

Beginning iPhone 4 Development Exploring The IOS SDK

IF YOU ALLY COMPULSION SUCH A REFERRED **BEGINNING IPHONE 4 DEVELOPMENT EXPLORING THE IOS SDK** BOOKS THAT WILL ALLOW YOU WORTH, ACQUIRE THE TOTALLY BEST SELLER FROM US CURRENTLY FROM SEVERAL PREFERRED AUTHORS. IF YOU DESIRE TO DROLL BOOKS, LOTS OF NOVELS, TALE, JOKES, AND MORE FICTIONS COLLECTIONS ARE IN ADDITION TO LAUNCHED, FROM BEST SELLER TO ONE OF THE MOST CURRENT RELEASED.

YOU MAY NOT BE PERPLEXED TO ENJOY EVERY BOOK COLLECTIONS BEGINNING IPHONE 4 DEVELOPMENT EXPLORING THE IOS SDK THAT WE WILL UNQUESTIONABLY OFFER. IT IS NOT REGARDING THE COSTS. ITS PRACTICALLY WHAT YOU INFATUATION CURRENTLY. THIS BEGINNING IPHONE 4 DEVELOPMENT EXPLORING THE IOS SDK, AS ONE OF THE MOST WORKING SELLERS HERE WILL AGREED BE ALONG WITH THE BEST OPTIONS TO REVIEW.

BEGINNING IPHONE DEVELOPMENT WITH SWIFTUI - WALLY WANG 2022-01-02

TAME THE POWER OF APPLE'S NEW USER INTERFACE TOOLKIT, SWIFTUI. INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS WITH LESS EFFORT AND MORE EFFICIENCY. YOU'LL ALSO LEARN ABOUT TOUCH GESTURES, LISTS, AND GRIDS FOR DISPLAYING DATA ON A USER INTERFACE. AND YOU'LL EVEN GO BEYOND THOSE SIMPLE CONTROLS TO LIVEN UP ANY USER INTERFACE WITH

SIMPLE ANIMATION TECHNIQUES. SPICE YOUR DESIGNS UP WITH MOVEMENT, SCALING, AND RESIZING, INCLUDING SPRING AND BOUNCE EFFECTS! YOU'LL START WITH BASIC DESIGNS AND THEN EXPLORE MORE SOPHISTICATED ONES. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPREHENSIVE COURSE IN IPHONE AND IPAD PROGRAMMING. THE BOOK STARTS WITH A GENTLE INTRODUCTION TO USING XCODE AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST

SIMPLE APPLICATION. YOU'LL CREATE USER INTERFACES FOR THAT APPLICATION USING MULTIPLE SCREENS IN TWO DIFFERENT WAYS—USING NAVIGATION VIEW AND TAB BARS. BEGINNING IPHONE DEVELOPMENT WITH SWIFT UI COVERS THE BASIC INFORMATION YOU NEED TO GET UP AND RUNNING QUICKLY TO TURN YOUR GREAT IDEAS INTO WORKING IOS APPS WITH STUNNINGLY INTERACTIVE INTERFACES USING SWIFTUI. ONCE YOU'RE READY, MOVE ON TO PRO IPHONE DEVELOPMENT WITH SWIFT UI TO LEARN MORE OF THE UNIQUE ASPECTS OF IOS PROGRAMMING AND THE SWIFT LANGUAGE. WHAT YOU WILL LEARN DISCOVER THE BASICS OF DESIGNING A USER INTERFACE USING SWIFTUI BUILD COOL, CRISP USER INTERFACES THAT USE ANIMATION DISPLAY DATA IN LISTS AND OUTLINES ORGANIZE USER INTERFACES IN FORMS AND GROUPS WHO THIS BOOK IS FOR ASPIRING IOS APP DEVELOPERS NEW TO THE APPLE SWIFT PROGRAMMING LANGUAGE AND/OR THE IOS SDK. SWIFTUI ESSENTIALS - IOS EDITION - NEIL SMYTH 2019-11-26

THE GOAL OF THIS BOOK IS TO TEACH THE SKILLS NECESSARY TO BUILD IOS 13 APPLICATIONS USING SWIFTUI, XCODE 11 AND THE SWIFT 5 PROGRAMMING LANGUAGE. BEGINNING WITH THE BASICS, THIS BOOK PROVIDES AN OUTLINE OF THE STEPS NECESSARY TO SET UP AN IOS DEVELOPMENT ENVIRONMENT TOGETHER WITH AN INTRODUCTION TO THE USE OF SWIFT PLAYGROUNDS TO LEARN AND

EXPERIMENT WITH SWIFT. THE BOOK ALSO INCLUDES IN DEPTH CHAPTERS INTRODUCING THE SWIFT 5 PROGRAMMING LANGUAGE INCLUDING DATA TYPES, CONTROL FLOW, FUNCTIONS, OBJECT-ORIENTED PROGRAMMING, PROPERTY WRAPPERS AND ERROR HANDLING. AN INTRODUCTION TO THE KEY CONCEPTS OF SWIFTUI AND PROJECT ARCHITECTURE IS FOLLOWED BY A GUIDED TOUR OF XCODE IN SWIFTUI DEVELOPMENT MODE. THE BOOK ALSO COVERS THE CREATION OF CUSTOM SWIFTUI VIEWS AND EXPLAINS HOW THESE VIEWS ARE COMBINED TO CREATE USER INTERFACE LAYOUTS INCLUDING THE USE OF STACKS, FRAMES AND FORMS. OTHER TOPICS COVERED INCLUDE DATA HANDLING USING STATE PROPERTIES AND BOTH OBSERVABLE AND ENVIRONMENT OBJECTS, AS ARE KEY USER INTERFACE DESIGN CONCEPTS SUCH AS MODIFIERS, LISTS, TABBED VIEWS, CONTEXT MENUS AND USER INTERFACE NAVIGATION. THE BOOK ALSO INCLUDES CHAPTERS COVERING GRAPHICS DRAWING, USER INTERFACE ANIMATION, VIEW TRANSITIONS AND GESTURE HANDLING. CHAPTERS ARE ALSO PROVIDED EXPLAINING HOW TO INTEGRATE SWIFTUI VIEWS INTO EXISTING UIKIT-BASED PROJECTS AND EXPLAINS THE INTEGRATION OF UIKIT CODE INTO SWIFTUI. FINALLY, THE BOOK EXPLAINS HOW TO PACKAGE UP A COMPLETED APP AND UPLOAD IT TO THE APP STORE FOR PUBLICATION. ALONG THE WAY, THE TOPICS COVERED IN THE BOOK ARE PUT INTO PRACTICE

THROUGH DETAILED TUTORIALS, THE SOURCE CODE FOR WHICH IS ALSO AVAILABLE FOR DOWNLOAD. THE AIM OF THIS BOOK, THEREFORE, IS TO TEACH YOU THE SKILLS NECESSARY TO BUILD YOUR OWN APPS FOR iOS 13 USING SWIFTUI. ASSUMING YOU ARE READY TO DOWNLOAD THE iOS 13 SDK AND XCODE 11 AND HAVE AN INTEL-BASED MAC YOU ARE READY TO GET STARTED.

TEST-DRIVEN iOS DEVELOPMENT -
GRAHAM LEE 2012-04-12

AS iOS APPS BECOME INCREASINGLY COMPLEX AND BUSINESS-CRITICAL, iOS DEVELOPERS MUST ENSURE CONSISTENTLY SUPERIOR CODE QUALITY. THIS MEANS ADOPTING BEST PRACTICES FOR CREATING AND TESTING iOS APPS. TEST-DRIVEN DEVELOPMENT (TDD) IS ONE OF THE MOST POWERFUL OF THESE BEST PRACTICES. TEST-DRIVEN iOS DEVELOPMENT IS THE FIRST BOOK 100% FOCUSED ON HELPING YOU SUCCESSFULLY IMPLEMENT TDD AND UNIT TESTING IN AN iOS ENVIRONMENT. LONG-TIME iOS/MAC DEVELOPER GRAHAM LEE HELPS YOU RAPIDLY INTEGRATE TDD INTO YOUR EXISTING PROCESSES USING APPLE'S XCODE 4 AND THE OCUIT UNIT TESTING FRAMEWORK. HE GUIDES YOU THROUGH CONSTRUCTING AN ENTIRE OBJECTIVE-C iOS APP IN A TEST-DRIVEN MANNER, FROM INITIAL SPECIFICATION TO FUNCTIONAL PRODUCT. LEE ALSO INTRODUCES POWERFUL PATTERNS FOR APPLYING TDD IN iOS DEVELOPMENT, AND PREVEWS POWERFUL AUTOMATED TESTING CAPABILITIES THAT WILL SOON ARRIVE ON THE iOS PLATFORM.

COVERAGE INCLUDES UNDERSTANDING THE PURPOSE, BENEFITS, AND COSTS OF UNIT TESTING IN iOS ENVIRONMENTS MASTERING THE PRINCIPLES OF TDD, AND APPLYING THEM IN AREAS FROM APP DESIGN TO REFACTORING WRITING USABLE, READABLE, AND REPEATABLE iOS UNIT TESTS USING OCUIT TO SET UP YOUR XCODE PROJECT FOR TDD USING DOMAIN ANALYSIS TO IDENTIFY THE CLASSES AND INTERACTIONS YOUR APP NEEDS, AND DESIGNING IT ACCORDINGLY CONSIDERING THIRD-PARTY TOOLS FOR iOS UNIT TESTING BUILDING NETWORKING CODE IN A TEST-DRIVEN MANNER AUTOMATING TESTING OF VIEW CONTROLLER CODE THAT INTERACTS WITH USERS DESIGNING TO INTERFACES, NOT IMPLEMENTATIONS TESTING CONCURRENT CODE THAT TYPICALLY RUNS IN THE BACKGROUND APPLYING TDD TO EXISTING APPS PREPARING FOR BEHAVIOR DRIVEN DEVELOPMENT (BDD) THE ONLY iOS-SPECIFIC GUIDE TO TDD AND UNIT TESTING, TEST-DRIVEN iOS DEVELOPMENT COVERS BOTH ESSENTIAL CONCEPTS AND PRACTICAL IMPLEMENTATION.

IPHONE PROGRAMMING - AARON HILLEGASS 2010-04-13

BASED ON BIG NERD RANCH'S POPULAR IPHONE BOOTCAMP CLASS, IPHONE PROGRAMMING: THE BIG NERD RANCH GUIDE LEADS YOU THROUGH THE ESSENTIAL TOOLS AND TECHNIQUES FOR DEVELOPING APPLICATIONS FOR THE IPHONE, IPAD, AND IPOD TOUCH. IN EACH CHAPTER, YOU WILL LEARN PROGRAMMING CONCEPTS AND APPLY

Downloaded from
ect2018.fpune.edu.py on
by guest

THEM IMMEDIATELY AS YOU BUILD AN APPLICATION OR ENHANCE ONE FROM A PREVIOUS CHAPTER. THESE APPLICATIONS HAVE BEEN CAREFULLY DESIGNED AND TESTED TO TEACH THE ASSOCIATED CONCEPTS AND TO PROVIDE PRACTICE WORKING WITH THE STANDARD DEVELOPMENT TOOLS XCODE, INTERFACE BUILDER, AND INSTRUMENTS. THE GUIDE'S LEARN-WHILE-DOING APPROACH DELIVERS THE PRACTICAL KNOWLEDGE AND EXPERIENCE YOU NEED TO DESIGN AND BUILD REAL-WORLD APPLICATIONS. HERE ARE SOME OF THE TOPICS COVERED: DYNAMIC INTERFACES WITH ANIMATION USING THE CAMERA AND PHOTO LIBRARY USER LOCATION AND MAPPING SERVICES ACCESSING ACCELEROMETER DATA HANDLING MULTI-TOUCH GESTURES NAVIGATION AND TABBED APPLICATIONS TABLES AND CREATING CUSTOM ROWS MULTIPLE WAYS OF STORING AND LOADING DATA: ARCHIVING, CORE DATA, SQLITE COMMUNICATING WITH WEB SERVICES A LOCALIZATION/INTERNATIONALIZATION "AFTER MANY 'FALSE STARTS' WITH OTHER IPHONE DEVELOPMENT BOOKS, THESE CLEAR AND CONCISE TUTORIALS MADE THE CONCEPTS GEL FOR ME. THIS BOOK IS A DEFINITE MUST HAVE FOR ANY BUDDING IPHONE DEVELOPER."
-PETER WATLING, NEW ZEALAND, DEVELOPER OF BUBBLEWRAP
BEGINNING IPHONE DEVELOPMENT - JACK NUTTING 2014-11-17
THE TEAM THAT BROUGHT YOU THE BESTSELLING BEGINNING IPHONE DEVELOPMENT, THE BOOK THAT

TAUGHT THE WORLD TO PROGRAM ON THE IPHONE, IS BACK AGAIN, BRINGING THIS DEFINITIVE GUIDE UP-TO-DATE WITH APPLE'S LATEST AND GREATEST NEW IOS 8 AND ITS SDK, AS WELL AS WITH THE LATEST VERSION OF XCODE (6.1). YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST IOS DEVICES. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING XCODE 6.1 AND THE LATEST 64-BIT IOS 8-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. ASSUMING ONLY A MINIMAL WORKING KNOWLEDGE OF OBJECTIVE-C, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, BEGINNING IPHONE DEVELOPMENT OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE, IPAD, AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE 6.1 AND THE IOS 8 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA

USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLITE. AND THERE'S MUCH MORE!

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 2 - DAVID MARK
2015-12-16

THIS IS THE DEFINITIVE GUIDE TO THE SWIFT PROGRAMMING LANGUAGE AND THE IOS 9 SDK, AND THE SOURCE CODE HAS BEEN UPDATED TO REFLECT XCODE 7 AND SWIFT 2. THERE'S UP-TO-DATE COVERAGE OF NEW APPLE TECHNOLOGIES AS WELL AS SIGNIFICANT UPDATES TO EXISTING MATERIAL. YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST IOS DEVICES. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING THE LATEST XCODE AND THE LATEST 64-BIT IOS 9-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE NEW SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE, IPAD, AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE AND THE IOS 9 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL

LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLITE. AND THERE'S MUCH MORE! WHAT YOU WILL LEARN: EVERYTHING YOU NEED TO KNOW TO DEVELOP YOUR OWN BESTSELLING IPHONE AND IPAD APPS UTILIZING SWIFT PLAYGROUNDS BEST PRACTICES FOR OPTIMIZING YOUR CODE AND DELIVERING GREAT USER EXPERIENCES“/LI> WHAT DATA PERSISTENCE IS, AND WHY IT'S IMPORTANT GET STARTED WITH BUILDING COOL, CRISP USER INTERFACES HOW TO DISPLAY DATA IN TABLE VIEWS HOW TO DRAW TO THE SCREEN USING CORE GRAPHICS HOW TO USE IOS SENSOR CAPABILITIES TO MAP YOUR WORLD HOW TO GET YOUR APP TO WORK WITH ICLOUD AND MORE WHO THIS BOOK IS FOR: APP SAVVY - KEN YARMOSH 2010-08-31 HOW CAN YOU MAKE YOUR IPAD OR IPHONE APP STAND OUT IN THE HIGHLY COMPETITIVE APP STORE? WHILE MANY BOOKS SIMPLY EXPLORE THE

TECHNICAL ASPECTS OF iPad AND iPhone APP DESIGN AND DEVELOPMENT, APP SAVVY ALSO FOCUSES ON THE BUSINESS, PRODUCT, AND MARKETING ELEMENTS CRITICAL TO PURSUING, COMPLETING, AND SELLING YOUR APP -- THE INGREDIENTS FOR TURNING A GREAT IDEA INTO A GENUINELY SUCCESSFUL PRODUCT. WHETHER YOU'RE A DESIGNER, DEVELOPER, ENTREPRENEUR, OR JUST SOMEONE WITH A UNIQUE IDEA, APP SAVVY EXPLAINS EVERY STEP IN THE PROCESS, WITH GUIDELINES FOR PLANNING A SOLID CONCEPT, ENGAGING CUSTOMERS EARLY AND OFTEN, DEVELOPING YOUR APP, AND LAUNCHING IT WITH A BANG. AUTHOR KEN YARMOSH DETAILS A PROVEN PROCESS FOR DEVELOPING SUCCESSFUL APPS, AND PRESENTS NUMEROUS INTERVIEWS WITH THE APP STORE'S MOST PROMINENT PUBLISHERS. LEARN ABOUT THE APP STORE AND HOW APPLE'S MOBILE DEVICES FUNCTION FOLLOW GUIDELINES FOR VETTING AND RESEARCHING APP IDEAS VALIDATE YOUR IDEAS WITH CUSTOMERS -- AND CREATE AN APP THEY'LL BE PASSIONATE ABOUT ASSEMBLE YOUR DEVELOPMENT TEAM, UNDERSTAND COSTS, AND ESTABLISH A WORKABLE PROCESS BUILD YOUR MARKETING PLAN WHILE YOU DEVELOP YOUR APPLICATION TEST YOUR WORKING APP EXTENSIVELY BEFORE SUBMITTING IT TO THE APP STORE ASSESS YOUR APP'S PERFORMANCE AND KEEP POTENTIAL BUYERS ENGAGED AND ENTHUSIASTIC

LEARNING IOS DEVELOPMENT -
MAURICE SHARP 2014

FEATURES HANDS-ON SAMPLE PROJECTS AND EXERCISES DESIGNED TO HELP PROGRAMMERS CREATE IOS APPLICATIONS.

BEGINNING iPhone DEVELOPMENT WITH SWIFT - KIM TOPLLEY 2014-11-22

THE TEAM THAT BROUGHT YOU THE BESTSELLING BEGINNING iPhone DEVELOPMENT, THE BOOK THAT TAUGHT THE WORLD HOW TO PROGRAM ON THE iPhone, IS BACK AGAIN FOR BEGINNING iPhone DEVELOPMENT WITH SWIFT. THIS DEFINITIVE GUIDE TO THE SWIFT PROGRAMMING LANGUAGE AND THE IOS 8 SDK, AND THE SOURCE CODE HAS BEEN UPDATED TO REFLECT XCODE 6.3.1 AND SWIFT 1.2. THERE'S COVERAGE OF BRAND-NEW TECHNOLOGIES, INCLUDING SWIFT PLAYGROUNDS, AS WELL AS SIGNIFICANT UPDATES TO EXISTING MATERIAL. YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST IOS DEVICES. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING THE LATEST XCODE AND THE LATEST 64-BIT IOS 8-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE NEW SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN iPhone, iPad, AND iPod TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND

INSTALLING XCODE AND THE iOS 8 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS iOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE iPhone FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLite. AND THERE'S MUCH MORE!

THE ADVANCED iOS 6 DEVELOPER'S COOKBOOK - ERICA SADUN 2013

THE ADVANCED iOS 6 DEVELOPER'S COOKBOOK BRINGS TOGETHER RELIABLE, PROVEN SOLUTIONS FOR CUTTING-EDGE iOS 6 DEVELOPMENT. WORLD-RENOWNED iOS EXPERT ERICA SADUN COVERS DEVICE-SPECIFIC DEVELOPMENT, DOCUMENT/DATA SHARING, CORE TEXT, NETWORKING, IMAGE PROCESSING, ONBOARD CAMERAS, AUDIO, ADDRESS BOOK, CORE LOCATION, GAMEKIT, STOREKIT, PUSH NOTIFICATIONS, AND MORE. AS IN HER PREVIOUS BESTSELLING iOS BOOKS, SADUN TRANSLATES TODAY'S DEVELOPMENT BEST PRACTICES INTO WORKING CODE, DISTILLING KEY CONCEPTS INTO CONCISE RECIPES THAT

ARE EASY TO UNDERSTAND AND TRANSFER INTO YOUR OWN PROJECTS. THIS ISN'T JUST CUT AND PASTE. USING HER EXAMPLES, SADUN FULLY EXPLAINS BOTH THE "HOW" AND "WHY" OF ADVANCED AND SPECIALIZED iOS 6 DEVELOPMENT. ALL CODE IS TESTED WITH iOS 6 FEATURES AND iPhone, iPad, AND iPod TOUCH CAPABILITIES. THROUGHOUT, EVERY CHAPTER GROUPS RELATED TASKS TOGETHER, SO YOU CAN JUMP STRAIGHT TO YOUR SOLUTION WITHOUT HAVING TO IDENTIFY THE RIGHT CLASS OR FRAMEWORK FIRST. COVERAGE INCLUDES TESTING DEVICE PROPERTIES SO YOUR APP CAN TAKE FULL ADVANTAGE OF THE iOS UNIT IT'S RUNNING ON SEAMLESSLY SHARING DOCUMENTS AND DATA ACROSS APPS AND MOVING CONTROL BETWEEN APPS PRESENTING EXCEPTIONALLY ATTRACTIVE TEXT WITH FREEFORM TEXT TYPESETTING BUILDING TOUCH-BASED APPS THAT LEVERAGE BEZIER CURVES, SPLINES, AND OTHER GEOMETRIC TOOLS SECURING NETWORK APPS VIA AUTHENTICATION, SYSTEM KEYCHAINS, AND OAuth ACCESSING AND PROCESSING IMAGE DATA TO CREATE SPECIAL EFFECTS INTEGRATING LIVE CAMERA FEEDS AND USER SNAPSHOTS PRESENTING AUDIO TO USERS AND ENABLING THEM TO INTERACT WITH IT EFFECTIVELY USING ADDRESS BOOK FRAMEWORKS AND GUI CLASSES BUILDING ADVANCED LOCATION APPS WITH CORE LOCATION GEOPOSITIONING AND MAPKIT CREATING CONNECTED GAME PLAY WITH

GAMEKIT/GAME CENTER: DEVICE-TO-DEVICE NETWORKING, SHARED LEADERBOARDS, AND INTERNET-BASED MATCHES INTEGRATING SECURE IN-APP PURCHASING WITH STOREKIT COMMUNICATING WITH USERS FROM WEB-BASED SERVICES VIA PUSH NOTIFICATIONS

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 4 - MOLLY K. MASKREY 2017-10-24

LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. IN THIS EDITION OF THE BEST SELLING BOOK, YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPREHENSIVE COURSE IN IPHONE AND IPAD PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE AND THE IOS 11 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. THE ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE IOS FILE SYSTEM. YOU'LL SEE HOW TO TO CREATE, LOAD AND WORK WITH PLAYGROUNDS AS YOU DEVELOP AN UNDERSTANDING OF THE SWIFT LANGUAGE. YOU'LL ALSO

LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLITE. AND THERE'S MUCH MORE! BEGINNING IPHONE DEVELOPMENT WITH SWIFT 4 COVERS THE BASIC INFORMATION YOU NEED TO GET UP AND RUNNING QUICKLY WITH YOUR IOS APPS. ONCE YOU'RE READY, MOVE ON TO PROFESSIONAL IPHONE DEVELOPMENT WITH SWIFT 4 TO LEARN MORE OF THE REALLY UNIQUE ASPECTS OF THE SDK AND SWIFT LANGUAGE. WHAT YOU WILL LEARN DISCOVER WHAT DATA PERSISTENCE IS, AND WHY IT'S IMPORTANT BUILD COOL, CRISP USER INTERFACES DISPLAY DATA IN TABLE VIEWS WORK WITH ALL THE MOST COMMONLY USED IOS FRAMEWORKS WHO THIS BOOK IS FOR ASPIRING IOS APP DEVELOPERS NEW TO THE APPLE SWIFT PROGRAMMING LANGUAGE AND/OR THE IOS SDK.

BEGINNING IPHONE DEVELOPMENT - JEFF LAMARCHE 2009-02-25

ARE YOU A PROGRAMMER LOOKING FOR A NEW CHALLENGE? DOES THE THOUGHT OF BUILDING YOUR VERY OWN IPHONE APP MAKE YOUR HEART RACE AND YOUR PULSE QUICKEN? IF SO, THEN BEGINNING IPHONE DEVELOPMENT IS JUST THE BOOK FOR YOU. ASSUMING ONLY A MINIMAL WORKING KNOWLEDGE OF OBJECTIVE-C, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, BEGINNING IPHONE DEVELOPMENT OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING YOU THROUGH THE PROCESS OF

DOWNLOADING AND INSTALLING APPLE'S FREE IPHONE SOFTWARE DEVELOPMENT KIT, THEN STEPPING YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE IPHONE APPLICATION. YOU'LL MOVE ON FROM THERE, MASTERING ALL THE IPHONE INTERFACE ELEMENTS THAT YOU'VE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, SLIDERS, ETC. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. YOU'LL MASTER THE ART OF TABLE-BUILDING AND LEARN HOW TO SAVE YOUR DATA USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING SQLITE, IPHONE'S BUILT-IN DATABASE MANAGEMENT SYSTEM. YOU'LL LEARN HOW TO DRAW USING QUARTZ 2D AND OPENGL ES. YOU'LL ADD MULTI-TOUCH GESTURE SUPPORT (PINCHES AND SWIPES) TO YOUR APPLICATIONS, AND WORK WITH THE CAMERA, PHOTO LIBRARY, AND ACCELEROMETER. YOU'LL MASTER APPLICATION PREFERENCES, LEARN HOW TO LOCALIZE YOUR APPS INTO OTHER LANGUAGES, AND SO MUCH MORE. APPLE'S IPHONE SDK, THIS BOOK, AND YOUR IMAGINATION ARE ALL YOU'LL NEED TO START BUILDING YOUR VERY OWN BEST-SELLING IPHONE APPLICATIONS.

IOS APP DEVELOPMENT FOR DUMMIES -
JESSE FEILER 2014-04-14

IF YOU'VE GOT INCREDIBLE IOS IDEAS, GET THIS BOOK AND BRING THEM TO LIFE! IOS 7 REPRESENTS THE MOST

SIGNIFICANT UPDATE TO APPLE'S MOBILE OPERATING SYSTEM SINCE THE FIRST IPHONE WAS RELEASED, AND EVEN THE MOST SEASONED APP DEVELOPERS ARE LOOKING FOR INFORMATION ON HOW TO TAKE ADVANTAGE OF THE LATEST IOS 7 FEATURES IN THEIR APP DESIGNS. THAT'S WHERE IOS APP DEVELOPMENT FOR DUMMIES COMES IN! WHETHER YOU'RE A PROGRAMMING HOBBYIST WANTING TO BUILD AN APP FOR FUN OR A PROFESSIONAL DEVELOPER LOOKING TO EXPAND INTO THE IOS MARKET, THIS BOOK WILL WALK YOU THROUGH THE FUNDAMENTALS OF BUILDING A UNIVERSAL APP THAT STANDS OUT IN THE IOS CROWD. WALKS YOU THROUGH JOINING APPLE'S DEVELOPER PROGRAM, DOWNLOADING THE LATEST SDK, AND WORKING WITH APPLE'S DEVELOPER TOOLS EXPLAINS THE KEY DIFFERENCES BETWEEN IPAD AND IPHONE APPS AND HOW TO USE EACH DEVICE'S FEATURES TO YOUR ADVANTAGE SHOWS YOU HOW TO DESIGN YOUR APP WITH THE END USER IN MIND AND CREATE A FANTASTIC USER EXPERIENCE COVERS USING NIB FILES, VIEWS, VIEW CONTROLLERS, INTERFACE OBJECTS, GESTURE RECOGNIZERS, AND MUCH MORE THERE'S NO TIME LIKE NOW TO TAP INTO THE POWER OF IOS - START BUILDING THE NEXT BIG APP TODAY WITH HELP FROM IOS APP DEVELOPMENT FOR DUMMIES!

MORE IPHONE DEVELOPMENT WITH SWIFT - ALEX HOROVITZ
2015-03-21

INTERESTED IN IPHONE AND IPAD APPS

Downloaded from
ect2018.fpu.edu.py on
by guest

DEVELOPMENT? WANT TO LEARN MORE? WHETHER YOU ARE A RELATIVE NEWCOMER TO IPHONE AND IPAD OR IOS DEVELOPMENT OR AN OLD HAND LOOKING TO EXPAND YOUR HORIZONS, WE HAVE THE PERFECT SWIFT-FLAVORED BOOK FOR YOU. THE UPDATE TO THE BESTSELLING MORE IPHONE DEVELOPMENT BY DAVE MARK AND JEFF LAMARCHE, MORE IPHONE DEVELOPMENT WITH SWIFT DIGS DEEPER INTO THE NEW APPLE SWIFT PROGRAMMING LANGUAGE AND IOS 8 SDK, EXPLAINING COMPLEX CONCEPTS AND TECHNIQUES IN THE SAME FRIENDLY, EASY-TO-FOLLOW STYLE YOU'VE COME TO EXPECT. MORE IPHONE DEVELOPMENT WITH SWIFT COVERS TOPICS LIKE SWIFT, CORE DATA, PEER-TO-PEER NETWORKING USING MULTIPLEER CONNECTIVITY, WORKING WITH DATA FROM THE WEB, MAPKIT, IN-APPLICATION E-MAIL, CAMERA LIVE-PREVIEW'S INTEGRATION, BARCODE SCANNING, FACE RECOGNITION AND MORE. ALL THE CONCEPTS AND APIS ARE CLEARLY PRESENTED WITH CODE SNIPPETS YOU CAN CUSTOMIZE AND USE, AS YOU LIKE, IN YOUR OWN APPS. YOU'LL JOURNEY THROUGH COVERAGE OF CONCURRENT PROGRAMMING AND SOME ADVANCED TECHNIQUES FOR DEBUGGING YOUR APPLICATIONS.

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 SYNCHING TECHNIQUES. LEARN HOW TO BUILD A FULLY FUNCTIONAL APP THAT USES CORE DATA AND ICLOUD SYNCHING 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.

SWIFTUI FOR ABSOLUTE BEGINNERS - JAYANT VARMA 2019-11-12

DIVE INTO THE WORLD OF DEVELOPING FOR ALL OF APPLE PLATFORMS WITH SWIFTUI, APPLE'S NEW FRAMEWORK THAT MAKES WRITING APPLICATIONS FASTER AND EASIER WITH FEWER LINES OF CODE. THIS BOOK TEACHES THE BASICS OF SWIFTUI TO HELP YOU WRITE AMAZING NATIVE APPLICATIONS USING XCODE. FOR DEVELOPERS ALREADY FAMILIAR WITH REACTNATIVE, THIS BOOK REVIEWS THE DECLARATIVE, STATE-BASED DSL THAT MANAGES THE UI AND UPDATES IT

AUTOMATICALLY WILL FEEL JUST LIKE WHAT THEY'RE USED TO. YOU'LL SEE HOW SWIFTUI REDUCES THE NUMBER OF LINES OF CODE REQUIRED TO ACHIEVE THE SAME EFFECTS BY OVER 60% AND PROVIDES A MUCH BETTER EXPERIENCE. LIKE THE ANNOUNCEMENT OF SWIFT IN 2014, SWIFTUI IS EXPECTED TO FUNDAMENTALLY CHANGE THE WAY DEVELOPING PROGRAMMERS APPROACH CODING IPHONE AND IPAD APPLICATIONS. THIS BOOK EXAMINES HOW SWIFTUI LOWERS THE ENTRY BARRIER FOR DEVELOPERS TO WRITE AMAZING CROSS-PLATFORM APPLICATIONS FOR IOS AND IPADOS AS WELL AS WATCHOS, MAC OS, AND TVOS. WHAT YOU'LL LEARN WRITE CODE IN THE NEW SWIFTUI SYNTAX COMBINE VIEWS TO ARRANGE THEM FOR AN APPLICATION ADD GESTURES AND CONTROLS TO AN APPLICATION WHO THIS BOOK IS FOR ANYONE WHO WANTS TO LEARN TO DEVELOP APPS FOR THE MAC, IPHONE, IPAD, AND APPLE WATCH USING THE SWIFT PROGRAMMING LANGUAGE. NO PREVIOUS PROGRAMMING EXPERIENCE IS NECESSARY.

BEGINNING IOS 5 DEVELOPMENT - DAVID MARK 2011-12-22

THE TEAM THAT BROUGHT YOU THE BESTSELLING BEGINNING IPHONE 4 DEVELOPMENT IS BACK AGAIN FOR BEGINNING IOS 5 DEVELOPMENT, BRINGING THIS DEFINITIVE GUIDE UP-TO-DATE WITH APPLE'S LATEST AND GREATEST IOS SDK, AS WELL AS WITH THE LATEST VERSION OF XCODE. THERE'S COVERAGE OF BRAND NEW

TECHNOLOGIES, WITH CHAPTERS ON STORYBOARDS AND iCloud, FOR EXAMPLE, AS WELL AS SIGNIFICANT UPDATES TO EXISTING CHAPTERS TO BRING THEM IN LINE WITH ALL THE CHANGES THAT CAME WITH THE iOS 5 SDK. YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST iOS DEVICES, INCLUDING THE iPhone 4S, iPad 2, AND THE LATEST iPod touch. EVERY SINGLE SAMPLE PROGRAM IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING Xcode 4.2 AND THE LATEST iOS 5-SPECIFIC PROJECT TEMPLATES AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST Xcode FEATURES. ASSUMING ONLY A MINIMAL WORKING KNOWLEDGE OF OBJECTIVE-C, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, BEGINNING iOS 5 DEVELOPMENT OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN iPhone, iPad, AND iPod touch PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING Xcode AND THE iOS 5 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS APPLE TOUCH USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND

YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE iPhone FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLite. AND THERE'S MUCH MORE! YOU'LL LEARN TO DRAW USING Quartz 2D AND OpenGL ES, ADD MULTITOUCH GESTURAL SUPPORT (PINCHES AND SWIPES) TO YOUR APPLICATIONS, AND WORK WITH THE CAMERA, PHOTO LIBRARY, ACCELEROMETER, AND BUILT-IN GPS. YOU'LL DISCOVER THE FINE POINTS OF APPLICATION PREFERENCES AND LEARN HOW TO LOCALIZE YOUR APPS FOR MULTIPLE LANGUAGES. THE iOS 5 UPDATE TO THE BESTSELLING AND MOST RECOMMENDED BOOK FOR COCOA TOUCH DEVELOPERS PACKED FULL OF TRICKS, TECHNIQUES, AND ENTHUSIASM FOR THE NEW SDK FROM A DEVELOPER PERSPECTIVE WRITTEN IN AN ACCESSIBLE, EASY-TO-FOLLOW STYLE

BEGINNING iPhone 3 DEVELOPMENT -
DAVID MARK 2017-01-11

ARE YOU A PROGRAMMER LOOKING FOR A NEW CHALLENGE? DOES THE THOUGHT OF BUILDING YOUR VERY OWN iPhone APP MAKE YOUR HEART RACE AND YOUR PULSE QUICKEN? IF SO, BEGINNING iPhone 3 DEVELOPMENT: EXPLORING THE iPhone SDK IS JUST THE BOOK FOR YOU. UPDATED AND REVISED FOR iPhone SDK 3, MANY OF THE DISCUSSIONS IN THE ORIGINAL BOOK HAVE BEEN CLARIFIED TO MAKE SOME OF THE MORE COMPLEX TOPICS EASIER TO UNDERSTAND. IN ADDITION, ALL OF THE PROJECTS HAVE BEEN REBUILT FROM

SCRATCH USING THE SDK 3 TEMPLATES. FOR THE LATEST VERSION OF THIS BOOK FOR SWIFT, SEE BEGINNING IPHONE DEVELOPMENT WITH SWIFT, ISBN 978-1-4842-0410-8. FOR THE LATEST VERSION OF THIS BOOK FOR OBJECTIVE-C, SEE BEGINNING IPHONE DEVELOPMENT: EXPLORING THE IOS SDK, ISBN 978-1-4842-0200-5. ASSUMING ONLY A MINIMAL WORKING KNOWLEDGE OF OBJECTIVE-C, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING YOU THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING APPLE'S FREE IPHONE SDK, AND THEN STEPPING YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE IPHONE APPLICATION. FROM THERE, YOU'LL LEARN TO INTEGRATE ALL THE INTERFACE ELEMENTS IPHONE USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL SEE HOW TO SAVE YOUR DATA USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING SQLite, IPHONE'S BUILT-IN DATABASE MANAGEMENT SYSTEM. IN ADDITION, YOU'LL ALSO LEARN ABOUT CORE

DATA, AN IMPORTANT PERSISTENCE MECHANISM THAT HAS JUST BEEN ADDED WITH SDK 3. AND THERE'S MUCH MORE! YOU'LL LEARN TO DRAW USING QUARTZ 2D AND OPENGL ES, ADD MULTITOUCH GESTURAL SUPPORT (PINCHES AND SWIPES) TO YOUR APPLICATIONS, AND WORK WITH THE CAMERA, PHOTO LIBRARY, ACCELEROMETER, AND BUILT-IN GPS. YOU'LL DISCOVER THE FINE POINTS OF APPLICATION PREFERENCES AND LEARN HOW TO LOCALIZE YOUR APPS FOR MULTIPLE LANGUAGES. YOU CAN DISCOVER MORE ABOUT THIS BOOK, DOWNLOAD SOURCE CODE, AND FIND SUPPORT FORUMS AT THE BOOK'S COMPANION SITE, AT WWW.IPHONEDEVBOOK.COM. THE IPHONE 3 UPDATE TO THE BEST-SELLING AND MOST RECOMMENDED BOOK FOR IPHONE DEVELOPERS PACKED FULL OF TRICKS, TECHNIQUES, AND ENTHUSIASM FOR THE NEW SDK FROM A DEVELOPER PERSPECTIVE THE MOST COMPLETE, USEFUL, AND UP-TO-DATE GUIDE TO ALL THINGS HAVING TO DO WITH APPLE'S IPHONE SDK

MORE IPHONE 3 DEVELOPMENT - DAVID MARK 2010-03-25

INTERESTED IN IPHONE DEVELOPMENT? WANT TO LEARN MORE? WHETHER YOU'RE A SELF-TAUGHT IPHONE DEVELOPMENT GENIUS OR HAVE JUST MADE YOUR WAY THROUGH THE PAGES OF BEGINNING IPHONE 3 DEVELOPMENT, WE HAVE THE PERFECT BOOK FOR YOU. MORE IPHONE 3 DEVELOPMENT: TACKLING IPHONE SDK 3 DIGS DEEPER INTO APPLE'S LATEST SDK. BEST-

SELLING AUTHORS DAVE MARK AND JEFF LAMARCHE EXPLAIN CONCEPTS AS ONLY THEY CAN, COVERING TOPICS LIKE CORE DATA, PEER-TO-PEER NETWORKING USING GAMEKIT AND NETWORK STREAMS, WORKING WITH DATA FROM THE WEB, MAPKIT, IN-APPLICATION E-MAIL, AND MORE. ALL THE CONCEPTS AND APIS ARE CLEARLY PRESENTED WITH CODE SNIPPETS YOU CAN CUSTOMIZE AND USE, AS YOU LIKE, IN YOUR OWN APPS. IF YOU ARE GOING TO WRITE A PROFESSIONAL IPHONE APP, YOU'LL WANT TO GET YOUR ARMS AROUND CORE DATA, AND THERE'S NO BETTER PLACE TO DO SO THAN IN THE PAGES OF THIS BOOK. THE BOOK CONTINUES RIGHT WHERE BEGINNING IPHONE 3 DEVELOPMENT LEFT OFF WITH A SERIES OF CHAPTERS DEVOTED TO CORE DATA, THE STANDARD FOR PERSISTENCE THAT APPLE INTRODUCED TO IPHONE WITH SDK 3. JEFF AND DAVE CAREFULLY STEP THROUGH EACH OF THE CORE DATA CONCEPTS AND SHOW YOU TECHNIQUES AND TIPS SPECIFICALLY FOR WRITING LARGER APPLICATIONS—OFFERING A BREADTH OF COVERAGE YOU WON'T FIND ANYWHERE ELSE. THE CORE DATA COVERAGE ALONE IS WORTH THE PRICE OF ADMISSION. BUT THERE'S SO MUCH MORE. THIS BOOK COVERS A VARIETY OF NETWORKING MECHANISMS, FROM GAMEKIT'S RELATIVELY SIMPLE BLUETOOTH PEER-TO-PEER MODEL, TO THE ADDITION OF BONJOUR DISCOVERY AND NETWORK STREAMS, THROUGH THE COMPLEXITY OF ACCESSING FILES VIA THE WEB. DAVE AND JEFF WILL ALSO

TAKE YOU THROUGH COVERAGE OF CONCURRENT PROGRAMMING AND SOME ADVANCED TECHNIQUES FOR DEBUGGING YOUR APPLICATIONS. WHETHER YOU ARE A RELATIVE NEWCOMER TO IPHONE DEVELOPMENT OR AN OLD HAND LOOKING TO EXPAND YOUR HORIZONS, THERE'S SOMETHING FOR EVERYONE IN MORE IPHONE 3 DEVELOPMENT. NOTE: A FEW OF THE APPS IN THIS BOOK DEMONSTRATE TECHNOLOGIES NOT YET SUPPORTED BY THE SIMULATOR. TO RUN THEM ON YOUR IPHONE OR IPOD TOUCH, YOU'LL NEED TO JOIN ONE OF APPLE'S PAID IPHONE DEVELOPER PROGRAMS.

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 5 - WALLACE WANG 2019-08-07

LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. IN THIS EDITION OF THE BEST SELLING BOOK, YOU'LL ALSO LEARN ABOUT TOUCH GESTURES, TABLE VIEWS, AND COLLECTION VIEWS FOR DISPLAYING DATA ON A USER INTERFACE. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPREHENSIVE COURSE IN IPHONE AND IPAD PROGRAMMING. THE BOOK STARTS WITH A GENTLE INTRODUCTION TO USING XCODE AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. YOU'LL START WITH DESIGNING BASIC USER INTERFACES

*Downloaded from
ect2018.fpune.edu.py on
by guest*

AND THEN EXPLORE MORE SOPHISTICATED ONES THAT INVOLVE MULTIPLE SCREENS SUCH AS NAVIGATION CONTROLLERS, TAB BARS, TOOL BARS, PAGE VIEWS, AND SPLIT VIEWS THAT ARE PARTICULARLY USEFUL ON THE LARGER SCREENS OF THE IPAD AND CERTAIN IPHONE MODELS. AND THERE'S MUCH MORE! BEGINNING IPHONE DEVELOPMENT WITH SWIFT 5 COVERS THE BASIC INFORMATION YOU NEED TO GET UP AND RUNNING QUICKLY TO TURN YOUR GREAT IDEAS INTO WORKING IOS APPS. ONCE YOU'RE READY, MOVE ON TO PRO IPHONE DEVELOPMENT WITH SWIFT 5 TO LEARN MORE OF THE REALLY UNIQUE ASPECTS OF IOS PROGRAMMING AND THE SWIFT LANGUAGE. WHAT YOU WILL LEARN DISCOVER WHAT DATA PERSISTENCE IS, AND WHY IT'S IMPORTANT BUILD COOL, CRISP USER INTERFACES DISPLAY DATA IN TABLE VIEWS WORK WITH ALL THE MOST COMMONLY USED IOS FRAMEWORKS WHO THIS BOOK IS FOR ASPIRING IOS APP DEVELOPERS NEW TO THE APPLE SWIFT PROGRAMMING LANGUAGE AND/OR THE IOS SDK.

BEGINNING IOS 6 DEVELOPMENT -
DAVID MARK 2013-05-30

THE TEAM THAT BROUGHT YOU THE BESTSELLING BEGINNING IPHONE DEVELOPMENT IS BACK AGAIN FOR BEGINNING IOS 6 DEVELOPMENT, BRINGING THIS DEFINITIVE GUIDE UP-TO-DATE WITH APPLE'S LATEST AND GREATEST IOS 6 SDK, AS WELL AS WITH THE LATEST VERSION OF XCODE. THERE'S COVERAGE OF BRAND NEW TECHNOLOGIES, WITH CHAPTERS ON

STORYBOARDS AND ICLOUD, FOR EXAMPLE, AS WELL AS SIGNIFICANT UPDATES TO EXISTING CHAPTERS TO BRING THEM IN LINE WITH ALL THE CHANGES THAT CAME WITH THE IOS 6 SDK. YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST IOS DEVICES, INCLUDING THE IPHONE 4S, IPAD 2, AND THE LATEST IPOD TOUCH. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING LATEST XCODE AND THE LATEST 64-BIT IOS 6-SPECIFIC PROJECT TEMPLATES AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. ASSUMING ONLY A MINIMAL WORKING KNOWLEDGE OF OBJECTIVE-C, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, BEGINNING IOS 6 DEVELOPMENT OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE, IPAD, AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE AND THE IOS 6 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS APPLE TOUCH USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND

YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLITE. AND THERE'S MUCH MORE! YOU'LL LEARN TO DRAW USING QUARTZ 2D AND OPENGL ES, ADD MULTITOUCH GESTURAL SUPPORT (PINCHES AND SWIPES) TO YOUR APPLICATIONS, AND WORK WITH THE CAMERA, PHOTO LIBRARY, ACCELEROMETER, AND BUILT-IN GPS. YOU'LL DISCOVER THE FINE POINTS OF APPLICATION PREFERENCES AND LEARN HOW TO LOCALIZE YOUR APPS FOR MULTIPLE LANGUAGES. THE IOS 6 UPDATE TO THE BESTSELLING AND MOST RECOMMENDED BOOK FOR COCOA TOUCH DEVELOPERS PACKED FULL OF TRICKS, TECHNIQUES, AND ENTHUSIASM FOR THE NEW SDK FROM A DEVELOPER PERSPECTIVE WRITTEN IN AN ACCESSIBLE, EASY-TO-FOLLOW STYLE *IOS RECIPES* - MATT DRANCE 2011 FORMER APPLE EVANGELIST DRANCE AND EXPERT GRAPHICAL-SYSTEMS PROGRAMMER WARREN SHOW HOW TO WRITE SPLASH SCREENS AND EMBEDDED WEB BROWSERS THAT ARE EASILY DROPPED INTO ANY PROJECT.

BEGINNING ARKIT FOR IPHONE AND IPAD

- WALLACE WANG 2018-11-05
EXPLORE HOW TO USE ARKIT TO CREATE IOS APPS AND LEARN THE BASICS OF AUGMENTED REALITY WHILE DIVING INTO ARKIT SPECIFIC TOPICS. THIS BOOK REVEALS HOW AUGMENTED REALITY ALLOWS YOU TO VIEW THE SCREEN ON AN IOS DEVICE, AIM THE

CAMERA AT A NEARBY SCENE, AND VIEW BOTH THE REAL ITEMS IN THAT SCENE AS WELL AS A GRAPHIC IMAGE OVERLAID ON TO THAT SCENE. YOU'LL START BY ACCESSING THE CAMERA AND TEACHING YOUR APP TO TRACK THE WORLD AROUND ITS DEVICE. YOU'LL THEN SEE HOW TO POSITION NODES AND CREATE AUGMENTED REALITY SHAPES AND TEXTURES. NEXT YOU'LL HAVE YOUR CREATIONS INTERACT WITH THEIR ENVIRONMENT BY PROGRAMMING WORKABLE PHYSICS, DETECTING PLANES, MEASURING DISTANCE, AND APPLYING VIRTUAL FORCE. FINALLY YOU'LL LEARN HOW TO HIT TEST AND TROUBLESHOOT YOUR APPLICATIONS TO ENSURE THEY INTERACT WITH THE REAL WORLD AROUND THEM SEAMLESSLY. ARKIT IS APPLE'S SOFTWARE FRAMEWORK FOR CREATING AUGMENTED REALITY APPS ON IOS DEVICES SUCH AS THE IPHONE AND IPAD. UNLIKE VIRTUAL REALITY THAT CREATES AN ENTIRELY ARTIFICIAL WORLD FOR THE USER TO VIEW AND EXPLORE, BEGINNING ARKIT FOR IPHONE AND IPAD WILL SHOW YOU HOW AUGMENTED REALITY PLACES ARTIFICIAL ITEMS IN AN ACTUAL SCENE DISPLAYED BY AN IOS DEVICE'S CAMERA. WHAT YOU'LL LEARN ACCESS THE CAMERA USE ARKIT'S HIT TESTING FOR TRACKED GEOMETRY APPLY AND COMBINE REAL WORLD AND VIRTUAL PHYSICS WHO THIS BOOK IS FOR PROGRAMMERS FAMILIAR WITH THE BASICS OF SWIFT PROGRAMMING WHO WANT TO DIVE INTO DEVELOPING IOS APPLICATIONS WITH SWIFT.

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 2 - DAVID MARK
2015-12-18

THIS IS THE DEFINITIVE GUIDE TO THE SWIFT PROGRAMMING LANGUAGE AND THE iOS 9 SDK, AND THE SOURCE CODE HAS BEEN UPDATED TO REFLECT XCODE 7 AND SWIFT 2. THERE'S UP-TO-DATE COVERAGE OF NEW APPLE TECHNOLOGIES AS WELL AS SIGNIFICANT UPDATES TO EXISTING MATERIAL. YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST iOS DEVICES. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING THE LATEST XCODE AND THE LATEST 64-BIT iOS 9-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE NEW SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE, IPAD, AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE AND THE iOS 9 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS iOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN

PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLITE. AND THERE'S MUCH MORE! WHAT YOU WILL LEARN: EVERYTHING YOU NEED TO KNOW TO DEVELOP YOUR OWN BESTSELLING IPHONE AND IPAD APPS UTILIZING SWIFT PLAYGROUNDS BEST PRACTICES FOR OPTIMIZING YOUR CODE AND DELIVERING GREAT USER EXPERIENCES“/LI> WHAT DATA PERSISTENCE IS, AND WHY IT'S IMPORTANT GET STARTED WITH BUILDING COOL, CRISP USER INTERFACES HOW TO DISPLAY DATA IN TABLE VIEWS HOW TO DRAW TO THE SCREEN USING CORE GRAPHICS HOW TO USE iOS SENSOR CAPABILITIES TO MAP YOUR WORLD HOW TO GET YOUR APP TO WORK WITH iCloud AND MORE WHO THIS BOOK IS FOR: *ESSENTIAL iOS BUILD AND RELEASE* - RON ROCHE 2012 "A COMPREHENSIVE GUIDE TO BUILDING, PACKAGING, AND DISTRIBUTION"-- COVER. *BEGINNING iOS 7 DEVELOPMENT* - JACK NUTTING 2014-03-31 THE TEAM THAT BROUGHT YOU THE BESTSELLING BEGINNING IPHONE DEVELOPMENT IS BACK AGAIN FOR BEGINNING iOS 7 DEVELOPMENT, BRINGING THIS DEFINITIVE GUIDE UP-TO-

DATE WITH APPLE'S LATEST AND GREATEST IOS 7 SDK, AS WELL AS WITH THE LATEST VERSION OF XCODE. THERE'S COVERAGE OF BRAND-NEW TECHNOLOGIES, INCLUDING A NEW CHAPTER ON APPLE'S SPRITE KIT FRAMEWORK FOR GAME DEVELOPMENT, AS WELL AS SIGNIFICANT UPDATES TO EXISTING MATERIAL. YOU'LL HAVE EVERYTHING YOU NEED TO CREATE YOUR VERY OWN APPS FOR THE LATEST IOS DEVICES. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING LATEST XCODE AND THE LATEST 64-BIT IOS 7-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. ASSUMING ONLY A MINIMAL WORKING KNOWLEDGE OF OBJECTIVE-C, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, BEGINNING IOS 7 DEVELOPMENT OFFERS A COMPLETE SOUP-TO-NUTS COURSE IN IPHONE, IPAD, AND IPOD TOUCH PROGRAMMING. THE BOOK STARTS WITH THE BASICS, WALKING THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE AND THE IOS 7 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. FROM THERE, YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE

BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE IPHONE FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLITE. AND THERE'S MUCH MORE!

BEGINNING IPHONE 4 DEVELOPMENT - DAVE MARK 2011

A PROGRAMMER'S MANUAL FOR CREATING A VARIETY OF IPHONE APPLICATIONS PROVIDES A COMPLETE COURSE IN IPHONE, IPAD, AND IPOD TOUCH PROGRAMMING FUNDAMENTALS, INCLUDING HOW TO DOWNLOAD AND INSTALL THE IOS SDK 4, HOW TO MASTER INTERFACE ELEMENTS, AND HOW TO SAVE AND RETRIEVE DATA WITH SQLITE.

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 3 - MOLLY MASKREY 2016-11-17

CREATE YOUR VERY OWN APPS FOR THE LATEST IOS DEVICES. YOU'LL START WITH THE BASICS, AND THEN WORK YOUR WAY THROUGH THE PROCESS OF DOWNLOADING AND INSTALLING XCODE AND THE IOS 10 SDK, AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, BEGINNING IPHONE DEVELOPMENT WITH SWIFT 3 OFFERS A COMPREHENSIVE COURSE IN IPHONE AND IPAD PROGRAMMING. IN THIS THIRD EDITION OF THE BEST-SELLING BOOK,

*Downloaded from
ect2018.fpune.edu.py on
by guest*

YOU'LL LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS iOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING THE LATEST XCODE AND THE LATEST iOS 10-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST XCODE FEATURES. DISCOVER BRAND-NEW TECHNOLOGIES, AS WELL AS SIGNIFICANT UPDATES TO EXISTING TOOLS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN HOW TO SAVE YOUR DATA USING THE iOS FILE SYSTEM. YOU'LL ALSO LEARN HOW TO SAVE AND RETRIEVE YOUR DATA USING A VARIETY OF PERSISTENCE TECHNIQUES, INCLUDING CORE DATA AND SQLite. AND THERE'S MUCH MORE!

WHAT YOU WILL LEARN DEVELOP YOUR OWN BESTSELLING iPhone AND iPad APPS UTILIZE SWIFT PLAYGROUNDS DISPLAY DATA IN TABLE VIEWS DRAW TO THE SCREEN USING CORE GRAPHICS USE iOS SENSOR CAPABILITIES TO MAP YOUR WORLD GET YOUR APP TO WORK WITH iCloud AND MORE WHO THIS BOOK IS FOR ANYONE WHO WANTS TO START DEVELOPING FOR iPhone AND iPad.

IOS DEVELOPMENT WITH SWIFT -
CRAIG GRUMMITT 2017-11-13
SUMMARY IOS DEVELOPMENT WITH SWIFT IS A HANDS-ON GUIDE TO

CREATING APPS FOR iPhone AND iPad USING THE SWIFT LANGUAGE. INSIDE, YOU'LL BE GUIDED THROUGH EVERY STEP OF THE PROCESS FOR BUILDING AN APP, FROM FIRST IDEA TO APP STORE. THIS BOOK FULLY COVERS SWIFT 4, XCODE 9, AND iOS 1. OUR VIDEO COURSE, iOS DEVELOPMENT WITH SWIFT IN MOTION, IS THE PERFECT COMPANION TO THIS BOOK, FEATURING EVEN MORE PROJECTS AND EXAMPLES FOR YOU TO DIG INTO IN THE EXCITING WORLD OF iOS DEVELOPMENT. FIND OUT MORE AT OUR WEBSITE: [WWW.MANNING.COM/LIVEVIDEO/IOS-DEVELOPMENT-WITH-SWIFT-LV](http://www.manning.com/livevideo/ios-development-with-swift-lv) PURCHASE OF THE PRINT BOOK INCLUDES A FREE eBook IN PDF, KINDLE, AND EPUB FORMATS FROM MANNING PUBLICATIONS. ABOUT THE TECHNOLOGY ONE BILLION iPhone USERS ARE WAITING FOR THE NEXT AMAZING APP. IT'S TIME FOR YOU TO BUILD IT! APPLE'S SWIFT LANGUAGE MAKES iOS DEVELOPMENT EASIER THAN EVER, OFFERING MODERN LANGUAGE FEATURES, SEAMLESS INTEGRATION WITH ALL iOS LIBRARIES, AND THE TOP-NOTCH XCODE DEVELOPMENT ENVIRONMENT. AND WITH THIS BOOK, YOU'LL GET STARTED FAST. ABOUT THE BOOK iOS DEVELOPMENT WITH SWIFT IS A HANDS-ON GUIDE TO CREATING iOS APPS. IT TAKES YOU THROUGH THE EXPERIENCE OF BUILDING AN APP—FROM IDEA TO APP STORE. AFTER SETTING UP YOUR DEV ENVIRONMENT, YOU'LL LEARN THE BASICS BY EXPERIMENTING IN SWIFT PLAYGROUNDS. THEN YOU'LL BUILD A

SIMPLE APP LAYOUT, ADDING FEATURES LIKE ANIMATIONS AND UI WIDGETS. ALONG THE WAY, YOU'LL RETRIEVE, FORMAT, AND DISPLAY DATA; INTERACT WITH THE CAMERA AND OTHER DEVICE FEATURES; AND TOUCH ON CLOUD AND NETWORKING BASICS. WHAT'S INSIDE CREATE ADAPTIVE LAYOUTS STORE AND MANAGE DATA LEARN TO WRITE AND DEBUG SWIFT CODE PUBLISH TO THE APP STORE COVERS SWIFT 4, XCODE 9, AND IOS 11 ABOUT THE READER WRITTEN FOR INTERMEDIATE WEB OR MOBILE DEVELOPERS. NO PRIOR EXPERIENCE WITH SWIFT ASSUMED. ABOUT THE AUTHOR CRAIG GRUMMITT IS A SUCCESSFUL DEVELOPER, INSTRUCTOR, AND MENTOR. HIS IOS APPS HAVE HAD OVER 100,000 DOWNLOADS COMBINED! TABLE OF CONTENTS PART 1 - INTRODUCING XCODE AND SWIFT Your first IOS APPLICATION INTRODUCTION TO SWIFT PLAYGROUNDS SWIFT OBJECTS PART 2 - BUILDING YOUR INTERFACE VIEW CONTROLLERS, VIEWS, AND OUTLETS USER INTERACTION ADAPTIVE LAYOUT MORE ADAPTIVE LAYOUT KEYBOARD NOTIFICATIONS, ANIMATION, AND SCROLLING PART 3 - BUILDING YOUR APP TABLES AND NAVIGATION COLLECTIONS, SEARCHING, SORTING, AND TAB BARS LOCAL DATA PERSISTENCE DATA PERSISTENCE IN iCloud GRAPHICS AND MEDIA NETWORKING DEBUGGING AND TESTING PART 4 - FINALIZING YOUR APP DISTRIBUTING YOUR APP WHAT'S NEXT?

IPHONE IOS 4 DEVELOPMENT ESSENTIALS - NEIL SMYTH
2011-02-15

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 4 - MOLLY K. MASKREY 2017

IOS 4 IN ACTION - JOCELYN HARRINGTON 2011

"IOS 4 IN ACTION," A COMPLETELY UPDATED EDITION OF "IPHONE AND IPAD IN ACTION," GOES BEYOND THE BASICS OF IPHONE OS DEVELOPMENT, TO PROVIDE READERS WITH EVERYTHING THEY NEED TO CREATE FULLY FUNCTIONAL, STORE-READY APPS.

IPHONE OPEN APPLICATION DEVELOPMENT - JONATHAN ZDZIARSKI
2008-03-10

CERTAIN TECHNOLOGIES BRING OUT EVERYONE'S HIDDEN GEEK, AND IPHONE DID THE MOMENT IT WAS RELEASED. EVEN THOUGH APPLE CREATED IPHONE AS A CLOSED DEVICE, TENS OF THOUSANDS OF DEVELOPERS BOUGHT THEM WITH THE EXPRESS PURPOSE OF DESIGNING AND RUNNING THIRD-PARTY SOFTWARE. IN THIS CLEAR AND CONCISE BOOK, VETERAN HACKER JONATHAN ZDZIARSKI -- ONE OF THE ORIGINAL HACKERS OF THE IPHONE -- EXPLAINS THE IPHONE'S NATIVE ENVIRONMENT AND HOW YOU CAN BUILD SOFTWARE FOR THIS DEVICE USING ITS OBJECTIVE-C, C, AND C++ DEVELOPMENT FRAMEWORKS. IPHONE OPEN APPLICATION DEVELOPMENT WALKS YOU THROUGH THE IPHONE'S NATIVE DEVELOPMENT ENVIRONMENT, OFFERS AN OVERVIEW OF THE OBJECTIVE-C

LANGUAGE YOU'LL USE WITH IT, AND SUPPLIES BACKGROUND FOR THE IPHONE OPERATING SYSTEM. YOU ALSO GET DETAILED RECIPES AND WORKING EXAMPLES FOR EVERYONE'S FAVORITE IPHONE FEATURES -- GRAPHICS AND AUDIO PROGRAMMING, INTERFACES FOR ADDING MULTITOUCH FUNCTIONALITY TO GAMES, THE USE OF HARDWARE SENSORS, AND THE DEVICE'S VAST USER INTERFACE KIT. THIS BOOK EXPLAINS: HOW TO ACCESS THE IPHONE'S UNDERLYING OPERATING SYSTEM THE MAKEUP OF AN IPHONE APPLICATION HOW TO GET THE OPEN SOURCE TOOL CHAIN RUNNING ON YOUR DESKTOP THE IPHONE'S CORE USER INTERFACE FRAMEWORK, WHICH IS HEAVILY TIED TO MAJOR APPLICATION-LEVEL FUNCTIONS USING THE MANY TOUTED IPHONE FEATURES SUCH AS MULTITOUCH, HARDWARE SENSORS, AND GESTURES INTERCEPTING AND HANDLING EVENT NOTIFICATIONS FOR MANY IPHONE-RELATED EVENTS RAW VIDEO SURFACES AND 3D TRANSFORMATIONS THAT TAKE YOU DEEPER INTO ADVANCED GRAPHICS ON THE IPHONE HOW TO RECORD AND PLAY SIMPLE SOUNDS AND INTERCEPT SOUND EVENTS ADVANCED DIGITAL AUDIO OUTPUT USING APPLE'S NEW AUDIO TOOLBOX FRAMEWORK ADVANCED USER INTERFACE COMPONENTS SUCH AS SECTION LISTS, KEYBOARDS, AND IMAGE MANIPULATION THE APPENDIX INCLUDES A COMPENDIUM OF MISCELLANEOUS CODE EXAMPLES FOR COOL APPLICATION FEATURES, SUCH AS USING THE CAMERA AND CREATING A

COVERFLOW®-LIKE ALBUM BROWSER. THIS BOOK IS A TRUE HACKER'S BOOK, DESIGNED FOR THE MILLIONS OF USERS WHO HAVE RUN THIRD PARTY APPLICATIONS ON THEIR IPHONE, BUT ITS CONCEPTS AND CODE EXAMPLES HAVE SHOWN TO BE REMARKABLY SIMILAR TO APPLE'S OFFICIAL SDK, MAKING THIS BOOK A VALUABLE RESOURCE FOR BOTH CAMPS. ANY PROGRAMMER CAN USE THIS BOOK TO WRITE APPLICATIONS WITH THE SAME SPECTACULAR EFFECTS THAT MADE THE DEVICE AN IMMEDIATE HIT, AND IMPRESS USERS JUST AS MUCH AS THE OFFICIAL IPHONE SOFTWARE DOES. THAT PROGRAMMER CAN EASILY BE YOU. BEGINNING IPHONE SDK PROGRAMMING WITH OBJECTIVE-C - WEI-MENG LEE 2010-01-05 EVERYTHING YOU NEED TO KNOW TO START CREATING NATIVE APPLICATIONS FOR THE IPHONE AND IPOD TOUCH THE IPHONE SDK AND THE XCODE TOOLS ARE THE OFFICIAL APPLE TOOLS USED FOR CREATING NATIVE IPHONE APPLICATIONS. THIS INFORMATION-PACKED BOOK PRESENTS A COMPLETE INTRODUCTION TO THE IPHONE SDK AND THE XCODE TOOLS, AS WELL AS THE OBJECTIVE-C LANGUAGE THAT IS NECESSARY TO CREATE THESE NATIVE APPLICATIONS. SOLID COVERAGE AND REAL-WORLD EXAMPLES WALK YOU THROUGH THE PROCESS FOR DEVELOPING MOBILE APPLICATIONS FOR THE IPHONE THAT CAN THEN BE DISTRIBUTED THROUGH APPLE'S ITUNES APPLICATION STORE. THE HANDS-ON APPROACH SHOWS YOU HOW TO

DEVELOP YOUR FIRST IPHONE APPLICATION WHILE GETTING YOU ACQUAINTED WITH THE IPHONE SDK AND THE ARRAY OF XCODE TOOLS. A THOROUGH TUTORIAL ON THE FEATURES AND SYNTAX OF THE OBJECTIVE-C LANGUAGE HELPS YOU GET THE MOST OUT OF THE IPHONE SDK, AND AN IN-DEPTH LOOK AT THE FEATURES OF THE IPHONE SDK ENABLES YOU TO MAXIMIZE EACH OF THESE FEATURES IN YOUR APPLICATIONS. PROVIDES AN INTRODUCTORY LOOK AT HOW THE IPHONE SDK AND XCODE TOOLS WORK WITH THE OBJECTIVE-C LANGUAGE TO CREATE NATIVE IPHONE APPLICATIONS FAMILIARIZES YOU WITH THE LATEST VERSION OF THE IPHONE SDK AND THE NEWEST XCODE TOOLS THAT SHIP WITH SNOW LEOPARD WALKS YOU THROUGH DEVELOPING YOUR FIRST IPHONE APPLICATIONS FOCUSES ON THE FEATURES AND SYNTAX OF THE OBJECTIVE-C LANGUAGE SO THAT YOU CAN GET THE MOST OUT OF THE IPHONE SDK WITH THIS HANDS-ON GUIDE, YOU'LL QUICKLY GET STARTED DEVELOPING APPLICATIONS FOR THE IPHONE WITH BOTH THE IPHONE SDK AND THE LATEST XCODE TOOLS. NOTE: CD-ROM/DVD AND OTHER SUPPLEMENTARY MATERIALS ARE NOT INCLUDED AS PART OF EBOOK FILE. BEGINNING IPHONE 4 DEVELOPMENT - DAVID MARK 2011-01-28 BEGINNING IPHONE 4 DEVELOPMENT IS HERE! THE AUTHORS OF THE BESTSELLING BEGINNING IPHONE 3 DEVELOPMENT ARE BACK, WITH THE SAME EXCELLENT MATERIAL

COMPLETELY UPDATED FOR IOS 4 AND WRITTEN FROM THE GROUND UP USING THE LATEST VERSION OF APPLE'S XCODE 3. ALL SOURCE CODE HAS BEEN UPDATED TO USE THE LATEST XCODE TEMPLATES AND CURRENT APIS, AND ALL-NEW SCREENSHOTS SHOW XCODE 3 IN ACTION. BEGINNING IPHONE 4 DEVELOPMENT IS A COMPLETE COURSE IN IOS 4 APPS DEVELOPMENT. YOU'LL MASTER TECHNIQUES THAT WORK ON IPHONE, IPAD, AND IPOD TOUCH. WE START WITH THE BASICS, SHOWING YOU HOW TO DOWNLOAD AND INSTALL THE TOOLS YOU'LL NEED, AND HOW TO CREATE YOUR FIRST SIMPLE APPLICATION. NEXT YOU'LL LEARN TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN TECHNIQUES TO SAVE AND RETRIEVE YOUR DATA USING SQLITE, IPHONE'S BUILT-IN DATABASE MANAGEMENT SYSTEM AND CORE DATA, THE STANDARD FOR PERSISTENCE THAT APPLE BROUGHT TO IOS WITH THE RELEASE OF SDK 3. AND THERE'S MUCH MORE! YOU'LL LEARN TO DRAW USING QUARTZ 2D AND OPENGL ES, ADD MULTITOUCH GESTURAL SUPPORT (PINCHES AND SWIPES) TO YOUR APPLICATIONS, AND WORK WITH THE CAMERA, PHOTO LIBRARY,

ACCELEROMETER, AND BUILT-IN GPS. YOU'LL DISCOVER THE FINE POINTS OF APPLICATION PREFERENCES AND LEARN HOW TO LOCALIZE YOUR APPS FOR MULTIPLE LANGUAGES. YOU'LL ALSO LEARN HOW TO USE THE NEW CONCURRENCY APIS INCLUDED IN IOS 4, AND MAKE ROBUST MULTITHREADED APPLICATIONS USING GRAND CENTRAL DISPATCH. THE IPHONE 4 UPDATE TO THE BEST-SELLING AND MOST RECOMMENDED BOOK FOR COCOA TOUCH DEVELOPERS WRITTEN IN AN ACCESSIBLE, EASY-TO-FOLLOW STYLE FULL OF USEFUL TIPS AND TECHNIQUES TO HELP YOU BECOME AN IOS PRO NOTE: FOR IPHONE 4S OR IOS 5 APPS DEVELOPMENT, PLEASE INSTEAD CHECK OUT THE NEXT EDITION OF THIS BOOK, BEGINNING IOS 5 DEVELOPMENT - NOW AVAILABLE.

HEAD FIRST IPHONE AND IPAD DEVELOPMENT - DAN PILONE
2013-12-18

PROVIDES INFORMATION ON USING IOS SDK TOOLS TO CREATE APPLICATIONS FOR THE IPHONE AND THE IPAD.

IPHONE SDK APPLICATION DEVELOPMENT - JONATHAN ZDZIARSKI
2009-01-21

THIS PRACTICAL BOOK OFFERS THE KNOWLEDGE AND CODE YOU NEED TO CREATE CUTTING-EDGE MOBILE APPLICATIONS AND GAMES FOR THE IPHONE AND IPOD TOUCH, USING APPLE'S IPHONE SDK. IPHONE SDK APPLICATION DEVELOPMENT INTRODUCES YOU TO THIS DEVELOPMENT PARADIGM AND THE OBJECTIVE-C LANGUAGE IT USES WITH

NUMEROUS EXAMPLES, AND ALSO WALKS YOU THROUGH THE MANY SDK FRAMEWORKS NECESSARY FOR DESIGNING FULL-FEATURED APPLICATIONS. THIS BOOK WILL HELP YOU: DESIGN USER INTERFACE ELEMENTS WITH INTERFACE BUILDER AND THE UI KIT FRAMEWORK CREATE APPLICATION CONTROLS, SUCH AS WINDOWS AND NAVIGATION BARS BUILD AND MANAGE LAYERS AND TRANSFORMATIONS USING CORE GRAPHICS AND QUARTZ CORE MIX AND PLAY SOUND FILES USING AVFOUNDATION, AND RECORD AND PLAY BACK DIGITAL SOUND STREAMS USING AUDIO TOOLBOX HANDLE NETWORK PROGRAMMING WITH THE CFNETWORK FRAMEWORK USE THE CORE LOCATION FRAMEWORK TO INTERACT WITH THE IPHONE'S GPS ADD MOVIE PLAYERS TO YOUR APPLICATION IPHONE SDK APPLICATION DEVELOPMENT WILL BENEFIT EXPERIENCED DEVELOPERS AND THOSE JUST STARTING OUT ON THE IPHONE. IMPORTANT DEVELOPMENT CONCEPTS ARE EXPLAINED THOROUGHLY, AND ENOUGH ADVANCED EXAMPLES ARE PROVIDED TO MAKE THIS BOOK A GREAT REFERENCE ONCE YOU BECOME AN EXPERT.

MORE IPHONE DEVELOPMENT WITH OBJECTIVE-C - KEVIN KIM
2015-05-21

IF YOU ARE LOOKING TO EXTEND YOUR IOS PROGRAMMING SKILLS BEYOND THE BASICS THEN MORE IPHONE DEVELOPMENT WITH OBJECTIVE-C IS FOR YOU. AUTHORS DAVE MARK, JAYANT VARMA, JEFF LAMARCHE, ALEX

HOROVITZ, AND KEVIN KIM EXPLAIN CONCEPTS AS ONLY THEY CAN—WITH CODE SNIPPETS YOU CAN CUSTOMIZE AND USE, AS YOU LIKE, IN YOUR OWN APPS. MORE IPHONE DEVELOPMENT WITH OBJECTIVE-C IS AN INDEPENDENT COMPANION TO BEGINNING IPHONE DEVELOPMENT WITH OBJECTIVE-C. THAT IS, IT IS A PERFECT SECOND BOOK, BUT IT IS ALSO A GREAT BOOK FOR THOSE LOOKING TO IMPROVE THEIR SKILLS WHO HAVE ALREADY PROGRAMMED FOR IOS. IN PARTICULAR IT INCLUDES A SERIES OF CHAPTERS DEVOTED TO CORE DATA, THE STANDARD FOR APPLE PERSISTENCE. THE AUTHORS CAREFULLY STEP THROUGH EACH CORE DATA CONCEPT AND SHOW TECHNIQUES AND TIPS SPECIFICALLY FOR WRITING LARGER APPS—OFFERING A BREADTH OF COVERAGE YOU WON'T FIND ANYWHERE ELSE. MORE IPHONE DEVELOPMENT WITH OBJECTIVE-C COVERS A VARIETY OF OTHER TOPICS, INCLUDING MULTIPLEER CONNECTIVITY'S RELATIVELY SIMPLE BLUETOOTH/WIFI PEER-TO-PEER MODEL, MAPKIT, AND MEDIA LIBRARY ACCESS AND PLAYBACK SO THAT YOUR APPLICATIONS CAN UTILIZE MEDIA ON YOUR USERS' COMPUTER. YOU'LL ALSO FIND COVERAGE OF INTERFACE BUILDER, LIVE PREVIEWS AND CUSTOM CONTROLS AND SOME ADVANCED TECHNIQUES FOR DEBUGGING YOUR APPLICATIONS. THE BOOK IS FILLED WITH USEFUL TOPICS THAT WILL BRING YOUR PROGRAMS UP-TO-DATE WITH THE NEW FUNCTIONALITY BUILT INTO IOS.

PROGRAMMING IOS 6 - MATT NEUBURG 2013

PROVIDES INFORMATION ON USING IOS 6 TO CREATE APPLICATIONS FOR THE IPHONE, IPAD, AND IPOD TOUCH. BEGINNING IPHONE 4 DEVELOPMENT - DAVID MARK 2011-08-05 BEGINNING IPHONE 4 DEVELOPMENT IS HERE! THE AUTHORS OF THE BESTSELLING BEGINNING IPHONE 3 DEVELOPMENT ARE BACK, WITH THE SAME EXCELLENT MATERIAL COMPLETELY UPDATED FOR IOS 4 AND WRITTEN FROM THE GROUND UP USING THE LATEST VERSION OF APPLE'S XCODE 3. ALL SOURCE CODE HAS BEEN UPDATED TO USE THE LATEST XCODE TEMPLATES AND CURRENT APIS, AND ALL-NEW SCREENSHOTS SHOW XCODE 3 IN ACTION. BEGINNING IPHONE 4 DEVELOPMENT IS A COMPLETE COURSE IN IOS 4 APPS DEVELOPMENT. YOU'LL MASTER TECHNIQUES THAT WORK ON IPHONE, IPAD, AND IPOD TOUCH. WE START WITH THE BASICS, SHOWING YOU HOW TO DOWNLOAD AND INSTALL THE TOOLS YOU'LL NEED, AND HOW TO CREATE YOUR FIRST SIMPLE APPLICATION. NEXT YOU'LL LEARN TO INTEGRATE ALL THE INTERFACE ELEMENTS IOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. YOU'LL MASTER A VARIETY OF DESIGN PATTERNS, FROM THE SIMPLEST SINGLE VIEW TO COMPLEX HIERARCHICAL DRILL-DOWNS. THE CONFUSING ART OF TABLE BUILDING WILL BE DEMYSTIFIED, AND YOU'LL LEARN TECHNIQUES TO SAVE AND

RETRIEVE YOUR DATA USING SQLITE, IPHONE'S BUILT-IN DATABASE MANAGEMENT SYSTEM AND CORE DATA, THE STANDARD FOR PERSISTENCE THAT APPLE BROUGHT TO IOS WITH THE RELEASE OF SDK 3. AND THERE'S MUCH MORE! YOU'LL LEARN TO DRAW USING QUARTZ 2D AND OPENGL ES, ADD MULTITOUCH GESTURAL SUPPORT (PINCHES AND SWIPES) TO YOUR APPLICATIONS, AND WORK WITH THE CAMERA, PHOTO LIBRARY, ACCELEROMETER, AND BUILT-IN GPS. YOU'LL DISCOVER THE FINE POINTS OF APPLICATION PREFERENCES AND LEARN HOW TO LOCALIZE YOUR APPS FOR

MULTIPLE LANGUAGES. YOU'LL ALSO LEARN HOW TO USE THE NEW CONCURRENCY APIS INCLUDED IN IOS 4, AND MAKE ROBUST MULTITHREADED APPLICATIONS USING GRAND CENTRAL DISPATCH. THE IPHONE 4 UPDATE TO THE BEST-SELLING AND MOST RECOMMENDED BOOK FOR COCOA TOUCH DEVELOPERS WRITTEN IN AN ACCESSIBLE, EASY-TO-FOLLOW STYLE FULL OF USEFUL TIPS AND TECHNIQUES TO HELP YOU BECOME AN IOS PRO NOTE: FOR IPHONE 4S OR IOS 5 APPS DEVELOPMENT, PLEASE INSTEAD CHECK OUT THE NEXT EDITION OF THIS BOOK, BEGINNING IOS 5 DEVELOPMENT - NOW AVAILABLE.