOU TRULY WANT, YOU CAN DISCOVER THEM RAPIDLY. IN THE HOUSE, WORKPLACE, OR PERHAPS IN YOUR METHOD CAN BE EVERY BEST PLACE WITHIN NET CONNECTIONS. IF YOU DIRECT TO DOWNLOAD AND INSTALL THE THE IPAD PROJECT, IT IS CERTAINLY EASY THEN, PREVIOUSLY CURRENTLY WE EXTEND THE MEMBER TO PURCHASE AND CREATE BARGAINS TO DOWNLOAD AND INSTALL THE IPAD PROJECT SO SIMPLE!

DESIGNING FOR THE IPAD - CHRIS STEVENS 2011-01-04

GET IN THE GAME OF DEVELOPING SUCCESSFUL APPS FOR THE IPAD DESIGNING FOR THE IPAD PRESENTS UNIQUE CHALLENGES FOR DEVELOPERS AND REQUIRES AN ENTIRELY DIFFERENT MINDSET OF ELEMENTS TO CONSIDER WHEN CREATING APPS. WRITTEN BY A HIGHLY SUCCESSFUL IPAD SOFTWARE DEVELOPER, THIS BOOK TEACHES YOU HOW TO THINK ABOUT THE CREATION PROCESS DIFFERENTLY WHEN DESIGNING IPAD APPS AND ESCORTS YOU THROUGH THE PROCESS OF BUILDING APPLICATIONS THAT HAVE THE BEST CHANCE FOR SUCCESS. YOU'LL LEARN HOW TO TAKE ADVANTAGE OF THE IPAD'S EXCITING NEW FEATURES AND TACKLE AN ARRAY OF NEW DESIGN CHALLENGES SO THAT YOU CAN MAKE YOUR APP LOOK SPECTACULAR, WORK INTUITIVELY, AND SELL, SELL, SELL! BESTSELLING IPAD APP DEVELOPER CHRIS STEVENS SHARES INSIGHT AND TIPS FOR CREATING A UNIQUE AND SELLABLE IPAD APP WALKS YOU THROUGH SKETCHING OUT AN APP, REFINING IDEAS, PROTOTYPING DESIGNS, ORGANIZING A COLLABORATIVE PROJECT, AND MORE HIGHLIGHTS NEW CODE FRAMEWORKS AND DISCUSSES INTERFACE DESIGN CHOICES OFFERS INSIDER ADVICE ON USING THE LATEST CODING OPTIONS TO MAKE YOUR APP A SUREFIRE SUCCESS DETAILS IPAD DESIGN PHILOSOPHIES, THE DIFFERENCE BETWEEN INDUSTRIAL AND RETAIL APPS, AND WAYS TO DESIGN FOR MULTIPLE SCREEN ORIENTATIONS DESIGNING FOR THE IPAD ESCORTS YOU THROUGH THE STEPS OF DEVELOPING APPS FOR THE IPAD, FROM PENCIL SKETCH ALL THE WAY THROUGH TO THE IPAD APP STORE.

IPAD FOR DUMMIES - EDWARD C. BAIG 2010-05-20

GET THE MOST OUT OF YOUR IPAD WITH THIS FUN AND FRIENDLY FULL-COLOR GUIDE! PART IPOD TOUCH, PART MACBOOK, AND PART EREADER—AND ALL IMPRESSIVE—THE IPAD COMBINES THE BEST TECHNOLOGICAL ADVANCES FROM ALL OF THESE PRODUCTS INTO ONE ULTRAPORTABLE TOUCH DEVICE. THIS FULL-COLOR GUIDE IS THE PERFECT COMPANION TO HELP YOU GET UP TO SPEED AND ON THE GO WITH APPLE'S REVOLUTIONARY IPAD. VETERAN FOR DUMMIES AUTHORS AND MAC GURUS BEGIN WITH A LOOK AT THE MULTI-TOUCH INTERFACE AND THEN MOVE ON TO SETTING UP ITUNES, SURFING THE WEB, AND SENDING AND RECEIVING E-MAIL. YOU'LL DISCOVER HOW TO SHARE, STORE, AND IMPORT PHOTOS; BUY AND READ YOUR FAVORITE BOOKS; GET DIRECTIONS AND USE MAPS; RENT, BUY, AND WATCH MOVIES AND TV SHOWS; LISTEN TO THE LATEST MUSIC; PLAY GAMES; SHOP FOR COOL NEW APPS; AND MUCH MORE. POPULAR AUTHORS EDWARD BAIG AND BOB "DR. MAC" LEVITUS BEGIN WITH THE BASICS AS THEY WALK YOU THROUGH SETTING UP AND USING THE IPAD IN THIS FULL-COLOR GUIDE OFFERS A STRAIGHTFORWARD-BUT-FUN APPROACH TO THE MANY EXCITING FUNCTIONS OF THE IPAD: LISTENING TO MUSIC, SYNCHRONIZING YOUR DATA, WORKING WITH THE CALENDAR, SETTING UP ITUNES, AND GETTING ONLINE VIA WI-FI, TO NAME A FEW PRESENTS AN EASY-TO-UNDERSTAND APPROACH TO SENDING AND RECEIVING E-MAIL; SHOPPING FOR MOVIES, IBOOKS, AND MUSIC AT THE ITUNES STORE; BROWSING THE WEB; SHARING PHOTOS; DOWNLOADING AND WATCH MOVIES AND TV SHOWS; AND DOWNLOADING APPS FROM THE APP STORE EXPLAINS HOW TO USE YOUR IPAD AS A PORTABLE GAME CONSOLE AND HOW TO MANAGE YOUR CONTACTS AND TO-DO LISTS COVERS PROTECTING YOUR INFORMATION AND TROUBLESHOOTING FROM NO-NONSENSE BASICS TO USEFUL TIPS AND TECHNIQUES, IPAD FOR DUMMIES WILL HELP YOU DISCOVER ALL THE COOL THINGS YOUR IPAD CAN DO.

THE TABLET REVOLUTION - JAY ASHCROFT 2016-06-28

HOW TO TRANSFORM STUDENT LEARNING WITH IPAD TABLETS HAVE BEEN HAILED AS THE BIGGEST REVOLUTION IN EDUCATION SINCE THE PRINTING PRESS, BUT YEARS SINCE THE LAUNCH OF THE IPAD WHY HAS SO LITTLE IN EDUCATION CHANGED? MANY POINT TO THE FACT THAT THEY'RE JUST THE LATEST EDUCATIONAL FAD, OR THAT THEIR BENEFITS HAVE BEEN OVERSOLD. OTHERS CALL FOR A RETURN TO THE TRADITIONAL METHODS OF TEACHING, BUT ON THE PERIPHERY YOU SEE SCHOOLS ACHIEVING INCREDIBLE THINGS WITH IPADS. SCHOOLS LIKE ESSA ACADEMY, THE DE FERRERS ACADEMY AND HOVE PARK ALL REPORTING RECORD STUDENT RESULTS WITHIN JUST A FEW YEARS OF INTRODUCING THIS TECHNOLOGY. HOW ARE THESE SCHOOLS ACHIEVING THIS AND HOW CAN YOUR OWN REPLICATE IT? IN THE TABLET REVOLUTION, ENTREPRENEUR AND SCHOOL IMPROVEMENT EXPERT JAY ASHCROFT EXPLAINS WHY AND, MOST IMPORTANTLY, HOW. HAVING WORKED WITH HUNDREDS OF SCHOOLS USING IPAD, JAY KNOWS WHAT WORKS, WHAT DOESN'T, AND HOW YOU CAN START TRANSFORMING STUDENT LEARNING WITH THE IPAD AT YOUR INSTITUTION. THIS BOOK IS A RECIPE FOR ENSURING YOUR SCHOOL, COLLEGE OR UNIVERSITY STARTS TRANSFORMING STUDENT LEARNING WITH IPAD TOO. THE TABLET REVOLUTION COVERS: CHALLENGING AND INSPIRING STUDENTS TO DO THEIR BEST GETTING YOUR INFRASTRUCTURE RIGHT FROM THE BEGINNING FUNDING AND GROWING YOUR IPAD PROJECT YEAR AFTER YEAR ENGAGING PARENTS TO GET THEM ON BOARD DEVELOPING SUSTAINABLE, HIGH QUALITY TEACHER TRAINING OPPORTUNITIES

IPADS IN THE EARLY YEARS - MICHAEL DEZUANNI 2015-01-09

DIGITAL DEVICES, SUCH AS SMART PHONES AND TABLET COMPUTERS, ARE BECOMING COMMONPLACE IN YOUNG CHILDREN'S LIVES FOR PLAY, ENTERTAINMENT, LEARNING AND COMMUNICATION. RECENTLY, THERE HAS BEEN A GREAT DEAL OF FOCUS ON THE EDUCATIONAL POTENTIAL OF THESE DEVICES IN BOTH FORMAL AND INFORMAL EDUCATIONAL SETTINGS. THERE IS NOW AN ABUNDANCE OF EDUCATIONAL 'APPS' AVAILABLE TO CHILDREN, PARENTS, AND TEACHERS, WHICH CLAIM TO ENHANCE CHILDREN'S EARLY LITERACY AND NUMERACY DEVELOPMENT, BUT TO DATE, THERE HAS BEEN VERY LITTLE FORMAL INVESTIGATION OF THE EDUCATIONAL POTENTIAL OF THESE DEVICES. THIS BOOK DISCUSSES THE IMPACT ON CHILDREN'S LEARNING WHEN IPADS WERE INTRODUCED IN THREE VERY DIFFERENT EARLY YEARS SETTINGS IN BRISBANE, AUSTRALIA. IT OUTLINES HOW RESEARCHERS WORKED WITH PRE-SCHOOL TEACHERS AND PARENTS TO EXPLORE HOW IPADS CAN ASSIST WITH LETTER AND

WORD RECOGNITION, THE DEVELOPMENT OF ORAL LITERACY AND DIGITAL LITERACIES AND TALK AROUND PLAY. CHAPTERS CONSIDER THE POSSIBILITIES FOR USING IPADS FOR CREATIVITY AND ARTS EDUCATION THROUGH PHOTOGRAPHY, STORYTELLING, DRAWING, MUSIC CREATION AND AUDIO RECORDING, AND CRITICALLY EXAMINE THE LITERACIES ENABLED BY EDUCATIONAL SOFTWARE AVAILABLE ON IPADS, AND THE RELATIONSHIP BETWEEN DIGITAL PLAY AND LITERACY DEVELOPMENT. IPADS IN THE EARLY YEARS PROVIDES EXCITING INSIGHTS INTO CHILDREN'S DIGITAL CULTURE AND LEARNING IN THE AGE OF THE IPAD. IT WILL BE KEY READING FOR RESEARCHERS, RESEARCH STUDENTS AND TEACHER EDUCATORS FOCUSING ON THE EARLY YEARS, AS WELL AS THOSE WITH AN INTEREST IN THE ROLE OF ICTS, AND PARTICULARLY TABLET COMPUTERS, IN EDUCATION.

THE ABUNDANCE PROJECT - DEREK RYDALL 2018-02-20

FROM THE AUTHOR OF THE ACCLAIMED BOOK EMERGENCE COMES A STEP-BY-STEP GUIDE TO DESIGN AND CREATE ABUNDANCE IN ANY AREA OF LIFE, INCLUDING MONEY, TIME, LOVE, CREATIVITY, AND MORE. THE ABUNDANCE PROJECT IS ABOUT HAVING MORE THAN ENOUGH IN EVERY AREA OF YOUR LIFE—MORE THAN ENOUGH MONEY, TIME, LOVE, CREATIVITY, HAPPINESS—REGARDLESS OF THE CIRCUMSTANCES YOU'VE BEEN THROUGH OR ARE CURRENTLY FACING. THIS MAY SOUND LIKE WISHFUL THINKING, BUT ONCE YOU UNDERSTAND WHAT YOU'RE REALLY MADE OF, AND WHAT THE SOURCE OF REAL ABUNDANCE IS, YOU WILL INCREASE YOUR CAPACITY AND UNLEASH YOUR DIVINE INHERITANCE. BUILT ON UNIVERSAL, PROVEN PRINCIPLES, THE ABUNDANCE PROJECT BREAKS YOU OUT OF THE UNSUSTAINABLE BUYING/CONSUMING LOOP CREATED BY THE MINDSET THAT FULFILLMENT COMES FROM OUTSIDE OURSELVES. INSTEAD, DEREK RYDALL—INTERNATIONAL LIFE COACH AND INTEGRATIVE THERAPIST—SHOWS YOU THAT THE INFINITE-SUM RESERVE THAT'S ALREADY IN YOU WILL PROVIDE ALL THAT YOU NEED. RYDALL TEACHES THE LAWS OF GIVING AND CIRCULATION THAT WILL RELEASE THE CHANNELS OF ABUNDANCE-CREATING ENERGY IN YOUR LIFE THROUGH HIS SEVEN GIFTS THAT GIVE YOU EVERYTHING; HE WILL HELP YOU IDENTIFY ABUNDANCE BLIND SPOTS AND SHADOWS THAT GET IN THE WAY; AND HE WALKS YOU THROUGH THE STEP-BY-STEP ABUNDANCE BOOT CAMP SO YOU CAN DESIGN AND MASTER THE LIFE YOU'VE ENVISIONED. THE ABUNDANCE PROJECT IS A WAY OF LIVING THAT TURNS LIFE FROM TRANSACTIONAL TO TRANSFORMATIONAL.

IPAD AT WORK - DAVID SPARKS 2011-09-26

GREAT IDEAS AND ADVICE ON USING YOUR IPAD AS A BUSINESS TOOL! MORE AND MORE IPAD USERS DISCOVER EVERY DAY THAT THE VERSATILE, PORTABLE IPAD HAS COUNTLESS BUSINESS USES. FROM SMALL BUSINESSES TO HIGH-PROFILE CORPORATIONS, COMPANIES ARE INTEGRATING IPADS INTO THEIR SYSTEMS AND WORKPLACES AT A PHENOMENAL RATE. WRITTEN BY THE ACCLAIMED CO-HOST OF THE MAC POWER USERS PODCAST, IPAD AT WORK EXPLORES THE BEST PRACTICES AND SOFTWARE RECOMMENDATIONS FOR INCORPORATING THE IPAD INTO A WORK ENVIRONMENT. IT COVERS SETTING UP THE IPAD AND USING IT FOR ENTERPRISE LEVEL WORD PROCESSING, SPREADSHEET CREATION, PRESENTATIONS, TASK MANAGEMENT, PROJECT MANAGEMENT, GRAPHIC DESIGN, COMMUNICATION, AND MUCH MORE. OFFERS RECOMMENDATIONS FOR SOFTWARE, BEST PRACTICES, AND WAYS TO MAXIMIZE PRODUCTIVITY WITH THE IPAD IN THE WORKPLACE DISCUSSES USING THE IPAD FOR ENTERPRISE LEVEL WORD PROCESSING, SPREADSHEET CREATION, PRESENTATIONS, TASK MANAGEMENT, PROJECT MANAGEMENT, GRAPHIC DESIGN, COMMUNICATION, AND MORE COVERS SET-UP, SYNCHRONIZATION, DATA BACKUP, AND COMMUNICATING WITH WORK NETWORKS WRITTEN BY RENOWNED INDUSTRY EXPERT, DAVID SPARKS, CO-HOST OF THE MAC POWER USERS PODCAST THIS IS THE GUIDE YOU NEED TO TAKE FULL ADVANTAGE OF THE IPAD IN A BUSINESS SETTING.

A PARENT'S GUIDE TO THE IPAD IN EASY STEPS, 3RD EDITION - COVERS IOS 7 - NICK VANDOME 2014-03-31

SINCE ITS INTRODUCTION IN 2010, THE IPAD HAS QUICKLY BECOME AN ICONIC DEVICE - A COMPACT, VERSATILE TABLET COMPUTER THAT PACKS A REAL PUNCH IN TERMS OF ITS FUNCTIONALITY. IT IS NOW WIDELY USED AND IN MANY WAYS IT IS IDEAL FOR CHILDREN: IT IS USER-FRIENDLY, COMPACT, POWERFUL AND STYLISH INTO THE BARGAIN. BUT FOR A PARENT, THE IDEA OF YOUR CHILD USING AN IPAD CAN BE A DAUNTING ONE: HOW DO YOU KNOW WHAT THEY ARE USING IT FOR, WHAT ARE THEY LOOKING AT ON THE WEB AND HOW ARE THEY COMMUNICATING WITH THEIR FRIENDS? A PARENT'S GUIDE TO THE IPAD IN EASY STEPS IS THE GUIDE THAT AIMS TO PUT PARENTS' MINDS AT EASE AND LETS THEM UNDERSTAND THE IPAD, WHILE HELPING THEIR CHILD EXPLORE THIS EXCITING MACHINE. THE BOOK LOOKS AT THE FUNCTIONALITY OF THE IPAD SO THAT YOU CAN UNDERSTAND HOW YOUR CHILD IS USING IT, AND ALSO MAKE THE MOST OF YOURSELF. IT THEN COVERS A RANGE OF TOPICS FOR WHICH THE IPAD CAN BE USED: EDUCATION, GAMES, PHOTOS, MUSIC, CREATIVITY AND SOCIAL NETWORKING. THIS THIRD EDITION COVERS THE LATEST OPERATING SYSTEM, IOS 7. A PARENT'S GUIDE TO THE IPAD IN EASY STEPS WILL INSPIRE PARENTS TO USE THEIR IPAD TO ENCOURAGE MORE LEARNING!

THE IPAD PROJECT: STUFF YOU CAN DO WITH YOUR IPAD - MICHAEL E COHEN 2010

INFORMATION AND TECHNOLOGY LITERACY: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS - MANAGEMENT ASSOCIATION, INFORMATION RESOURCES 2017-08-30
PEOPLE CURRENTLY LIVE IN A DIGITAL AGE IN WHICH TECHNOLOGY IS NOW A UBIQUITOUS PART OF SOCIETY. IT HAS BECOME IMPERATIVE TO DEVELOP AND MAINTAIN A COMPREHENSIVE UNDERSTANDING OF EMERGING INNOVATIONS AND TECHNOLOGIES. INFORMATION AND TECHNOLOGY LITERACY: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS IS AN AUTHORITATIVE REFERENCE SOURCE FOR THE LATEST SCHOLARLY RESEARCH ON TECHNIQUES, TRENDS, AND OPPORTUNITIES WITHIN THE AREAS OF DIGITAL LITERACY. HIGHLIGHTING A WIDE

RANGE OF TOPICS AND CONCEPTS SUCH AS SOCIAL MEDIA, PROFESSIONAL DEVELOPMENT, AND EDUCATIONAL APPLICATIONS, THIS MULTI-VOLUME BOOK IS IDEALLY DESIGNED FOR ACADEMICS, TECHNOLOGY DEVELOPERS, RESEARCHERS, STUDENTS, PRACTITIONERS, AND PROFESSIONALS INTERESTED IN THE IMPORTANCE OF UNDERSTANDING TECHNOLOGICAL INNOVATIONS.

MAKE GREAT ART ON YOUR iPad - ALISON JARDINE 2020-02-13

FULLY REVISED TO REFLECT THE LATEST UPDATES IN THE MOST POPULAR CREATIVITY APPS, THIS IS THE ORIGINAL, BEST-SELLING GUIDE TO USING CREATIVE APPS ON YOUR APPLE DEVICE TO PRODUCE YOUR VERY OWN MASTERPIECES. ARTISTS LIKE DAVID HOCKNEY HAVE TAKEN TO CREATING ART ON THE iPad, BUT YOU DON'T HAVE TO BE AN ARTIST TO ACHIEVE GREAT RESULTS ON YOUR DEVICE. THIS REFRESHINGLY ACCESSIBLE BOOK IS PERFECT FOR SKILLED ARTISTS AND CREATIVE WANNABES ALIKE. ALONGSIDE THE STEP-BY-STEP PROJECTS THAT TEACH THE FUNDAMENTALS OF DIGITAL PAINTING, THERE ARE ALSO SOME EASY AND FUN ARTISTIC TRICKS THAT ANYONE CAN TRY. YOU'LL MASTER THE MOST POPULAR ART APPS, AND YOU WILL LEARN NEW PAINTING AND DRAWING SKILLS ALONG THE WAY. INCLUDES ADVICE ON USING PROCREATE, ARTRAGE, ART STUDIO FOR iPad, ADOBE PHOTOSHOP SKETCH, PEN & INK, BRUSHES AND TAYASUI SKETCHES PRO.

XAMARIN: CROSS-PLATFORM MOBILE APPLICATION DEVELOPMENT - JONATHAN PEPPERS 2016-08-31

MASTER THE SKILLS REQUIRED TO DEVELOP CROSS-PLATFORM APPLICATIONS FROM DRAWING BOARD TO APP STORE(S) USING XAMARIN ABOUT THIS BOOK LEARN TO DELIVER HIGH-PERFORMANCE NATIVE APPS THAT LEVERAGE PLATFORM SPECIFIC ACCELERATION, COMPILED FOR NATIVE PERFORMANCE LEARN DEVELOPMENT TECHNIQUES THAT WILL ALLOW YOU TO USE AND CREATE CUSTOM LAYOUTS FOR CROSS-PLATFORM UI GAIN THE KNOWLEDGE NEEDED TO BECOME MORE EFFICIENT IN TESTING, DEPLOYING, AND MONITORING YOUR APPLICATIONS IMPLEMENT APPLICATION LIFE CYCLE MANAGEMENT CONCEPTS TO MANAGE CROSS-PLATFORM PROJECTS WHO THIS BOOK IS FOR MOBILE APPLICATION DEVELOPERS WANTING TO DEVELOP SKILLS REQUIRED TO STEER CROSS-PLATFORM APPLICATIONS USING XAMARIN. WHAT YOU WILL LEARN SHARE C# CODE ACROSS PLATFORMS AND CALL NATIVE OBJECTIVE-C OR JAVA LIBRARIES FROM C# SUBMIT YOUR APP TO THE APPLE APP STORE AND GOOGLE PLAY USE THE OUT-OF-THE-BOX SERVICES TO SUPPORT THIRD-PARTY LIBRARIES FIND OUT HOW TO GET FEEDBACK WHILE YOUR APPLICATION IS USED BY YOUR USERS CREATE SHARED DATA ACCESS USING A LOCAL SQLite DATABASE AND A REST SERVICE TEST AND MONITOR YOUR APPLICATIONS GAIN MEMORY MANAGEMENT SKILLS TO AVOID MEMORY LEAKS AND PREMATURE CODE CYCLES WHILE DECREASING THE MEMORY PRINT OF YOUR APPLICATIONS INTEGRATE NETWORK RESOURCES WITH CROSS-PLATFORM APPLICATIONS DESIGN AND IMPLEMENT EYE-CATCHING AND REUSABLE UI COMPONENTS WITHOUT COMPROMISING ON NATIVITY IN MOBILE APPLICATIONS IN DETAIL DEVELOPING A MOBILE APPLICATION FOR JUST ONE PLATFORM IS BECOMING A THING OF THE PAST. COMPANIES EXPECT THEIR APPS TO BE SUPPORTED ON iOS, ANDROID AND WINDOWS PHONE, WHILE LEVERAGING THE BEST NATIVE FEATURES ON ALL THREE PLATFORMS. XAMARIN'S TOOLS HELP EASE THIS PROBLEM BY GIVING DEVELOPERS A SINGLE TOOLSET TO TARGET ALL THREE PLATFORMS. THE MAIN GOAL OF THIS COURSE IS TO EQUIP YOU WITH KNOWLEDGE TO SUCCESSFULLY ANALYZE, DEVELOP, AND MANAGE XAMARIN CROSS-PLATFORM PROJECTS USING THE MOST EFFICIENT, ROBUST, AND SCALABLE IMPLEMENTATION PATTERNS. MODULE 1 IS A STEP-BY-STEP GUIDE TO BUILDING REAL-WORLD APPLICATIONS FOR iOS AND ANDROID. THE MODULE WALKS YOU THROUGH BUILDING A CHAT APPLICATION, COMPLETE WITH A BACKEND WEB SERVICE AND NATIVE FEATURES SUCH AS GPS LOCATION, CAMERA, AND PUSH NOTIFICATIONS. ADDITIONALLY, YOU'LL LEARN HOW TO USE EXTERNAL LIBRARIES WITH XAMARIN AND XAMARIN.FORMS. MODULE 2 PROVIDE YOU RECIPES ON HOW TO CREATE AN ARCHITECTURE THAT WILL BE MAINTAINABLE, EXTENDABLE, USE XAMARIN.FORMS PLUGINS TO BOOST PRODUCTIVITY. WE START WITH A SIMPLE CREATION OF A XAMARIN.FORMS SOLUTION, CUSTOMIZE THE STYLE AND BEHAVIOR OF VIEWS FOR EACH PLATFORM. FURTHER ON, WE DEMONSTRATE THE POWER OF ARCHITECTING A CROSS-PLATFORM SOLUTION. NEXT, YOU WILL UTILIZE AND ACCESS HARDWARE FEATURES THAT VARY FROM PLATFORM TO PLATFORM WITH CROSS-PLATFORM TECHNIQUES. YOU WILL MASTER THE STEPS OF GETTING THE APP READY AND PUBLISHING IT IN THE APP STORE. THE LAST MODULE STARTS WITH GENERAL TOPICS SUCH AS MEMORY MANAGEMENT, ASYNCHRONOUS PROGRAMMING, LOCAL STORAGE, NETWORKING, AND PLATFORM-SPECIFIC FEATURES. YOU WILL LEARN ABOUT KEY TOOLS TO LEVERAGE THE PATTERN AND ADVANCED IMPLEMENTATION STRATEGIES. FINALLY, WE SHOW YOU THE TOOLSET FOR APPLICATION LIFECYCLE MANAGEMENT TO HELP YOU PREPARE THE DEVELOPMENT PIPELINE TO MANAGE AND SEE CROSS-PLATFORM PROJECTS THROUGH TO PUBLIC OR PRIVATE RELEASE. AFTER THE COMPLETION OF THIS COURSE, YOU WILL LEARN A PATH THAT WILL GET YOU UP AND RUNNING WITH DEVELOPING CROSS-PLATFORM MOBILE APPLICATIONS AND HELP YOU BECOME THE GO-TO PERSON WHEN IT COMES TO XAMARIN. STYLE AND APPROACH THIS COURSE WILL SERVE AS COMPREHENSIVE GUIDE FOR DEVELOPING CROSS-PLATFORM APPLICATIONS WITH XAMARIN WITH A UNIQUE APPROACH THAT WILL ENGAGE YOU LIKE NEVER BEFORE AS YOU CREATE REAL-WORLD CROSS-PLATFORM APPS ON YOUR OWN.

SCIENTIFIC AND TECHNICAL AEROSPACE REPORTS - 1974

LISTS CITATIONS WITH ABSTRACTS FOR AEROSPACE RELATED REPORTS OBTAINED FROM WORLD WIDE SOURCES AND ANNOUNCES DOCUMENTS THAT HAVE RECENTLY BEEN ENTERED INTO THE NASA SCIENTIFIC AND TECHNICAL INFORMATION DATABASE.

BUILDING iPhone AND iPad ELECTRONIC PROJECTS - MIKE WESTERFIELD 2013-09-11

WHY SIMPLY PLAY MUSIC OR GO ONLINE WHEN YOU CAN USE YOUR iPhone OR iPad FOR SOME REALLY FUN PROJECTS, SUCH AS BUILDING A METAL DETECTOR, HACKING A RADIO CONTROL TRUCK, OR TRACKING A MODEL ROCKET IN FLIGHT? LEARN HOW TO BUILD THESE AND OTHER COOL THINGS BY USING iOS DEVICE SENSORS AND INEXPENSIVE HARDWARE SUCH AS ARDUINO AND A BLUETOOTH LOW ENERGY (LE) SHIELD. THIS HANDS-ON BOOK SHOWS YOU HOW TO WRITE SIMPLE APPLICATIONS WITH TECHBASIC, AN APPLE-APPROVED DEVELOPMENT ENVIRONMENT THAT RUNS ON iOS DEVICES. BY USING CODE AND EXAMPLE PROGRAMS BUILT INTO TECHBASIC, YOU'LL LEARN HOW TO WRITE APPS DIRECTLY ON YOUR APPLE DEVICE AND HAVE IT INTERACT WITH OTHER HARDWARE. BUILD A METAL DETECTOR WITH THE iOS MAGNETOMETER USE THE HIJACK HARDWARE PLATFORM TO CREATE A PLANT MOISTURE SENSOR PUT YOUR iPhone ON A SMALL ROCKET TO COLLECT ACCELERATION AND ROTATION DATA HACK A RADIO CONTROL TRUCK WITH ARDUINO AND BLUETOOTH LE CREATE AN ARCADE GAME WITH AN iPad CONTROLLER AND TWO iPhone PADDLES CONTROL

A CANDY MACHINE WITH AN iOS DEVICE, A MICRO SERVO, AND A WiFi CONNECTION **BEGINNING iPad DEVELOPMENT FOR iPhone DEVELOPERS** - JACK NUTTING 2010-12-28 IT'S IN MAGAZINES AND NEWSPAPERS, IT'S ON TELEVISION AND RADIO, IT'S ON BUSES AND BILLBOARDS AND PRETTY MUCH EVERYWHERE YOU LOOK. THE iPad IS THE TOUCHSCREEN TABLET FROM APPLE, REPRESENTING THE NEXT GENERATION OF MOBILE COMPUTING. PACKED WITH DOZENS OF NEW FEATURES, THE iOS 3.2 SDK ENABLES YOU TO BUILD SOPHISTICATED, DESKTOP-QUALITY APPS FOR THIS EXCITING NEW PLATFORM. EVERY iPhone AND iPod TOUCH APP DEVELOPER LOOKING TO TAKE THE NEXT STEP AND MOVE INTO THE iPad ARENA WILL WANT TO READ THIS BOOK FROM COVER TO COVER. BEGINNING iPad DEVELOPMENT FOR iPhone DEVELOPERS: MASTERING THE iPad SDK HAS ALL THE ANSWERS, AND YOU'LL FIND THEM PRESENTED WITH THE SAME EASY-TO-FOLLOW STYLE AND THOROUGH COVERAGE YOU'VE COME TO EXPECT FROM TITLES LIKE BEGINNING iPhone 3

DEVELOPMENT—EVERYTHING AN ASPIRING iPad DEVELOPER NEEDS TO KNOW TO CREATE GREAT APPS. BEST-SELLING AUTHORS JACK NUTTING, DAVE WOOLDRIDGE, AND DAVE MARK SHOW iPhone DEVELOPERS HOW TO MASTER ALL OF THE iPad-EXCLUSIVE FRAMEWORKS AND FEATURES, WHICH ARE EXPLAINED, DEMONSTRATED IN ACTION, AND PUT THROUGH THEIR PACES IN THIS COMPREHENSIVE PROGRAMMING GUIDE. YOU'LL GET A DETAILED UNDERSTANDING OF THE NEW FEATURE SET AND GAIN EVERY POSSIBLE ADVANTAGE IN THE iTunes APP STORE.

iPad APPLICATION DEVELOPMENT FOR DUMMIES - NEAL GOLDSTEIN 2012-04-04

THE FUN AND EASY GUIDE TO CREATING iPad APPS, UPDATED FOR iOS 5! iPad APP DEVELOPMENT IS HOT, WITH MORE THAN 140,000 APPS AVAILABLE SPECIFICALLY FOR THE DEVICE AND THAT NUMBER GROWING EVERY DAY. THE INTRODUCTION OF iOS 5 AND iCloud GIVES DEVELOPERS EVEN MORE OPTIONS TO CREATE INCREDIBLE iPad APPS. THIS FAST AND FRIENDLY GUIDE TO iPad APP DEVELOPMENT IS FULLY UPDATED FOR THE MOST RECENT UPGRADES AND COVERS EVERYTHING YOU NEED TO KNOW, STARTING WITH HOW TO DOWNLOAD THE SDK AND BECOME AN APPLE DEVELOPER ALL THE WAY TO FINISHING UP YOUR APP AND SUBMITTING IT TO THE APP STORE. ZEROES IN ON ESSENTIAL CONCEPTS AND TOOLS INCLUDING STORYBOARD, SEGUES, THE ARC MEMORY MANAGER, WHAT MAKES A GREAT iPad APP, AND MORE EXPLAINS HOW THE iPad OFFERS DEVELOPMENT OPPORTUNITIES THAT GO BEYOND THE CAPABILITIES OF THE iPhone OR iPod TOUCH BY FOCUSING EXCLUSIVELY ON DEVELOPING APPS FOR THE iPad LOOKS AT HOW iOS 5 AND iCloud BROUGHT MANY CHANGES TO THE DEVICE AND A WEALTH OF NEW FEATURES FOR APP DEVELOPERS TO UTILIZE IN THEIR APPS COVERS HOW TO BECOME A REGISTERED APPLE DEVELOPER, HOW TO DOWNLOAD AND SET UP THE SDK, AND THE DETAILS OF HOW AN iPad APP RUNS POPULAR DEVELOPER NEAL GOLDSTEIN EXAMINES WHAT GOES INTO A GREAT USER EXPERIENCE AND TAKES YOU STEP BY STEP THROUGH THE ACTUAL DEVELOPMENT OF TWO APPS, ILLUSTRATING EVERYTHING YOU NEED TO KNOW WHETHER YOU'RE LOOKING FOR A NEW HOBBY OR YOU WANT TO BUILD A BUSINESS IN APP DEVELOPMENT, iPad APPLICATION DEVELOPMENT FOR DUMMIES, 3RD EDITION IS THE BOOK YOU'LL WANT IN YOUR DEVELOPER'S TOOLKIT!

XAMARIN CROSS-PLATFORM APPLICATION DEVELOPMENT - SECOND EDITION - JONATHAN PEPPERS 2015-02-27

IF YOU ARE A DEVELOPER WITH EXPERIENCE IN C# AND ARE JUST GETTING INTO MOBILE DEVELOPMENT, THIS IS THE BOOK FOR YOU. IF YOU HAVE EXPERIENCE WITH DESKTOP APPLICATIONS OR THE WEB, THIS BOOK WILL GIVE YOU A HEAD START ON CROSS-PLATFORM DEVELOPMENT.

MAKE MUSIC WITH YOUR iPad - BEN HARVELL 2011-12-05

GET THE MOST OUT OF YOUR iPad'S MUSIC CAPABILITIES! MUSIC RECORDING AND PERFORMANCE APPS ARE SOME OF THE TOP GROSSING APPLICATIONS FOR iPad. MAJOR LABEL ARTISTS ARE MAKING USE OF APPLE'S iOS PRODUCTS AND APPS TO MAKE MUSIC AND HAVE EVEN RECORDED COMPLETE ALBUMS ON THE iPad. WRITTEN BY AN EXPERIENCED APPLE AND DIGITAL MUSIC JOURNALIST, THIS UNIQUE RESOURCE OPENS YOUR EYES--AND EARS--TO THE AMAZING POSSIBILITIES THAT THE iPad OFFERS AS A MUSICAL CREATION DEVICE FOR BOTH NOVICES AND PROFESSIONALS. YOU'LL SING A NEW TUNE WHEN YOU LEARN THE POWER AND SIMPLICITY OF USING THE iPad AS A TOOL FOR CREATING PROFESSIONAL-QUALITY MUSIC. INTRODUCES THE UNIQUE POSSIBILITIES THAT THE iPad PRESENTS FOR CREATING PROFESSIONAL-LEVEL AND HIGH-QUALITY MUSIC EXPLORES HOW THE iPad CAN SERVE AS A COMPLETE SET OF MUSICAL INSTRUMENTS, RECORDING STUDIO, AND COMPOSITION TOOL ALL IN ONE DISCUSSES ALL AREAS OF MUSIC PRODUCTION FROM RECORDING LIVE INSTRUMENTS AND VOCALS TO BUILDING DRUM PARTS AND WORKING WITH SAMPLES SHARES INTERVIEWS AND HELPFUL TIPS FROM WORLD-FAMOUS RECORDING ARTISTS RECOMMENDS A VARIETY OF SUGGESTED ACCESSORIES TO ADD TO YOUR iPad TUNE IN! MAKE MUSIC WITH iPad IS A MUST-HAVE GUIDE FOR ANY iPad USER WITH AN INTEREST IN MUSIC, REGARDLESS OF THE LEVEL OF EXPERIENCE.

MAKE GREAT ART ON YOUR iPad - ALISON JARDINE 2020-03-03

EXPLORE YOUR CREATIVE TALENTS AND PRODUCE AMAZING ARTWORKS ON YOUR iPad AND iPhone. FULLY REVISED TO REFLECT THE LATEST UPDATES IN THE MOST POPULAR CREATIVITY APPS, THIS IS THE ORIGINAL, BEST-SELLING GUIDE TO USING CREATIVE APPS ON YOUR APPLE DEVICE TO PRODUCE YOUR VERY OWN MASTERPIECES. ARTISTS LIKE DAVID HOCKNEY HAVE TAKEN TO CREATING ART ON THE iPad, BUT YOU DON'T HAVE TO BE AN ARTIST TO ACHIEVE GREAT RESULTS ON YOUR DEVICE. THIS REFRESHINGLY ACCESSIBLE BOOK IS PERFECT FOR SKILLED ARTISTS AND CREATIVE WANNABES ALIKE. ALONGSIDE THE STEP-BY-STEP PROJECTS THAT TEACH THE FUNDAMENTALS OF DIGITAL PAINTING, THERE ARE ALSO SOME EASY AND FUN ARTISTIC TRICKS THAT ANYONE CAN TRY. YOU'LL MASTER THE MOST POPULAR ART APPS, AND YOU WILL LEARN NEW PAINTING AND DRAWING SKILLS ALONG THE WAY. INCLUDES ADVICE ON USING PROCREATE, ARTRAGE, ART STUDIO FOR iPad, ADOBE PHOTOSHOP SKETCH, PEN & INK, BRUSHES AND TAYASUI SKETCHES PRO.

THE iPad 2 PROJECT BOOK - MICHAEL E. COHEN 2011-04-28

USING YOUR iPad IS NOT A PASSIVE ACTIVITY. WITH ITS STUNNING TOUCHSCREEN, FRONT AND BACK CAMERAS, AND SWEEPING COLLECTION OF APPS, THE iPad 2 IS PERFECT FOR DOING STUFF--FOR BUILDING, CREATING, AND ORGANIZING. WANT TO PLAN AN EVENT? MANAGE YOUR MAIL AND CALENDARS? CAPTURE AND EDIT A VIDEO? EVEN BUILD A WIKI? YOU CAN DO ALL THAT AND MORE WITH YOUR iPad. IN THIS PRACTICAL HANDS-ON GUIDE, YOU'LL LEARN HOW TO: BUILD A RECIPE SCRAPBOOK: WRITE UP RECIPES IN PAGES (OR FIND RECIPES USING ONE OF THE USEFUL RECIPE APPS) AND IMPORT PICTURES OF THE DISH TO GO WITH THE RECIPE IN YOUR SCRAPBOOK. EVEN LEARN iPad KITCHEN TIPS! PLAN A VACATION: BUY TICKETS, FIND DESTINATION ACTIVITIES, AND MAP OUT DIRECTIONS. MASTER YOUR MEDIA: STREAM VIDEOS

WITH AIRPLAY, BUY OR RENT VIDEOS FROM THE iTunes STORE, COMPOSE AND RECORD A SONG, AND EDIT YOUR OWN MOVIE. GET SMARTER: LEARN ANOTHER LANGUAGE BY USING GOOGLE'S TRANSLATE PAGE AND BUILDING AN ILLUSTRATED DECK OF FLASH CARDS WITH COMMON WORDS AND PHRASES. PLUS MANY MORE USEFUL PROJECTS--BOTH BIG AND SMALL-- TO HELP YOU DO STUFF WITH YOUR iPad.

iPAD IN EDUCATION FOR DUMMIES - SAM GLIKSMAN 2012-12-21

IT'S EASY TO BRING THE INCREDIBLE iPad EXPERIENCE TO YOUR CLASSROOM TODAY! THE iPad IS A NATURAL FIT FOR EDUCATION IN THE 21ST CENTURY, AND THIS STRAIGHTFORWARD, FULL-COLOR GUIDE SHOWS YOU JUST HOW TO DEPLOY IT EFFECTIVELY IN YOUR EDUCATIONAL INSTITUTION. FROM UNDERSTANDING HOW iPADS CAN BE USED FOR DIFFERENT LEARNING STYLES TO MANAGING iPad CONTENT AND CLASSROOM USE, FINDING THE APPS TO COMPLEMENT YOUR CURRICULUM, CREATING INTERACTIVE LESSONS, AND BEYOND, AUTHOR SAM GLIKSMAN, A SOUGHT-AFTER CONSULTANT ON INTEGRATING TECHNOLOGY IN SCHOOLS, ANSWERS ALL YOUR QUESTIONS. HELPS TEACHERS AND ADMINISTRATORS SEE HOW TO USE iPADS EFFECTIVELY IN DIFFERENT GRADES, CLASSROOM SETTINGS, AND CURRICULUM LEVELS EXPLAINS iPad'S BUILT-IN MEDIA FEATURES AND THE IMPORTANCE OF MULTIMEDIA IN MODERN EDUCATION EXPLORES iPad BEST PRACTICES, TOOLS, AND APPS FOR A SUCCESSFUL iPad PROGRAM IN YOUR SCHOOL SHOWS HOW THE iPad CAN BE USED AS A VALUABLE TOOL FOR RESEARCH, COLLABORATION, COMMUNICATION, CREATIVITY, AND DISCOVERY PROVIDES TIPS AND GUIDANCE ON KEEPING INFORMATION UPDATED, MANAGING CONTENT, AND TAKING ADVANTAGE OF THE iPad AS A LEARNING TOOL iPad IN EDUCATION FOR DUMMIES IS YOUR GUIDE TO USING THE WORLD'S MOST POPULAR TABLET TO INSPIRE AND EDUCATE YOUR STUDENTS IN A WHOLE NEW WAY.

THEORY AND PRACTICE OF TECHNOLOGY-BASED MUSIC INSTRUCTION - JAY DORFMAN 2013-05-17

BASED ON EDUCATIONAL THEORY AND ON RECOGNIZED MUSIC TEACHING METHODS, THEORY AND PRACTICE OF TECHNOLOGY-BASED MUSIC INSTRUCTION DEVELOPS A FRAMEWORK FOR EXAMINING MUSIC TEACHING THAT USES TECHNOLOGY TO INTRODUCE, REINFORCE, AND ASSESS SKILLS AND CONCEPTS. THE FRAMEWORK GUIDES IN-DEPTH DISCUSSIONS ABOUT THEORETICAL AND PHILOSOPHICAL FOUNDATIONS OF TECHNOLOGY-BASED MUSIC INSTRUCTION (TBMI), MATERIALS FOR TEACHING, TEACHING BEHAVIORS, AND ASSESSMENT OF STUDENT WORK, TEACHER WORK, AND FIT OF TECHNOLOGY INTO THE MUSIC PROGRAM. THE BOOK INCLUDES EXAMPLES OF TBMI LESSONS FROM REAL TEACHERS, AND ANALYSES OF THE SUCCESSFUL AND DEVELOPING PARTS OF THESE LESSONS. THE BOOK ALSO ADDRESSES ISSUES OF ACCOUNTABILITY AND STANDARDS; RECOMMENDATIONS FOR PROFESSIONAL DEVELOPMENT; AND THE FUTURE OF THE FIELD, EMBODIED IN EMERGING TECHNOLOGIES, ALTERNATIVE ENSEMBLES, AND SOCIAL ISSUES. IT WILL BE A KEY VOLUME FOR TEACHERS IMPLEMENTING NEW CURRICULAR OFFERINGS AND FOR MUSIC TEACHER EDUCATORS AS A FOUNDATION FOR TEACHING WITH TECHNOLOGY BEYOND A FOCUS ON SOFTWARE AND HARDWARE.

THE CASE OF THE iPad - CATHY BURNETT 2017-07-06

THIS BOOK BRINGS TOGETHER AN INTERNATIONAL GROUP OF LITERACY STUDIES SCHOLARS WHO HAVE INVESTIGATED MOBILE LITERACIES IN A VARIETY OF EDUCATIONAL SETTINGS. APPROACHING MOBILITY FROM DIVERSE THEORETICAL PERSPECTIVES, THE BOOK MAKES A SIGNIFICANT CONTRIBUTION TO HOW MOBILE LITERACIES, AND TABLETS IN PARTICULAR, ARE BEING CONCEPTUALISED IN LITERACY RESEARCH. THE BOOK FOCUSES ON TABLETS, AND PARTICULARLY THE iPad, AS A PRIME EXAMPLE OF MOBILE LITERACIES, SETTING THIS WITHIN THE BROADER CONTEXT OF LITERACY AND MOBILITY. THE BOOK PROVIDES INSPIRATION AND DIRECTION FOR FUTURE RESEARCH IN MOBILE LITERACIES, BASED UPON 16 CHAPTERS THAT INVESTIGATE THE RELATIONSHIP BETWEEN TABLETS AND LITERACY IN DIVERSE WAYS. TOGETHER THEY ADDRESS THE COMPLEX AND MULTIPLE FORCES ASSOCIATED WITH THE DISTRIBUTION OF THE TECHNOLOGIES THEMSELVES AND THE TEXTS THEY MEDIATE, AND CONSIDER HOW APPS, ADULTS AND CHILDREN WORK TOGETHER AS iPADS ENTER THE MESH OF PRACTICES AND MATERIAL ARRANGEMENTS THAT CONSTITUTE THE INSTITUTIONAL SETTING. 1976 NASA AUTHORIZATION - UNITED STATES. CONGRESS. HOUSE. COMMITTEE ON SCIENCE AND TECHNOLOGY 1975

MAC 911 - CHRISTOPHER BREEN 2002

THIS EASY-TO-USE GUIDE COVERS TROUBLESHOOTING TIPS AND TRICKS FOR MAC HARDWARE AND SOFTWARE, WRITTEN BY THE WELL-KNOWN MACWORLD COLUMNIST AND MACINTOSH GURU CHRIS BREEN. THE BOOK CONTAINS TROUBLESHOOTING TIPS AND TECHNIQUES FOR BOTH MAC OS 9 AND OS X, AND ADDITIONAL PROJECTS FOR MAKING A MACINTOSH MORE PRODUCTIVE--SHARING FILES, MAKING MAC OS X WORK MORE LIKE MAC OS 9, AND MORE.

THE iPad FOR PHOTOGRAPHERS - JEFF CARLSON 2014-05-30

APPLE'S iPad AND iPad MINI TABLETS HAS BEEN AN INCREDIBLE SUCCESS AND GENERATED A LOT OF INTEREST FROM PHOTOGRAPHERS. INSTEAD OF HAULING A LAPTOP ALONG ON VACATION OR TO A PHOTO SHOOT, A PHOTOGRAPHER CAN BRING THE LIGHTWEIGHT iPad AND TAKE ADVANTAGE OF ITS LARGE SCREEN, THIRD-PARTY SOFTWARE AND ONLINE ACCESS. THE iPad IS GREAT FOR REVIEWING PHOTOS ON-SITE USING SOMETHING OTHER THAN A CAMERA'S SMALL LCD, EDITING PHOTOS, PRESENTING A PHOTOGRAPHER'S PORTFOLIO, AND MORE. THIS FULLY UPDATED 3RD EDITION OF THE iPad BOOK FOR PHOTOGRAPHERS INCLUDES FULL COVERAGE OF ADOBE LIGHTROOM MOBILE, YOUR REMOTE LINK TO YOUR FULL LIGHTROOM LIBRARY. ALSO NEW SECTIONS ON USING APPS FOR CAMERAS WITH BUILT IN Wi-Fi; TRANSFERRING PHOTOS FROM AN iPhone USING iPHOTO BEAMING; HOW TO CONTROL THE CAMERA USING THE BUILT-IN Wi-Fi; AND MORE. IT ALSO INCLUDES UPDATED COVERAGE FOR THE NEW VERSIONS OF iMOVE, iPHOTO, SNAPSEED, PHOTOGENE, PHOTOSHOP TOUCH, AND OTHER APPS; AS WELL AS AN THOROUGH UPDATE TO THE POPULAR REFERENCE CHAPTER. THE iPad FOR PHOTOGRAPHERS WILL HELP NOVICE, INTERMEDIATE, AND PRO SHOOTERS TO: DISCOVER HOW TO MAKE ADJUSTMENTS THAT REMAIN INTACT IN LIGHTROOM ON YOUR COMPUTER, INCLUDING CROPPING AND ROTATING, EDITING TONE AND COLOR, APPLYING PRESETS AND PREVIOUS EDITS, AND MUCH MORE. IMPORT PHOTOS FROM A CAMERA OR MEMORY CARDS USING THE iPad CAMERA CONNECTION KIT OR LIGHTNING CAMERA ADAPTERS. TRANSFER PHOTOS BY WIRELESS WHILE YOU'RE SHOOTING, USING Wi-Fi-ENABLED SD CARDS OR ADAPTERS, OR CONTROL THE CAMERA REMOTELY WITH THE CamRANGER. ORGANIZE AND RATE IMAGES AND ASSIGNING TAGS IN THE FIELD, AND INTEGRATING THEM LATER WITH ADOBE PHOTOSHOP LIGHTROOM ON YOUR COMPUTER. EDIT PHOTOS WITH iPHOTO, ADOBE PHOTOSHOP TOUCH, AND OTHER IMAGE ADJUSTMENT TOOLS. USE PORTFOLIO SOFTWARE

TO CREATE AND DELIVER IMPRESSIVE iPad PRESENTATIONS FOR PROSPECTIVE CLIENTS. SHARE PHOTOS WITH OTHERS IMMEDIATELY VIA ONLINE PHOTO SITES, APPLE TV, AND MORE. EDIT VIDEO CLIPS IN iMOVIE, CREATE SLIDESHOWS, AND MORE. IN THIS FULLY UPDATED GUIDE, PHOTOGRAPHERS WILL LEARN EVEN MORE CLEVER USES FOR THEIR iPad INCLUDING BACKING UP PHOTOS IN THE FIELD, USING THE SCREEN AS A FILL FLASH, CALCULATING DEPTH OF FIELD, TRACKING OUTDOOR LIGHT CONDITIONS, AND OTHER HANDY AT-YOUR-FINGERTIP RESOURCES TO COMPLEMENT YOUR PARTICULAR SHOOTING STYLE. THE iPad IS A POWERFUL PHOTOGRAPHY TOOL AND THIS GUIDE WILL HELP EVERY PHOTOGRAPHER TAKE ADVANTAGES OF ITS FULL CAPABILITIES!

iPAD FOR PHOTOGRAPHERS - JEFF CARLSON 2013-03-30

APPLE'S LATEST iPad TABLET HAS BEEN AN INCREDIBLE SUCCESS AND GENERATED A LOT OF INTEREST FROM PHOTOGRAPHERS SOON AFTER IT WAS RELEASED. INSTEAD OF HAULING A LAPTOP ALONG ON VACATION OR TO A PHOTO SHOOT, A PHOTOGRAPHER CAN BRING THE LIGHTWEIGHT iPad AND TAKE ADVANTAGE OF ITS LARGE SCREEN, THIRD-PARTY SOFTWARE, AND ONLINE ACCESS. THE iPad IS GREAT FOR REVIEWING PHOTOS ON-SITE USING SOMETHING OTHER THAN A CAMERA'S SMALL LCD, EDITING PHOTOS, PRESENTING A PHOTOGRAPHER'S PORTFOLIO, AND MORE. THIS FULLY UPDATED 2ND EDITION OF THE iPad FOR PHOTOGRAPHERS WILL HELP NOVICE, INTERMEDIATE, AND PRO SHOOTERS TO: • GET PHOTOS ONTO THE iPad. IMPORT USING THE CAMERA CONNECTION KIT. • TAKE PHOTOS WITH THE iPad. • BACK UP PHOTOS. COPYING PHOTOS FROM MEMORY CARDS; USING iCloud PHOTO STREAM AS ONLINE BACKUP; UPLOADING FILES TO DROPBOX; AND SO ON. • ORGANIZE YOUR PHOTOS. • RATE PHOTOS AND ASSIGN TAGS IN THE FIELD--INSTEAD OF WAITING UNTIL YOU GET HOME! • EDIT PHOTOS ON THE iPad. • SHARE PHOTOS WITH OTHERS: iCloud PHOTO STREAM, PLAY ON AN APPLE TV, AND MORE. • CREATE YOUR PORTFOLIO. USE PORTFOLIO SOFTWARE TO GIVE IMPRESSIVE PRESENTATIONS TO PROSPECTIVE CLIENTS. GREAT FOR WEDDING PHOTOGRAPHERS MEETING PEOPLE FACE TO FACE, FOR EXAMPLE. • VIDEO. EDIT CLIPS IN iMOVIE, CREATE SLIDESHOWS, ROUGH CUTS, AND MORE. IN ADDITION, PHOTOGRAPHERS WILL LEARN OTHER CLEVER USES FOR THEIR iPad, SUCH AS TRIGGERING THE SHUTTER USING AN iPad; USING THE SCREEN AS A FILL FLASH; STORING PDFs OF CAMERA MANUALS, BOOKS, ETC.; AND MUCH MORE!

THE iPad PROJECT BOOK - MICHAEL E. COHEN 2010

PROVIDES INFORMATION ON THE FEATURES AND FUNCTIONS OF THE iPad AND OFFERS INSTRUCTIONS ON A VARIETY OF PROJECTS, INCLUDING WIRELESS SYNCING, MAIL MANAGEMENT, VACATION PLANNING, AND CONVERTING VIDEO.

iPAD CLASSROOM: CREATING A RESEARCH PROJECT - 2013

LEARN HOW TO CREATE A CLASSROOM RESEARCH PROJECT WITH THE iPad AND ENCOURAGE COLLABORATION AMONG YOUR STUDENTS.

SWIFTUI PROJECTS - CRAIG CLAYTON 2020-12-11

LEARN SWIFTUI BY DESIGNING AND BUILDING COMPLEX USER INTERFACES FOR WATCHOS, iPadOS, AND IOS WITH THE HELP OF PROJECTS INCLUDING A FINANCIAL APP, A SPORTS NEWS APP, AND A POS SYSTEM KEY FEATURES LEARN SWIFTUI WITH THE HELP OF PRACTICAL CROSS-PLATFORM DEVELOPMENT PROJECTS UNDERSTAND THE DESIGN CONSIDERATIONS FOR BUILDING APPS FOR DIFFERENT DEVICES SUCH AS APPLE WATCH, iPhone, AND iPad USING SWIFTUI'S LATEST FEATURES WORK WITH ADVANCED SWIFTUI LAYOUT FEATURES, INCLUDING SF SYMBOLS, SWIFTUI GRIDS, AND FORMS IN SWIFTUI BOOK DESCRIPTION RELEASED BY APPLE DURING WWDC 2019, SWIFTUI PROVIDES AN INNOVATIVE AND EXCEPTIONALLY SIMPLE WAY TO BUILD USER INTERFACES FOR ALL APPLE PLATFORMS WITH THE POWER OF SWIFT. THIS PRACTICAL GUIDE INVOLVES SIX REAL-WORLD PROJECTS BUILT FROM SCRATCH, WITH TWO PROJECTS EACH FOR iPhone, iPad, AND WATCHOS, BUILT USING SWIFT PROGRAMMING AND XCODE. STARTING WITH THE BASICS OF SWIFTUI, YOU'LL GRADUALLY DELVE INTO BUILDING THESE PROJECTS. YOU'LL LEARN THE FUNDAMENTAL CONCEPTS OF SWIFTUI BY WORKING WITH VIEWS, LAYOUTS, AND DYNAMIC TYPES. THIS SWIFTUI BOOK WILL ALSO HELP YOU GET HANDS-ON WITH DECLARATIVE PROGRAMMING FOR BUILDING APPS THAT CAN RUN ON MULTIPLE PLATFORMS. THROUGHOUT THE BOOK, YOU'LL WORK ON A CHART APP (WATCHOS), NBA DRAFT APP (WATCHOS), FINANCIAL APP (iPhone), TESLA FORM APP (iPhone), SPORTS NEWS APP (iPad), AND SHOE POINT-OF-SALE SYSTEM (iPad), WHICH WILL ENABLE YOU TO UNDERSTAND THE CORE ELEMENTS OF A SWIFTUI PROJECT. BY THE END OF THE BOOK, YOU'LL HAVE BUILT FULLY FUNCTIONAL PROJECTS FOR MULTIPLE PLATFORMS AND GAINED THE KNOWLEDGE REQUIRED TO BECOME A PROFESSIONAL SWIFTUI DEVELOPER. WHAT YOU WILL LEARN UNDERSTAND THE BASICS OF SWIFTUI BY BUILDING AN APP WITH WATCHOS WORK WITH UI ELEMENTS SUCH AS TEXT, LISTS, AND BUTTONS CREATE A VIDEO PLAYER IN UIKit AND IMPORT IT INTO SWIFTUI DISCOVER HOW TO LEVERAGE AN API AND PARSE JSON IN YOUR APP USING COMBINE STRUCTURE YOUR APP TO USE COMBINE AND STATE-DRIVEN FEATURES CREATE FLEXIBLE LAYOUTS ON iPad WHO THIS BOOK IS FOR SWIFTUI PROJECTS IS INTENDED FOR ANYONE WHO IS ALREADY COMFORTABLE WITH SWIFT. WE DO NOT COVER SWIFT TOPICS IN DETAIL, SO YOU NEED TO BE FAMILIAR WITH THESE ALREADY. ALL OF THE SWIFTUI TOPICS ARE TAUGHT AS IF THIS IS THE FIRST TIME YOU'VE LEARNED THEM AND WILL GRADUALLY GET MORE DIFFICULT.

COCOA - RICHARD WENTK 2010-09-14

DEVELOP APPLICATIONS FOR MAC OS X WITH THIS DEVELOPER REFERENCE GUIDE MAKE A CLEAN TRANSITION TO PROGRAMMING IN APPLE ENVIRONMENTS USING THE ELEGANT AND DYNAMIC PROGRAMMING API COCOA AND THIS PRACTICAL GUIDE. WRITTEN BY A SEASONED MAC EXPERT, THIS BOOK SHOWS YOU HOW TO WRITE PROGRAMS IN COCOA FOR THE RAPIDLY EXPANDING WORLD OF MACINTOSH USERS. PART OF THE DEVELOPER REFERENCE SERIES, THIS BOOK PREPARES YOU FOR A PRODUCTIVE PROGRAMMING EXPERIENCE ON TODAY'S FASTEST-GROWING PLATFORM. COCOA IS A PROGRAMMING FRAMEWORK FOR DEVELOPING IN APPLE ENVIRONMENTS, INCLUDING MAC OS X 10.6 SNOW LEOPARD THIS BOOK COVERS ALL THE MAJOR INFORMATION YOU NEED TO START DEVELOPING DYNAMIC APPLICATIONS FOR MAC OS X MASTER ALL COCOA TOOLS, INCLUDING XCODE AND WORKING WITH OBJECTIVE-C INCLUDES FULL COVERAGE OF THE COCOA API, XCODE, AND OBJECTIVE-C, AS WELL AS PROGRAMMING FOR APPLE'S LATEST OS X, SNOW LEOPARD COMPANION WEB SITE INCLUDES ALL CODE FILES PROGRAMMING FOR APPLE'S MACINTOSH IS A GROWING CAREER FIELD. THIS ESSENTIAL GUIDE, ONE OF THE MOST COMPREHENSIVE ON COCOA, WILL HELP YOU QUICKLY BECOME PRODUCTIVE.

LEARNING iPad PROGRAMMING - KIRBY TURNER 2013

A GUIDE TO iPad PROGRAMMING PROVIDES INSTRUCTIONS ON BUILDING PHOTO WHEEL, A

PHOTO MANAGEMENT AND SHARING APPLICATION, USING APPLE'S NEWEST iOS.

THE IPAD 2 PROJECT BOOK - DENNIS R. COHEN 2011

PROVIDES INFORMATION ON THE FEATURES AND FUNCTIONS OF THE IPAD 2 AND OFFERS INSTRUCTIONS ON A VARIETY OF PROJECTS, INCLUDING WIRELESS SYNCING, MAIL MANAGEMENT, VACATION PLANNING, AND RECIPE SCRAPBOOKING.

IPHONE AND IPAD GAME DEVELOPMENT FOR DUMMIES - NEAL GOLDSTEIN 2010-10-26

HERE'S THE SCOOP ON BUILDING AND MARKETING GREAT GAMES FOR THE IPHONE AND IPAD!

THE IPHONE AND IPAD ARE THE HOTTEST TECHNO-GADGETS ON THE MARKET TODAY, AND GAMES FOR IT ARE EVEN HOTTER. TO HELP YOU CASH IN ON THE TREND, THIS BOOK SHOWS WHAT IT TAKES TO CREATE A GOOD IPHONE AND IPAD GAME AND HOW TO GET IT INTO THE APP STORE. NEAL GOLDSTEIN, LEADER OF AN IPHONE APP STARTUP COMPANY, AND HIS CO-AUTHORS SHOW YOU HOW TO BUILD A GAME THAT WILL SELL, INCLUDE QUALITY GRAPHICS, MARKET YOUR GAME THROUGH THE APP STORE, AND MORE. WHETHER YOU'RE A PROGRAMMING NOVICE OR AN EXPERIENCED DEVELOPER LOOKING TO ENTER THE GAME MARKET, HERE'S HOW TO GET GOING. GAMES FOR THE IPHONE ARE AMONG THE HOTTEST APPS IN APPLE'S APP STORE LEARN TO BUILD TWO GAME APPLICATIONS - FROM BEGINNING TO END WRITTEN BY SUCCESSFUL MOBILE APP DEVELOPERS, THIS GUIDE BEGINS WITH HOW TO GET STARTED, INCLUDING DOWNLOADING THE SDK AND FILLING YOUR TOOLBOX COVERS PROGRAMMING WITH OBJECTIVE-C AND COCOA, WHAT MAKES A GOOD GAME, GRAPHICS, AND CREATING GOOD MOBILE APPS EXPLAINS HOW TO MARKET YOUR GAME THROUGH THE APP STORE IPHONE AND IPAD GAME DEVELOPMENT FOR DUMMIES CAN START YOU ON A FUN HOBBY OR A LUCRATIVE CAREER. NOTE: APPLE'S iOS SDK TOOLS ARE ONLY ACCESSIBLE ON INTEL-POWERED MAC AND MACBOOK DEVICES.

LEARNING IPAD PROGRAMMING - KIRBY TURNER 2013-05-13

"NOT MANY BOOKS HAVE A SINGLE PROJECT THAT LIVES AND EVOLVES THROUGH THE ENTIRE NARRATIVE. THE REASON NOT MANY BOOKS DO THIS IS BECAUSE IT IS DIFFICULT TO DO WELL. IMPORTANT TOOLKIT FEATURES GET SHOEHORNED IN WEIRD PLACES BECAUSE THE AUTHOR DIDN'T DO ENOUGH UP-FRONT DESIGN TIME. THIS BOOK, THOUGH, TAKES YOU FROM DESIGN, TO A PROTOTYPE, TO THE REAL DEAL. AND THEN IT GOES FURTHER." —MARK DALRYMPLE, COFOUNDER OF COCOAHEADS, THE INTERNATIONAL MAC AND IPHONE PROGRAMMER COMMUNITY; AUTHOR OF ADVANCED MAC OS X PROGRAMMING: THE BIG NERD RANCH GUIDE LEARNING IPAD PROGRAMMING, SECOND EDITION, WILL HELP YOU MASTER ALL FACETS OF IPAD PROGRAMMING WITH APPLE'S NEWEST TOOLS. ITS IN-DEPTH, HANDS-ON COVERAGE FULLY ADDRESSES THE ENTIRE DEVELOPMENT PROCESS, FROM INSTALLING THE iOS SDK THROUGH CODING, DEBUGGING, SUBMITTING APPS FOR APPLE'S REVIEW, AND DEPLOYMENT. EXTENSIVELY UPDATED FOR APPLE'S NEWEST iOS FEATURES AND XCODE 4.X UPDATES, THIS BOOK TEACHES IPAD PROGRAMMING THROUGH A SERIES OF EXERCISES CENTERED ON BUILDING PHOTO WHEEL, A POWERFUL PERSONAL PHOTO LIBRARY APP. AS YOU BUILD PHOTO WHEEL, YOU'LL GAIN EXPERIENCE AND REAL-WORLD INSIGHTS THAT WILL HELP YOU SUCCEED WITH ANY IPAD DEVELOPMENT PROJECT. LEADING iOS DEVELOPERS KIRBY TURNER AND TOM HARRINGTON INTRODUCE THE ESSENTIALS OF iOS DEVELOPMENT, FOCUSING ON FEATURES THAT ARE SPECIFIC TO IPAD. YOU'LL FIND EXPERT COVERAGE OF KEY TOPICS MANY iOS DEVELOPMENT BOOKS IGNORE, FROM APP DESIGN TO CORE DATA. YOU'LL ALSO LEARN TO MAKE THE MOST OF CRUCIAL iOS AND XCODE FEATURES, SUCH AS STORYBOARDING AND AUTOMATIC REFERENCE COUNTING (ARC), AND EXTEND YOUR APP WITH WEB SERVICES AND THE LATEST iCloud SYNCING TECHNIQUES. LEARN HOW TO BUILD A FULLY FUNCTIONAL APP THAT USES CORE DATA AND iCloud SYNCING USE STORYBOARDING TO QUICKLY PROTOTYPE A FUNCTIONAL UI AND THEN EXTEND IT WITH CODE CREATE POWERFUL VISUAL EFFECTS WITH CORE ANIMATION AND CORE IMAGE SUPPORT AIRPRINT PRINTING AND AIRPLAY SLIDESHOWS BUILD COLLECTION VIEWS AND CUSTOM VIEWS, AND USE CUSTOM SEGUES TO PERFORM CUSTOM VIEW TRANSITIONS DOWNLOAD THE FREE VERSION OF PHOTO WHEEL FROM THE APP STORE TODAY! IMPORT, MANAGE, AND SHARE YOUR PHOTOS AS YOU LEARN HOW TO BUILD THIS POWERFUL APP.

IPAD AT WORK FOR DUMMIES - GALEN GRUMAN 2015-02-12

GET THE MOST OUT OF USING YOUR IPAD AT WORK IPAD AT WORK FOR DUMMIES PROVIDES ESSENTIAL AND IN-DEPTH COVERAGE FOR A VARIETY OF PRODUCTIVITY-RELATED TASKS MADE POSSIBLE ON THE IPAD, FROM BASICS SUCH AS SETTING UP AND STARTING OUT WITH AN IPAD TO TIPS ON THE BEST PRACTICES FOR ENTERPRISE-LEVEL WORD PROCESSING, SPREADSHEET CREATION, PRESENTING, TASK MANAGEMENT, PROJECT MANAGEMENT, GRAPHIC DESIGN, AND COMMUNICATION. BEYOND THAT, IT ALSO INCLUDES DOWN-TO-EARTH EXAMPLES OF HOW TO USE AN IPAD AT WORK, INCLUDING SYNCHRONIZATION, DATA BACKUP, AND COMMUNICATING WITH WINDOWS NETWORKS. WRITTEN BY AN EXPERIENCED AND WELL-

KNOWN IPAD USER, WRITER, PODCASTER, AND LECTURER WHO HAS TAUGHT MANY OTHER PROFESSIONALS HOW TO GET THE MOST FROM THEIR APPLE DEVICES IN THE WORKPLACE, IPAD AT WORK FOR DUMMIES GOES BEYOND SIMPLE COVERAGE OF iWork TO SHOW YOU STEP-BY-STEP THE IPAD'S CAPABILITIES TO QUICKLY, PROFESSIONALLY, AND EFFECTIVELY CREATE AND INTERACT WITH TYPICAL OFFICE DOCUMENTS AND SYSTEMS. COVERS THE BEST SOFTWARE AND PRACTICES FOR PRODUCTIVELY INTEGRATING THE IPAD INTO A WORK ENVIRONMENT SHOWS YOU HOW THE IPAD GOES BEYOND USE AS AN AT-HOME DEVICE TO MAKE WORK EASIER INCLUDES EXAMPLES THAT BRING THE INFORMATION AND INSTRUCTIONS TO LIFE IF YOU'RE CONSIDERING INTEGRATING THE USE OF AN IPAD AT WORK, OR HAVE RECENTLY BEGUN AND WANT TO GRASP THE FULL SPECTRUM OF ITS CAPABILITIES IN THE WORKPLACE, IPAD AT WORK FOR DUMMIES HAS YOU COVERED.

MANAGEMENT - 1983

IPAD AT WORK FOR DUMMIES - GALEN GRUMAN 2015-03-09

OFFERS INFORMATION ON USING AN IPAD IN A PROFESSIONAL ENVIRONMENT, COVERING SUCH TOPICS AS KEEPING WORK AND PERSONAL DATA SEPARATE, USING iWork, MESSAGING AND CONFERENCING, EXPLOITING iCloud STORAGE, AND SYNCING AND SHARING FILES.

- DAVE

CAOLO 2011-02-18

DESPITE APPLE'S LEGENDARY EASE OF USE, THE IPAD PRESENTS MANY USERS WITH A CHALLENGE. ITS UNIQUE DESIGN, OPERATING SYSTEM, AND APPLICATIONS--AMONG OTHER THINGS AND iPHONE VIDEOS--LEADING TO THE VERY BUSINESS PEOPLE WHO WOULD FIND IT BENEFICIAL. THE PRIMARY AUDIENCE FOR THIS EBOOK IS BUSINESS PEOPLE WORKING IN A CORPORATE ENVIRONMENT WHO HAVE BEEN ISSUED AN IPAD BY THEIR EMPLOYER AND ARE LOOKING TO INTEGRATE THE LOW-COST IPAD INTO THEIR WORKFLOW. TOPICS COVERED INCLUDE SYNCING THE IPAD WITH WINDOWS-BASED DEVICES, WORKING WITH SPREADSHEETS, DEVELOPING AND PRESENTING SLIDESHOWS, APP RECOMMENDATIONS, AND MORE.

THE IPAD PROJECT BOOK - MICHAEL E. COHEN 2010-09-09

BRIDGING THE GAP BETWEEN THE PALM-SIZED IPOD TOUCH AND A FULL-SIZED COMPUTER, APPLE'S IPAD OFFERS ENOUGH SCREEN AREA AND HORSEPOWER TO PERFORM THE DAY-TO-DAY TASKS MOST PEOPLE WANT TO DO. PACKED WITH PRACTICAL KNOWLEDGE, THIS BOOK WILL WALK READERS THROUGH HOW TO MANAGE THEIR MOST COMMON PROJECTS, FROM THE SIMPLE (SETTING UP A CALENDAR EVENT) TO THE COMPLEX (PLANNING A VACATION) AND EVERYTHING IN BETWEEN. READERS WILL LEARN TO USE THE IPAD TOOLS AND APPLICATIONS BY USING THEM TO CREATE PRACTICAL REAL-WORLD PROJECTS AND TO MASTER EVERYDAY TASKS. IN THIS PRACTICAL HANDS-ON GUIDE, YOU'LL LEARN HOW TO ORGANIZE A PARTY: SET UP THE CALENDAR EVENT, CREATE INVITATIONS, INVITE ATTENDEES, AND MAIL OUT THE INVITES. BUILD A RECIPE SCRAPBOOK: WRITE UP RECIPES IN PAGES (OR FIND RECIPES VIA ONE OF THE USEFUL RECIPE APPS) AND IMPORT PICTURES OF THE FINISHED DISH TO GO WITH THE RECIPE IN THE BOOK. EVEN LEARN IPAD KITCHEN TIPS! PLAN A VACATION: BUY TICKETS, FIND DESTINATION ACTIVITIES, AND MAP OUT DIRECTIONS. WATCH VIDEOS: STREAM VIDEOS WITH AIR VIDEO, CONVERT HIGH-QUALITY MOVIES FROM DVDS, AND BUY OR RENT VIDEOS FROM THE iTunes STORE. GET SMART: LEARN ANOTHER LANGUAGE WITH ONE OF THE MANY TRANSLATION APPS AVAILABLE, AND BUILD AN ILLUSTRATED DECK OF FLASH CARDS WITH COMMON WORDS AND PHRASES. PLUS MANY MORE USEFUL PROJECTS—BOTH BIG AND SMALL— TO HELP YOU DO STUFF WITH YOUR IPAD.

- JEFF CARLSON 2014-07-14

FOR ANYONE WHO HAS EVER USED AN IPHONE OR IPAD, YOU KNOW THERE IS A POWERFUL VIDEO CAMERA INSIDE THAT CAN SHOOT PHENOMENAL HD VIDEO AND IS INCREDIBLY EASY TO USE. BUT SIMPLY SHOOTING VIDEO IS ONLY ONE STEP TO VISUALIZING AND DIGITIZING YOUR CREATIVE EFFORTS. IN IPAD AND IPHONE VIDEO, BESTSELLING AUTHOR JEFF CARLSON SHOWS YOU HOW TO BEST HARNESS THE POWERS OF THESE REMARKABLE DEVICES. JEFF EXPLORES ALL THE STEPS TO SHOOTING GREAT VIDEO IN A VARIETY OF SCENARIOS, FROM OUTDOOR SUNNY ARENAS TO DARK CONCERT VENUES. HE'LL EXPLAIN EVERYTHING YOU NEED TO KNOW ABOUT EDITING THE RESULTS IN ORDER TO TELL YOUR STORY BETTER AND TO GIVE POLISH WITH ATTENTION TO COLOR, LIGHT, AUDIO, AND MORE. ONCE YOU'RE HAPPY WITH THE RESULTS, HE'LL GIVE YOU THE STEP-BY-STEP DETAILS FOR SHARING THE VIDEO VIA YOUTUBE AND VIMEO AND GIVE YOU BEST PRACTICES FOR KEEPING FRIENDS, FAMILY, AND OTHER AUDIENCES IN THE LOOP. WITH OVER 300 MILLION iPADS AND IPHONES SOLD, CONSUMERS AROUND THE WORLD ALREADY OWN THE MOST VERSATILE FILMMAKING TOOL EVER MADE... THEY JUST DON'T KNOW IT YET! THIS BOOK WILL HELP THEM UNDERSTAND AND UNLOCK THE POTENTIAL PACKED INTO EVERY ONE OF THESE DEVICES.