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Neal Goldstein

iPad Application Development For Dummies Neal Goldstein, Tony Bove, 2010-04-13 Turn your iPad ideas into amazing apps with this exciting new guide! Whether you're app development amateur or programming professional, you'll discover how to get in on the App Store development gold rush and start developing for the iPad with this fun and easy guide. The iPad offers developers of all levels more opportunities than ever before to be a part of the app development game, and this book is your ticket to joining in the fun. You'll learn the basics of getting started, downloading the SDK, using context-based design, and filling your toolbox. Then you'll move on to using Objective-C and Xcode to program robust and vibrant apps and games specifically for the mobile platform. Offers a plain-English guide whether you're a novice or a seasoned developer who is interested in developing iPad applications Covers working with the multitouch interface and in split-screen mode Provides useful advice on what applications thrive in the App Store and which have the most potential to turn a profit Includes a companion Web site with source code Packed with helpful advice on the ins and outs of developing great apps for mobile devices, iPad Application Development For Dummies gets you started creating cool new apps right away! Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

Graphics and Animation on iOS Vandad Nahavandipoor, 2011-04-26 Jazz up your iPhone and iPad apps with some slick graphics and animation—and keep users from looking elsewhere. This short and concise book shows developers with even little Cocoa programming experience how to create impressive graphics and animation effects with relatively easy coding. Learn how to incorporate smooth animations and draw images in your apps to achieve the classy look you want. The recipes in this book include step-by-step instructions and simple code solutions that you can put to work right away. Learn basic concepts for adapting to different screen sizes Construct, set, and use colors Draw text, images, lines, and rectangles Add shadows to shapes Create and draw gradients Learn how to animate and scale, rotate, or move views

Xcode 5 Developer Reference Richard Wentk, 2014-04-18 Design, code, and build amazing apps with Xcode 5 Thanks to Apple's awesome Xcode development environment, you can create the next big app for Macs, iPhones, iPads, or iPod touches. Xcode 5 contains gigabytes of great stuff to help you develop for both OS X and iOS devices - things like sample code, utilities, companion applications, documentation, and more. And with Xcode 5 Developer Reference, you now have the ultimate step-by-step guide to it all. Immerse yourself in the heady and lucrative world of Apple app development, see how to

tame the latest features and functions, and find loads of smart tips and guidance with this practical book. Shows developers how to use Xcode 5 to create apps for OS X and the whole family of iOS devices, including the latest iPhones, iPads, and iPod touches Covers the Xcode rapid development environment in detail, including utilities, companion applications, and more Includes a companion website with sample code and other helpful files Written by an experienced developer and Apple-focused journalist with solid experience in teaching Apple development If you want to create killer Apple apps with Xcode 5, start with Xcode 5 Developer Reference!

3D for iPhone Apps with Blender and SIO2 Tony Mullen,2010-04-01 Create exciting, interactive 3D apps for the iPhone and iPod Touch What a combination-using free, open-source Blender software and the SIO2 game engine to create very cool 3D characters and games for the very hot devices of the moment, the iPhone and iPod Touch. Whether you're coming to this as an iPhone developer or as a Blender artist, this book is for you. Learn how to create 3D content using Blender's WYSIWYG approach, find helpful information on Xcode and other iPhone SDK topics, master physical collisions, and acquire the skills you need to bridge both worlds with fun, compelling content. Shows you what you need to know to use Blender software, the SIO2 game engine, and iPhone SDK to create interactive 3D content for the iPhone and iPod Touch Walks you through a series of tutorials that you can use as starting points for your own creations Provides enough information on the iPhone software developer kit (SDK) to get you started quickly Covers Blender's physics simulation library, Bullet, and Blender's robust collision functionality Bridge the exciting worlds of Blender and iPhone app development in an easy-to-follow pipeline with this one-of-a-kind guide.

IOS 7 Programming Cookbook Vandad Nahavandipoor,2013-10-14 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

IOS 5 Programming Cookbook Vandad Nahavandipoor,2012-02-07 Thoroughly updated, this popular cookbook, helps programmers solve the vexing, real-life issues they're likely to face when creating apps for the iPhone, iPad, or iPod Touch. This edition contains more than 100 new recipes.

Beginning iOS 6 Development David Mark,Jack Nutting,Jeff LaMarche,Fredrik Olsson,2013-05-30 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 6 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample

app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 6 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

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.

Beginning iPhone 4 Development David Mark, Jeff LaMarche, Jack Nutting, 2011-08-05 Beginning iPhone 4 Development is here! The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple's Xcode 3. All source code has been updated to use the latest Xcode templates and current APIs, and all-new screenshots show Xcode 3 in action. Beginning iPhone 4 Development is a complete course in iOS 4 apps development. You'll master techniques that work on iPhone, iPad, and iPod touch. We start with the basics, showing you how to download and install the tools you'll need, and how to create your first simple application. Next you'll learn to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn techniques to save and retrieve your data using SQLite, iPhone's built-in database management system and Core Data, the standard for persistence that Apple brought to iOS with the release of SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You'll also learn how to use the new concurrency APIs included in iOS

4, and make robust multithreaded applications using Grand Central Dispatch. The iPhone 4 update to the best-selling and most recommended book for Cocoa touch developers Written in an accessible, easy-to-follow style Full of useful tips and techniques to help you become an iOS pro NOTE: For iPhone 4S or iOS 5 apps development, please instead check out the next edition of this book, Beginning iOS 5 Development - now available.

iOS 4 Developer's Cookbook, The: Core Concepts and Essential Recipes for iOS Programmers Erica Sadun,2011 Want to get started building applications for iPhone or iPad with Apple's newest iOS 4 development tools? Erica Sadun's The iOS 4 Developer's Cookbook brings together all the expert guidance and proven code you'll need. Completely updated through iOS 4.3, it covers the tools (Xcode 4 and Interface Builder), the language (Objective-C 2.0), and all elements common to typical iOS apps. Sadun presents single-task recipes for common iOS development tasks, including designing and organizing effective user interfaces, responding to users, supporting gestures and multitouch, working with images, accessing local data with Core Data, managing table views, and connecting to the Internet. You get cut-and-paste convenience: freely reuse any of her source code in your own applications and tweak as needed--everything's fully documented to make it easy. Each chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. You'll find everything you need to jumpstart any iOS 4 project--and create high-value apps fast!

The iOS 5 Developer's Cookbook Erica Sadun,2012-02-22 This title contains the standard edition of The iOS 5 Developer's Cookbook PLUS nine additional chapters on advance content. If you already have the eBook edition of The iOS 5 Developer's Cookbook, you can purchase The iOS 5 Developer's Cookbook: The Additional Recipes (ISBN: 9780133028393), which only contains the extra chapters, at a low cost. In this expanded ebook, best-selling 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 her best-selling book to focus on powerful new iOS 5 features, APIs, and frameworks, the latest version of Objective-C, and Apple's breakthrough Xcode 4 toolset. The iOS 5 Developer's Cookbook: Expanded Electronic 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 isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Her tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures, and touch to networking and security. This expanded ebook edition adds chapters on documents and data sharing; the Address Book; iCloud; Core Location and MapKit; Audio, Video, and MediaKit; Push Notifications; Accessibility; In-app purchasing with StoreKit; and GameKit. Whatever your iOS development experience, it will give you all the expert answers and reliable code you'll need to jumpstart any iOS 5 project!

iPhone® Application Development For Dummies® Neal Goldstein, 2010-09-14 Start building iPhone apps today with this friendly guide! Whether you're a beginner programmer who wants to build your first app, or a professional developer looking to leverage the marketing power of the iPhone SDK, this book walks you through the basics for building a variety of applications. Plus, you'll get invaluable advice on navigating the App Store so you can make money off of your original creations. This new edition covers all the latest information you need to know to get started developing apps immediately. Walks you through the fundamentals of developing a variety of applications for the iPhone Covers the latest updates for the iPad universal code and the new iPhone SDK Delves into getting your apps in the App Store and selling them Shows you how to use Apple's developer tools Addresses the universal code feature that allows you to develop apps and port them from the iPhone to the iPad and back No matter your level of experience or expertise, *iPhone Application Development For Dummies*, 3rd Edition enables you to leverage the power of the open iPhone SDK so you can start developing apps today. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

Sams Teach Yourself iOS Application Development in 24 Hours John Ray, 2012 Presents twenty-four lessons on developing applications for the iPhone and iPad, and includes information on navigating the development environment, building advanced user interfaces, and integrating online services.

Beginning iOS 5 Development David Mark, Jack Nutting, Jeff LaMarche, 2012-01-24 The team that brought you the bestselling *Beginning iPhone 4 Development* is back again for *Beginning iOS 5 Development*, bringing this definitive guide up-to-date with Apple's latest and greatest iOS SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 5 Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support

(pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Beginning iOS 7 Development Jack Nutting,David Mark,Jeff LaMarche,Fredrik Olsson,2014-03-31 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. There's coverage of brand-new technologies, including a new chapter on Apple's Sprite Kit framework for game development, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 7-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 7 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 7 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

Beginning Swift Games Development for iOS James Goodwill,Wesley Matlock,2017-05-24 Learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10. In Part 1 of this book, you'll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you add new functionality to the game. By the end of the book, you'll have experience with all the important SpriteKit topics and have a fully functional game as a result. In Part 2, you'll learn 3D game development using Apple's SceneKit framework and the Swift programming language, following the same pattern used for Part 1. Game apps are one of the most popular categories in the Apple iTunes App Store. In response, James Goodwill and Wesley Matlock bring you Beginning Swift Games Development for iOS, Third Edition an update to their best-selling work. After reading and using this book, you'll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS-enabled device. What you'll learn Discover what's in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers

new to Swift or for those thinking of trying iOS game app development for the very first time.

Beginning iPhone Development with Swift 4 Molly K. Maskrey, 2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 11 SDK, and then guides you through the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to create, load and work with playgrounds as you develop an understanding of the Swift language. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language. What You Will Learn Discover what data persistence is, and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

Beginning iPhone Development with Swift 2 David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE, 2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2. There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 9 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn: Everything you need to know to develop your

own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences“/li> What data persistence is, and why it’s important Get started with building cool, crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For:

iOS 8 Application Development in 24 Hours, Sams Teach Yourself John Ray,2015-03-06 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

Sams Teach Yourself IOS 8 Application Development in 24 Hours John Ray,2015 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

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