

ios 8 For Programmers An App Driven Approach With Swift

Praise for previous editions of The iPhone Developer ' s Cookbook " This book would be a bargain at ten times its price! If you are writing iPhone software, it will save you weeks of development time. Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple ' s official documentation. " – Tim Burks, iPhone Software Developer, TootSweet Software " Erica Sadun ' s technical expertise lives up to the Addison-Wesley name. The iPhone Developer ' s Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out, from beginners to more experienced developers. Code samples and screenshots help punctuate the numerous tips and tricks in this book. " – Jacqui Chalk, Associate Editor, Ars Technica " We make our living writing up this stuff and yet I am humbled by Erica ' s command of her subject matter and the way she presents the material: pleasantly informal, then very appropriately detailed technically. This is a going to be the Platonic book for iPhone developers. " – Daniel Pasco, Lead Developer and CEO, Black Pixel Luminance " " The iPhone Developer ' s Cookbook should be the first resource for the beginning iPhone programmer, and is the best supplemental material to Apple ' s own documentation. " – Alex C. Schaefer, Lead Programmer, ApolloIM, iPhone Application Development Specialist, MeLmo, Inc. " Erica ' s book is a truly great resource for Cocoa Touch developers. This book goes far beyond the documentation on Apple ' s Web site, and she includes methods that give the developer a deeper understanding of the iPhone OS, by letting them glimpse at what ' s going on behind the scenes on this incredible mobile platform. " – John Zorko, Sr. Software Engineer, Mobile Devices " I ' ve found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code. Erica has an impressive knowledge of the iPhone platform, is a master at describing technical information, and provides a compendium of excellent code examples. " – John Muchow, 3 Sixty Software, LLC, founder, iPhoneDeveloper.Tips.com " This book is the most complete guide if you want coding for the iPhone, covering from the basics to the newest and coolest technologies. I built several applications in the past, but I still learned a huge amount from this book. It is a must-have for every iPhone developer. " – Roberto Gamboni, Software Engineer, AT&T Interactive " It ' s rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques, but Erica Sadun ' s book manages to do both very well. " – Jeremy McNally, Developer, entp https://github.com/!/ericasadun.com/ What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and 3D. Get set up for the iPhone development with the Xcode environment. Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders. Use the iPhone ' s touch screen, compass, and accelerometer to build interactively into graphics applications. Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more. Learn to write apps for some of today ' s hottest technologies, including the iPhone and iPad (using iOS), as well as the Mac (using OS X). It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac. For OS X and iOS, Second Edition updates a best selling book and is an extended guide to Objective-C. Objective-C is a powerful, object-oriented extension of C, making this update the perfect follow-up to Dave Mark ' s bestselling Learn C on the Mac. Whether you ' re an experienced C programmer or you ' re coming from a different language such as C++ or Java, leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective-C in your apps! A complete course on the basics of Objective-C using Apple ' s newest Xcode tools. An introduction to object-oriented programming. Comprehensive coverage of new topics like blocks, GCD, ARC, class extensions, as well as inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files. An introduction to building user interfaces using what is called the UIKit. A primer for non-C programmers to get off the ground even faster. Learn to develop iPhone and iPad applications for networked enterprise environments. The iPhone and iPad have made a powerful impact on the business world. Developers creating iOS apps for the enterprise face unique challenges involving networking, system integration, security, and device management. This Wrox guide provides everything you need to know to write iOS apps that integrate with enterprise network resources, providing options for networking iOS devices to enterprise systems and to each other. Offers a complete compendium of methods and techniques for networked communication between iOS applications and other platforms and devices. Includes instruction on incorporating synchronous and asynchronous HTTP requests, security, communication issues, and more. Covers payload handling, network security, GameKit and Bonjour communications, and low-level network communications. Professional iOS Network Programming focuses on the networking aspects of iOS and its relationship to remote data sources, offering a truly unique approach. Programming iOS 8

Learn iOS 8 App Development

Solutions & Examples for iOS Apps

Java SE for Programmers

Xcode 5 Start to Finish

iPhone 3D Programming

Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (Lion) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non-programmers - no experience needed! About the Author Wendy Wie has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with Storyboards Using ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the Lion app Adding data to your Lion app Displaying details of your Lion Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing Lion's saving Lion's Making your Lion prettier Working with Auto Layout Search your Lion's

Have you been wanting to develop Apps for iOS but don't have the prerequisite language skills? Have you tried other iOS books and the code just went over your head? Do you feel like you need a little more coding experience before tackling mobile? Do you want to get a head start on iOS8 development? There is no mobile platform that has proved more dominant-- or more lucrative than iOS! If you're planning on creating native iOS apps, you must know Swift. Swift is an easy-to-learn and powerful language that is used to create iOS8 and OSX apps in the very near future. Companies are scrambling to hire Swift developers and those with aspirations to create iOS apps are learning it as fast as they can. Author Mark Lassoff is a master-instructor with years of teaching experience. You'll master the Swift programming language as you complete the multiple lab exercises that are both interesting and engaging. Dozens and dozens of code examples are available for you to load up and study. Over 150,000 people have learned programming from Mark Lassoff-- this book is one of his best. If you want to learn Swift and become an iOS8 developer, this is your book. Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

IOS 10 SDK Development

Sams Teach Yourself iOS 8 Application Development in 24 Hours

For OS X and iOS

Beginning iPhone and iPad programming

iOS 8 For Game Programmers

iOS 8 for Programmers

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa Framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C 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 12.

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 iPlatforms, and local networking with Core Bluetooth are also covered. Prepare 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 iPlatforms and iDevices, 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.

Learn to make iOS apps even if you have absolutely no programming experience. This hands-on book takes you from idea to App Store, using real-world examples--such as driving a car or eating at a restaurant--to teach programming and app development. You'll learn concepts through clear, concise, jargon-free language. This book focuses on Apple's new programming language, Swift. Each lesson is divided into two parts: the lecture portion explains the terms and concepts through examples, and the exercise portion helps you apply these concepts while building real-world apps, like a tip calculator. Learn how to think differently--and use the world to motivate you. Learn the basic building blocks of programming Dive into the Swift programming language Make apps for iPhone and iPad Use GPS in your app to find a user's location Take or select photos with your app Integrate your app with Facebook and Twitter Submit your app to the App Store Manage and market your app on the App Store

Learn how to use the power of Xcode to turn your next great app idea into a reality About This Book Learn the theory and tools behind app development using Swift 3 and Xcode 8 Build a fully featured iOS app, including a companion app for the Apple Watch Optimize, debug, and ultimately release your app on Test Flight and the App Store Who This Book Is For This book is intended for programmers looking to get a jump-start into the world of iOS development. Whether you're a young student who has only spent a few months with Java, or a seasoned developer who has spent their career developing for a different platform, all that is expected is a basic understanding of a programming language such as C++, C#, or Java. What You Will Learn Understand the most important features of the Xcode IDE Write Swift 3 code for application data models and view controllers Prepare visual layouts for an iOS application using storyboards, size classes, and auto-layout Integrate many common technologies into an app, such as multi-touch gestures, CoreData, and notifications Build companion applications for the Apple Watch with watchOS 3 Debug applications using Xcode's suite of debugging tools, and prevent bugs with unit testing Optimize an application using Xcode 8's built-in tools and asset catalogs Distribute a beta application through TestFlight, and a finished application through the App Store In Detail Over the last few years, we've seen a breakthrough in mobile computing and the birth of world-changing mobile apps. With a reputation as one of the most user-centric and developer-friendly platforms, iOS is the best place to launch your next great app idea. As the official tool to create iOS applications, Xcode is chock full of features aimed at making a developer's job easier, faster, and more fun. This book will take you from complete novice to a published app developer, and covers every step in between. You'll learn the basics of iOS application development by taking a guided tour through the Xcode software and Swift programming language, before putting that knowledge to use by building your first app called "Snippets." Over the course of the book, you will continue to explore the many facets of iOS development in Xcode by adding new features to your app, integrating gestures and sensors, and even creating an Apple Watch companion app. You'll also learn how to use the debugging tools, write unit tests, and optimize and distribute your app. By the time you make it to the end of this book, you will have successfully built and published your first iOS application. Style and approach This easy-to-follow guide presents topics in a hands-on lecture format where concepts are introduced and explained, then used in an example as reinforcement. The first third of the book covers the separate building blocks of development, while the second two thirds cover the development of an app from start to finish.

The Core iOS 6 Developer's Cookbook

Developing Graphical Applications with OpenGL ES

Swift, Xcode, and Cocoa Basics

The Big Nerd Ranch Guide

Dive Deep into Views, View Controllers, and Frameworks

iPhone Programming

Based on Big Nerd Ranch ' s popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide ' s learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Localizing with web services ALocalization/Internationalization *After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer. " – Peter Watling, New Zealand, Developer of BubbleWrap

Updated and revised coverage that includes the latest versions of iOS and Xcode Whether you're a novice or experienced developer, you will want to dive into this updated resource on database application programming for the iPhone and iPad. Packed with more than 50 percent new and revised material - including completely rebuilt code, screenshots, and full coverage of new features pertaining to database programming and enterprise integration in iOS 6 - this must-have book intends to continue the precedent set by the previous edition by helping thousands of developers master database application programming. Shows you how to store data using SQLite, model and manage data using Core Data, and integrate with Web Services Explains how to take advantage of the built-in capabilities of the iPhone and iPad Details techniques for integrating iOS applications into enterprise class systems Encourages you to take advantage of multi-core processors, store data in the cloud, and use storyboards to develop the UI for your app By the end of the book, you will be able to confidently implement a data driven application for the iPhone and iPad and integrate an iOS application within an existing enterprise system.

Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With this revised and expanded edition, you ' ll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 6 in a rigorous, orderly fashion--ideal whether you ' re approaching iOS for the first time or need a reference to bolster existing skills. Learn about features introduced with iOS 6, including Objective-C language advances, autovalidation, autoplayout, new view controller rotation rules, unwind segues, state restoration, styled text, and collection views. Learn Objective-C language details and object-oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture Learn how views and layers are managed, drawn, composited, and animated Become familiar with view controllers and their relationships, along with nib and storyboard management Fully explore all basic interface objects such as scroll views, table views, and controls Delve into Cocoa frameworks for sound, video, sensors, maps, and other features Touch on advanced topics such as threading and networking

A guide to app development with iOS 8 using Swift, an Apple programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.

An In-Depth Guide to Mobile Device Forensics

Creating iPhone and iPad Apps with Swift

Programming in Objective-C

Xcode 6 Start to Finish

iOS and OS X Development

Creating iPhone and iPad Apps with Swift

Use the iOS 8 SDK to create apps with Swift and live to tell the tale! Technology guru Danny Goodman did, and with this book he leaves a well-marked trail for you to follow. An authority on JavaScript since its inception, Goodman understands the challenges you might face in creating native iOS apps with this SDK, and introduces Xcode, Objective-C, and Cocoa Touch in a context you'll readily understand. Why bother with the SDK when you can simply build web apps for Apple's iOS devices? Web apps can't access an iPhone's music library, camera, or iOS system software for maps, audio, and more. Nor can you sell web apps in the App Store. If you want to take full advantage of the iPhone and iPad, iOS SDK is your tool -- and this is your book. Includes full coverage of iOS SDK 4.2. Learn the distinction between web app and iOS native app programming Create a workbook app to test code snippets throughout the learning process Get a structural view of an iOS app, and compare the process of building objects in Objective-C versus JavaScript Discover how your code launches iOS apps and makes them user-ready Learn about iOS memory management details that are different from JavaScript, including pointers and data types Use Objective-C and Cocoa Touch to implement common JavaScript tasks ***This is the updated and corrected edition of The iOS 5 Developer's Cookbook*** The iOS 5 Developer ' s Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0 ' s ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on this powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer ' s Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you ' re most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This is ' n just cut-and-paste. Using her examples, Sadun fully explains both the " how " and " why " of effective iOS 5 development. Sadun ' s tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of tabs and gestures--including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing full-featured Table View edits, reordering, and custom cells Creating managed database stores: then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local push notifications, popovers, and pins Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

The Core iOS 6 Developer ' s Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. Then, re-named iOS programming expert Erica Sadun covers all the classes you ' ll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touch, and views. As in her previous bestselling iOS books, Sadun translates theory ' s development best practices into working code, drawing key concepts into concise recipes that are easy to understand and transfer into your own projects. This in ' t just cut-and-paste, using her examples, Sadun fully explains both the " how " and " why " of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 6 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of tabs and gestures--including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing full-featured Table View edits, reordering, and custom cells Creating managed database stores: then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local push notifications, popovers, and pins Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple ' s Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you ' ll learn to integrate testing, debugging, and performance efficiency processes that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you ' re finished, you ' ll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server ' s sleek continuous integration system Register your book at www.informit.com/register for access to this title ' s downloadable code.

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Learning Xcode 8

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

It is possible for JavaScript programmers to learn Apple's iOS SDK and live to tell the tale! Technology guru Danny Goodman did, and with this book he leaves a well-marked trail for you to follow. An authority on JavaScript since its inception, Goodman understands the challenges you might face in creating native iOS apps with this SDK, and introduces Xcode, Objective-C, and Cocoa Touch in a context you'll readily understand. Why bother with the SDK when you can simply build web apps for Apple's iOS devices? Web apps can't access an iPhone's music library, camera, or iOS system software for maps, audio, and more. Nor can you sell web apps in the App Store. If you want to take full advantage of the iPhone and iPad, iOS SDK is your tool -- and this is your book. Includes full coverage of iOS SDK 4.2. Learn the distinction between web app and iOS native app programming Create a workbook app to test code snippets throughout the learning process Get a structural view of an iOS app, and compare the process of building objects in Objective-C versus JavaScript Discover how your code launches iOS apps and makes them user-ready Learn about iOS memory management details that are different from JavaScript, including pointers and data types Use Objective-C and Cocoa Touch to implement common JavaScript tasks ***This is the updated and corrected edition of The iOS 5 Developer's Cookbook*** The iOS 5 Developer ' s Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0 ' s ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on this powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer ' s Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you ' re most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This is ' n just cut-and-paste. Using her examples, Sadun fully explains both the " how " and " why " of effective iOS 5 development. Sadun ' s tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of tabs and gestures--including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing full-featured Table View edits, reordering, and custom cells Creating managed database stores: then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local push notifications, popovers, and pins Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

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Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple ' s Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you ' ll learn to integrate testing, debugging, and performance efficiency processes that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you ' re finished, you ' ll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server ' s sleek continuous integration system Register your book at www.informit.com/register for access to this title ' s downloadable code.

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Learning Xcode 8

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

It is possible for JavaScript programmers to learn Apple's iOS SDK and live to tell the tale! Technology guru Danny Goodman did, and with this book he leaves a well-marked trail for you to follow. An authority on JavaScript since its inception, Goodman understands the challenges you might face in creating native iOS apps with this SDK, and introduces Xcode, Objective-C, and Cocoa Touch in a context you'll readily understand. Why bother with the SDK when you can simply build web apps for Apple's iOS devices? Web apps can't access an iPhone's music library, camera, or iOS system software for maps, audio, and more. Nor can you sell web apps in the App Store. If you want to take full advantage of the iPhone and iPad, iOS SDK is your tool -- and this is your book. Includes full coverage of iOS SDK 4.2. Learn the distinction between web app and iOS native app programming Create a workbook app to test code snippets throughout the learning process Get a structural view of an iOS app, and compare the process of building objects in Objective-C versus JavaScript Discover how your code launches iOS apps and makes them user-ready Learn about iOS memory management details that are different from JavaScript, including pointers and data types Use Objective-C and Cocoa Touch to implement common JavaScript tasks ***This is the updated and corrected edition of The iOS 5 Developer's Cookbook*** The iOS 5 Developer ' s Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0 ' s ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on this powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer ' s Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you ' re most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This is ' n just cut-and-paste. Using her examples, Sadun fully explains both the " how " and " why " of effective iOS 5 development. Sadun ' s tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of tabs and gestures--including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing full-featured Table View edits, reordering, and custom cells Creating managed database stores: then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local push notifications, popovers, and pins Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

The Core iOS 6 Developer ' s Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. Then, re-named iOS programming expert Erica Sadun covers all the classes you ' ll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touch, and views. As in her previous bestselling iOS books, Sadun translates theory ' s development best practices into working code, drawing key concepts into concise recipes that are easy to understand and transfer into your own projects. This in ' t just cut-and-paste, using her examples, Sadun fully explains both the " how " and " why " of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 6 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of tabs and gestures--including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing full-featured Table View edits, reordering, and custom cells Creating managed database stores: then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local push notifications, popovers, and pins Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple ' s Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you ' ll learn to integrate testing, debugging, and performance efficiency processes that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply new features, ranging from Interface Builder Live Rendering to View Debugging and XCTest Performance Testing. By the time you ' re finished, you ' ll have all the Xcode 6 skills you need in order to develop truly exceptional software. Coverage includes Working with iOS-side dynamic frameworks and iOS/OS X extension modules Streamlining Model, View, and Controller development with Swift Rewriting Objective-C functions in Swift Efficiently managing layouts and view hierarchies with size classes Inspecting and fixing interface issues with the new View Debugger Displaying and configuring custom views within Interface Builder via Live Rendering Benchmarking performance within the Xcode 6 unit test framework Leveraging Xcode 6 automated tools to simplify localization Creating new extensions to inject services and UI into other applications Mastering new Swift debugging techniques Register your book at informit.com/register for access to this title ' s downloadable code.

Anyone Can Create an App

Professional iOS Network Programming

The iOS 4 Developer's Cookbook

Programming iOS 6

Develop Advance Applications for Apple iPhone, iPad, and iPod Touch
iOS 12 Programming Fundamentals with Swift

This book takes the readers on a journey into the world of mobile game development aimed at beginner Objective-C programmers. The book enables the reader to create a number of projects, which include a matching game, a puzzle game, a whack-a-mole game, a pong game, and a coloring book. Each of these projects gives the readers a variety of knowledge and skills that they can apply to their own gaming projects. It includes a companion disc with source code, images, and project files. By the end of the book, the reader will have five apps that they've developed, along with the knowledge of making games for the iOS platform. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. Features: Builds five game projects including a matching game, a puzzle game, a coloring book, game of pong, and a "whack-a-mole" game that will give the reader exposure to making games on the iOS platform includes information on iOS 5, iOS 6, iOS 7 and iOS 8- the latest versions for the iPhone and iPad. Utilizes the UIKit that enables readers to apply their knowledge to more areas than just games since many of the topics can be applied to general iOS development Includes a companion disc with source code, images, and project files. 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 "Swiftly," 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-featuring 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.

Details steps for writing complete iOS 6 applications, and outlines hundreds of techniques for solving problems commonly faced by developers.

iOS 7 Programming Cookbook

Core Concepts and Essential Recipes for iOS Programmers

Connecting the Enterprise to the iPhone and iPad

The iOS 5 Developer's Cookbook

iOS 8 Swift Programming Cookbook