

IOS 5 Programming Pushing The Limits Developing Extraordinary Le Apps For Apple IPhone IPad And IPod Touch

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Android Design Patterns - Greg Nudelman
2013-02-19
Master the challenges of Android user interface

development with these sample patterns With
Android 4, Google brings the full power of its
Android OS to both smartphone and tablet

computing. Designing effective user interfaces that work on multiple Android devices is extremely challenging. This book provides more than 75 patterns that you can use to create versatile user interfaces for both smartphones and tablets, saving countless hours of development time. Patterns cover the most common and yet difficult types of user interactions, and each is supported with richly illustrated, step-by-step instructions. Includes sample patterns for welcome and home screens, searches, sorting and filtering, data entry, navigation, images and thumbnails, interacting with the environment and networks, and more. Features tablet-specific patterns and patterns for avoiding results you don't want. Illustrated, step-by-step instructions describe what the pattern is, how it works, when and why to use it, and related patterns and anti-patterns. A companion website offers additional content and a forum for interaction. *Android Design Patterns: Interaction Design Solutions for Developers*

provides extremely useful tools for developers who want to take advantage of the booming Android app development market.

Xcode 5 Start to Finish - Fritz Anderson
2014-05-03

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, source control, and other key skills into a high-efficiency process 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 Designing UI 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.

[iOS Drawing](#) - Erica Sadun 2013-10-15

Covers iOS 7 and Xcode 5 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients

Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see iOS Auto Layout Demystified, The Core iOS 6 Developer's Cookbook, and The Advanced iOS 6 Developer's Cookbook. informit.com/sadun To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

iOS Swift Game Development Cookbook - Jonathon Manning 2018-10-02

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you

need to get started is some familiarity with iOS development in Swift.

Mobile ASP.NET MVC 5 - Eric Sowell 2013-06-12

Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You'll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an

ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites.

Android Programming - Erik Hellman

2013-11-04

Unleash the power of the Android OS and build the kinds of brilliant, innovative apps users love to use If you already know your way around the Android OS and can build a simple Android app

in under an hour, this book is for you. If you're itching to see just how far you can push it and discover what Android is really capable of, it's for you. And if you're ready to learn how to build advanced, intuitive, innovative apps that are a blast to use, this book is definitely for you. From custom views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, ace Android developer, Erik Hellman, delivers expert tips, tricks and little-known techniques for pushing the Android envelope so you can: Optimize your components for the smoothest user experience possible Create your own custom Views Push the boundaries of the Android SDK Master Android Studio and Gradle Make optimal use of the Android audio, video and graphics APIs Program in Text-To-Speech and Speech Recognition Make the most of the new Android maps and location API Use Android connectivity technologies to communicate with remote devices Perform

background processing Use Android cryptography APIs Find and safely use hidden Android APIs Cloud-enable your applications with Google Play Services Distribute and sell your applications on Google Play Store Learn how to unleash the power of Android and transform your apps from good to great in Android Programming: Pushing the Limits.

Beginning Flutter - Marco L. Napoli

2019-09-17

Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be

working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile

development career a big head start.

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.

Professional iOS Network Programming - Jack Cox 2012-10-09

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.

System Engineering Analysis, Design, and Development - Charles S. Wasson 2015-11-16
Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the

author's presentation of SE principles and practices is outstanding." -Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides

definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices. Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V). Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process;

Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

The Secret Life of Programs - Jonathan E. Steinhart 2019-08-06

A primer on the underlying technologies that allow computer programs to work. Covers topics like computer hardware, combinatorial logic, sequential logic, computer architecture, computer anatomy, and Input/Output. Many coders are unfamiliar with the underlying technologies that make their programs run. But

why should you care when your code appears to work? Because you want it to run well and not be riddled with hard-to-find bugs. You don't want to be in the news because your code had a security problem. Lots of technical detail is available online but it's not organized or collected into a convenient place. In *The Secret Life of Programs*, veteran engineer Jonathan E. Steinhart explores--in depth--the foundational concepts that underlie the machine. Subjects like computer hardware, how software behaves on hardware, as well as how people have solved problems using technology over time. You'll learn: How the real world is converted into a form that computers understand, like bits, logic, numbers, text, and colors The fundamental building blocks that make up a computer including logic gates, adders, decoders, registers, and memory Why designing programs to match computer hardware, especially memory, improves performance How programs are converted into machine language that

computers understand How software building blocks are combined to create programs like web browsers Clever tricks for making programs more efficient, like loop invariance, strength reduction, and recursive subdivision The fundamentals of computer security and machine intelligence Project design, documentation, scheduling, portability, maintenance, and other practical programming realities. Learn what really happens when your code runs on the machine and you'll learn to craft better, more efficient code.

Extreme C - Kamran Amini 2019-10-31

Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key Features Make the most of C's low-level control, flexibility, and high performance A comprehensive guide to C's most powerful and challenging features A thought-provoking guide packed with hands-on exercises and examples Book Description There's a lot more to C than knowing the language syntax.

The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for

anybody who wants to take their C to the next level. What you will learnBuild advanced C knowledge on strong foundations, rooted in first principlesUnderstand memory structures and compilation pipeline and how they work, and how to make most out of themApply object-oriented design principles to your procedural C codeWrite low-level code that's close to the hardware and squeezes maximum performance out of a computer systemMaster concurrency, multithreading, multi-processing, and integration with other languagesUnit Testing and debugging, build systems, and inter-process communication for C programmingWho this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

Developing Conversational Interfaces for iOS - Martin Mitrevski 2018-01-09

Learn how to incorporate your own conversational interfaces into iOS applications.

This book will help you work comfortably with multiple frameworks, including Apple's Speech and SiriKit frameworks; Google's API.AI conversational interfaces platform; and Facebook's Wit.ai. You'll explore the basics of natural language processing on iOS and see how to develop sentiment analysis with Apple's new Core ML framework. You'll also understand the primary challenges of conversational interfaces, and how to future proof your design. With the introduction of SiriKit and the Speech framework, iOS developers now have huge opportunities to incorporate conversational interfaces into their apps. The latest advancements in natural language processing and machine learning allow for the development of complex conversational interfaces. This book incorporates all aspects of conversational interfaces on iOS—from voice transcription to natural language processing and entities extraction to text to speech commands. What You'll Learn Integrate intelligent voice interfaces

into iOS applications Use frameworks to enable voice reactive iOS applications Future proof your interface by understanding the expected future trends of voice recognition Who This Book Is For Primarily iOS developers, product and innovation managers, and UX experts. It will also be helpful to all developers/managers that want to provide conversational interfaces in their apps.

[Android Programming](#) - Bill Phillips 2015-08-01
Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the

way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Programming Embedded Systems - Michael Barr

2006-10-11

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

[Smashing WebKit](#) - Jon Raasch 2011-11-29

"As the default browser for both iPhone and Android, WebKit has become a major player in the mobile arena, offering a wider array of HTML5 and CSS3 support than any other major engine. Written by expert author Jon Raasch, this essential book teaches you how to use WebKit to make web sites more engaging, faster, and more visually appealing. You'll explore the variety of unique interface options that WebKit offers as you quickly discover how to create a unique web experience that provides functionality and entertainment." --Publisher description.

[iPhone Hacks](#) - David Jurick 2009-04-02

With iPhone Hacks, you can make your iPhone do all you'd expect of a mobile smartphone -- and

more. Learn tips and techniques to unleash little-known features, find and create innovative applications for both the iPhone and iPod touch, and unshackle these devices to run everything from network utilities to video game emulators. This book will teach you how to: Import your entire movie collection, sync with multiple computers, and save YouTube videos Remotely access your home network, audio, and video, and even control your desktop Develop native applications for the iPhone and iPod touch on Linux, Windows, or Mac Check email, receive MMS messages, use IRC, and record full-motion video Run any application in the iPhone's background, and mirror its display on a TV Make your iPhone emulate old-school video game platforms, and play classic console and arcade games Integrate your iPhone with your car stereo Build your own electronic bridges to connect keyboards, serial devices, and more to your iPhone without "jailbreaking" iPhone Hacks explains how to set up your iPhone the way you

want it, and helps you give it capabilities that will rival your desktop computer. This cunning little handbook is exactly what you need to make the most of your iPhone.

Web Database Applications with PHP and MySQL - Hugh E. Williams 2002

Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.

Learn C on the Mac - David Mark 2009-07-21
Considered a classic by an entire generation of Mac programmers, this popular guide has been updated for Mac OS X. Don't know anything about programming? No problem! Acclaimed author Dave Mark starts out with the basics and takes you through a complete course in programming C using Apple's free Xcode tools. This book is perfect for beginners learning to program. It includes Mac OS X examples! Provides best practices for programming newbies Written by the expert on

C-programming for the Mac Presents all the basics with a pragmatic, Mac OS X-flavored approach Includes updated source code which is fully compatible with Xcode 4

[HTML5 Games](#) - Jacob Seidelin 2014-03-10

HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any

compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

The iOS 5 Developer's Cookbook - Erica Sadun 2012

Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

High Performance iOS Apps - Gaurav Vaish 2016-06-16

Now that more people spend more time interacting with mobile apps than with their desktop counterparts, you need to think about your iOS app's performance the moment you write your first line of code. This practical hands-on guide shows you how. Through specific and concise tips for designing and optimizing

your apps, author Gaurav Vaish provides solutions to many common performance scenarios, including reusable code that you can put to work right away.

Building Web Apps with WordPress - Brian Messenlehner 2014-04-08

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development

frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

iOS Programming for .NET Developers - Josh Smith 2012-07-14

The Connected Apple Family - Jeff Carlson 2014-12-09

Most of us know how to use an iPhone for some activities and a Mac for others, but the experience is much richer when our Apple products work together. Bypass the frustration of wrangling separate devices and tap into Apple's hardware and software ecosystem. From

streaming movies across devices to sharing music, apps, and calendars between friends and family members, Apple's products are designed to work together, to your and your family's benefit. Jeff and Dan show you how to Set up Family Sharing and designate a Family Organizer Share music, movies, and apps among family members Manage passwords and stay safe, including tips on creating good passwords and using Touch ID Share essential information, including calendars, contacts, reminders, maps, and files Control a family member's screen remotely for easier longdistance troubleshooting Back up your irreplaceable data, whether it's on iOS devices (iCloud and iTunes) or your Mac (Time Machine) Be smart (and safe!) and create a bootable Mac backup Welcome the newest member of the Apple family, the Apple Watch, and learn how it will extend your current devices Packed with full-color images and step-by-step instructions, this invaluable guide will quickly help you get Apple devices and apps working to

their full potential for your family.
IOS 8 Swift Programming Cookbook - Vandanahavandipoor 2014-11-21
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

Mobile App Development with Ionic,

Revised Edition - Chris Griffith 2017-08-18

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you

use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

A Complete Guide to Programming in C++ - Ulla Kirch-Prinz 2002

This guide was written for readers interested in

learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

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.

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.

Swift for Beginners - Boisy G. Pitre 2015

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or

Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE:

www.peachpit.com/swiftbeginners includes additional resources.

Learning iOS Development - Maurice Sharp
2014

Features hands-on sample projects and exercises designed to help programmers create iOS

applications.

[Practical C++ Programming](#) - Steve Oualline
2003

Practical C++ Programming thoroughly covers:
C++ syntax · Coding standards and style ·
Creation and use of object classes · Templates ·
Debugging and optimization · Use of the C++
preprocessor · File input/output.

iOS 7 Development Recipes - Hans-Eric Grnlund
2014-01-21

iOS 7 Development Recipes: A Problem-Solution Approach is your code reference and guide to developing solutions on the iPad, iPhone, and other iOS 7 SDK devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope and have been geared toward the professional developer. You'll find clear and

concise code samples accompanying each recipe, and you will be presented with cutting-edge solutions that bring forth the best that the iOS 7 SDK has to offer. The recipes include:

- Working with Auto Layout to build flexible user interfaces that adapt to different screen sizes
- Building applications that incorporate multimedia
- Building location-aware apps
- Understanding best practices for application design and development

You'll find this book to be an indispensable reference for all your iOS development.

iOS App Distribution & Best Practices (First Edition) - Pietro Rea 2021-04-21

Sharing Apple Apps With Your Team, Testers & the World You'll learn how to sign up for Apple Developer Program, generate the various certificates needed, configure your app and submit an app to the App Store for approval, both manually and through automated processes through automated pipelines. You'll learn how to use Apple TestFlight to add internal and external

testers and receive feedback and crash reports. iOS App Distribution starts with explaining hurdles everyone faces, such as code signing, provisioning profiles, and how to do manual releases. It'll then go into more advanced topics, including distribution through TestFlight, build customization, automation, and continuous integration. Who This Book Is For This book is for beginner to experienced developers who want to know the best and most common workflow to release an app to the App store, as well as limiting frustration by troubleshooting and debugging common issues and problems associated with distributing apps. Topics Covered in iOS App Distribution & Best Practices

App Store quick start: Your quickest way from no account to the App Store.

Provisioning, code signing & entitlements: In-depth explanation of what they are, why you need them, and how they work.

Distribution channels & TestFlight: Learn different ways of distributing your app, within an enterprise, with

internal or external testers. App Store Connect: Learn about the Apple review process, what are the guidelines, what can go wrong and how to dispute them. Build customizations: Learn the ins and outs of configuring Xcode and build configurations. Build automation: Automate builds, build servers, and learn about tools such as fastlane. Continuous integration: Build your own CI pipeline to code, build, test, release, and repeat! After reading this book, you'll take your app build process and distribution to the next level, automate most of its tedious processes, and have an easier time debugging obscure app submission problem

SwiftUI Essentials - iOS 14 Edition - Neil Smyth 2020-12-07

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development

environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view

transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

Programming the Mobile Web - Maximiliano Firtman 2010-07-23

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android,

webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad

Bypass the browser to create offline apps and widgets using web technologies

Think Like a Programmer - V. Anton Spraul
2012-08-12

The real challenge of programming isn't learning a language's syntax—it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: -Split problems into discrete components to make them easier to solve -Make the most of code reuse with functions, classes, and libraries -Pick the perfect data structure for a particular job -Master more advanced programming tools like recursion and dynamic memory -Organize your

thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art—and the first step in creating your masterpiece is learning to Think Like a Programmer.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours - Jennifer Kyrnin 2012

Learn how to turn Web pages into stunning mobile applications in just 24 hours or less! HTML5 adds a number of new features and APIs to the language that allow web designers to be more descriptive and effective in creating their Web pages. This guide describes how to use the features of this software.

iOS Hacker's Handbook - Charlie Miller
2012-04-30

Discover all the security risks and exploits that can threaten iOS-based mobile devices. iOS is Apple's mobile operating system for the iPhone and iPad. With the introduction of iOS5, many security issues have come to light. This book explains and discusses them all. The award-winning author team, experts in Mac and iOS security, examines the vulnerabilities and the internals of iOS to show how attacks can be mitigated. The book explains how the operating system works, its overall security architecture, and the security risks associated with it, as well as exploits, rootkits,

and other payloads developed for it. Covers iOS security architecture, vulnerability hunting, exploit writing, and how iOS jailbreaks work. Explores iOS enterprise and encryption, code signing and memory protection, sandboxing, iPhone fuzzing, exploitation, ROP payloads, and baseband attacks. Also examines kernel debugging and exploitation. Companion website includes source code and tools to facilitate your efforts. iOS Hacker's Handbook arms you with the tools needed to identify, understand, and foil iOS attacks.