



Community Experience Distilled

Application Development in iOS 7

Learn how to build an entire real-world application using all of iOS 7's new features.

Kyle Begeman

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Begeman, 2014-05-19 A hybrid between informative overview and step by step instruction this book is the ultimate guide to iOS 7 application development If you are an iOS developer who is looking to understand the new features within iOS 7 and Xcode 5 then this book is for you In order to fully understand the concepts in this book it is recommended you have at least some experience with previous versions of iOS

Objective-C Memory Management Essentials Gibson Tang, Maxim Vasilkov, 2015-03-25 If you are new to Objective C or a veteran in iOS application development this is the book for you This book will ensure that you can actively learn the methods and concepts in relation to memory management in a more engaging way Basic knowledge of iOS development is required for this book

Beginning iOS Social Games Kyle Richter, 2014-01-21 It s certainly fun to build games that run on your iPhone and iPad But wouldn t it be more fun to create games that allow you to play with other gamers in your social network There s a whole lot more things you can do Most of the top best selling games around the world like World of Warcraft let you play with others online and share your experiences with your friends Beginning iOS Social Games is your concise introduction to iOS social and other networked gaming app development using iOS Game Center Game Kit Store Kit AirPlay iOS 7 Game Controllers iTunes App Store and integrating with social networks media like Facebook and Twitter Author Kyle Richter of Empirical Development is an expert game developer who guides you through the social game app development process step by step This book may allow you to turn your already existing created game into a well polished networkable and or social media capable game app

Mastering iOS Frameworks Kyle Richter, Joe Keeley, 2015-04-11 Apple s iOS SDK provides an amazingly powerful collection of frameworks But it has been difficult to find detailed and useful knowledge about them until now With this book s practical insights and tested code you can use Apple s frameworks to create apps that are more innovative and usable faster and more reliable more successful and profitable Kyle Richter and Joe Keeley focus on intermediate to advanced techniques that professional iOS developers can use every day Their far reaching coverage ranges from social support to security Core Data to iCloud even Apple Watch Organized as a convenient modular reference nearly every chapter contains a complete Objective C sample project A multi chapter Game Center case study shows how multiple iOS features can be combined to do even more All source code may be downloaded at <https://github.com/dfswicf> Coverage includes Adding physics like animation and behaviors to UIViews Using Core Location to determine device location display customized maps and implement geofencing Making games and apps social with Leaderboards Accessing music and image collections Building health fitness apps with HealthKit Integrating with home automation via HomeKit Passing data between platforms using JSON Setting up local and remote notifications Remotely storing and syncing data with CloudKit Accessing app functionality with extensions Effortlessly adding AirPrint support Providing Handoff continuity between iOS 8 and Yosemite devices Getting productive

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