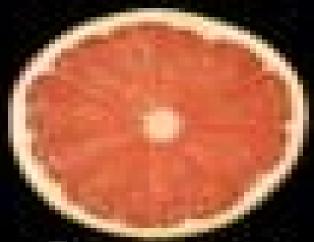
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# iOS 6 Development

Exploring the IOS SOK

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**David Mark, Jeff LaMarche, Jack Nutting** 

Beginning iOS 6 Development David Mark, Jack Nutting, Jeff LaMarche, Fredrik Olsson, 2013-05-30 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 though 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 yourapplications 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 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

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