

ios 6 Application Development For Dummies

Create incredible apps for the iPhone and iPad using the latest features of iOS 6 You could be the one who creates the next super app - one that is universal, works for both the iPhone and iPad, and is a top seller. It's a great goal, and the road starts here, with this energizing guide. Whether you're a budding programming hobbyist or a serious developer looking to hit it big, the information in this book is what you need. Learn how to join Apple's developer program, understand key differences between iPad and iPhone apps, download the latest SDK, create great user experiences, and build your very own app from the ground up. You'll gain the valuable hands-on experience you need to take your development skills to the next level by walking through the development process step-by-step and creating two applications. Shows programming hobbyists and programming pros how to develop a universal app for the iPhone and iPad in iOS 6 Explains the process of creating interfaces for each target device and how to merge your designs to create a killer universal app Walks you through the development of two applications, side by side Covers nib files, views, view controllers, interface objects, gesture recognizers, and much more iOS 6 Application Development For Dummies is your guide to bringing all your app ambitions to life!

If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS – start building the next big app today with help from iOS App Development For Dummies!

What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to

build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Explore the complex app development concepts for iOS application programming with fun and ease. **KEY FEATURES** ? In-depth knowledge with practical examples on how to develop professional iOS apps. ? Includes coverage on the entire iOS application development, right from designing the UI to application deployment. ? Get to know more about machine learning and augmented reality, and their impact on iOS apps. **DESCRIPTION** Grab this book if you want to make Apps for Apple's iOS devices and that too efficiently like a skilled developer. This book covers the complete development of iOS applications, right from concepts of designing an application to adding machine learning capabilities in the applications. You will learn and practice the App development environment with Xcode and Swift programming. Concepts like different types of views and UI components, data manipulations, animations, different iOS screen views, and integrating web services are covered in detail with examples. You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app. You will learn to run automated application testing, use SwiftUI, and deploy applications on the network. **WHAT YOU WILL LEARN** ? Build strong familiarity with the entire application development environment. ? Revive essential coding concepts and methods of Swift and Xcode. ? Simplify integration of iOS apps with web services, including JSON and XML decoding. ? Learn to work with iOS ARKit and add the experience of augmented reality to applications. ? Work with popular SwiftUI, XCTest, and a growing machine learning library, CoreML. **WHO THIS BOOK IS FOR** This book caters to mobile developers, application developers, and students who want to build sound proficiency in the entire process of iOS Application development. Knowing basic programming concepts would be good, although not mandatory. **TABLE OF CONTENTS** 1. iOS App Development Environment 2. Swift Programming Language 3. User Interface and Data Handling 4. Different Views in iOS Devices 5. Image and Animation 6. Multi-View Application and Navigation 7. Data Persistence for iOS Devices 8. Integration with Web Services 9. Augmented Reality 10. Machine Learning 11. App Testing and Deployment 12. SwiftUI If you are looking to extend your iOS programming skills beyond the basics then More

iPhone Development with Objective-C is for you. Authors Dave Mark, Jayant Varma, Jeff LaMarche, Alex Horovitz, and Kevin Kim explain concepts as only they can—with code snippets you can customize and use, as you like, in your own apps. More iPhone Development with Objective-C is an independent companion to Beginning iPhone Development with Objective-C. That is, it is a perfect second book, but it is also a great book for those looking to improve their skills who have already programmed for iOS. In particular it includes a series of chapters devoted to Core Data, the standard for Apple persistence. The authors carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won't find anywhere else. More iPhone Development with Objective-C covers a variety of other topics, including Multipeer Connectivity's relatively simple Bluetooth/WiFi peer-to-peer model, MapKit, and media library access and playback so that your applications can utilize media on your users' computer. You'll also find coverage of Interface Builder, Live Previews and Custom Controls and some advanced techniques for debugging your applications. The book is filled with useful topics that will bring your programs up-to-date with the new functionality built into iOS.

Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library

Apple's iPad is the ultimate consumer device for media consumption and communication. This book will help you jumpstart your iPad development. It covers topics progressively so you learn without being overwhelmed by details. Adopting the philosophy that the best way to learn is by doing, the book has numerous Try It Out sections that first show you how to build something and then explain how things work. To truly benefit from this book, you should have some background in programming and at least be familiar with object-oriented programming concepts.

The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 6 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific

project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 6 Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers *Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective* Written in an accessible, easy-to-follow style

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

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, *Beginning iPhone Development with Swift 3* offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and

designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

The aim of this book is to teach the range of skills necessary to build apps for iOS 7. iOS 7 App Development Essentials takes a modular approach to the subject of iOS 7 application development for both the iPhone and iPad, with each chapter covering a self contained topic area consisting of detailed explanations, examples and step-by-step tutorials. The new features of iOS 7 are also covered, including Sprite Kit-based 2D game development, local map search, background fetching and file transfers and user interface animation using UIKit dynamics.

If you plan to develop iOS applications in a corporate setting—for internal consumption or for sale to end users—you need to read this book. Veteran developer James Turner shares best practices and lessons learned from his recent on-the-ground experience planning, building, and shipping an iOS application in an enterprise environment. With lots of examples and solid advice, you'll learn how to use Xcode, Objective-C, and other Apple development tools within the confines of enterprise software methodologies. Don't be deterred by Apple's development philosophy. If you're familiar with Xcode, this guide will help you build and launch enterprise iOS apps successfully. Get Xcode's single-developer model to work in a concurrent development environment Integrate Xcode builds into tools such as Ant and Hudson Use open source libraries to connect iOS with SOAP and other backend services Set up a framework to test iOS apps for code coverage and CCN metrics Manage the legal, marketing, and production issues involved when interacting with iTunes Connect Meet iTunes' requirements for provisioning and distributing your app Provide long-term support by sidestepping Apple's distribution limitations

Create innovative and impressive iOS apps with this one-of-a-kind video training package! Incredible app ideas? You've come to the right place. This step-by-step video training bundle is your guide to turning your iOS ideas into amazing apps. You'll walk through the process of developing a simple application for the iPhone and iPad while learning how to work with the iOS SDK and frameworks, create an Xcode project, use storyboards and the model-view controller design pattern, add animation and sound to your app, and more. The iOS 6 Application Development For Dummies, Book + Online Video Training Bundle includes: The bestselling iOS 6 Application Development For Dummies book Online access code for 2 hours of step-by-step iOS 6 video training Special bonus offer for 40% off a two-month AskVideo Library Pass Each For Dummies Video Training course features: Step-by-step, self-paced video learning that is accessible whenever you're ready to learn Expert instruction, tips, and guidance from industry professionals and educators HD video lessons with Notes, History, Favorites, and other tools to help you track your progress and reinforce what you've learned along the way This book and online video training bundle is an ideal resource to getting started with iOS 6 application development today!

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

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

Taking a hands-on learning approach, *Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK* quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable,

persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

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.

This first book in the series from Kevin McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.

Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website:

www.manning.com/livevideo/ios-developmen?t-with-swift-lv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev environment, you'll learn the basics by experimenting in Swift

playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next? Ready to build mobile apps that out-perform the rest? If you're an iOS developer with app-building experience, this practical guide provides tips and best practices to help you solve many common performance issues. You'll learn how to design and optimize iOS apps that deliver a smooth experience even when the network is poor and memory is low. Today's picky users want fast and responsive apps that don't hog resources. In this book, author Gaurav Vaish demonstrates methods for writing optimal code from an engineering perspective, using reusable Objective-C code that you can use right away. Up your game and create high-performance native iOS apps that truly stand out from the crowd. Measure key performance indicators—attributes that constitute and affect app performance Write efficient apps by minimizing memory and power consumption, and explore options for using available CPU cores Optimize your app's lifecycle and UI, as well as its networking, data sharing, and security features Learn about application testing, debugging and analysis tools, and monitoring your app in the wild Collect data from real users to analyze app usage, identify bottlenecks, and provide fixes Use iOS 9 upgrades to improve your app's performance Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7 Programming: Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.

Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? Now, you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK. Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform. You'll learn how to use the core classes to create rich and dynamic games apps, including graphics, animations, and sound. The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps. Other topics include iOS 6 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store. *** NOTE: This book is an update of Beginning iOS 5 Games Development (ISBN-13: 978-1430237105) and Beginning iPhone Games Development (ISBN-10: 1430225998).

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

ios 6 Application Development For Dummies John Wiley & Sons

Effectively several books bundled into one, written by the entire team of a long-standing app development company, Producing iOS 6 Apps: The Ultimate Roadmap for Both

Non-Programmers and Existing Developers makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest "legal landmines" to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D, PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a BONUS detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory, dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available. 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

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel "right at home" Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks Create four mobile apps and explore the world through photography and computer vision About This Book Efficiently harness iOS and OpenCV to capture and process high-quality images at high speed Develop photographic apps and augmented reality apps quickly and easily Detect, recognize, and morph faces and objects Who This Book Is For If you want to do computational photography and computer vision on Apple's mobile devices, then this book is for you. No previous experience with app development or OpenCV is required. However, basic knowledge of C++ or Objective-C is recommended. What You Will Learn Use Xcode and Interface Builder to develop iOS apps Obtain OpenCV's standard modules and build extra modules from source Control all the parameters of the iOS device's camera Capture, save, and share photos and videos Analyze colors, shapes, and textures in ordinary and specialized photographs Blend and compare images to create special photographic effects and augmented reality tools Detect faces and morph facial features Classify coins and other objects In Detail iOS Application Development with OpenCV 3 enables you to turn your smartphone camera into an advanced tool for photography and computer vision. Using the highly optimized OpenCV library, you will process high-resolution images in real time. You will locate and classify objects, and create models of their geometry. As you develop photo and augmented reality apps, you will gain a general understanding of iOS frameworks and developer tools, plus a deeper understanding of the camera and image APIs. After completing the book's four projects, you will be a well-rounded iOS developer with valuable experience in

OpenCV. Style and approach The book is practical, creative, and precise. It shows you the steps to create and customize five projects that solve important problems for beginners in mobile app development and computer vision. Complete source code and numerous visual aids are included in each chapter. Experimentation is an important part of the book. You will use computer vision to explore the real world, and then you will refine the projects based on your findings.

The iOS 8 SDK changes everything. New programming language, new ways to work with other apps, new tools to do cool stuff. In a world of iPhones and iPads, it's a great time to make a fresh start developing apps for the platform. This book guides you through the state of the art of iOS development, including the radically overhauled Xcode 6 toolchain, the iOS 8 SDK, and the new iPhone 6 and iPhone 6 Plus. Entirely rewritten to use Apple's new Swift programming language, this book will take you through the fundamentals of writing apps that are responsive, adaptive, practical, and exciting. Whether you're starting out or starting over, iOS 8 has set developers on a new path. With a capable and practical new programming language, a wide variety of new features and frameworks, and a new spirit of openness and connectivity, it's a long way from the locked-down, webapps-only original iPhone. iOS 8 SDK Development is a practical guide to the essentials of developing for iOS 8. You'll start building and revising a real app that's written entirely in Apple's new Swift programming language. You'll send network requests and handle the responses, build from one screen to many, adapt from the close confines of the iPhone screen to the wide expanse of the iPad, and accommodate the big iPhone 6 in between. You'll master the fundamentals of keeping apps responsive with Grand Central Dispatch, organize your logic into View Controllers, delight users with multi-touch gestures and photo manipulation, and offer services to other apps through iOS 8 Extensions. You'll also learn the fine arts of testing, debugging, and the care and feeding of your app before submitting to the App Store--and after it's in the public's hands. The iOS 8 SDK changes everything. Change with it. It's only getting better. What You Need: This title covers the iOS 8 SDK and Xcode 6. Readers will need a Mac with OS X 10.9 (Mavericks), or later, and Xcode 6 (free from the Mac App Store). The secret history of the invention that changed everything--and became the most profitable product in the world. NATIONAL BESTSELLERShortlisted for the Financial Times Business Book of the Year Award One of the Best Business Books of 2016 - CNBC, Bloomberg, 1-800-CEO-Read "The One Device is a tour de force, with a fast-paced edge and heaps of analytical insight." -Ashlee Vance, New York Times bestselling author of Elon Musk "A stunning book. You will never look at your iPhone the same way again." -Dan Lyons, New York Times bestselling author of Disrupted Odds are that as you read this, an iPhone is within reach. But before Steve Jobs introduced us to "the one device," as he called it, a cell phone was merely what you used to make calls on the go. How did the iPhone transform our world and turn Apple into the most valuable

company ever? Veteran technology journalist Brian Merchant reveals the inside story you won't hear from Cupertino-based on his exclusive interviews with the engineers, inventors, and developers who guided every stage of the iPhone's creation. This deep dive takes you from inside One Infinite Loop to 19th century France to WWII America, from the driest place on earth to a Kenyan pit of toxic e-waste, and even deep inside Shenzhen's notorious "suicide factories." It's a firsthand look at how the cutting-edge tech that makes the world work—touch screens, motion trackers, and even AI—made their way into our pockets. The One Device is a roadmap for design and engineering genius, an anthropology of the modern age, and an unprecedented view into one of the most secretive companies in history. This is the untold account, ten years in the making, of the device that changed everything.

As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OCUit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK, Xcode 7 and the Swift 2 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 9 and programming in Swift is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management,

in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

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