

Advanced Ios 6 Developers Cookbook

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iOS Drawing Erica Sadun 2013-10-15 Covers iOS 7 and Xcode 5 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see *iOS Auto Layout Demystified*, *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*. informit.com/sadun To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

iPad iOS 4 Development Essentials - Xcode 4 Edition Neil Smyth 2011-05-12

iOS 11 Swift Programming Cookbook Vandad Nahavandipoor 2017-12-06 iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

iOS Auto Layout Demystified Erica Sadun 2013 Auto Layout re-imagines the way developers create user interfaces. It provides a flexible and powerful system that describes how views and their content relate to each other and to the windows and superviews they occupy. In contrast to older design approaches,

this technology offers incredible control over layout with a wider range of customization than frames, springs, and struts can express. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers learn how to use Auto Layout effectively, even masterfully, by providing an abundance of examples alongside plenty of explanations and tips. Instead of struggling with class documentation, you learn in simple steps how the system works and why it's far more powerful than you first imagined. You read about common design scenarios and discover best practices that make Auto Layout a pleasure rather than a chore to use. Sadun includes examples of non-obvious ways to use Auto Layout to build interactive elements, animations, and other features beyond what you might normally lay out in Interface Builder to help expand the reader's design possibilities. With this book you will learn

- The basic concepts that form the foundation of Auto Layout
- How to create clear and satisfiable rules of your layout, called constraints
- How to work effectively with the Interface Builder Layout
- What visual constraints look like, how to work with them, and how they are used in your projects
- How to debug constraints
- How to design interfaces when working with Auto Layout
- Effective solutions to the most common real-world problems and challenges

Approximately 238 pages. For related content by author Erica Sadun, see *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*.

iOS UICollectionView Ash Furrow 2013-04-19 *iOS UICollectionView: The Complete Guide* teaches you everything you need to know to take advantage of Apple's new user interface, UICollectionView. UICollectionView is a content- and layout-agnostic tool that developers can use to display content in applications. User interfaces created with collection views are some of the most immersive and distinctive interfaces in iOS applications. But to get the most out of UICollectionView, developers need to understand its complexity. Author and iOS developer Ash Furrow shows you how to leverage this amazing tool to create intuitive, immersive experiences within your own applications. In this book he provides a wide variety of examples and sample code in each chapter, all of which can be downloaded at <http://ashfurrow.com/uicollectionview-the-complete-guide>. Coverage includes

- A brief introduction to the Model View Controller paradigm, which is used throughout the book
- How to set up UICollectionView, using .xib files and Storyboards
- The basics of cell use
- Contextualizing content through the use of supplementary views
- An exploration of the UICollectionViewDataSource and UICollectionViewDelegate protocols
- Subclassing flow layouts and subclassing UICollectionViewLayout directly to create a wide variety of custom layouts
- Adding interactivity to layouts, primarily through the use of gesture recognizers

Approximately 176 pages. For more on developing iOS applications, see *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*.

IOS 7 Programming Cookbook Vandad Nahavandipoor 2013-10-14 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Swift Recipes Mike Rogers 2015-07-11 *Swift Recipes* provides a problem solution approach for dealing with key aspects of the Swift programming language (covering version 1.2), ensuring you have the indispensable reference you need to successfully execute common programming tasks. You'll learn how to use the unique features of the Swift programming language as well as its use with Cocoa and Cocoa touch frameworks and libraries. Solutions are available for a range of problems, including application development with Xcode; working with strings, numbers, and object collections; dealing with threads, multi-core processing, and asynchronous processing; and building applications that take advantage of dates and timers and memory management. This book is an essential core reference for every Swift

programmer and offers solutions in a concise and easy-to-follow manner. T. Michael Rogers has developed iOS applications for Fortune 100 brands and startups, and has trained new and experienced iOS developers via the iOS Boot Camp in New York City, online courses, and in private settings. He brings his expertise to offer you the ability to use and exploit Swift to get the most out of all your projects for your app creations, whether you use iOS or Mac OS X.

Web Developer's Cookbook Robin Nixon 2012-04-23 300+ Ready-to-Use PHP, JavaScript, and CSS Solutions Web Developer's Cookbook contains more than 300 PHP, JavaScript, and CSS recipes you can use right away to create interactive Web content. All of the solutions are fully documented and their functionality clearly explained, along with customization tips. The recipes include HTML examples and screen shots showing exactly how to apply them in real-world situations. Methods for using HTML5 to make Web pages even more interactive and dynamic are also provided. Shorten development time and sharpen your programming skills with help from this practical guide. Filled with tested recipes for: PHP Text processing * Image handling * Content management * Forms and user input * Internet * Chat and messaging * MySQL, sessions, and cookies * APIs, RSS, and XML * Incorporating JavaScript JavaScript Core functionality * Location and dimensions * Visibility * Movement and animation * Chaining and interaction * Menus and navigation * Text effects * Audio and visual effects * Cookies, Ajax, and security * Forms and validation * Solutions to common problems CSS Manipulating objects * Text and typography * Menus and navigation * Page layout * Visual effects * Dynamic objects * Dynamic text and typography * Incorporating JavaScript * Superclasses

Swift Cookbook Keith Moon 2021-02-26 Discover recipes for building feature-rich, reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes, modern design techniques, and popular strategies Key Features Understand how closures work and make use of generics with protocols to write flexible code Discover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKit Get to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision Framework Book Description Swift is an exciting, multi-platform, general-purpose programming language, and with this book, you'll explore the features of its latest version, Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3, its syntax, and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute, and debug your Swift code. As you advance through the chapters, the book will show you how to bundle variables into tuples or sets, order your data with an array, store key-value pairs with dictionaries, and use property observers. You'll also get to grips with the decision-making and control structures in Swift, examine advanced features such as generics and operators, and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server-side programming, run Swift on Linux, and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications, and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3. What you will learn Explore basic to advanced concepts in Swift 5.3 programming Understand conditional statements, loops, and how to handle errors in Swift Define flexible classes and structs using generics Use advanced operators and create custom ones Build iOS apps using the powerful features of UIKit or the new SwiftUI framework Import your own custom functionality into Swift Playgrounds Run Swift on Linux and investigate server-side programming with the server-side framework Vapor Use Swift to implement machine learning models using CoreML and Vision Who this book is for This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3, along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts

will assist in understanding key concepts.

[Learning iCloud Data Management](#) Jesse Feiler 2014-01-23 “A great read for iOS developers who want to learn if iCloud is right for their app and dive right in with lots of practical code examples.” —Jon Bell, UXLaunchpad.com Get Hands-On Mastery of iCloud Data Management for iOS 7 and OS X Mavericks As apps rapidly move into business and the cloud, iOS and OS X developers need new data management techniques. In *Learning iCloud Data Management*, renowned Apple database expert Jesse Feiler shows you how to use Apple’s latest APIs and technologies to structure and synchronize all forms of data. Feiler helps you understand the issues, implement efficient solutions, and deliver highly usable apps that seamlessly synchronize during the “Round Trip” between iOS and OS X and back again. This guide walks you through integrating several key Apple data management technologies, including the Address Book and Calendar APIs. Feiler shows you how to structure data so it’s easy to build great Cocoa and Cocoa Touch user interfaces and to quickly incorporate reliable iCloud syncing. Step by step, you’ll discover how to blend Apple’s standard application data structures with your own user data to create a feature-rich and fully syncable environment. Coverage includes Understanding iCloud from the developer’s and user’s point of view Accessing synchronized user calendars and contacts Integrating Reminders into your apps Playing by iCloud’s user privacy rules Applying consistent iOS Settings and OS X Preferences across user devices Managing persistent storage with Core Data Using Xcode Project Workspaces for shared development Adding data to app bundles and resources Integrating iCloud infrastructure, file wrappers, documents, and data Completing the “Round Trip” between both iOS and OS X

[Learning iOS Development](#) Maurice Sharp 2013 Features hands-on sample projects and exercises designed to help programmers create iOS applications.

The Core iOS Developer's Cookbook Erica Sadun 2014-03-04 The best place to start iOS application development The Core iOS Developer’s Cookbook provides ready-to-use code solutions for common iOS challenges, providing recipes that help you master the core technology at the heart of iOS. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS graphics, touches, and views. As in all of Sadun’s iOS bestsellers, *The Core iOS Developer’s Cookbook* translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply to your own projects. This isn’t just cut-and-paste; using examples, Sadun and Wardwell fully explain both the “how” and “why” that underscore effective and successful iOS development. Coverage includes Creating direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio cues, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough Auto Layout constraints system Controlling keyboards, making onscreen elements “text aware,” and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging enhanced iOS support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including text-to-speech Getting started with Core Data-managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

iOS 9 Swift Programming Cookbook Vandad Nahavandipoor 2015-12-09 Ready to build stunning apps for iPhone, iPad, and Apple Watch? This cookbook—completely rewritten with all-new

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material—provides 90 proven solutions for tackling the latest features in iOS 9 and watchOS 2.0. Written exclusively in Apple’s Swift language, these code-rich recipes show you how to use dynamic user interfaces, interactive maps, multitasking functionality, Apple’s new UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple’s mobile operating systems. Each recipe includes reusable code, available on GitHub, that you can put to work right away. Work with new features in Swift 2, Xcode 7, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Swift to connect with the iOS contacts database Block ads or obtrusive content with Safari Content Blockers Make your app content searchable with Spotlight APIs Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple’s new UI Testing framework Liven up your UI with gravity and turbulence fields

The Advanced iOS 6 Developer's Cookbook Erica Sadun 2013-02-28 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 ge positioning 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

The Core iOS Developer's Cookbook Erica Sadun 2014 Completely updated for iOS 7 and Xcode 5 This book brings together reliable, proven solutions for the heart of day-to-day iOS 7 development. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover all you need to create successful iOS 7 mobile apps with standard APIs and interface elements and take full advantage of iOS 7 graphics, touches, and views. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply in your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the “how” and “why” of effective iOS 7 development. All code is fully revised and extensively tested to reflect new iOS 7 features and device capabilities. Coverage includes Creating advanced direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful new ways Creating interfaces that reflect the new iOS 7 design paradigm Implementing new iOS 7 motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio pings, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation,

organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough iOS 7 Auto Layout constraints system Controlling keyboards, making onscreen elements “text aware,” and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging the enhanced iOS 7 support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including new iOS 7 text-to-speech Getting started with Core Data-managed data stores Leveraging the powerful iOS 7 networking and web services support Using the new iOS 7 APIs and added flexibility to enhance everything from reliability to text appearance Working around new iOS 7 problems and bugs

[iOS 8 Swift Programming Cookbook](#) Vandad Nahavandipoor 2014-11-10 Entirely rewritten for Apple’s Swift programming language, this updated cookbook helps you overcome the vexing issues you’re likely to face when creating apps for iOS devices. You’ll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users’ health-related information with HealthKit Interact with accessories inside the user’s home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app’s data Develop location-aware and multitasking-aware apps Work with iOS 8’s audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera’s availability and access the Photo Library

[QlikView for Developers Cookbook](#) Stephen Redmond 2013-01-01 The recipes in this Cookbook provide a concise yet practical guide on how to become an excellent QlikView developer. The book begins with intermediate level recipes and then moves on to more complex recipes in an incremental manner. This book is for anyone who has either attended QlikView Developer training or has taught themselves QlikView from books or online sources. You might be working for a QlikView customer, partner, or even QlikView themselves (or want to!) and want to improve your QlikView skills.

[Documents and Data Sharing](#) Erica Sadun 2012

[jQuery Cookbook](#) Cody Lindley 2009-11-09 jQuery simplifies building rich, interactive web frontends. Getting started with this JavaScript library is easy, but it can take years to fully realize its breadth and depth; this cookbook shortens the learning curve considerably. With these recipes, you’ll learn patterns and practices from 19 leading developers who use jQuery for everything from integrating simple components into websites and applications to developing complex, high-performance user interfaces. Ideal for newcomers and JavaScript veterans alike, jQuery Cookbook starts with the basics and then moves to practical use cases with tested solutions to common web development hurdles. You also get recipes on advanced topics, such as methods for applying jQuery to large projects. Solve problems involving events, effects, dimensions, forms, themes, and user interface elements Learn how to enhance your forms, and how to position and reposition elements on a page Make the most of jQuery’s event management system, including custom events and custom event data Create UI elements-such as tabs, accordions, and modals-from scratch Optimize your code to eliminate bottlenecks and ensure peak performance Learn how to test your jQuery applications The book’s contributors include: Cody Lindley James Padolsey Ralph Whitbeck Jonathan Sharp Michael Geary and Scott González Rebecca Murphey

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Remy Sharp Ariel Flesler Brian Cherne Jörn Zaefferer Mike Hostetler Nathan Smith Richard D. Worth Maggie Wachs, Scott Jehl, Todd Parker, and Patty Toland Rob Burns

Cocos2d for iPhone 1 Game Development Cookbook Nathan Burba 2011-12-15 Annotation

Cocos2d for iPhone is a robust but simple-to-use 2D game framework for iPhone. It is easy to use, fast, flexible, free, and Appstore approved. More than 2500 AppStore games already use it, including many best-seller games. Do you want to take your cocos2d game development skills to the next level and become more professional in cocos2d game design?Cocos2d for iPhone 1 Game Development Cookbook will help you reach that next level. You will find over 100 recipes here that explain everything from the drawing of a single sprite to AI pathfinding and advanced networking. Full working examples are emphasized.Starting with the first chapter, Graphics, you will be taken through every major topic of game development. You will find both simple and complex recipes in the book.Each recipe is either a solution to a common problem (playing video files, accelerometer steering) or a cool advanced technique (3D rendering, textured polygons).This cookbook will have you creating professional quality iOS games quickly with its breadth of working example code.

The iOS 5 Developer's Cookbook Erica Sadun 2012-02-22 This title contains the standard edition of The iOS 5 Developer's Cookbook PLUS nine additional chapters on advance content. If you already have the eBook edition of The iOS 5 Developer's Cookbook, you can purchase The iOS 5 Developer's Cookbook: The Additional Recipes (ISBN: 9780133028393), which only contains the extra chapters, at a low cost. In this expanded ebook, best-selling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised her best-selling book to focus on powerful new iOS 5 features, APIs, and frameworks, the latest version of Objective-C, and Apple's breakthrough Xcode 4 toolset. The iOS 5 Developer's Cookbook: Expanded Electronic Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Her tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures, and touch to networking and security. This expanded ebook edition adds chapters on documents and data sharing; the Address Book; iCloud; Core Location and MapKit; Audio, Video, and MediaKit; Push Notifications; Accessibility; In-app purchasing with StoreKit; and GameKit. Whatever your iOS development experience, it will give you all the expert answers and reliable code you'll need to jumpstart any iOS 5 project!

The Advanced iOS 6 Developer s Cookbook(4)(5)(6) 2013-09-27

IOS Drawing: Practical UIKit Solutions Erica Sadun 2014-09-12 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of The Core iOS 6 Developer's Cookbook and The Advanced iOS 6 Developer's Cookbook, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns,

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shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see iOS Auto Layout Demystified, The Core iOS 6 Developer's Cookbook, and The Advanced iOS 6 Developer's Cookbook. informat.com/sadun To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

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 PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, 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 PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

IOS Components and Frameworks Kyle Richter 2013 Take Your Next Leap Forward as an iOS App Developer! Covers iOS 7 and Xcode 5 iOS Components and Frameworks will help you leverage iOS's powerful components and frameworks to build apps with outstanding performance, reliability, interactivity, media support, and customization. Pioneering iOS developers Kyle Richter and Joe Keeley illuminate the sophisticated intermediate-to-advanced-level techniques you're now ready for. You'll find example-rich coverage of topics ranging from social support to security, Core Data, TextKit, iCloud support, UIKit Dynamics, MapKit, and Passbook. There's also a complete section on advanced performance and security, including the effective use of Grand Central Dispatch and Keychain. Each chapter contains a complete sample project that walks you through integrating its technology into a typical iOS app. You'll discover how multiple iOS features can be combined into exceptionally powerful apps and walk through a complete case study project: a fully functional game with complete Game Center integration. Coverage includes: New physics-based animation effects provided by UIKit Dynamics Making the most of Core Location, MapKit, and Geofencing Leveraging Game Center features such as Leader Boards and Achievements Giving users access to their address and media libraries from within your app Using lightweight JSON to move data among servers, apps, and websites Syncing apps via iCloud using UIDocument and key-value store syncing Securing user data with Keychain Informing users of important app-related events via Notifications Storing and retrieving persistent data locally with Core Data Using advanced Objective-C features to write more manageable, concise apps Improving responsiveness through concurrency with Grand Central Dispatch Advanced text handling and display

with TextKit Smoothly handling complex and continuous gestures Effective debugging techniques with Xcode 5 and Instruments Building passes for Passbook and PassKit If you're a serious iOS developer who wants to build cutting-edge apps, iOS Components and Frameworks delivers the practical skills, reusable code, and expert insights you're looking for.

The iOS 5 Developer's Cookbook Erica Sadun 2012 Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

Programming iOS 6 Matt Neuburg 2013-03-14 Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With this revised and expanded edition, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 6 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Learn about features introduced with iOS 6, including Objective-C language advances, autosynthesis, autolayout, new view controller rotation rules, unwind segues, state restoration, styled text, and collection views. Learn Objective-C language details and object-oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture Learn how views and layers are managed, drawn, composited, and animated Become familiar with view controllers and their relationships, along with nib and storyboard management Fully explore all basic interface objects such as scroll views, table views, and controls Delve into Cocoa frameworks for sound, video, sensors, maps, and other features Touch on advanced topics such as threading and networking

The Advanced iOS 6 Developer's Cookbook, Fourth Edition 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 For related content by author Erica Sadun, see *iOS Auto Layout Demystified*, and *The Core iOS 6 Cookbook*.

[iOS Auto Layout Demystified](#) Erica Sadun 2013-04-03 Auto Layout re-imagines the way developers create user interfaces. It provides a flexible and powerful system that describes how views and their

content relate to each other and to the windows and superviews they occupy. In contrast to older design approaches, this technology offers incredible control over layout with a wider range of customization than frames, springs, and struts can express. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers learn how to use Auto Layout effectively, even masterfully, by providing an abundance of examples alongside plenty of explanations and tips. Instead of struggling with class documentation, you learn in simple steps how the system works and why it's far more powerful than you first imagined. You read about common design scenarios and discover best practices that make Auto Layout a pleasure rather than a chore to use. Sadun includes examples of non-obvious ways to use Auto Layout to build interactive elements, animations, and other features beyond what you might normally lay out in Interface Builder to help expand the reader's design possibilities. With this book you will learn The basic concepts that form the foundation of Auto Layout How to create clear and satisfiable rules of your layout, called constraints How to work effectively with the Interface Builder Layout What visual constraints look like, how to work with them, and how they are used in your projects How to debug constraints How to design interfaces when working with Auto Layout Effective solutions to the most common real-world problems and challenges Approximately 238 pages. For related content by author Erica Sadun, see *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*.

IBM DB2 9.7 Advanced Application Developer Cookbook Sanjay Kumar 2012-03-14 This cookbook has recipes written in a simple, easy to understand format with lots of screenshots and insightful tips and hints. If you are an IBM DB2 application developer who would like to exploit advanced features provided by DB2 to design and implement high quality applications, then this book is for you. This book assumes you have a basic understanding of the DB2 application development.

iOS 6 Programming Pushing the Limits Rob Napier 2012-11-20 Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform.

The iOS 4 Developer's Cookbook Erica Sadun 2011-10-13 Praise for previous editions of *The iPhone Developer's Cookbook* "This book would be a bargain at ten times its price! If you are writing iPhone software, it will save you weeks of development time. Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation." -Tim Burks, iPhone Software Developer, TootSweet Software "Erica Sadun's technical expertise lives up to the Addison-Wesley name. The *iPhone Developer's Cookbook* is a comprehensive walkthrough of iPhone development that will help anyone out, from beginners to more experienced developers. Code samples and screenshots help

punctuate the numerous tips and tricks in this book.” -Jacqui Cheng, Associate Editor, Ars Technica
“We make our living writing this stuff and yet I am humbled by Erica’s command of her subject matter and the way she presents the material: pleasantly informal, then very appropriately detailed technically. This is a going to be the Petzold book for iPhone developers.” -Daniel Pasco, Lead Developer and CEO, Black Pixel Luminance “ “The iPhone Developer’s Cookbook should be the first resource for the beginning iPhone programmer, and is the best supplemental material to Apple’s own documentation.” -Alex C. Schaefer, Lead Programmer, ApolloIM, iPhone Application Development Specialist, MeLLmo, Inc. “Erica’s book is a truly great resource for Cocoa Touch developers. This book goes far beyond the documentation on Apple’s Web site, and she includes methods that give the developer a deeper understanding of the iPhone OS, by letting them glimpse at what’s going on behind the scenes on this incredible mobile platform.” -John Zorko, Sr. Software Engineer, Mobile Devices “I’ve found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code. Erica has an impressive knowledge of the iPhone platform, is a master at describing technical information, and provides a compendium of excellent code examples.” -John Muchow, 3 Sixty Software, LLC; founder, iPhoneDeveloperTips.com “This book is the most complete guide if you want coding for the iPhone, covering from the basics to the newest and coolest technologies. I built several applications in the past, but I still learned a huge amount from this book. It is a must-have for every iPhone developer.” -Roberto Gamboni, Software Engineer, AT&T Interactive “It’s rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques, but Erica Sadun’s book manages to do both very well.” -Jeremy McNally, Developer, entp <https://github.com/> <http://ericasadun.com/>

iOS Swift Game Development Cookbook Jonathon Manning 2018-10-02 Ready to make amazing games for the iPhone and iPad? With Apple’s Swift programming language, it’s never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

iPhone JavaScript Cookbook Arturo Fernandez Montoro 2011-06-23 Clear and practical recipes for building web applications using JavaScript and AJAX without having to learn Objective-C or Cocoa.

Xcode 5 Start to Finish Fritz Anderson 2014-05-03 Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple’s Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you’ll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you’re finished, you’ll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages,

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The Core iOS 6 Developer's Cookbook Erica Sadun 2012 Provides information on building iOS 6 applications for iPhone, iPad, and iPod Touch.

iPhone Open Application Development Jonathan Zdziarski 2008-05 Looks at the native environment of the iPhone and describes how to build software for the device.

Swift in Depth Tjeerd in 't Veen 2018-12-10 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

[The advanced iOS 6 developer's cookbook 2013](#)

[Advanced iOS 4 Programming](#) Maher Ali 2010-10-01 With Advanced iOS 4 Programming, developers have the expert guidance they need to create amazing applications for Apple's iPhone, iPad, and iPod touch. Inside, veteran mobile developer Dr. Maher Ali begins with a foundation introduction to Objective C and Cocoa Touch programming, and then guides readers through building apps with Apple's iPhone SDK 4 - including coverage of the major categories of new APIs and building apps for the new Apple iPad. This book concentrates on illustrating GUI concepts programmatically, allowing readers to fully appreciate the complete picture of iOS 4 development without relying on Interface Builder. In addition, Interface Builder is covered in several chapters. Advanced iOS 4 Programming delves into more advanced topics going beyond the basics of iOS 4 development, providing comprehensive coverage that will help you get your apps to the App Store quicker. Key features

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include: Objective-C programming language and runtime Interface Builder Building advanced mobile user interfaces Collections Cocoa Touch Core Animation and Quartz 2D Model-view-controller (MVC) designs Developing for the iPad Grand Central Dispatch Parsing XML documents using SAX, DOM, and TouchXML Working with the Map Kit API Remote and Local Push Notification Blocks (closures) in Objective-C Building advanced location-based applications Developing database applications using the SQLite engine GameKit framework