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for the iPhone and iPad



Beginning iOS 6 Development

Exploring the iOS SDK

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Beginning iOS 5 Development

David Mark, Jack Nutting, Jeff LaMarche, 2012-01-24 The team that brought you the bestselling *Beginning iPhone 4 Development* is back again for *Beginning iOS 5 Development* bringing this definitive guide up to date with Apple's latest and greatest iOS SDK as well as with the latest version of Xcode There's coverage of brand new technologies with chapters on storyboards and iCloud for example as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK You'll have everything you need to create your very own apps for the latest iOS devices including the iPhone 4S iPad 2 and the latest iPod touch Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5 specific project templates and designed to take advantage of the latest Xcode features Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style *Beginning iOS 5 Development* offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book

starts with the basics walking through the process of downloading and installing Xcode and the iOS 5 SDK and then guides you through the creation of your first simple application. From there you will 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 will 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 will learn how to save your data using the iPhone file system. You will 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 will 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 will discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers. Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective. Written in an accessible, easy-to-follow style.

Beginning iOS 5 Development David Mark, Jack Nutting, Jeff LaMarche, 2011-11-21. The team that brought you the bestselling *Beginning iPhone 4 Development* is back again for *Beginning iOS 5 Development*, bringing this definitive guide up to date with Apple's latest and greatest iOS SDK as well as with the latest version of Xcode. There's coverage of brand new technologies with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You will have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5 specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective C and written in a friendly, easy-to-follow style, *Beginning iOS 5 Development* offers a complete, soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you through the creation of your first simple application. From there you will 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 will 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 will learn how to save your data using the iPhone file system. You will 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 will 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 will discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers. Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective. Written in an accessible, easy-to-follow style.

Beginning iPhone Development Jack Nutting,Fredrik Olsson,David Mark,Jeff LaMarche,Kim Topley,2014-11-17 The team that brought you the bestselling Beginning iPhone Development the book that taught the world to program on the iPhone is back again bringing this definitive guide up to date with Apple s latest and greatest new iOS 8 and its SDK as well as with the latest version of Xcode 6.1 You ll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using Xcode 6.1 and the latest 64 bit iOS 8 specific project templates and designed to take advantage of the latest Xcode features Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style Beginning iPhone Development offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK and then guides you through the creation of your first simple application From there you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more

Beginning iPhone Development with Swift Kim Topley,Fredrik Olsson,Jack Nutting,David Mark,Jeff LaMarche,2014-11-22 The team that brought you the bestselling Beginning iPhone Development the book that taught the world how to program on the iPhone is back again for Beginning iPhone Development with Swift This definitive guide to the Swift programming language and the iOS 8 SDK and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2 There s coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 8 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 8 SDK and then guides you through the creation of your first simple application From there you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more

Beginning iPhone Development with Swift 5 Wallace Wang,2019 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers

toolbars and sliders In this edition of the best selling book you ll also learn about touch gestures table views and collection views for displaying data on a user interface Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with a gentle introduction to using Xcode and then guides you though the creation of your first simple app You ll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there s much more Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you re ready move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language

Beginning iOS 7 Development Jack Nutting,David Mark,Jeff LaMarche,Fredrik Olsson,2014-03-31 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development bringing this definitive guide up to date with Apple s latest and greatest iOS 7 SDK as well as with the latest version of Xcode There s coverage of brand new technologies including a new chapter on Apple s Sprite Kit framework for game development as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64 bit iOS 7 specific project templates and designed to take advantage of the latest Xcode features Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style Beginning iOS 7 Development offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 7 SDK and then guides you though the creation of your first simple application From there you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more

Beginning iPhone 4 Development David Mark,Jeff LaMarche,Jack Nutting,2011-01-28 Beginning iPhone 4 Development is here The authors of the bestselling Beginning iPhone 3 Development are back with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple s Xcode 3 All source code has been updated to use the latest Xcode templates and current APIs and all new screenshots show Xcode 3 in action Beginning iPhone 4 Development is a complete course in iOS 4 apps development You ll master techniques that work on iPhone iPad and iPod touch We start with the basics showing you how to download and install the tools you ll need and how to create your first simple application Next you ll learn to integrate all the interface

elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of table building will be demystified and you ll learn techniques to save and retrieve your data using SQLite iPhone s built in database management system and Core Data the standard for persistence that Apple brought to iOS with the release of SDK 3 And there s much more You ll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You ll discover the fine points of application preferences and learn how to localize your apps for multiple languages You ll also learn how to use the new concurrency APIs included in iOS 4 and make robust multithreaded applications using Grand Central Dispatch The iPhone 4 update to the best selling and most recommended book for Cocoa touch developers Written in an accessible easy to follow style Full of useful tips and techniques to help you become an iOS pro NOTE For iPhone 4S or iOS 5 apps development please instead check out the next edition of this book Beginning iOS 5 Development now available [Subject Guide to Books in Print](#) ,1997 **Beginning iPhone Development** Jeff LaMarche,Dave Mark,2008-11-21 Are you a programmer looking for a new challenge Does the thought of building your very own iPhone app make your heart race and your pulse quicken If so then Beginning iPhone Development is just the book for you Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style Beginning iPhone Development offers a complete soup to nuts course in iPhone and iPod Touch programming The book starts with the basics walking you through the process of downloading and installing Apple s free iPhone software development kit then stepping you though the creation of your first simple iPhone application You ll move on from there mastering all the iPhone interface elements that you ve come to know and love such as buttons switches pickers toolbars sliders etc You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs You ll master the art of table building and learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using SQLite iPhone s built in database management system You ll learn how to draw using Quartz 2D and OpenGL ES You ll add multi touch gesture support pinches and swipes to your applications and work with the Camera photo library and Accelerometer You ll master application preferences learn how to localize your apps into other languages and so much more Apple s iPhone SDK this book and your imagination are all you ll need to start building your very own best selling iPhone applications

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