Iphone Application Programming Guide

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IOS 13 & Swift 5 Programming - Mark Wahlbeck 2019-12-14
Learning to code can be tough, let alone figuring out how to build and publish iOS apps. iOS 13 & Swift 5 Programming is designed to be the ultimate beginner programming guide. We take you from knowing absolutely nothing about code and iOS development, and turn you into an app developer. You'll start off by learning the basics of the Swift programming language. Then you will move on to more complex topics such as Object-oriented Programming and Model View Controller.After you have learned the basics of programming, you will dive in to iOS development by building your very first app. As the chapters progress you will build more complex iPhone and iPad apps, working with tools and frameworks such as Maps, Core Data, Networking, Gestures, and more.The book is rich with projects and exercises to help you reinforce what you have learned. By the end of the book you will have built multiple apps and you will have to skills to develop and publish your very own iOS apps to the Apple App Store.This book is based on the highly popular courses created by Devslopes that have been watched by over 350,000 students worldwide. The need for iOS developers has never been greater and this book could help you build your first app or land your dream job.
iPhone Programming - Aaron Hillegass 2010-04-13
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 Communicating 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
iPhone and iPad App 24-Hour Trainer - Abhishek Mishra 2012-04-27
An all-in-one tutorial for planning, developing, and launching iPhone and iPad apps The number of applications in the Apple app store is growing at a staggering rate. Want to get in the game, but don't know iOS? This book-and-DVD package will help! With even little or no prior programming experience, you can learn the code necessary to build an app by following the how-to instructions in this book-and-video combo. Comprised of clear, no-nonsense lessons, the book walks you through each tutorial and then encourages you to work through simple exercises so that you can immediately apply what you just learned. These lessons are backed by video demonstrations on the accompanying DVD to further illustrate the instruction and drive home the main points. In addition, the book's appendices contain helpful information such as obtaining a device UDID, testing, and distributing an app and also lists common reasons why applications are rejected, so you can prepare to take precautionary measures to avoid these instances. Introduces iOS and helps you set up a development environment Highlights the basics of object-oriented programming principles as well as key objective-C concepts Examines Cocoa touch and the Cocoa touch framework, including using various classes in the UIKit and Foundation frameworks Looks at advanced concepts such as tab bars, web views, the Accelerometer, Google maps,

Core Location, and more With this book-and-video package, you'll learn how to plan, create, and launch apps for the iPhone and iPad that are ready for submission to the App Store! Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at wrox.com using a link provided in the interior of the e-book.
Hello Swift! - Tanmay Bakshi 2018-09-18
Bakshi provides an approachable, well-illustrated, step-by-step guide that teaches young readers how to program using the Swift language while they develop iOS apps. The author presents readers with a how-to guide to creating their first simple app, written from a kid's perspective.
Programming the iPhone User Experience - Toby Boudreaux 2009-08-05
Apple's iPhone and iPod Touch not only feature the world's most powerful mobile operating system, they also usher in a new standard of human-computer interaction through gestural interfaces and multi-touch navigation. This book provides you with a hands-on, example-driven tour of UIKit, Apple's user interface toolkit, and includes common design patterns to help you create new iPhone and iPod Touch user experiences. Using Apple's Cocoa Touch framework, you'll learn how to build applications that respond in unique ways when users tap, slide, swipe, tilt, shake, or pinch the screen. Programming the iPhone User Experience is a perfect companion to Apple's Human Interface Guidelines, and provides the practical information you need to develop innovative applications for the iPhone and iPod Touch, whether you're a CTO, developer, or UI/UX designer. Understand the basics of the Cocoa Touch framework for building iPhone and iPod Touch applications Learn theory and best practices for using Cocoa Touch to develop applications with engaging and effective user interfaces Apply your knowledge of Objective-C to the iPhone/iPod Touch framework Customize standard UIKit views according to Apple's Human Interface Guidelines and usability principles Learn patterns for handling user experience concerns outside of the interface, such as network- and location-awareness
Learning Core Audio - Chris Adamson 2012
Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI conectivity, and audio units.
iPhone for Programmers - Paul Deitel 2009-10-29
The professional programmer's DEITEL® guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C® and Cocoa® More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year! This book gives you everything you'll need to start developing great iPhone apps quickly and–once you've joined Apple's fee-based iPhone Developer Program–to get them up and running on the App Store. The book uses an app-driven approach–each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you'll develop include: Welcome Spot-On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter® Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter® Discount Airfares By Chapter 3 you'll be building apps using Xcode®, Cocoa® and Interface Builder. You'll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 3.x technologies including the Game Kit, iPod library access and more. iPhone for Programmers include practical, example-rich coverage of: • iPhone SDK 3.x, XCode®, Interface Builder • Object-Oriented Programming in Objective-C® and Cocoa® • Collections, GUI, Event Handling • Controllers, Application Templates • UIView, Multi-Touch™ • Core Audio, Core Animation, NSTimer • Tables, UINavigationController • Map Kit, Core Location, GPS, Compass • Photos, iPod Library Access • Serialization
Head First IPhone Development - Dan Pilone 2009-10-23
Provides information on using the iPhone SDK tools to create effective applications.
IOS 4 Programming Cookbook - Vandad Nahavandipoor 2011-01-21

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

iOS SDK Programming A Beginners Guide - James Brannan 2011-01-31

Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical resource. iOS SDK Programming: A Beginner's Guide shows you how to use Objective-C and Apple's new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. You'll learn how to take advantage of the iPad's larger display and the new features of iOS 4.2. By the end of this book, you'll be ready to create the next bit hit in the iTunes App Store! Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

The IOS Game Programming Collection (Collection) - Michael Daley 2011-12-30

The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect beginner's guide. Learning iOS Game Programming walks you through every step as you build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D's sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

iPhone SDK Programming: A Beginner's Guide - James Brannan 2009-08-03

Essential Skills--Made Easy! Now you can create your own iPhone and iPod touch applications in no time. iPhone SDK Programming: A Beginner's Guide shows you how to use Cocoa Touch, the Objective-C programming language, and the Xcode development tools. This hands-on guide features several self-contained projects, with the corresponding Xcode available for download and modification. By the end of the book you'll be able to build, test, and debug custom iPhone and iPod touch applications with ease. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter

Ask the Expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

Beginning iOS Game Development - Patrick Alessi 2011-11-21

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

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 iPlatforms, 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 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.

Learning IOS Development - Maurice Sharp 2014
Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Swift Programming - Matthew Mathias 2016-11-23

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

iOS 6 Application Development For Dummies - Dave Wilson 2013-01-10
Create incredible apps for the iPhone and iPad using the latest features of iOS 6 You could be the one who creates the next super app - one that is universal, works for both the iPhone and iPad, and is a top seller. It's a great goal, and the road starts here, with this energizing guide. Whether you're a budding programming hobbyist or a serious developer looking to hit it big, the information in this book is what you need. Learn how to join Apple's developer program, understand key differences between iPad and iPhone apps, download the latest SDK, create great user experiences, and build your very own app from the ground up. You'll gain the valuable hands-on experience you need to take your development skills to the next level by walking through the development process step-by-step and creating two applications. Shows programming hobbyists and programming pros how to develop a universal app for the iPhone and iPad in iOS 6 Explains the process of creating interfaces for each target

device and how to merge your designs to create a killer universal app Walks you through the development of two applications, side by side Covers nib files, views, view controllers, interface objects, gesture recognizers, and much more iOS 6 Application Development For Dummies is your guide to bringing all your app ambitions to life!

The Complete Idiot's Guide to iPad and iPhone App Development - Troy Brant 2010-09-07
Take a bite out of Apple's iPhoneTM success. The Complete Idiot's Guide® to Developing iPhoneTM Apps is the perfect introduction for aspiring iPhoneTM app creators, offering a step-by-step approach exploring all of the tools and key aspects of programming using the iPhoneTM software development kit, including getting the finished product distributed through the App Store. ?Apple also reports more than one billion downloads of their more than 25,000 available applications, and both the number of applications and the appetite for them keeps growing ?Of the more than 50,000 companies and individuals who have registered as program developers, 60 percent have never before developed an Apple platform

Programming IOS 6 - Matt Neuburg 2013
Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

Programming iOS 5 - Matt Neuburg 2012-03-15
Get a solid grounding in 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 5 and Xcode 4.3 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Many discussions have been expanded or improved. All code examples have been revised, and many new code examples have been added. The new memory management system—ARC—is thoroughly explained and all code examples have been revised to use it. New Objective-C features, such as declaration of instance variables in the class's implementation section, are described and incorporated into the revised example code. Discussion of how an app launches, and all code examples, are revised for project templates from Xcode 4.2 and later. Other new Xcode features, including the Simulator's Debug menu, are covered, with screen shots based on Xcode 4.2 and later. The discussion of Instruments is expanded, with screen shots—by popular request! Storyboards are explained and discussed. The explanation of view controllers is completely rewritten to include iOS 5 features, such as custom parent view controllers and UIPageViewController. The Controls chapter now includes iOS 5 interface customizability and the appearance proxy. New features of interface classes are discussed, including tiling and animated images, new table view features, new alert view styles. Coverage of frameworks such as Core Motion and AV Foundation is greatly expanded. New iOS 5 classes and frameworks are also discussed, including Core Image and UIDocument (and iCloud support). Important iOS 5 changes that can break existing code are explicitly called out in the text and listed in the index.

IOS 6 Programming Cookbook - Vandad Nahavandipoor 2012-12-12
Details steps for writing complete iOS 6 applications, and outlines hundreds of techniques for solving problems commonly faced by developers.

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.

Objective-C Programming - Aaron Hillegass 2013-11-20
Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Beginning iOS Programming For Dummies - Rajiv Ramnath 2014-04-03
The ultimate beginner's guide to programming in the iOS environment The Apple App Store is a gold mine for developers, but with more apps for the iPhone, iPad, and iPod touch being added every day, it?s essential to have a solid programming foundation to create the best apps possible. If you're eager to learn the ins and outs of iOS programming, this is your book. It teaches object-oriented programming within the iOS framework from the ground up, preparing you to create the next super iPhone or iPad app. Get a handle on the iOS framework, object-oriented best practices, and the Xcode programming environment, then discover how to create simple interfaces, use libraries, create and extend objects, and more. Whether you're just starting out in programming or only new to iOS, For Dummies is the perfect beginning. Focuses on teaching object-oriented programming within the iOS framework and includes best practices for building apps that are easy to debug, evolve, and maintain Uses simple examples to demonstrate object-oriented programming output in the iPhone environment while teaching real-world programming concepts and applications Provides a thorough understanding of the framework and object-oriented principles to help beginning programmers make optimum use of iOS Covers working with the Xcode environment and storyboards; creating simple interfaces; using libraries, functions, structures, arrays, and pointers; and creating and extending objects Beginning iOS Programming For Dummies is your straightforward guide to getting started with iOS programming.

Beginning iPhone SDK Programming with Objective-C - Wei-Meng Lee 2010-01-05
Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

AppleScript Language Guide - Apple Computer, Inc 1993
Apple's definitive guide to the powerful AppleScript scripting language, thisbook provides essential information for Macintosh power users and programmerswho want to use AppleScript to write new scripts, modify existing scripts, orwrite scriptable applications.

IOS 8 for Programmers - Paul J. Deitel 2014-12-16
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.

iOS 6 Programming Pushing the Limits - Rob Napier 2012-11-20
Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building

applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform.

iPhone 3D Programming - Philip Rideout 2010-05-03
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 more Get set up for 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 interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

iOS App Development For Dummies - Jesse Feiler 2014-04-14
If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS – start building the next big app today with help from iOS App Development For Dummies!

Learning iPad Programming - Kirby Turner 2013-05-13
"Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn't do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further." —Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of Advanced Mac OS X Programming: The Big Nerd Ranch Guide Learning iPad Programming, Second Edition, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud synching techniques. Learn how to Build a fully functional app that uses Core Data and iCloud synching Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use

custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

Coding iPhone Apps for Kids - Gloria Winquist 2017-05-15
Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score systemWhy should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

IOS 5 Programming Cookbook - Vandad Nahavandipoor 2012-02-07
Provides information on using iOS 5 to create applications for the iPhone, iPad, and iPod Touch.

Sams Teach Yourself iPhone Application Development in 24 Hours - John Ray 2010-10-15
In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest mobile device: the iPhone! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iPhone 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 at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 4.0 and up Learn the features of Xcode 3.2 and Interface Builder Prepare your system and iPhone for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Design highly usable applications with interactive widgets and web-connected interfaces Use Table views to navigate structured data Build rotatable and resizable user interfaces Read and write data and create System Setting plug-ins Use the iPhone's media playback and recording capabilities Create map and location-based (GPS) services Sense motion and orientation with the iPhone's accelerometer and the iPhone 4 gyroscope Create universal applications that run on the iPhone and iPad Write background-aware multitasking applications Distribute your applications through the App Store http://teachyourselfiphone.com

iPhone App Development: The Missing Manual - Craig Hockenberry 2010-05-03
Anyone with programming experience can learn how to write an iPhone app. But if you want to build a great app, there's a lot more to it than simple coding: you also need to know how design and market your creation. This easy-to-follow guide walks you through the entire process, from sketching out your idea to promoting the finished product. Get to know the tools for developing your iPhone app Design a great app before you start coding Build a complex app with Xcode and Interface Builder Decide how to brand your app-then beta-test that brand in the real world Learn the inside scoop on how to get your app into the App Store Promote your product, track sales, and build a strong customer following

Programming iOS 4 - Matt Neuburg 2011-05-16
Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With Programming iOS 4, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 4 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need

a reference to bolster existing skills. 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 Know how views are managed, drawn, composited, and animated Delve into Cocoa frameworks for sound, video, sensors, maps, and more Touch on advanced topics such as threading and networking Obtain a thorough grounding for exploring advanced iOS features on your own

Head First IPhone and IPad Development - Dan Pilone 2011-06-20 Pilone delivers a learner's guide to creating Objective-C applications for the iPhone and iPad.

Beginning iOS Programming - Nick Harris 2014-02-27 iOS 7 changed everything—get up to speed! iOS 7 is a major shift in the look and feel of apps—the first major sea change since the iPhone was first introduced. For apps to blend in with the new UI, each needs a complete redesign. Beginning iOS Programming: Building and Deploying iOS Applications starts at the beginning—including an introduction to Objective C—and gives you the skills you need to get your apps up and running. Author Nick Harris has extensive experience developing for iOS and provides a solid background for teaching the building blocks of app development. Learn Objective-C and how it differs from other programming languages Turn your app idea into an actionable plan Build each feature with the help of standalone chapters Assemble your project into a real-world iOS app Throughout the book, you'll be able to experiment with dozens of recipes from real-life scenarios, creating an app as you learn. The book's website features download sample apps to follow along with the instruction, and sample code to illustrate ideas.

iOS 15 Application Development for Beginners - Arpit Kulsreshtha 2021-12-31 Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for

image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning capabilities using the Core ML framework. ● Integrate features such as App Gestures and Core Location into iOS applications. ● Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

iOS 5 Programming Pushing the Limits - Rob Napier 2011-12-07 Open the door to endless new app development possibilities Pushing the Limits with iOS 5 Programming is an expert guide for developers aiming to create unique applications for Apple's iPad 2, iPhone, and the iPod Touch, which includes the latest version of the Apple iPhone SDK, iOS 5. This text goes beyond the basics to keep you ahead of the technology curve and spark your innovative nature to create seamless, functional, and fun apps. With a focus on advanced techniques for app development, you will learn to differentiate your apps from all the rest. With this must-have book, you'll explore advanced coverage of a variety of development topics, such as developing with deep Objective-C, while you learn to create amazing applications for Apple's iPad 2, iPhone, and iPod touch. Veteran mobile developers and authors guide you through maximizing your programs as they delve into topics not commonly found elsewhere. Provides a solid foundation in the patterns of iOS Shares tips for running on multiple platforms and best using security services Discusses topics such as controlling multitasking, advanced text layout and more Demonstrates how to think differently with blocks and functional programming Teaches table view, performance, and money-making optimization Eliminates common challenges with memory management and iOS information flow Pushing the Limits with iOS 5 Programming allows you to take on the future with confidence in your new, stand-out app design skills.