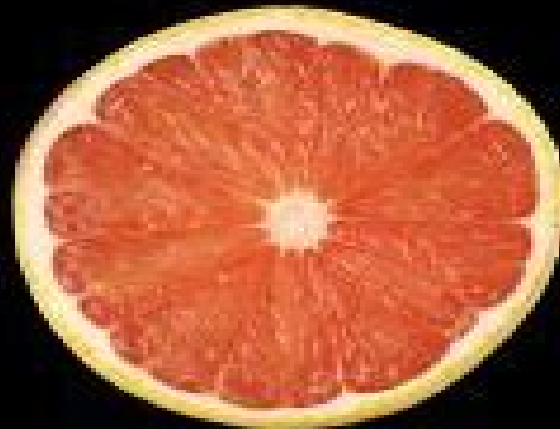


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Nutting, Jeff LaMarche, 2012-01-24 The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development bringing this definitive guide up to date with Apple's latest and greatest iOS SDK as well as 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

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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 tablebuilding 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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Table of Contents Beginning Ios 7 Development Exploring The Ios Sdk

1. Understanding the eBook Beginning Ios 7 Development Exploring The Ios Sdk
 - The Rise of Digital Reading Beginning Ios 7 Development Exploring The Ios Sdk
 - Advantages of eBooks Over Traditional Books
2. Identifying Beginning Ios 7 Development Exploring The Ios Sdk
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Beginning Ios 7 Development Exploring The Ios Sdk
 - User-Friendly Interface
4. Exploring eBook Recommendations from Beginning Ios 7 Development Exploring The Ios Sdk
 - Personalized Recommendations
 - Beginning Ios 7 Development Exploring The Ios Sdk User Reviews and Ratings
 - Beginning Ios 7 Development Exploring The Ios Sdk and Bestseller Lists
5. Accessing Beginning Ios 7 Development Exploring The Ios Sdk Free and Paid eBooks

- Beginning Ios 7 Development Exploring The Ios Sdk Public Domain eBooks
- Beginning Ios 7 Development Exploring The Ios Sdk eBook Subscription Services
- Beginning Ios 7 Development Exploring The Ios Sdk Budget-Friendly Options
- 6. Navigating Beginning Ios 7 Development Exploring The Ios Sdk eBook Formats
 - ePub, PDF, MOBI, and More
 - Beginning Ios 7 Development Exploring The Ios Sdk Compatibility with Devices
 - Beginning Ios 7 Development Exploring The Ios Sdk Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Beginning Ios 7 Development Exploring The Ios Sdk
 - Highlighting and Note-Taking Beginning Ios 7 Development Exploring The Ios Sdk
 - Interactive Elements Beginning Ios 7 Development Exploring The Ios Sdk
- 8. Staying Engaged with Beginning Ios 7 Development Exploring The Ios Sdk
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Beginning Ios 7 Development Exploring The Ios Sdk
- 9. Balancing eBooks and Physical Books Beginning Ios 7 Development Exploring The Ios Sdk
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Beginning Ios 7 Development Exploring The Ios Sdk
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Beginning Ios 7 Development Exploring The Ios Sdk
 - Setting Reading Goals Beginning Ios 7 Development Exploring The Ios Sdk
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Beginning Ios 7 Development Exploring The Ios Sdk
 - Fact-Checking eBook Content of Beginning Ios 7 Development Exploring The Ios Sdk
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development

- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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