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from scratch and using Xcode



Beginning iOS 6 Development

Exploring the iOS SDK

David Mark | Scott Marmon | Jeff Labrecque | Patrick Mullen

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Xiaolong Qi



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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 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 *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 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 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 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 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 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 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 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 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 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**

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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

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