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concept and vision to code



Beginning iOS Storyboarding

Using Xcode

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Beginning iOS Programming Nick Harris,2014-02-27 iOS 7 changed everything get up to speed iOS 7 is a major shift in the look and feel of apps the first major sea change since the iPhone was first introduced For apps to blend in with the new UI each needs a complete redesign Beginning iOS Programming Building and Deploying iOS Applications starts at the beginning including an introduction to Objective C and gives you the skills you need to get your apps up and running Author Nick Harris has extensive experience developing for iOS and provides a solid

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Beginning iOS Programming For Dummies Rajiv Ramnath,Cheyney Loffing,2014-04-14 The ultimate beginner s guide to programming in the iOS environment The Apple App Store is a gold mine for developers but with more apps for the iPhone iPad and iPod touch being added every day it s essential to have a solid programming foundation to create the best apps possible If you re eager to learn the ins and outs of iOS programming this is your book It teaches object oriented programming within the iOS framework from the ground up preparing you to create the next super iPhone or iPad app Get a handle on the iOS framework object oriented best practices and the Xcode programming environment then discover how to create simple interfaces use libraries create and extend objects and more Whether you re just starting out in programming or only new to iOS For Dummies is the perfect beginning Focuses on teaching object oriented programming within the iOS framework and includes best practices for building apps that are easy to debug evolve and maintain Uses simple examples to demonstrate object oriented programming output in the iPhone environment while teaching real world programming concepts and applications Provides a thorough understanding of the framework and object oriented principles to help beginning programmers make optimum use of iOS Covers working with the Xcode environment and storyboards creating simple interfaces using libraries functions structures arrays and pointers and creating and extending objects Beginning iOS Programming For Dummies is your straightforward guide to getting started with iOS programming

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 iOS Game Development Patrick Alessi,2011-11-21 Get in the game and start building games for the iPhone or iPad Whether you only have a little experience with iOS programming or even none at all this accessible guide is ideal for getting started developing games for the iPhone and iPad Experienced developer and author Patrick Alessi presents the iOS system architecture gives you the step by step of game development and introduces the languages used to develop games From the basic building blocks to including drawing responding to user interaction animation and sound this book provides a one stop shop for getting your game up and running Explores the tools and methodology used to develop games for the iPhone and iPad Requires no previous experience with building a game for the iOS platform Details how iOS games require different considerations than other applications Addresses working with the Xcode programming environment how to draw with the Quartz 2D API ways to handle user input and techniques for incorporating animation with Core Animation and sound with Core Audio If you re ready to jump on the gaming app bandwagon then this book is what you need to get started

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Beginning iPhone Development with Swift 2 David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE,2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK and the source code has been updated to reflect Xcode 7 and Swift 2 There s up to date coverage of new Apple technologies as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest

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Beginning iOS 5 Application

Development Wei-Meng Lee, 2011-12-15 The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple's iPhone and iPad first you need to know how to use the tools iPhone's new iOS 5 operating system and SDK and the new xCode toolset that come with it This full color book is the perfect starting point Beginning developers you will get a solid introduction to the new xCode 4 and Objective C and find everything you need to quickly build your first app The book thoroughly covers all the new iOS 5 features including new multitasking location based services notification system cloud based features and much more Written by bestselling Wrox author Wei Meng Lee this is an ideal book for beginning developers Helps eager developers quickly start building apps for the iPhone iPad and iPod Touch Introduces iOS 5 xCode 4 Objective C and the basics you need to create your first Apple device app Covers a host of new iOS 5 capabilities including new multitasking new location based services and a new notification system Shows you how to work with iOS 5's cloud based features for online storage of music photos and video Full color and full of information Beginning iOS 5 Application Development is the ultimate guide for beginning Apple developers

Beginning iPhone Development with Swift 3 Molly Maskrey, Kim Topley, David Mark, Fredrik Olsson, JEFF LAMARCHE, 2016-11-17 Create your very own apps for the latest iOS devices You will start with the basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK and then guides you through the creation of your first simple application Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming In this third edition of the best

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