Sams Teach Yourself The Imac In 24 Hours

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Sams Teach Yourself Swift in 24 Hours B. J. Miller 2014-11-26 Offers twenty-four lessons teaching how to build next-generation OS X and iOS apps using Apple's new programming language, with step-by-step instructions for such common tasks as using operators, iterating code with loops, and introducing generics.

Sams Teach Yourself Xcode 4 in 24 Hours John Ray 2012-06-17 In just 24 sessions of one hour or less, Sams Teach Yourself Xcode 4 in 24 Hours will help you achieve breakthrough productivity with Apple's new Xcode 4.3+ development environment for OS X and iOS devices. Every lesson introduces new concepts and builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Xcode 4 development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color–figures and code appear as they do in Xcode 4.3+ Master the MVC design pattern at the heart of iOS and OS X development Use Xcode project templates to get a head start on advanced application features Efficiently use the Xcode Code Editor and get fast, contextually-aware answers with the built-in help system Use iOS Storyboards to visually describe an application's workflow Get started with Core Data to simplify data management and data-driven user interfaces Use frameworks and libraries to package functionality and promote time-saving code reuse Use Git and Subversion source control for managing distributed projects Prepare Unit tests and use the Xcode debugger to keep your projects error free Package your apps for the App Store Use the command-line Xcode tools for scripting and build automation

Sams Teach Yourself Adobe Photoshop 7 in 24 Hours Carla Rose 2002 Adobe Photoshop is the world's leading image manipulation software. Used by both professional and amateur graphic designers, it is the de facto standard for print Web publishing. New painting engine; Image browser; Enhanced Web workflow; More editing features; Compliance with Mac OS X. Sams Teach Yourself Adobe Photoshop X in 24 Hours is an easily accessible tutorial that uses a friendly, conversational approach to teach readers the basics. Photoshop is an immense tool and can be intimidating for the beginning user, but the book makes it easy to learn the basic techniques involved in creating and manipulating images with Photoshop.

The British National Bibliography Arthur James Wells 2009

Sams Teach Yourself iPad Application Development in 24 Hours John Ray 2010-08-04 The clear, easy-to-understand tutorial for developers who want to write software for today's hottest new device: Apple's iPad! Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest tablet device: the iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces, integrating maps and media, to improving the reliability and performance of your software. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iPad development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Implement advanced application interfaces with interactive widgets and web-connected interfaces Enhance the user experience with popovers and other iPad-only UI features Build interfaces that adjust to the iPad's orientation Read and write data, and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's email, photos, iPod, and address book applications Create map and location-based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad/iPhone/iPod touch applications Distribute your applications through the App Store

Sams Teach Yourself Mac OS X in 24 Hours John Ray 2002 Explains the basics of the Macintosh operating system and its software, covering topics such as iTunes, QuickTime, creating movies, networking, and automating tasks.

Sams Teach Yourself iOS 6 Application Development in 24 Hours John Ray 2013-01-18 Covers iOS 6, Xcode 4.5+, iPhone, iPad, and More! Figures and code appear as they do in Xcode 4.5+ In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great responsive user interfaces, from sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Activities at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. • Printed in full color • Covers iOS 6.0 and up • Use the new Objective-C NSArray, NSDictionary, and NSNumber Data Type shortcuts introduced in Xcode 4.5.2 • Learn to navigate the Xcode 4.5+ development environment • Prepare your system and iDevice for efficient development • Get started quickly with Apple's Objective-C and Cocoa Touch • Understand the Model-View-Controller (MVC) development paradigm • Visually design and code interfaces using Xcode storyboards, segues, exits, and the iOS Object Library • Use Auto Layout to adapt to different screen sizes and orientations • Build advanced UIs with tables, split views, navigation controllers, and more • Read and write preferences and data, and create System Settings plug-ins • Use the iOS media playback and recording capabilities • Take photos and manipulate graphics with Core

Image • Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS • Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps • Create universal applications that run on both the iPhone and iPad • Write background-aware multitasking applications • Trace and debug your applications as they run

Sams Teach Yourself the Internet in 24 Hours Ned Snell 2002 Covers Internet connectivity, searching the Web, sending and receiving e-mail, technological advances, security and privacy, and recent software innovations.

iOS 9 Application Development in 24 Hours, Sams Teach Yourself John Ray 2016-02-04 Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More! In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. Notes present interesting information related to the discussion. Tips show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode 7.x • Learn to navigate the Xcode 7.x development environment and install apps on your iDevice • Get started quickly with Apple's Open Source language: Swift 2.0 • Test code and application logic using the iOS Playground • Understand the Model-View-Controller (MVC) development pattern • Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library • Use Auto Layout and Size Classes to adapt to different screen sizes and orientations • Build advanced UIs with Tables, Split Views, Navigation Controllers, and more • Read and write preferences and data, and create System Settings plug-ins • Use iOS media playback and recording capabilities • Take photos and manipulate graphics with Core Image • Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS • Use 3D touch to add Peek, Pop, and Quick Actions to your apps • Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps • Create universal applications that run on both the iPhone and iPad • Write background-aware multitasking applications • Trace, debug, and monitor applications as they run • Additional files and updates available online

Sams Teach Yourself the IBook in 24 Hours Gene Steinberg 2000 An introduction and tutorial to the iBook describes the basics for new users, including applications, Internet access, email, peripherals, and troubleshooting

Sams Teach Yourself COBOL in 24 Hours Thane Hubbell 1998-11-28 Sams Teach Yourself COBOL in 24 Hours teaches the basics of COBOL programming in 24 step-by-step lessons. Each lesson builds on the previous one providing a solid foundation in COBOL programming concepts and techniques. This hands-on guide is the easiest, fastest way to begin creating standard COBOL compliant code. Business professionals and programmers from other languages will find this hands-on, task-oriented tutorial extremely useful for learning the essential features and concepts of COBOL programming. Writing a program can be a complex task. Concentrating on one development tool guides you to good results every time. There will be no programs that will not compile!

Sams Teach Yourself iPhone Application Development in 24 Hours John Ray 2009-10-15 &>A clear, easy-to-understand tutorial for developers who want to write software for today's hottest market:

iPhone, iTouch, and App Store! The start-to-finish, hands-on introduction to iPhone programming for every developer, regardless of experience Introduces the iPhone development environment and teaches every essential Objective-C concept with fully-documented, carefully-explained code A complete tutorial package: step-by-step instructions, examples, Q and As, quizzes, exercises, tips, shortcuts, and more iPhone is the world's hottest application market: more than 500,000 developers have downloaded Apple's iPhone software development kit in just one year. Now there's a friendly, accessible guide to iPhone development for every programmer, regardless of experience. In just 24 lessons of one hour or less, Sams Teach Yourself iPhone Application Development in 24 Hours will help beginning iPhone and mobile developers gain true mastery, so you can construct virtually any iPhone application. Each lesson builds on everything that's come before, helping you learn all they need to know without ever becoming overwhelmed. Coverage includes: preparing for iPhone development; navigating the development environment; mastering Objective-C and the MVC paradigm; using widgets and webviews; implementing multiple views; reading and writing data; building user interfaces; generating graphics; playing media; using maps; networking; using the touch interface; sensing motion; pushing application updates; debugging; optimization; distributing software via the App Store; and more. By the time you are finished you'll be comfortable enough to write real-world apps that sell.

Sams Teach Yourself Drupal in 24 Hours Jesse Feiler 2009-11-09 In just 24 sessions of one hour or less, learn how to build powerful, easy-to-maintain websites with Drupal—fast! Using this book's straightforward, step-by-step approach, you'll master every skill you'll need, from organizing sites and using Drupal's design themes to setting up search, polls, forums, and security. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Drupal tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jesse Feiler provides consulting services to small businesses and non-profits through his company, North Country Consulting (northcountryconsulting.com). His recent books include FileMaker Pro 10 In Depth, The Bento Book, How to Do Everything with Web 2.0 Mashups, and iWork '09 For Dummies®. Register your book at informit.com/register for convenient access to all sample project source code, as well as updates and corrections as they become available. Learn how to... Make the most of Drupal, whether you're building business, non-profit, or personal sites Download, install, and configure open source Drupal 6 and 7, and make sure it's working properly Plan and organize your sites so they are easy to manage—and friendly to both users and search engines Customize sites with Drupal's extensive library of optional open source modules Create barebone sites and home pages automatically Add text, images, links, and other essential site features Master Drupal's powerful Content Construction Kit (CCK) Incorporate new types of content, ranging from articles to e-commerce products Secure Drupal sites by managing users, permissions, roles, and user profiles Categorize and tag content, and implement full-text search Promote user involvement with polls, comments, forums, RSS feed aggregation, blogs, and newsletters Automate and simplify site management with Triggers, Actions, and Rules

Sams Teach Yourself Adobe(r) AIR Programming in 24 Hours Michael Tyler Givens 2008-12-07 This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Sams Teach Yourself Adobe® AIR™ Programming in 24 Hours Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less, you will be up and running with Adobe AIR 1.5. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation allowing you to learn the essentials of Adobe AIR from the ground up. Step-by-step instructions carefully walk you through the most common Adobe AIR 1.5 tasks. Quizzes

and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you alternative ways to do something. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server-side features for AIR Michael Givens is the CTO of U Saw It Enterprises, a Web technology consulting firm based in Spring, Texas. He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe. Certified in ColdFusion 5 and as an Advanced CFMX Developer, he has been using ColdFusion since the days of Allaire Spectra and Flex since it was known as Royale. He is the coauthor of Adobe AIR Programming Unleashed (Sams Publishing) and has written articles for the ColdFusion Developer's Journal and the Flex Developer's Journal. He also wrote a digital Short Cut titled Apollo in Flight for Sams Publishing. Michael blogs regularly at www.flexination.info. Category: Programming/Application Development Covers: Adobe AIR User Level: Beginning–Intermediate

Sams Teach Yourself Mac OS X Lion App Development in 24 Hours Kevin Hoffman 2012-03-12 Normal 0 false false false MicrosoftInternetExplorer4 In just 24 sessions of one hour or less, you can master Mac OS X Lion development from the ground up, and start writing tomorrow's most exciting iOS-style Mac apps! Using this book's straightforward, step-by-step approach, you'll get comfortable with Apple's powerful new development tools and techniques, build engaging user interfaces, integrate data and web services, and take advantage of Apple's latest innovations…everything from gestures and multitouch to iCloud and In-App Purchasing. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Mac OS X Lion development tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Get started fast with Mac Developer Center, XCode, Objective-C, and Cocoa Programmatically control OS X Lion's powerful new features Work with Cocoa's powerful Model-View-Controller (MVC) pattern Safely manage memory and fix leaks Create robust, engaging, highly interactive user interfaces Organize Cocoa layouts, controls, bindings, tables, and collections Support gestures and multi-touch events Define user defaults and provide Preference Panes Work with documents, versions, and iOS-style Autosave Make the most of notifications, alerts, sheets, and popovers Use images and animation to make apps more powerful—and more fun Use Core Data to cleanly integrate data into your apps Query and submit data to web services Submit apps to the Mac App Store Support In-App Purchases with StoreKit

American Book Publishing Record 2003

Sams Teach Yourself IOS 8 Application Development in 24 Hours John Ray 2015 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the

discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Sams Teach Yourself UNIX System Administration in 24 Hours Dave Taylor 2002-07-11 In the wake of the highly successful Sams Teach Yourself Unix in 24 Hours, this book focuses on the additional Unix commands that an advanced user or beginning system administrator needs to know in order to administer and maintain a Unix system. The book includes coverage of the key Unix variations: Red Hat Linux, Solaris, HP-UX, and Apple's Mac OS X environment. The book will not be a comprehensive solution to all problems facing new system administrators, but instead is a tutorial introduction to the process of learning about and maintaining a running Unix server.

Unix in 24 Hours, Sams Teach Yourself Dave Taylor 2015-07-01 Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniquess HOUR 12: An Overview of the emacs Editor HOUR 13: Introduction to Command Shells HOUR 14: Advanced Shell Interaction HOUR

15: Job Control HOUR 16: Shell Programming Overview HOUR 17: Advanced Shell Programming HOUR 18: Printing in the Unix Environment HOUR 19: Archives and Backups HOUR 20: Using Email to Communicate HOUR 21: Connecting to Remote Systems Using SSH and SFTP HOUR 22: Searching for Information and Files HOUR 23: Perl Programming in Unix HOUR 24: GNOME and the GUI Environment Appendix A: Common Unix Questions and Answers

Sams Teach Yourself Adobe Illustrator 10 in 24 Hours Peter Bauer 2001 In just 24 lessons of one hour or less, you will get up to speed on the basics of creating and editing computer graphics with Adobe Illustrator. Using a straightforword, step-by-step approach, each lesson builds upon the previous one, allowing you to learn the fundamentals of Illustrator from the ground up.

Sams Teach Yourself Core Data for Mac and IOS in 24 Hours Jesse Feiler 2012 In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at informit.com/title/9780672335778 for access to all code examples from the book, as well as updates, and corrections as they become available.

Teach Yourself IMAC in 24 Hours Gene Steinberg 2002 This hands-on, step-by-step guide gently helps the beginning user understand how to get the most out of their iMac. Updated and revised to cover the new generation of iMacs, Mac OS X, and the new iBook, this hands-on, step-by-step guide leads readers through the most frequently asked real-world questions about the iMac and iBook.

Sams Teach Yourself Core Data for Mac and IOS in 24 Hours Jesse Feiler 2012 Presents lessons offering step-by-step instructions on using Core Data to build data-driven applications for iOS devices and Mac OS X computers.

<u>iOS 8 Application Development in 24 Hours, Sams Teach Yourself</u> John Ray 2015-03-06 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color–figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Sams Teach Yourself C++ in 24 Hours Jesse Liberty 2011-04-11 Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++–one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform–Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at http://cplusplus.cadenhead.org. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Swift in 24 Hours, Sams Teach Yourself BJ Miller 2014-11-26 In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours helps you build next-generation OS X and iOS apps with Apple's new Swift programming language. This book's straightforward, step-by-step approach helps you quickly master Swift's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours you'll be applying advanced features such as extensions, closures, protocols, and generics. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Swift development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to... Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow, modify execution paths, and iterate code Perform complex actions with functions Work with higher-order functions and closures Harness the power of structs, enums, classes, and class inheritance Customize initializers of classes, structs, and enums Implement instance methods, type methods, and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics, chaining, and other advanced features Interoperate with Objective-C code Interact with user interfaces Take advantage of Swift's Standard Library features and functions Who Should Read this Book Beginner-intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit

Sams Teach Yourself Beginning Programming in 24 Hours Greg M. Perry 2001 Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

iOS 7 Application Development in 24 Hours, Sams Teach Yourself John Ray 2014-01-06 Figures and code appear as they do in Xcode 5.x Covers iOS 7, Xcode 5.x, iPhone, iPad, and More! Additional files and updates available online In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 7 and up Learn to navigate the Xcode 5.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout to adapt to different screen sizes, orientations, and iOS versions Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer,

gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications using the latest iOS 7 techniques Trace, debug, and monitor your applications as they run

ASP.NET Core in 24 Hours, Sams Teach Yourself Jeffrey T. Fritz 2017-12-06 In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to… Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment

Sams Teach Yourself Adobe GoLive 6 in 24 Hours Jennifer Smith 2002 A quick, practical, and easy-to-understand introduction to Adobe's premier product for professional level Web site design and development. This guide follows the usual structure of 24 one-hour lessons.

Sams Teach Yourself Adobe Photoshop Elements 2 in 24 Hours Carla Rose 2003 Shows how to use Photoshop Elements to retouch, repair, publish, and add effects to digital photographs and graphics by altering such factors as lighting, composition, and texture, and through editing, cropping, and filtering.

Sams Teach Yourself iOS 5 Application Development in 24 Hours John Ray 2012-01-06 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 5.0 and up Learn to navigate the Xcode 4.2+ development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Visually design and code interfaces using Xcode Storyboards, Segues, and the iOS Object Library Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings

plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Email, Web Views, and Google Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace and debug your applications as they run Covers iOS 5, Xcode 4.2+, Storyboards, iPhone, iPad, and More! Additional files and updates available online http://teachyourselfios.com

Sams Teach Yourself IOS Application Development in 24 Hours John Ray 2012 Presents twenty-four lessons on developing applications for the iPhone and iPad, and includes information on navigating the development environment, building advanced user interfaces, and integrating online services.

Sams Teach Yourself Adobe Premiere 6.5 in 24 Hours Jeff Sengstack 2003 Showcases the updated features of Adobe's video editing program, explaining how to start a project, work with clips, use motion settings, create output, and post video to the Web.

Sams Teach Yourself Mac OS X Digital Media All in One Robyn Ness 2003 Describes how to get the most out of digital cameras, Photoshop Elements, iTunes, iMovies, and other digital equipment and functions using a Mac.

Sams Teach Yourself AppleScript in 24 Hours Jesse Feiler 2003 Provides lessons on using AppleScript, the scripting language for Macintosh, to automate a variety of daily computing tasks and workflow processes.

Sams Teach Yourself Core Data for Mac and iOS in 24 Hours Jesse Feiler 2012-06-12 In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go; and FileMaker 12 in Depth. Learn how to… • Start writing database apps fast, with Xcode 4's powerful tools and templates • Master the Objective-C features and patterns Core Data relies upon • Understand Core Data's goals, components, and behavior • Model data graphically with Xcode 4's Data Model Editor • Leverage the full power of Managed Objects • Use controllers to integrate your data model with your code • Fetch, use, and store data from any source • Develop interfaces and features more quickly with Interface Builder • Add navigation and control features that integrate seamlessly with Core Data • Interact with users via popovers, segmented controls, action sheets, and tab bars • Create table views that users can edit • Let Xcode 4 and Core Data validate your data for you • Use predicates to precisely select the right data • Get ready for iCloud features to sync and move data among your iCloud-enabled devices Category: iOS/Mac Programming Covers: Core Data

User Level: Beginning-to-Intermediate

Sams Teach Yourself Adobe Photoshop CS4 in 24 Hours Kate Binder 2008-11-03 Sams Teach Yourself Adobe® Photoshop® CS4 Kate Binder In just 24 lessons of one hour or less, you'll learn all the fundamental Photoshop CS4 skills you need to get great results—in digital photography, graphic design, painting, or anything else! Using this book's easy, step-by-step approach, you'll master Photoshop CS4's revamped interface and powerful new shortcuts. You can also learn professional techniques for repairing damaged photos, creating great composites, black-and-white images, and web graphics, and a whole lot more! Full-color figures and clear step-by-step instructions visually show you how to use Photoshop. Notes, Tips, and Cautions provide related information, advice, and warnings. Q&A sections, quizzes, and exercises help you build and test your knowledge. Learn how to… Master Photoshop CS4's new tabbed interface, Application Frame, and Application Bar Personalize your workspace to work more efficiently Repair and retouch black-and-white and color images, no matter what condition they're in Make "spot fixes" with Photoshop CS4's improved toning tools Achieve powerful artistry with Photoshop's filters and effects Master digital painting with Photoshop's paintbrushes and other tools Get your colors right, in both print and web applications Transform your images using tools ranging from Flip and Warp to Liquify Master professional-level features including layers, channels, and masks Create outstanding typographic special effects Prepare great web images for everything from online photo galleries to cellphones Save time and get better results with Photoshop CS4's latest enhancements Kate Binder is a design and graphics expert who works from her home in New Hampshire. She has written articles on graphics, publishing, and photography for magazines including Shutterbug, Publish, eDigitalPhoto, PEI, and Desktop Publishers Journal. Kate is also the author of several books, including iMac Portable Genius, Sams Teach Yourself Adobe Photoshop Elements 6 in 24 Hours, Easy Mac OS X Leopard, The Complete Idiot's Guide to Mac OS X, and Easy Adobe Photoshop 7. Category: Graphics Covers: Adobe® Photoshop® CS4 User Level: Beginning–Intermediate

Sams Teach Yourself Adobe Acrobat 5 in 24 Hours Christopher Smith 2001 Provides instructions on how to use and create PDF files from electronic documents, review and edit PDF files, organize documents, devise multimedia presentations, and add security to PDF files and documents.

Sams Teach Yourself Mac OS X Lion in 10 Minutes Brad Miser 2011-07-21 Sams Teach Yourself Mac OS X Lion in 10 Minutes offers straightforward, practical information designed to get you up and running quickly and easily. By working through its 10-minute lessons, you'll learn everything you need to know to effectively use Mac OS X Lion. Each compact lesson zeros in on a specific aspect of the Mac operating system explained through concise and informative descriptions along with accurate and easy to follow step-by-step instructions. You'll quickly become comfortable performing the most important Mac tasks you need–and want–to do everyday! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to… Use Lion's great desktop tools including Finder windows, Dock, Launchpad, Dashboard, Mission Control, and Spotlight. Install and manage applications through the Mac App Store and from the desktop. Personalize Mac OS Lion to suit your preferences, including desktop pictures, sounds, Mission Control's spaces, Launchpad's applications, and the Dashboard's widgets. Connect your Mac OS X Lion computer to the Internet through a local wired and wireless network. Install, configure, and use mice, trackpads, and keyboards. Create and manage your Mac's user accounts. Protect your Mac from Internet attacks, data loss, and other potential problems. Troubleshoot and solve problems through a logical, easy-to-perform approach. Run Windows applications on your Mac.