

Ios 10 Sdk Development Creating Iphone And Ipad A

WHEN SOMEBODY SHOULD GO TO THE EBOOK STORES, SEARCH COMMENCEMENT BY SHOP, SHELF BY SHELF, IT IS REALLY PROBLEMATIC. THIS IS WHY WE GIVE THE BOOKS COMPILATIONS IN THIS WEBSITE. IT WILL CATEGORICALLY EASE YOU TO SEE GUIDE **Ios 10 Sdk Development Creating Iphone And Ipad A** AS YOU SUCH AS.

BY SEARCHING THE TITLE, PUBLISHER, OR AUTHORS OF GUIDE YOU IN REALITY WANT, YOU CAN DISCOVER THEM RAPIDLY. IN THE HOUSE, WORKPLACE, OR PERHAPS IN YOUR METHOD CAN BE EVERY BEST AREA WITHIN NET CONNECTIONS. IF YOU MEAN TO DOWNLOAD AND INSTALL THE Ios 10 Sdk Development Creating Iphone And Ipad A, IT IS TOTALLY EASY THEN, IN THE PAST CURRENTLY WE EXTEND THE PARTNER TO BUY AND CREATE BARGAINS TO DOWNLOAD AND INSTALL Ios 10 Sdk Development Creating Iphone And Ipad A THEREFORE SIMPLE!

BEGINNING IPHONE DEVELOPMENT - JACK NUTTING 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 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 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!

BUILD IOS DATABASE APPS WITH SWIFT AND SQLITE - KEVIN LANGUEDOC 2016-11-15
DISCOVER THE ESSENTIAL CONCEPTS AND NEW IOS 10 SDK AND SWIFT 3 PROGRAMMING LANGUAGE APIS TO BUILD IPHONE AND IPAD DATABASE DRIVEN APPLICATIONS USING THE DEFAC TO STANDARD FOR DATA STORAGE FOR MOBILE APPS, SQLITE. YOU WILL LEARN ABOUT SQL OPERATIONS, SUCH AS SELECTING, INSERTING, UPDATING AND DELETING DATA USING VARIOUS DATA TYPES LIKE TEXT, NUMERICAL TYPES, IMAGES AND EVEN AUDIO/VIDEO DATA. AFTER WORKING THROUGH THIS BOOK, YOU WILL GAIN AN EXPERT VIEW OF DEVELOPING IOS APPS USING SQLITE AS A DATA STORAGE USING OBJECTIVE-C AND SWIFT. WITH BUILD IOS DATABASE APPS WITH SWIFT AND SQLITE YOU WILL ALSO GAIN EXPERT KNOWLEDGE ON HOW TO CREATE DATABASES AT RUNTIME, INCLUDING CREATING OR MODIFYING INDEXES, TRIGGERS, TABLES, COLUMNS, AND VIEWS. THE EXAMPLES USE TIME-TESTED CODE FROM WORKING APPLICATIONS. WHAT YOU'LL LEARN: CREATE DATABASE AND DATABASE APPLICATIONS USING IOS AND SWIFT INSERT, SELECT, EDIT, AND DELETE RECORDS EXTEND SQLITE WORK WITH MULTI-DATABASE APPS USE SQLITE WITH SWIFT BACKUP ONLINE SQLITE DATABASES AND MORE WHO THIS BOOK IS FOR: EXPERIENCED APPLE IOS, SWIFT PROGRAMMERS AND DEVELOPERS.

IOS 12 APP DEVELOPMENT ESSENTIALS - NEIL SMYTH 2018-10-31

IOS 12 APP DEVELOPMENT ESSENTIALS, THE LATEST EDITION OF THIS POPULAR BOOK SERIES, HAS NOW BEEN FULLY UPDATED FOR THE IOS 12 SDK, XCODE 10 AND THE SWIFT 4 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 12 AND PROGRAMMING IN SWIFT 4 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, GRAPHICS DRAWING AND ANIMATION ARE ALSO COVERED, AS ARE TOUCH SCREEN HANDLING, GESTURE RECOGNITION, MULTITASKING, LOCATION MANAGEMENT, LOCAL NOTIFICATIONS, CAMERA ACCESS AND VIDEO PLAYBACK SUPPORT. OTHER FEATURES ARE ALSO COVERED INCLUDING AUTO LAYOUT, LOCAL MAP SEARCH, USER INTERFACE ANIMATION USING UIKIT DYNAMICS, SIRI INTEGRATION, IMESSAGE APP DEVELOPMENT, CLOUDKIT SHARING AND BIOMETRIC AUTHENTICATION. ADDITIONAL FEATURES OF IOS DEVELOPMENT USING XCODE ARE ALSO COVERED, INCLUDING SWIFT PLAYGROUNDS, UNIVERSAL USER INTERFACE DESIGN USING SIZE CLASSES, APP EXTENSIONS, INTERFACE BUILDER LIVE VIEWS, EMBEDDED FRAMEWORKS, COLLECTION AND STACK LAYOUTS AND CLOUDKIT DATA STORAGE IN ADDITION TO DRAG AND DROP INTEGRATION AND THE DOCUMENT BROWSER. THE KEY NEW FEATURES OF IOS 12 AND XCODE 10 ARE ALSO COVERED IN DETAIL, INCLUDING SIRI SHORTCUTS AND THE NEW IOS MACHINE LEARNING FEATURES. THE AIM OF THIS BOOK, THEREFORE, IS TO TEACH YOU THE SKILLS NECESSARY TO BUILD YOUR OWN APPS FOR IOS 12. ASSUMING YOU ARE READY TO DOWNLOAD THE IOS 12 SDK AND XCODE 10, HAVE AN INTEL-BASED MAC AND IDEAS FOR SOME APPS TO DEVELOP, YOU ARE READY TO GET STARTED.

IOS APPS FOR MASTERMINDS 4TH EDITION - J.D GAUCHAT 2018-08-15

LEARN HOW TO CREATE APPS FOR IOS 12 BEFORE ANYONE ELSE. THIS IS THE FIRST BOOK TO TEACH YOU HOW TO WORK WITH SWIFT 4.2, XCODE 10, IOS 12 AND THE NEW APIS INTRODUCED BY APPLE IOS APPS FOR MASTERMINDS LEADS THE READER STEP BY STEP TO MASTER THE COMPLEX SUBJECTS REQUIRED TO CREATE APPLICATIONS FOR IPHONES AND IPADS. AFTER READING THIS BOOK, YOU WILL KNOW HOW TO PROGRAM IN SWIFT, HOW TO DESIGN USER INTERFACES, AND HOW TO WORK WITH THE MOST POWERFUL FRAMEWORKS AVAILABLE FOR THE CONSTRUCTION OF MODERN APPLICATIONS. THIS BOOK IS A COMPLETE COURSE THAT WILL TEACH YOU HOW TO BUILD INSANELY GREAT APPLICATIONS FROM SCRATCH. EVERY CHAPTER EXPLORES BOTH BASIC AND COMPLICATED CONCEPTS OF COMPUTER PROGRAMMING, THE SWIFT LANGUAGE, AND APP DEVELOPMENT. THE INFORMATION IS SUPPORTED BY FUNCTIONAL EXAMPLES THAT GUIDE BEGINNERS AND EXPERTS THROUGH THE MOST FUNDAMENTAL FRAMEWORKS INCLUDED IN THE IOS SDK. THE EXAMPLES ARE DISTRIBUTED THROUGHOUT THE BOOK IN A SPECIFIC ORDER TO GRADUALLY INTRODUCE COMPLEX TOPICS AND MAKE THEM ACCESSIBLE TO EVERYONE. THE GOAL OF IOS APPS FOR

MASTERMINDS IS TO MAKE YOU FAMILIAR WITH THE MOST ADVANCED TECHNOLOGIES FOR APP DEVELOPMENT. IT WAS DESIGNED TO PREPARE YOU FOR THE FUTURE AND WAS WRITTEN FOR THE GENIUS INSIDE YOU, FOR MASTERMINDS. THIS BOOK INCLUDES: INTRODUCTION TO SWIFT 4.2 SWIFT PARADIGM FOUNDATION FRAMEWORK UIKIT FRAMEWORK AUTO LAYOUT SIZE CLASSES NAVIGATION CONTROLLERS SCROLL VIEWS STACK VIEWS TABLE VIEWS COLLECTION VIEWS SPLIT VIEW CONTROLLER ALERT VIEWS NOTIFICATIONS FILES ARCHIVING CORE DATA ICLOUD CLOUDKIT CORE GRAPHICS AND QUARTZ 2D CORE ANIMATION AVFOUNDATION CAMERA AND PHOTOS LIBRARY WEB KIT VIEWS GESTURE RECOGNIZERS TIMERS OPERATION QUEUES ERROR HANDLING IMAGE AND VIDEO INTERNATIONALIZATION ...AND MORE! IOS APP DEVELOPMENT WITH IOS 12, XCODE 10 AND SWIFT 4.2 APP DEVELOPMENT, SWIFT PROGRAMMING, CREATE APPS, CREATE APP, IPHONE APPS, BUILD APP, SWIFT LANGUAGE, DEVELOP APPLICATION, OBJECTIVE-C, APPLE DEVELOPMENT, IOS DEVELOPMENT, IOS APPS, PROGRAM APPS.

IOS 10 PROGRAMMING FOR BEGINNERS - CRAIG CLAYTON 2016-12-27

BEGIN YOUR IOS MOBILE APPLICATION DEVELOPMENT JOURNEY WITH THIS ACCESSIBLE, PRACTICAL GUIDE ABOUT THIS BOOK USE SWIFT 3 AND LATEST IOS 10 FEATURES TO BUILD AWESOME APPS FOR IPHONE AND IPAD EXPLORE AND USE A WIDE RANGE OF APPLE DEVELOPMENT TOOLS TO BECOME A CONFIDENT IOS DEVELOPER FROM PROTOTYPE TO APP STORE—FIND OUT HOW TO BUILD AN APP FROM START TO FINISH! WHO THIS BOOK IS FOR THIS BOOK IS FOR BEGINNERS WHO WANT TO BE ABLE TO CREATE IOS APPLICATIONS. IF YOU HAVE SOME PROGRAMMING EXPERIENCE, THIS BOOK IS A GREAT WAY TO GET A FULL UNDERSTANDING OF HOW TO CREATE AN IOS APPLICATION FROM SCRATCH AND SUBMIT IT TO THE APP STORE. YOU DO NOT NEED ANY KNOWLEDGE OF SWIFT OR ANY PRIOR PROGRAMMING EXPERIENCE. WHAT YOU WILL LEARN GET TO GRIPS WITH SWIFT 3 AND XCODE, THE BUILDING BLOCKS OF APPLE DEVELOPMENT GET TO KNOW THE FUNDAMENTALS OF SWIFT, INCLUDING VARIABLES, CONSTANTS, AND CONTROL FLOW DISCOVER THE DISTINCTIVE DESIGN PRINCIPLES THAT DEFINE THE IOS USER EXPERIENCE SEE HOW TO PROTOTYPE YOUR APP WITH SWIFT'S PLAYGROUNDS FEATURE BUILD A RESPONSIVE UI THAT LOOKS GREAT ON A RANGE OF DEVICES FIND OUT HOW TO USE CORELOCATION TO ADD LOCATION SERVICES TO YOUR APP ADD PUSH NOTIFICATIONS TO YOUR APP MAKE YOUR APP ABLE TO BE USED ON BOTH IPHONE AND IPAD IN DETAIL YOU WANT TO BUILD IOS APPLICATIONS FOR IPHONE AND IPAD—BUT WHERE DO YOU START? FORGET SIFTING THROUGH TUTORIALS AND BLOG POSTS, THIS IS A DIRECT ROUTE INTO IOS DEVELOPMENT, TAKING YOU THROUGH THE BASICS AND SHOWING YOU HOW TO PUT THE PRINCIPLES INTO PRACTICE. WITH EVERY UPDATE, IOS HAS BECOME MORE AND MORE DEVELOPER-FRIENDLY, SO TAKE ADVANTAGE OF IT AND BEGIN BUILDING APPLICATIONS THAT MIGHT JUST TAKE THE APP STORE BY STORM! WHETHER YOU'RE AN EXPERIENCED PROGRAMMER OR A COMPLETE NOVICE, THIS BOOK GUIDES YOU THROUGH EVERY FACET OF IOS DEVELOPMENT. FROM XCODE AND SWIFT—THE BUILDING BLOCKS OF MODERN APPLE DEVELOPMENT—AND PLAYGROUNDS FOR BEGINNERS, ONE OF THE MOST POPULAR FEATURES OF THE IOS DEVELOPMENT EXPERIENCE, YOU'LL QUICKLY GAIN A SOLID FOUNDATION TO BEGIN VENTURING DEEPER INTO YOUR DEVELOPMENT JOURNEY. FOR THE EXPERIENCED PROGRAMMER, JUMP RIGHT IN AND LEARN THE LATEST IOS 10 FEATURES. YOU'LL ALSO LEARN THE CORE ELEMENTS OF IOS DESIGN, FROM TABLES TO TAB BARS, AS WELL AS MORE ADVANCED TOPICS SUCH AS GESTURES AND ANIMATIONS THAT CAN GIVE YOUR APP THE EDGE. FIND OUT HOW TO MANAGE DATABASES, AS WELL AS INTEGRATING STANDARD ELEMENTS SUCH AS PHOTOS, GPS INTO YOUR APP. WITH FURTHER GUIDANCE ON BETA TESTING WITH TESTFLIGHT, YOU'LL QUICKLY LEARN EVERYTHING YOU NEED TO GET YOUR PROJECT ON THE APP STORE! STYLE AND APPROACH CREATED FOR ANYONE THAT WANTS TO BUILD THEIR FIRST IOS APPLICATION, THIS BOOK OFFERS PRACTICAL, ACTIONABLE GUIDANCE THROUGH IOS DEVELOPMENT. COMBINING ENGAGING VISUALS WITH ACCESSIBLE, STEP-BY-STEP INSTRUCTIONAL AND EXPLANATION, THIS BOOK WILL NOT ONLY DEVELOP YOUR UNDERSTANDING, BUT ALSO SHOW YOU HOW TO PUT YOUR KNOWLEDGE TO WORK.

IOS 10 APP DEVELOPMENT ESSENTIALS - NEIL SMYTH 2016-10-21

IOS 10 APP DEVELOPMENT ESSENTIALS IS LATEST EDITION OF THIS POPULAR BOOK SERIES AND HAS NOW BEEN FULLY UPDATED FOR THE IOS 10 SDK, XCODE 8 AND THE SWIFT 3 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 10 AND PROGRAMMING IN SWIFT 3 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, LOCATION MANAGEMENT, LOCAL NOTIFICATIONS, CAMERA ACCESS AND VIDEO AND AUDIO PLAYBACK SUPPORT. OTHER FEATURES ARE ALSO COVERED INCLUDING AUTO LAYOUT, 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 8 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 10 AND XCODE 8 ARE ALSO COVERED IN DETAIL, INCLUDING SWIFT 3, DESIGNING ADAPTIVE USER INTERFACES USING TRAIT VARIATIONS, IMESSAGE APPS, CLOUDKIT SHARING, SPEECH RECOGNITION, AND SIRIKIT INTEGRATION. THE AIM OF THIS BOOK, THEREFORE, IS TO TEACH YOU THE SKILLS NECESSARY TO BUILD YOUR OWN APPS FOR IOS 10. ASSUMING YOU ARE READY TO DOWNLOAD THE IOS 10 SDK AND XCODE 8, HAVE AN INTEL-BASED MAC AND

IDEAS FOR SOME APPS TO DEVELOP, YOU ARE READY TO GET STARTED.

ADVANCES IN AUTOMATION II - ANDREY A. RADIONOV 2021-03-19

THIS BOOK REPORTS ON INNOVATIVE RESEARCH AND DEVELOPMENTS IN AUTOMATION. SPANNING A WIDE RANGE OF DISCIPLINES, INCLUDING COMMUNICATION ENGINEERING, POWER ENGINEERING, CONTROL ENGINEERING, INSTRUMENTATION, SIGNAL PROCESSING AND CYBERSECURITY, IT FOCUSES ON METHODS AND FINDINGS AIMED AT IMPROVING THE CONTROL AND MONITORING OF INDUSTRIAL AND MANUFACTURING PROCESSES AS WELL AS SAFETY. BASED ON THE INTERNATIONAL RUSSIAN AUTOMATION CONFERENCE, HELD ON SEPTEMBER 6-12, 2020, IN SOCHI, RUSSIA, THE BOOK PROVIDES ACADEMICS AND PROFESSIONALS WITH A TIMELY OVERVIEW OF AND EXTENSIVE INFORMATION ON THE STATE OF THE ART IN THE FIELD OF AUTOMATION AND CONTROL SYSTEMS, AND FOSTERS NEW IDEAS AND COLLABORATIONS BETWEEN GROUPS IN DIFFERENT COUNTRIES.

iOS APPS FOR MASTERMINDS, 2ND EDITION - J.D GAUCHAT 2016-03-10

GET AHEAD OF EVERYONE ELSE AND LEARN THE LATEST TECHNOLOGIES INTRODUCED BY APPLE. THIS IS THE FIRST BOOK TO TEACH YOU HOW TO WORK WITH SWIFT 3, XCODE 8, iOS 10 AND THE NEW APIs. iOS APPS FOR MASTERMINDS LEADS THE READER STEP BY STEP TO MASTER THE COMPLEX SUBJECTS REQUIRED TO CREATE APPLICATIONS FOR IPHONES AND IPADS. AFTER READING THIS BOOK, YOU WILL KNOW HOW TO PROGRAM IN SWIFT, HOW TO DESIGN USER INTERFACES, AND HOW TO WORK WITH THE MOST POWERFUL FRAMEWORKS AVAILABLE FOR THE CONSTRUCTION OF MODERN APPLICATIONS. THIS BOOK IS A COMPLETE COURSE THAT WILL TEACH YOU HOW TO BUILD INSANELY GREAT APPLICATIONS FROM SCRATCH. EVERY CHAPTER EXPLORES BOTH BASIC AND COMPLICATED CONCEPTS OF COMPUTER PROGRAMMING, THE SWIFT LANGUAGE, AND APP DEVELOPMENT. THE INFORMATION IS SUPPORTED BY FULLY FUNCTIONAL EXAMPLES TO GUIDE BEGINNERS AND EXPERTS THROUGH EVERY SINGLE FRAMEWORK INCLUDED IN THE iOS SDK. THE EXAMPLES ARE DISTRIBUTED THROUGHOUT THE BOOK IN A SPECIFIC ORDER TO GRADUALLY INTRODUCE COMPLEX TOPICS AND MAKE THEM ACCESSIBLE TO EVERYONE. THE GOAL OF iOS APPS FOR MASTERMINDS IS TO MAKE YOU FAMILIAR WITH THE MOST ADVANCED TECHNOLOGIES FOR APP DEVELOPMENT. IT WAS DESIGNED TO PREPARE YOU FOR THE FUTURE AND WAS WRITTEN FOR THE GENIUS INSIDE YOU, FOR MASTERMINDS. THIS BOOK INCLUDES: INTRODUCTION TO SWIFT 3 SWIFT PARADIGM FOUNDATION FRAMEWORK UIKIT FRAMEWORK AUTO LAYOUT SIZE CLASSES NAVIGATION CONTROLLERS SCROLL VIEWS TABLE VIEWS COLLECTION VIEWS SPLIT VIEW CONTROLLER ALERT VIEWS NOTIFICATIONS FILES ARCHIVING CORE DATA iCloud CORE GRAPHICS AND QUARTZ 2D CORE ANIMATION AVFOUNDATION CAMERA AND PHOTO LIBRARY WEB VIEWS CONTACTS SENSORS MAPKIT GESTURE RECOGNIZERS TIMERS OPERATION QUEUES ERROR HANDLING IMAGE AND VIDEO INTERNATIONALIZATION ...AND MORE! iOS APP DEVELOPMENT WITH iOS 10, XCODE 8 AND SWIFT 3 APP DEVELOPMENT, SWIFT PROGRAMMING, CREATE APPS, CREATE APP, IPHONE APPS, BUILD APP, SWIFT LANGUAGE, DEVELOP APPLICATION, OBJECTIVE-C, APPLE DEVELOPMENT, iOS DEVELOPMENT, iOS APPS, PROGRAM APPS.

HIGH PERFORMANCE iOS APPS - GAURAV VAISH 2016-06-16

NOW THAT MORE PEOPLE SPEND MORE TIME INTERACTING WITH MOBILE APPS THAN WITH THEIR DESKTOP COUNTERPARTS, YOU NEED TO THINK ABOUT YOUR iOS APP'S PERFORMANCE THE MOMENT YOU WRITE YOUR FIRST LINE OF CODE. THIS PRACTICAL HANDS-ON GUIDE SHOWS YOU HOW. THROUGH SPECIFIC AND CONCISE TIPS FOR DESIGNING AND OPTIMIZING YOUR APPS, AUTHOR GAURAV VAISH PROVIDES SOLUTIONS TO MANY COMMON PERFORMANCE SCENARIOS, INCLUDING REUSABLE CODE THAT YOU CAN PUT TO WORK RIGHT AWAY.

BEGINNING IPHONE DEVELOPMENT WITH SWIFT 5 - WALLACE WANG 2019-08-07

LEARN HOW TO INTEGRATE ALL THE INTERFACE ELEMENTS iOS USERS HAVE COME TO KNOW AND LOVE, SUCH AS BUTTONS, SWITCHES, PICKERS, TOOLBARS, AND SLIDERS. IN THIS EDITION OF THE BEST SELLING BOOK, YOU'LL ALSO LEARN ABOUT TOUCH GESTURES, TABLE VIEWS, AND COLLECTION VIEWS FOR DISPLAYING DATA ON A USER INTERFACE. ASSUMING LITTLE OR NO WORKING KNOWLEDGE OF THE SWIFT PROGRAMMING LANGUAGE, AND WRITTEN IN A FRIENDLY, EASY-TO-FOLLOW STYLE, THIS BOOK OFFERS A COMPREHENSIVE COURSE IN IPHONE AND IPAD PROGRAMMING. THE BOOK STARTS WITH A GENTLE INTRODUCTION TO USING XCODE AND THEN GUIDES YOU THROUGH THE CREATION OF YOUR FIRST SIMPLE APPLICATION. YOU'LL START WITH DESIGNING BASIC USER INTERFACES AND THEN EXPLORE MORE SOPHISTICATED ONES THAT INVOLVE MULTIPLE SCREENS SUCH AS NAVIGATION CONTROLLERS, TAB BARS, TOOL BARS, PAGE VIEWS, AND SPLIT VIEWS THAT ARE PARTICULARLY USEFUL ON THE LARGER SCREENS OF THE IPAD AND CERTAIN IPHONE MODELS. AND THERE'S MUCH MORE! BEGINNING IPHONE DEVELOPMENT WITH SWIFT 5 COVERS THE BASIC INFORMATION YOU NEED TO GET UP AND RUNNING QUICKLY TO TURN YOUR GREAT IDEAS INTO WORKING iOS APPS. ONCE YOU'RE READY, MOVE ON TO PRO IPHONE DEVELOPMENT WITH SWIFT 5 TO LEARN MORE OF THE REALLY UNIQUE ASPECTS OF iOS PROGRAMMING AND THE SWIFT LANGUAGE. WHAT YOU WILL LEARN DISCOVER WHAT DATA PERSISTENCE IS, AND WHY IT'S IMPORTANT BUILD COOL, CRISP USER INTERFACES DISPLAY DATA IN TABLE VIEWS WORK WITH ALL THE MOST COMMONLY USED iOS FRAMEWORKS WHO THIS BOOK IS FOR ASPIRING iOS APP DEVELOPERS NEW TO THE APPLE SWIFT PROGRAMMING LANGUAGE AND/OR THE iOS SDK.

BEGINNING IPHONE DEVELOPMENT WITH SWIFT - KIM TOPLLEY 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 IPAD DEVELOPMENT FOR IPHONE DEVELOPERS - JACK NUTTING 2011-04-15

IT'S IN MAGAZINES AND NEWSPAPERS, IT'S ON TELEVISION AND RADIO, IT'S ON BUSES AND BILLBOARDS AND PRETTY MUCH EVERYWHERE YOU LOOK. THE IPAD IS THE TOUCHSCREEN TABLET FROM APPLE, REPRESENTING THE NEXT GENERATION OF MOBILE COMPUTING. PACKED WITH DOZENS OF NEW FEATURES, THE iOS 3.2 SDK ENABLES YOU TO BUILD SOPHISTICATED, DESKTOP-QUALITY APPS FOR THIS EXCITING NEW PLATFORM. EVERY IPHONE AND IPOD TOUCH APP DEVELOPER LOOKING TO TAKE THE NEXT STEP AND MOVE INTO THE IPAD ARENA WILL WANT TO READ THIS BOOK FROM COVER TO COVER. BEGINNING IPAD DEVELOPMENT FOR IPHONE DEVELOPERS: MASTERING THE IPAD SDK HAS ALL THE ANSWERS, AND YOU'LL FIND THEM PRESENTED WITH THE SAME EASY-TO-FOLLOW STYLE AND THOROUGH COVERAGE YOU'VE COME TO EXPECT FROM TITLES LIKE BEGINNING IPHONE 3

DEVELOPMENT—EVERYTHING AN ASPIRING IPAD DEVELOPER NEEDS TO KNOW TO CREATE GREAT APPS. BEST-SELLING AUTHORS JACK NUTTING, DAVE WOOLDRIDGE, AND DAVE MARK SHOW IPHONE DEVELOPERS HOW TO MASTER ALL OF THE IPAD-EXCLUSIVE FRAMEWORKS AND FEATURES, WHICH ARE EXPLAINED, DEMONSTRATED IN ACTION, AND PUT THROUGH THEIR PACES IN THIS COMPREHENSIVE PROGRAMMING GUIDE. YOU'LL GET A DETAILED UNDERSTANDING OF THE NEW FEATURE SET AND GAIN EVERY POSSIBLE ADVANTAGE IN THE iTunes App Store.

iOS 7 PROGRAMMING PUSHING THE LIMITS - ROB NAPIER 2014-01-28

GET READY TO CREATE KILLER APPS FOR IPAD AND IPHONE ON THE NEW iOS 7! WITH APPLE'S INTRODUCTION OF iOS 7, DEMAND FOR DEVELOPERS WHO KNOW THE NEW iOS WILL BE HIGH. YOU NEED IN-DEPTH INFORMATION ABOUT THE NEW CHARACTERISTICS AND CAPABILITIES OF iOS 7, AND THAT'S WHAT YOU'LL FIND IN THIS BOOK. IF YOU HAVE EXPERIENCE WITH C OR C++, THIS GUIDE WILL SHOW YOU HOW TO CREATE AMAZING APPS FOR IPHONE, IPAD, AND IPOD TOUCH. YOU'LL ALSO LEARN TO MAXIMIZE YOUR PROGRAMS FOR MOBILE DEVICES USING IPHONE SDK 7.0. ADVANCED TOPICS SUCH AS SECURITY SERVICES, RUNNING ON MULTIPLE PLATFORMS, AND LOCAL NETWORKING WITH CORE BLUETOOTH ARE ALSO COVERED. PREPARES EXPERIENCED DEVELOPERS TO CREATE GREAT APPS FOR THE NEWEST VERSION OF APPLE'S iOS THOROUGHLY COVERS THE SERIOUS CAPABILITIES OF iOS 7; INFORMATION YOU NEED IN ORDER TO MAKE YOUR APPS STAND OUT DELVES INTO ADVANCED TOPICS INCLUDING HOW TO CONTROL MULTITASKING, SECURITY SERVICES, RUNNING APPS ON MULTIPLE PLATFORMS AND DEVICES, ENABLING IN-APP PURCHASES, ADVANCED TEXT LAYOUT, AND BUILDING A CORE FOUNDATION ALSO COVERS REST, ADVANCED GCD, INTERNATIONALIZATION AND LOCALIZATION, AND LOCAL NETWORKING WITH CORE BLUETOOTH iOS 7 PROGRAMMING: PUSHING THE LIMITS WILL HELP YOU DEVELOP APPLICATIONS THAT TAKE FULL ADVANTAGE OF EVERYTHING iOS 7 HAS TO OFFER.

IPHONE AND IPAD APPS FOR ABSOLUTE BEGINNERS, iOS 5 EDITION - RORY LEWIS 2012-06-08

THE IPHONE IS THE HOTTEST GADGET OF OUR GENERATION, AND MUCH OF ITS SUCCESS HAS BEEN FUELED BY THE APP STORE, APPLE'S ONLINE MARKETPLACE FOR IPHONE APPLICATIONS. OVER 1 BILLION APPS WERE DOWNLOADED DURING THE NINE MONTHS FOLLOWING THE LAUNCH OF THE APP STORE, RANGING FROM THE SIMPLEST GAMES TO THE MOST COMPLEX BUSINESS APPS. EVERYONE HAS AN IDEA FOR THE NEXT BESTSELLING IPHONE APP—PRESUMABLY, THAT'S WHY YOU'RE READING THIS NOW! AND WITH THE POPULARITY OF THE IPAD, THIS DEMAND WILL JUST CONTINUE TO GROW. SO HOW DO YOU BUILD AN APPLICATION FOR THE IPHONE AND IPAD? DON'T YOU NEED TO SPEND YEARS LEARNING COMPLICATED PROGRAMMING LANGUAGES? WHAT ABOUT OBJECTIVE-C AND COCOA TOUCH? THE ANSWER IS THAT YOU DON'T NEED TO KNOW ANY OF THOSE THINGS! ANYBODY CAN START BUILDING SIMPLE APPS FOR THE IPHONE AND IPAD, AND THIS BOOK WILL SHOW YOU HOW. THIS UPDATE OF AN APRESS BESTSELLER WALKS YOU THROUGH CREATING YOUR FIRST APP, USING PLAIN ENGLISH AND PRACTICAL EXAMPLES USING THE iOS 5 SOFTWARE DEVELOPMENT PLATFORM AND MORE. IT CUTS THROUGH THE FOG OF JARGON AND MISINFORMATION THAT SURROUNDS IPHONE AND IPAD APPLICATION DEVELOPMENT, AND GIVES YOU SIMPLE, STEP-BY-STEP INSTRUCTIONS TO GET YOU STARTED. TEACHES IPHONE AND IPAD APPS DEVELOPMENT IN LANGUAGE ANYONE CAN UNDERSTAND PROVIDES SIMPLE, STEP-BY-STEP EXAMPLES THAT MAKE LEARNING EASY, USING iOS 5 OFFERS VIDEOS THAT ENABLE YOU TO FOLLOW ALONG WITH THE AUTHOR—IT'S LIKE YOUR OWN PRIVATE CLASSROOM

iOS 10 PROGRAMMING FUNDAMENTALS WITH SWIFT - MATT NEUBURG 2016-09-26

MOVE INTO iOS DEVELOPMENT BY GETTING A FIRM GRASP OF ITS FUNDAMENTALS, INCLUDING THE XCODE IDE, THE COCOA TOUCH FRAMEWORK, AND SWIFT 3—THE LATEST VERSION OF APPLE'S ACCLAIMED PROGRAMMING LANGUAGE. WITH THIS THOROUGHLY UPDATED GUIDE, YOU'LL LEARN SWIFT'S OBJECT-ORIENTED CONCEPTS, UNDERSTAND HOW TO USE APPLE'S DEVELOPMENT TOOLS, AND DISCOVER HOW COCOA PROVIDES THE UNDERLYING FUNCTIONALITY iOS APPS NEED TO HAVE. EXPLORE SWIFT'S OBJECT-ORIENTED CONCEPTS: VARIABLES AND FUNCTIONS, SCOPES AND NAMESPACES, OBJECT TYPES AND INSTANCES BECOME FAMILIAR WITH BUILT-IN SWIFT TYPES SUCH AS NUMBERS, STRINGS, RANGES, TUPLES, OPTIONALS, ARRAYS, DICTIONARIES, AND SETS LEARN HOW TO DECLARE, INSTANTIATE, AND CUSTOMIZE SWIFT OBJECT TYPES: ENUMS, STRUCTS, AND CLASSES DISCOVER POWERFUL SWIFT FEATURES SUCH AS PROTOCOLS AND GENERICS CATCH UP ON SWIFT 3 INNOVATIONS: REVISED APIS, NEW FOUNDATION BRIDGED TYPES, AND MORE TOUR THE LIFECYCLE OF AN XCODE PROJECT FROM INCEPTION TO APP STORE—including XCODE'S NEW AUTOMATIC CODE SIGNING AND DEBUGGING FEATURES CONSTRUCT APP INTERFACES WITH THE nib EDITOR, INTERFACE BUILDER UNDERSTAND COCOA'S EVENT-DRIVEN MODEL AND ITS MAJOR DESIGN PATTERNS AND FEATURES FIND OUT HOW SWIFT COMMUNICATES WITH COCOA'S C AND OBJECTIVE-C APIS ONCE YOU MASTER THE FUNDAMENTALS, YOU'LL BE READY TO TACKLE THE DETAILS OF iOS APP DEVELOPMENT WITH AUTHOR MATT NEUBURG'S COMPANION GUIDE, PROGRAMMING iOS 10.

PRODUCING iOS 6 APPS - UNKNOWNCOM INC. 2012

EFFECTIVELY SEVERAL BOOKS BUNDLED INTO ONE, WRITTEN BY THE ENTIRE TEAM OF A LONG-STANDING APP DEVELOPMENT COMPANY, PRODUCING iOS 6 APPS: THE ULTIMATE ROADMAP

FOR BOTH NON-PROGRAMMERS AND EXISTING DEVELOPERS MAKES EVERY EFFORT TO PROVIDE MOST ANYONE WITH THE UNDERSTANDING, RECOMMENDED TOOLS, AND EASY TO FOLLOW STEP-BY-STEP EXAMPLES, TO LEARN HOW TO TAKE YOUR APP IDEA FROM THE START TO APPLE'S iTunes App Store. ORIGINALLY GENERATED FROM AN EXISTING APP COMPANY'S INTERNAL AND HIGHLY-CONFIDENTIAL TRAINING GUIDE, CONTAINING CLOSELY GUARDED APP BUSINESS SECRETS TEACHING NEW EMPLOYEES THE BUSINESS OF APP DESIGN, DEVELOPMENT LIFECYCLES AND METHODOLOGY. UPDATED CONTRIBUTIONS ARE FROM THE ENTIRE STAFF; DEVELOPMENT AS WELL AS CONSIDERABLE CONTRIBUTIONS FROM MARKETING, MANAGEMENT, AND EVEN THE LEGAL DEPT. DUE TO ITS VERY NATURE, THIS BOOK CONTAINS MANY COMMONPLACE AND RELEVANT TOPICS TO TODAY'S APP-RELATED BUSINESS ISSUES, SUCH AS THE LATEST "LEGAL LANDMINES" TO AVOID, MODERN APP DESIGN, THE LATEST IN CODE DEVELOPMENT, AND EVEN AVOIDING PROGRAMMING ALTOGETHER FOR APP DEVELOPMENT - ALL SPECIFIC TO iOS AND THE App Store. THIS FULLY UPDATED, MULTI-SECTION BOOK SPANS MANY CHAPTERS COVERING THE RELEVANT TOPICS, INCLUDING BUT NOT LIMITED TO THE FOLLOWING: THE LATEST SOFTWARE UPDATES: APPLE iOS 6 SDK, Xcode 4.5, AND MANY OTHER THIRD-PARTY DEVELOPMENT ALTERNATIVES - SOME OF WHICH REQUIRE SIMPLE SCRIPTING OR NO CODING AT ALL! THE LATEST HARDWARE UPDATES: APPLE iPhone 5, New iPad (3rd Gen), AND iPod Touch (5th Gen). PERFORMING MARKET RESEARCH AND ANALYSIS FOR A SUCCESSFUL APP WITH A SOLID BUSINESS PLAN, SPECIFIC TO THE App Store. MONETIZING APPS USING Ad NETWORKS AND AGGREGATORS, SUCH AS: APPLE'S iAd, GOOGLE'S AdMob, AND MILLENNIAL MEDIA, JUMPTAP, SMAATO, GREYSTRIPE, AdWhirl, AND MOBCLIX. AUTHORIZING APPS IN BOTH APPLE'S Xcode 4.5, iOS 6, AND OBJECTIVE-C FOR iPhone, iPod Touch, iPad, AS WELL AS THIRD-PARTY TOOLS FOR APP CREATION SUCH AS UNITY 3D, SHIVA3D, PHONEGAP, MONO TOUCH, MARMALADE, ADOBE FLASH PROFESSIONAL, ADOBE FLASH BUILDER (FORMERLY FLEX BUILDER), COCOS2D, CORONA SDK, GAME SALAD, TITANIUM STUDIO, AND MoSync - COMPLETE WITH WALKTHROUGHS ON HOW TO BUILD AN APP FROM SCRATCH WITH OPTIONAL APP-MAKING ENVIRONMENTS! LEARN HOW TO CREATE AN APP ONCE, AND HAVE IT SIMULTANEOUSLY WORK ON iPhone's iOS, ANDROID, AND MORE! INCLUDES A BONUS DETAILED OBJECTIVE-C JUMPSTART GUIDE, WRITTEN BY OUR DEVELOPMENT STAFF! IT PROVIDES EXISTING PROGRAMMERS WHO ARE FAMILIAR WITH C++, JAVA, C#, OR OTHER LANGUAGES, WITH RELEVANT TOPICS SUCH AS: DESIGNING VIEWS, INTERFACES, IMAGES, CONTROLS, OBJECTS, CLASSES, USER INPUT AND TOUCH GESTURES, IMPORTANT FRAMEWORKS, MANAGING MEMORY, DEALING WITH DATA TYPES, DATABASES, STORAGE, AND MORE - COMPLETE WITH FREE EXAMPLE SOURCECODE! A MONSTER OF A BOOK WITH EXCEPTIONAL VALUE, CONTAINING OVER 500 PAGES, SPANNING 40 CHAPTERS, SPLIT INTO 6 SECTIONS, WITH 6 APPENDICES! OVER 10 PAGES OF DETAILED TOC, INCLUDING ALL OF THE ABOVE, PLUS: APPLE iOS DEVELOPER PROGRAM AND App Store ACCOUNT CREATION WALKTHROUGHS, CROSS-PLATFORM APP DEVELOPMENT FOR iOS, ANDROID, BLACKBERRY AND MANY MORE, APP PROMOTION AND MONETIZATION TECHNIQUES, PRE/POST-UPLOAD MARKETING, AND SUGGESTIONS ON AVOIDING "REAL-LIFE" App Store GOTCHAS TO HELP SAVE TIME, MONEY, AND EFFORT! THIS "TOME OF KNOWLEDGE" IS A COMBINED EFFORT FROM AN EXISTING iOS DEVELOPMENT COMPANY'S ENTIRE TEAM WHO HAS BEEN IN THE App Store TRENCHES FOR YEARS. IN EFFECT, IT CONTAINS HARD-LEARNED EXPERIENCES AND PREVIOUSLY DETAILED "SECRET" APP PRODUCTION INFORMATION, EVOLVED INTO THIS COMPLETE GUIDE AND REFERENCE TO ALL THINGS REQUIRED TO DELIVER APPS THROUGH THE App Store AS QUICKLY, PAINLESSLY, AND PROFITABLY, AS POSSIBLE. BOTH PAPERBACK AND eBook EDITIONS ARE AVAILABLE.

PROFESSIONAL CROSS-PLATFORM MOBILE DEVELOPMENT IN C# - SCOTT OLSON 2012-02-03

DEVELOP MOBILE ENTERPRISE APPLICATIONS IN A LANGUAGE YOU ALREADY KNOW! WITH EMPLOYEES, RATHER THAN THE IT DEPARTMENT, NOW DRIVING THE DECISION OF WHICH DEVICES TO USE ON THE JOB, MANY COMPANIES ARE SCRAMBLING TO INTEGRATE ENTERPRISE APPLICATIONS. FORTUNATELY, ENTERPRISE DEVELOPERS CAN NOW CREATE APPS FOR ALL MAJOR MOBILE DEVICES USING C#/ .NET AND MONO, LANGUAGES MOST ALREADY KNOW. A TEAM OF AUTHORS DRAWS ON THEIR VAST EXPERIENCES TO TEACH YOU HOW TO CREATE CROSS-PLATFORM MOBILE APPLICATIONS, WHILE DELIVERING THE SAME FUNCTIONALITY TO PC'S, LAPTOPS AND THE WEB FROM A SINGLE TECHNOLOGY PLATFORM AND CODE-BASE. RATHER THAN REINVENTING THE WHEEL WITH EACH APP, THIS BOOK PROVIDES YOU WITH THE TOOLS YOU NEED FOR CROSS-PLATFORM DEVELOPMENT--NO NEW LANGUAGES NEEDED! PRESENTS AN OVERVIEW OF THE SEA CHANGE OCCURRING WITH THE USE OF ENTERPRISE MOBILE APPLICATIONS AND WHAT IT MEANS FOR DEVELOPERS SHARES THE CRITERIA FOR EVALUATING AND SELECTING THE BEST OPTION FOR APPLICATION ARCHITECTURE REVIEWS TOOLS AND TECHNIQUES FOR SETTING UP A CROSS-PLATFORM DEVELOPMENT ENVIRONMENT OFFERS AN INTRODUCTION TO THE MONOCROSS OPEN-SOURCE PROJECT AND PATTERN FOR CROSS-PLATFORM DEVELOPMENT PACKED WITH SPECIFIC SOFTWARE DESIGN PATTERNS, DEVELOPMENT BEST PRACTICES, CODE EXAMPLES AND SAMPLE APPLICATIONS, THIS MUST-HAVE BOOK GETS YOU STARTED DEVELOPING CROSS-PLATFORM MOBILE APPS TODAY.

METAL PROGRAMMING GUIDE - JANIE CLAYTON 2017

MASTER METAL: THE NEXT-GENERATION GRAPHICS AND GPU PROGRAMMING PLATFORM FOR APPLE DEVELOPERS METAL ENABLES APPLE DEVELOPERS TO MAXIMIZE PERFORMANCE IN DEMANDING TASKS LIKE 3D GRAPHICS, GAMES, SCIENTIFIC PROGRAMMING, VISUALIZATION, AND GPU-ACCELERATED MACHINE LEARNING. METAL® PROGRAMMING GUIDE IS THE AUTHORITATIVE, PRACTICAL GUIDE TO METAL FOR ALL iOS PROGRAMMERS WHO ARE INTERESTED IN GRAPHICS PROGRAMMING BUT DON'T KNOW WHERE TO START. PIONEERING APPLE DEVELOPER JANIE CLAYTON COVERS EVERYTHING FROM BASIC DRAW CALLS TO ADVANCED PARALLEL COMPUTING, COMBINING EASY-TO-UNDERSTAND CONCEPTUAL EXPLANATIONS WITH WELL-TESTED SWIFT 4/Xcode 9 SAMPLE CODE (AVAILABLE FOR DOWNLOAD AT GITHUB). CLAYTON INTRODUCES THE ESSENTIAL METAL, GRAPHICS, AND MATH CONCEPTS EVERY GRAPHICS PROGRAMMER NEEDS TO KNOW. SHE ALSO DISCUSSES KEY GRAPHICS-SPECIFIC LIBRARIES, CONCEPTS, AND METAL CLASSES, PRESENTING TECHNIQUES AND EXAMPLES YOU'LL FIND VALUABLE FOR BOTH GRAPHICS AND DATA PROCESSING. CLAYTON ALSO PROVIDES COVERAGE OF THE METAL COMPUTE PIPELINE, DEMONSTRATING PRACTICAL GPU PROGRAMMING APPLICATIONS RANGING FROM IMAGE PROCESSING TO NEURAL NETWORKING. QUICKLY GET A BASIC METAL PROJECT RUNNING WORK WITH METAL RESOURCES AND MEMORY MANAGEMENT LEARN HOW SHADERS ARE COMPILED AND ACCESSED BY THE CPU PROGRAM BOTH 2D AND 3D GRAPHICS WITH METAL IMPORT 3D MODELS AND ASSETS FROM BLENDER, MAYA, AND OTHER PROGRAMS APPLY IMPORTED TEXTURES TO

MODEL OBJECTS USE MULTIPASS RENDERING TO EFFICIENTLY IMPLEMENT COMPUTATIONALLY EXPENSIVE TECHNIQUES LEVERAGE TESSELLATION TO REDUCE MESH DETAIL USE THE GPU FOR A WIDE SPECTRUM OF GENERAL-PURPOSE COMPUTING APPLICATIONS GET STARTED WITH THE METAL PERFORMANCE SHADERS FRAMEWORK REGISTER YOUR PRODUCT AT [INFORMIT.COM/REGISTER](http://informit.com/register) FOR CONVENIENT ACCESS TO DOWNLOADS, UPDATES, AND/OR CORRECTIONS AS THEY BECOME AVAILABLE.

BEGINNING iOS APPS WITH FACEBOOK AND TWITTER APIS - CHRIS DANNEN 2011-10-08

BEGINNING iOS APPS WITH FACEBOOK AND TWITTER APIS SHOWS YOU HOW TO ADD THE POWER OF SOCIAL NETWORKING TO YOUR MOBILE APPS ON iPhone, iPad, AND iPod TOUCH. WITH THIS BOOK AS YOUR GUIDE, YOU CAN WRITE APPS THAT CONNECT TO FACEBOOK AND TWITTER QUICKLY, SECURELY, AND DISCREETLY. INSTEAD OF STARTING FROM SCRATCH, YOU WILL BUILD ON THE VAST RESOURCES, DATA STORAGE CAPACITY, AND FAMILIAR FEATURES OF THESE PLATFORMS WHICH HAVE BECOME PART OF EVERYDAY LIFE FOR HUNDREDS OF MILLIONS OF USERS WORLDWIDE. BEGINNING iOS APPS WITH FACEBOOK AND TWITTER APIS INTRODUCES YOU TO THE DEVELOPMENT TOOLS, TECHNIQUES, AND DESIGN PRACTICES YOU WILL NEED TO WORK WITH THE APIS. IT HELPS YOU DECIDE WHETHER TO USE FACEBOOK, TWITTER, OR BOTH, AND EXPLAINS THE IMPORTANT ISSUES OF DESIGN, BRANDING, AND PERMISSIBLE USE GUIDELINES. YOU WILL LEARN HOW TO GUARANTEE PRIVACY AND USE OAuth FOR AUTHENTICATION AND SINGLE SIGN-ON. CREATE NEWS APPS, SHOPPING APPS, CONTACT APPS, GPS APPS, GUIDES, AND MORE, THAT LET USERS TRANSPARENTLY: SIGN ON ONCE, THEN FREELY WORK WITH AND MANAGE THEIR FACEBOOK AND TWITTER ACCOUNTS PUBLISH GAME HIGH SCORES, POST LIKES, LINKS, AND STATUS UPDATES SEND MESSAGES, SHARE PICTURES, AND FORWARD TWEETS TWEET A LINK TO AN EVENT, SHOW THEMSELVES AS ATTENDING, AND SEE WHO ELSE IS THERE SHOW TWEETS THAT ARE RELEVANT TO A TOPIC WITHIN A NEWS APP SHOW TWEETS ABOUT A RESTAURANT ORGANIZE A GROUP OR COMMUNITY FROM TIME TO TIME, NEW FORMS OF COMMUNICATION COME ALONG THAT MAKE IT EASIER FOR PEOPLE TO COMMUNICATE AND MANAGE THEIR SOCIAL LIVES. LIKE PHONE CALLS AND SMS BEFORE THEM, FACEBOOK AND TWITTER HAVE, IN A SHORT TIME, BECOME ESSENTIAL PARTS OF THE SOCIAL FABRIC OF LIFE FOR AN EVER-GROWING NUMBER OF PEOPLE THROUGHOUT THE WORLD. THE KNOWLEDGE YOU'LL GAIN FROM BEGINNING iOS APPS WITH FACEBOOK AND TWITTER APIS WILL HELP YOU CREATE EXCITING AND POPULAR iOS APPS THAT YOUR USERS WILL RELY ON EVERY DAY TO HELP MAKE THEIR LIVES MORE MEANINGFUL AND CONNECTED.

BEGINNING iPhone DEVELOPMENT WITH SWIFT 3 - MOLLY MASKREY 2016-11-17

CREATE YOUR VERY OWN APPS FOR THE LATEST iOS DEVICES. YOU'LL 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-SELLING BOOK, 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. EVERY SINGLE SAMPLE APP IN THE BOOK HAS BEEN REBUILT FROM SCRATCH USING THE LATEST Xcode AND THE LATEST iOS 10-SPECIFIC PROJECT TEMPLATES, AND DESIGNED TO TAKE ADVANTAGE OF THE LATEST Xcode FEATURES. DISCOVER BRAND-NEW TECHNOLOGIES, AS WELL AS SIGNIFICANT UPDATES TO EXISTING TOOLS. 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 iOS 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! WHAT YOU WILL LEARN DEVELOP YOUR OWN BESTSELLING iPhone AND iPad APPS UTILIZE SWIFT PLAYGROUNDS DISPLAY DATA IN TABLE VIEWS DRAW TO THE SCREEN USING CORE GRAPHICS USE iOS SENSOR CAPABILITIES TO MAP YOUR WORLD GET YOUR APP TO WORK WITH iCloud AND MORE WHO THIS BOOK IS FOR ANYONE WHO WANTS TO START DEVELOPING FOR iPhone AND iPad.

HEAD FIRST iPhone AND iPad DEVELOPMENT - DAN PILONE 2013-12-18

PROVIDES INFORMATION ON USING iOS SDK TOOLS TO CREATE APPLICATIONS FOR THE iPhone AND THE iPad.

ADVANCED TECHNIQUES FOR KNOWLEDGE ENGINEERING AND INNOVATIVE APPLICATIONS - JEFFREY TWEEDALE 2013-12-13

THIS BOOK CONSTITUTES THE THOROUGHLY REFEREED PROCEEDINGS OF THE 16TH INTERNATIONAL CONFERENCE ON KNOWLEDGE-BASED INTELLIGENT INFORMATION AND ENGINEERING SYSTEMS, KES 2012, HELD IN SAN SEBASTIAN, SPAIN, IN SEPTEMBER 2012. THE 21 REVISED PAPERS WERE CAREFULLY REVIEWED AND SELECTED FROM 254 SUBMISSIONS. TOPICS OF INTEREST INCLUDE THE EXPLOITATION OF AI TECHNIQUES, MOST RECENT RESEARCH IN INFORMATION TECHNOLOGIES AND DYNAMIC ONTOLOGIES.

MIGRATING TO iPhone AND iPad FOR .NET DEVELOPERS - MARK MAMONE 2012-01-18

TODAY'S .NET DEVELOPERS ARE INTRIGUED BY WHAT THE iPhone AND iPad APPS LANDSCAPE HAS TO OFFER. ADMIT IT: YOU'RE ONE OF THEM. APPLE'S App Store HAS HUNDREDS OF THOUSANDS OF APPS, AND YOURS CAN BE AMONG THEM. iPhone AND iPad APP DEVELOPMENT USING THE iOS SOFTWARE DEVELOPMENT KIT IS ONE OF THE MOST APPEALING ENVIRONMENTS AVAILABLE FOR MOBILE TECHNOLOGY. MIGRATING TO iPhone AND iPad FOR .NET DEVELOPERS HELPS .NET PROGRAMMERS GET STARTED CREATING iPhone AND iPad APPS USING THE iOS SOFTWARE DEVELOPMENT KIT. START WITH A CRASH COURSE ON DEVELOPMENT USING iOS. THEN, FIND OUT WHETHER YOU WANT TO USE Xcode INSTEAD OF VISUAL STUDIO, AND PREPARE YOURSELF FOR THE MIGRATION FROM C# TO OBJECTIVE-C! YOU'LL LEARN HOW YOUR EXISTING .NET SKILLS CAN MAP MOST EFFICIENTLY TO THE iOS DEVELOPMENT ENVIRONMENT. NEXT, YOU'LL REALLY GET CODING WITH OBJECTIVE-C AND THE iOS SOFTWARE DEVELOPMENT KIT. YOU'LL BUILD YOUR SKILLS AND ENHANCE YOUR APPS WITH VISUALLY APPEALING, DYNAMIC USER INTERFACES AND PUSHING/PULLING DATA FROM A DATABASE THROUGH EVENTS AND MORE. DISCOVER THE WONDERS OF THE COCOA LIBRARY, AND LEARN NEW WAYS TO DO THINGS YOU ALREADY KNOW LIKE THE BACK OF YOUR HAND IN THE .NET ENVIRONMENT. NEARING THE FINISH LINE, YOU'LL BUILD YOUR FIRST COMPLETE iPhone OR iPad APP, AND EXTEND YOUR iPhone APP FEATURES—FOR EXAMPLE, BY USING THIRD-PARTY LIBRARIES. ONCE YOU HAVE CREATED THAT FIRST iPhone OR iPad APP, WE'LL WALK YOU THROUGH MAKING IT AVAILABLE ON THE App Store. MIGRATING TO iPhone AND

iPad for .NET Developers even offers tips on how to market your apps to new customers. When you finish reading Migrating to iPhone and iPad for .NET Developers, you'll be an iOS apps developer as well as a .NET developer, in today's competitive and fun mobile landscape!

ESSENTIAL IOS BUILD AND RELEASE - Ron Roche 2012

"A comprehensive guide to building, packaging, and distribution"--Cover.

BUILDING WEBSITES WITH HTML5 TO WORK WITH MOBILE PHONES - Matthew David 2013-02-11

The goal of this ebook is to introduce you to mobile web development. In many ways it is very similar to desktop web site development - HTML5 is HTML5 no matter what device you install it on. What is different is how you use and interface with the device. Smartphones and tablets like the iPad, iPhone, and Android devices are just very different than laptops and desktops. Find out how to work within mobile versions of popular web browsers while maximizing your design with HTML5 and CSS3 basics. Discover how to place items, work with fonts, and control color detail as well as other critical yet simple design elements. Work on graphical control with Bitmap, SVG and Canvas elements.

IOS 10 APP DEVELOPMENT ESSENTIALS - Neil Smyth 2016-10-28

PROGRAMMING IOS 6 - Matt Neuburg 2013

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

IOS 10 SDK DEVELOPMENT, 1st Edition - Chris Adamson, Janie Clayton 2017

BUILD IOS DATABASE APPS WITH SWIFT AND SQLITE - Kevin Languedoc 2016-11-29

This book leads you through the essential concepts and new iOS 10 SDK and Swift 3 programming language APIs to build iPhone and iPad database driven applications using the de facto standard for data storage for mobile apps, SQLite. Readers will learn about SQL operations like selecting, inserting, updating and deleting data using various data types like text, numerical types, images and even audio/video data. After working through this book, you will gain an expert view of developing iOS apps using SQLite as a data storage using Objective-C and Swift. With Build iOS Database Apps with Swift and SQLite you will also gain expert knowledge on how to create databases at runtime, including creating or modifying indexes, triggers, tables, columns, and views. The examples use time-tested code from working applications. What you'll learn: How to create database and database applications using iOS and Swift How to insert, select, edit, and delete records How to extend SQLite How to work with multi-database apps How to use SQLite with Swift How to backup online SQLite databases and more Who this book is for: Experienced Apple iOS, Swift programmers and developers.

IPHONE AND IPAD APPS FOR ABSOLUTE BEGINNERS - Rory Lewis 2013-03-19

Provides information on building applications for the iPhone and the iPad, covering such topics as code, multiple graphics, table views, arrays, MapKit.

IPHONE OS DEVELOPMENT - Richard Wentk 2011-05-09

iPhone OS Development: Your Visual Blueprint for Developing Apps for Apple's Mobile Devices provides essential tips, tricks, and techniques for developing for the iPad, iPhone, or iPod touch. This book covers everything from the key features of the Objective-C language, to hands-on tips for getting the most from the Apple SDK, to inside information about programming the touch screen, accelerometer, GPS, graphics, sound, and connectivity. It includes all of the information a new developer needs to create her first application, and references facts for more experienced developers who need distilled information about the most important iPad, iPhone, and iPod touch technologies. Also included is a step by step guide to uploading products to the App Store, and designing projects that maximize buyer interest and sales potential. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

OBJECTIVE-C FUNDAMENTALS - Collin Ruffenach 2011-09-12

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the iPhone. Starting with Chapter One, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C BUILDING YOUR FIRST IOS APPLICATION DATA TYPES, VARIABLES, AND CONSTANTS AN INTRODUCTION TO OBJECTS Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS CREATING CLASSES EXTENDING CLASSES PROTOCOLS DYNAMIC TYPING AND RUNTIME TYPE INFORMATION MEMORY MANAGEMENT PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and Exception Handling Key-Value Coding and NSPredicate Reading and Writing Application Data Blocks and Grand Central

DISPATCH DEBUGGING TECHNIQUES

IPHONE AND IPAD APPS FOR ABSOLUTE BEGINNERS - Rory Lewis 2014-01-18

This update of an Apress bestseller walks you through creating your first app, with plain English and practical examples using the latest iOS 7 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad app development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 7 Offers bonus videos from the author that enable you to follow along—it's like your own private classroom The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone apps. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow.

XCODE TREASURES - Chris Adamson 2018-10-22

Learn the critical tips and techniques to make using Xcode for the iPhone, iPad, or Mac easier, and even fun. Explore the features and functionality of Xcode you may not have heard of. Go under the hood to discover how projects really work, so when they stop working, you'll know how to fix them. Explore the common problems developers face when using Xcode, and find out how to get the most out of your IDE. Dig into Xcode, and you'll discover it's richer and more powerful than you might have thought. Get a huge productivity boost by working with Xcode instead of against it. Instead of hacky code fixes and manual processes, once you know the the why and how of Xcode's process, you'll discover that doing things Xcode's way makes your app development more elegant and less aggravating. Explore the major features of Xcode: project management, building UIs with storyboards, code editing, compiling apps, fixing bugs and performance problems, unit- and UI testing, and source code management. Go beyond the basics and explore tasks that professionals deal with when they're working on big projects. Create storyboards that many developers can work on at once, even as projects grow to hundreds or thousands of files. Find the tools that make the code editor pleasant to work with, even in long coding sessions. Discover the right way to find and fix bugs when you have lots of code that's not always playing nicely together. Dig into specific and little-discussed features that help developers on Apple's other platforms: macOS, watchOS, and tvOS. When you're ready to distribute your app, learn how Apple's code-signing system really works. Find out when to let Xcode handle it automatically, and how to do it manually when needed. Discover how much easier and more fun iOS development is when you know the secrets of the tools. What You Need: This book requires Xcode 9 and a Mac running macOS High Sierra (10.13.2) or later. Additionally, an iOS device is recommended for on-device testing but not required.

IOS APPS FOR MASTERMINDS 4TH EDITION - J. Gauchat 2018-08-20

Learn how to create apps for iOS 12 before anyone else. This is the first book to teach you how to work with Swift 4.2, Xcode 10, iOS 12 and the new APIs introduced by Apple. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by functional examples that guide beginners and experts through the most fundamental frameworks included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 4.2 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Stack Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud CloudKit Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Kit Views Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS App Development with iOS 12, Xcode 10 and Swift 4.2 App Development, Swift Programming, Create Apps, Create App, iPhone Apps, Build App, Swift Language, Develop Application, Objective-C, Apple Development, iOS Development, iOS Apps, Program Apps.

XCODE 4 - Richard Wentk 2011-06-01

Everything you need to know to design, code, and build amazing apps Xcode 4 is Apple's newest version of the popular development suite for creating bleeding-edge OS X and iOS apps. Written by an experienced developer and Apple-focused journalist, this book not only covers developing for OS X but also for the entire family of iOS devices, including the iPhone, iPad, and iPod touch. You'll explore the newest tools for compiling, debugging, and finding and fixing common code errors so that you can look forward to improved, smooth-running code that is developed more efficiently than ever. Takes you step-by-step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4, Apple's updated, free, object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating

PHENOMENAL APPS TODAY.

BEGINNING IOS 6 GAMES DEVELOPMENT - LUCAS JORDAN 2013-02-01

GAME APPS ON IPHONE AND NOW THE NEW IPAD REMAIN ONE OF THE MOST POPULAR TYPE OF APPS IN THE APPLE ITUNES APP STORE. DOES ANGRY BIRDS RING A BELL? NOW, YOU CAN LEARN TO BUILD GAME APPS FOR THE IPHONE 5 AND THE NEW IPAD USING THE NEW IOS 6 SDK. BEGINNING IOS 6 GAMES DEVELOPMENT PROVIDES A CLEAR PATH FOR YOU TO LEARN AND CREATE IPHONE AND IPAD GAME APPS USING THE IOS 6 SDK PLATFORM. YOU'LL LEARN HOW TO USE THE CORE CLASSES TO CREATE RICH AND DYNAMIC GAMES APPS, INCLUDING GRAPHICS, ANIMATIONS, AND SOUND. THE LATEST VERSION OF XCODE 4.5 WILL BE USED IN PARTS OF THE BOOK TO GUIDE YOU ALONG THE WAY OF BUILDING YOUR IPHONE OR IPAD GAME APPS. OTHER TOPICS INCLUDE IOS 6 GAME APPS DEVELOPMENT WITH THE NEWEST IOS GAME CENTER UPDATE, PERSISTING USER DATA, AND DESIGNING A COMPELLING USER EXPERIENCE. AFTER READING THIS BOOK, YOU'LL COME AWAY WITH THE SKILLS AND TECHNIQUES FOR BUILDING A GAME APP, TOP TO BOTTOM, THAT COULD PERHAPS EVEN BE SOLD ON THE APPLE ITUNES APP STORE. *** NOTE: THIS BOOK IS AN UPDATE OF BEGINNING IOS 5 GAMES DEVELOPMENT (ISBN-13: 978-1430237105) AND BEGINNING IPHONE GAMES DEVELOPMENT (ISBN-10: 1430225998).

IOS 4 IN ACTION - JOCELYN HARRINGTON 2011

"IOS 4 IN ACTION," A COMPLETELY UPDATED EDITION OF "IPHONE AND IPAD IN ACTION," GOES BEYOND THE BASICS OF IPHONE OS DEVELOPMENT, TO PROVIDE READERS WITH EVERYTHING THEY NEED TO CREATE FULLY FUNCTIONAL, STORE-READY APPS.

IOS 10 SDK DEVELOPMENT - CHRIS ADAMSON 2017-03-24

ALL IN ON SWIFT! IOS 10 AND XCODE 8 MAKE IT CLEARER THAN EVER THAT SWIFT IS APPLE'S LANGUAGE OF THE FUTURE. CORE FRAMEWORKS HAVE BEEN REDESIGNED TO WORK BETTER WITH SWIFT, AND THE LANGUAGE ITSELF CONTINUES TO EVOLVE QUICKLY. IOS 10

SDK DEVELOPMENT IS THE PURE-SWIFT APPROACH TO DEVELOPING FOR THE IOS PLATFORM. THIS COMPLETELY REVISED AND UPDATED EDITION OF THE BESTSELLING IOS GUIDE SHOWS YOU HOW TO PULL IN THE SDK'S ENORMOUS FEATURE SET AND DELIVER POWERFUL, REAL-WORLD APPS FOR IPHONE AND IPAD USING MODERN SWIFT PROGRAMMING TECHNIQUES. SWIFT IS THE LANGUAGE OF THE FUTURE FOR IOS DEVELOPMENT, AND THIS COMPLETELY REVISED AND UPDATED BOOK IS YOUR GUIDE. FROM THE COMMUNITY-DRIVEN CHANGES IN SWIFT 3 TO THE OVERHAUL OF IOS' FOUNDATION FRAMEWORK TO MAKE IT MORE "SWIFTY," IOS 10 AND XCODE 8 MARK AN "ALL IN" COMMITMENT TO SWIFT, AND THIS NEW EDITION MATCHES THAT COMMITMENT. LEARN NOT JUST THE SYNTAX OF THE SWIFT LANGUAGE BUT ALSO STYLISH SWIFT, THE IDIOMATIC USES OF THE LANGUAGE, AND BEST PRACTICES YOU'LL FIND IN THE WILD. FROM THERE, MOVE INTO DEVELOPING A COMPLETE, REAL-WORLD PODCAST CLIENT SAMPLE APPLICATION-COMPLETELY NEW FOR THIS EDITION-FEATUREING INTERNET ACCESS, TABLES, NAVIGATION, AND MEDIA PLAYBACK, ALL WITH THE MOST MODERN APPROACHES PROVIDED BY APPLE'S IOS 10 FRAMEWORKS AND TOOLS. GO BEYOND CODE TO MASTER THE PRACTICES THAT PROFESSIONAL DEVELOPERS RELY ON: TESTING, DEBUGGING, PUBLISHING ON THE APP STORE, AND MANAGING YOUR APP OVER THE LONG HAUL. AS A BONUS, YOU'LL GET A TASTE OF CUTTING-EDGE IOS 10 FEATURES, SUCH AS THE NEW SIRI VOICE-COMMAND API. SWIFT'S TIME IS HERE. WHETHER YOU'RE NEW TO SWIFT OR JUST CATCHING UP ON IOS' LATEST FEATURES, IOS 10 SDK DEVELOPMENT WILL HELP YOU MASTER THE LANGUAGE AND THE PLATFORM.

ICLOUD STANDARD GUIDE - ANDRI YADI 2013-11-18

AN EASY-TO-USE GUIDE, FILLED WITH TUTORIALS THAT WILL TEACH YOU HOW TO SET UP AND USE ICLOUD, AND PROFIT FROM ALL OF ITS MARVELLOUS FEATURES. THIS BOOK IS FOR ANYONE WITH BASIC KNOWLEDGE OF COMPUTERS AND MOBILE OPERATIONS. PRIOR KNOWLEDGE OF CLOUD COMPUTING OR ICLOUD IS NOT EXPECTED.