



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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Application Development in IOS 7 Kyle Begeman, 2014-05-15

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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

IOS Components and Frameworks Kyle Richter, Joe Keeley, 2014 Take Your Next Leap Forward as an iOS App Developer Covers iOS 7 and Xcode 5 iOS Components and Frameworks will help you leverage iOS s powerful components and frameworks to build apps with outstanding performance reliability interactivity media support and customization Pioneering iOS developers Kyle Richter and Joe Keeley illuminate the sophisticated intermediate to advanced level techniques you re now ready for You ll find example rich coverage of topics ranging from social support to security Core Data TextKit iCloud support UIKit Dynamics MapKit and Passbook There s also a complete section on advanced performance and security including the effective use of Grand Central Dispatch and Keychain Each chapter contains a complete sample project that walks you through integrating its technology into a typical iOS app You ll discover how multiple iOS features can be combined into exceptionally powerful apps and walk through a complete case study project a fully functional game with complete Game Center integration Coverage includes New physics based animation effects provided by UIKit Dynamics Making the most of Core Location MapKit and Geofencing Leveraging Game Center features such as Leader Boards and Achievements Giving users access to their address and media libraries from within your app Using lightweight JSON to move data among servers apps and websites Syncing apps via iCloud using UIDocument and key value store syncing Securing user data with Keychain

Informing users of important app related events via Notifications Storing and retrieving persistent data locally with Core Data Using advanced Objective C features to write more manageable concise apps Improving responsiveness through concurrency with Grand Central Dispatch Advanced text handling and display with TextKit Smoothly handling complex and continuous gestures Effective debugging techniques with Xcode 5 and Instruments Building passes for Passbook and PassKit If you re a serious iOS developer who wants to build cutting edge apps iOS Components and Frameworks delivers the practical skills reusable code and expert insights you re looking for *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/dfsw/icf> 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 with Core Data Integrating Twitter and Facebook via Social Framework Performing resource intensive tasks with Grand Central Dispatch Securing user data with Keychain and Touch ID Customizing collection views Making the most of gesture recognizers Creating and distributing passes Debugging instrumenting and profiling apps **Beginning iOS Game Center and GameKit** Kyle Richter,Beau G. Bolle,2021-12-04 Create fun and polished games and gamify your apps with GameKit and Game Center This fully updated new edition of Kyle Richter s classic can help you reach new customers through social integrations multiplayer and achievements Quickly add a level of polish to your apps that used to take weeks of hard work and late nights Implementing a leaderboard and achievement system has never been so simple Gone are the days of writing and maintaining your own server You ll also see how to easily add advanced networking concepts like VoIP support in hours not days Game Center is heavily pushed and promoted by Apple By adding Game Center into your game not only do you gain access to polished and professional features but your app will see a boost in downloads and sharing Expediently implement a plethora of advanced social networking concepts into your apps Create custom Game Center Manager classes that can be rapidly deployed into

any of your new or existing projects And jump right over pitfalls commonly encountered by new and experienced Game Center developers Become a Game Center development champ What You ll Learn Build a reusable Game Center manager class that can be quickly used in future projects Integrate Game Kit and Game Center leaderboards and Achievements into your project Add real time and turned based multiplayer functionality to your game Implement a real time voice chat system Who This Book Is For Experienced developers who already have a basic understanding of iOS development but haven t yet had a chance to work with GameKit technology will benefit from this book *iOS 7 App Development Essentials* Neil Smyth,2013-09-27 Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 7 and programming in Objective C is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration event reminders App Store hosted in app purchase content collection views and much more New features of iOS 7 are also covered including Sprite Kit based game development local map search and user interface animation using UIKit dynamics Fully updated for iOS 7 and Xcode 5 the aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 7 Assuming you are ready to download the iOS 7 SDK and Xcode have an Intel based Mac and some ideas for some apps to develop you are ready to get started **Beginning iOS 7 Development** Jack Nutting,David Mark,Jeff LaMarche,Fredrik Olsson,2014-03-31 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development bringing this definitive guide up to date with Apple s latest and greatest iOS 7 SDK as well as with the latest version of Xcode There s coverage of brand new technologies including a new chapter on Apple s Sprite Kit framework for game development 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 latest Xcode and the latest 64 bit iOS 7 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 7 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 7 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 **iOS 9 App Development Essentials** Neil Smyth,2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK Xcode 7 and the Swift 2 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 9 and programming in Swift is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration App Store hosted in app purchase content Sprite Kit based game development local map search and user interface animation using UIKit dynamics Additional features of iOS development using Xcode 7 are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks CloudKit data storage and TouchID authentication The key new features of iOS 9 and Xcode 7 are also covered in detail including new error handling in Swift 2 designing Stack View based user interfaces multiple storyboard support iPad multitasking map flyover support 3D Touch and Picture in Picture media playback The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 9 Assuming you are ready to download the iOS 9 SDK and Xcode 7 have an Intel based Mac and ideas for some apps to develop you are ready to get started

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