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Guillaume Favre

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Apple Vision Pro for Creators John Ray, 2024-08-22 For those who want to explore imagine and truly Think different welcome to a journey of creation through the Apple Vision Pro Apple Vision Pro for Creators A Beginner s Guide to Building Immersive Experiences introduces the Apple Vision Pro headset to creative enthusiasts offering a guide to crafting experiences that leverage its unique features Not a developer No worries code and concepts are introduced and explained in easy to understand terms You ll learn how to code 2D 3D applications create immersive spaces design procedural materials use photogrammetry to build detailed 3D models track user gestures play spatial audio and deliver your creations through the App Store or TestFlight Cut through complexity and jargon using this guide and the accompanying exercises that make the most of Apple s latest software Readers will learn to leverage cutting edge development tools and techniques as they Learn Apple Vision Pro core concepts and AR VR terminology Master Apple development tools and languages while building interactive projects Explore how to scale experiences from simple windows to fully immersive spaces Build interactive 3D scenes with your own objects and materials Add lighting and spatial audio effects to enhance realism Seamlessly mix the real and virtual worlds with advanced object behaviors Implement assistive technologies to bring your work to a diverse audience

Professional Xcode 3 James Bucanek, 2010-03-25 A solid guide that responds to the active interest in Apple s Xcode tools Apple s Xcode tools are a collection of applications and frameworks that are used to develop test and optimize applications primarily written for Mac OS X or the iPhone The steady increase in sales of Apple computers has triggered a strong interest in gaining a thorough understanding of Xcode and its tools and what they have to offer This book provides you with an inside look at the array of Xcode tools from top to bottom You ll go beyond the basics and dive into such in depth topics as installing the latest version of Xcode tools customizing the look and behavior of Xcode creating and managing projects using the built in class browser to model complex applications and structures and more Offers you a solid foundation for getting the most out of Apple s Xcode tools a collection of applications and frameworks used to develop test and optimize applications written for Mac OS X or the iPhone Includes clear comprehensive lessons for installing the latest version of Xcode tools customizing the look of Xcode creating and managing projects testing your interfaces and building and debugging your projects Explains analyzing performance optimizing your application working with shared sources creating your own custom file templates and customizing the interface builder With this book you ll be able to take full advantage of the range of tools included with Xcode

Professional Swift Michael Dippert, 2015-05-07 Transition from Objective C to the cleaner more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple s new programming language This code intensive practical guide walks you through Swift best practices as you learn the language build an application and refine it using advanced concepts and techniques Organized for easy navigation this book can be read end to end for a self paced tutorial or used as an on demand desk reference as unfamiliar situations arise The first section of the

book guides you through the basics of Swift programming with clear instruction on everything from writing code to storing data and Section II adds advanced data types advanced debugging extending classes and more You ll learn everything you need to know to make the transition from Objective C to Swift smooth and painless so you can begin building faster more secure apps than ever before Get acquainted with the Swift language and syntax Write deploy and debug Swift programs Store data and interface with web services Master advanced usage and bridge Swift and Objective C Professional Swift is your guide to the future of OS X and iOS development

Objective-C 2. 0 Essentials Neil Smyth,2010-09-03 The objective of this book is to teach the skills necessary to program in Objective C 2 0 using a style that is easy to follow rich in examples and accessible to those who have never used Objective C before Topics covered include the fundamentals of Objective C such as variables looping and flow control Also included are details of object oriented programming working with files and memory and the Objective C Foundation framework Regardless of whether you are developing for Mac OS X the iPhone or the iPad this book covers everything you need to know about the Objective C programming language

Beginning iPhone Development with Swift 4 Molly K. Maskrey,2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 11 SDK and then guides you through the creation of your first simple application The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll see how to to create load and work with playgrounds as you develop an understanding of the Swift language You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you re ready move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language What You Will Learn Discover what data persistence is and why it s important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK

Beginning Haskell Alejandro Serrano Mena,2014-01-23 Place of publication taken from publisher s web site

Intelligent Mobile Projects with TensorFlow Jeff Tang,2018-05-22 Create Deep Learning and Reinforcement Learning apps for multiple platforms with TensorFlow Key Features Build TensorFlow powered AI applications for mobile and embedded devices Learn modern AI topics such as computer vision NLP and deep reinforcement learning Get practical insights and exclusive working code not available in the TensorFlow documentation Book Description As a developer you always need to keep an eye out and

be ready for what will be trending soon while also focusing on what's trending currently. So what's better than learning about the integration of the best of both worlds: the present and the future? Artificial Intelligence (AI) is widely regarded as the next big thing after mobile, and Google's TensorFlow is the leading open source machine learning framework, the hottest branch of AI. This book covers more than 10 complete iOS, Android, and Raspberry Pi apps powered by TensorFlow and built from scratch, running all kinds of cool TensorFlow models offline on device, from computer vision, speech, and language processing to generative adversarial networks and AlphaZero-like deep reinforcement learning. You'll learn how to use or retrain existing TensorFlow models, build your own models, and develop intelligent mobile apps running those TensorFlow models. You'll learn how to quickly build such apps with step-by-step tutorials and how to avoid many pitfalls in the process, with lots of hard-earned troubleshooting tips. What you will learn:

- Classify images with transfer learning
- Detect objects and their locations
- Transform pictures with amazing art styles
- Understand simple speech commands
- Describe images in natural language
- Recognize drawing with Convolutional Neural Network and Long Short Term Memory
- Predict stock price with Recurrent Neural Network in TensorFlow and Keras
- Generate and enhance images with generative adversarial networks
- Build AlphaZero-like mobile game app in TensorFlow and Keras
- Use TensorFlow Lite and Core ML on mobile
- Develop TensorFlow apps on Raspberry Pi that can move, see, listen, speak, and learn

Who this book is for: If you're an iOS/Android developer interested in building and retraining others TensorFlow models and running them in your mobile apps, or if you're a TensorFlow developer and want to run your new and amazing TensorFlow models on mobile devices, this book is for you. You'll also benefit from this book if you're interested in TensorFlow Lite, Core ML, or TensorFlow on Raspberry Pi.

Beginning iPhone Development with Swift 3 Molly Maskrey, Kim Topley, David Mark, Fredrik Olsson, JEFF LAMARCHE, 2016-11-17

Create your very own apps for the latest iOS devices. You'll start with the basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language and written in a friendly, easy-to-follow style, *Beginning iPhone Development with Swift 3* offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, 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 *SwiftUI Essentials - iOS Edition* Neil Smyth, 2019-11-26 The goal of this book is to teach the skills necessary to build iOS 13 applications using SwiftUI Xcode 11 and the Swift 5 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift The book also includes in depth chapters introducing the Swift 5 programming language including data types control flow functions object oriented programming property wrappers and error handling An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks frames and forms Other topics covered include data handling using state properties and both observable and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus and user interface navigation The book also includes chapters covering graphics drawing user interface animation view transitions and gesture handling Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit based projects and explains the integration of UIKit code into SwiftUI Finally the book explains how to package up a completed app and upload it to the App Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 13 using SwiftUI Assuming you are ready to download the iOS 13 SDK and Xcode 11 and have an Intel based Mac you are ready to get started

Mobile App Development (iOS/Android) Course Brian Smith, This comprehensive Mobile App Development course covers the fundamentals of iOS and Android app development providing a detailed exploration of both platforms The course begins with an introduction to the basics of mobile app development and then moves on to setting up the development environment using Xcode for iOS and Android Studio for Android The course covers crucial topics such as mobile app design utilizing UI UX principles for both iOS and Android platforms and implementing responsive design Furthermore students will learn Swift programming for iOS and Java and Kotlin for Android app development The course dives into project planning and management user authentication and security working with APIs and web services database management testing and debugging mobile apps publishing and monetizing apps and analyzing user feedback Additionally it explores cross platform development using React Native and discusses future trends in mobile app development such as AI IoT integration and AR VR development The course concludes by suggesting next steps for refining app development skills and exploring advanced topics while also highlighting potential career opportunities in mobile app development

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