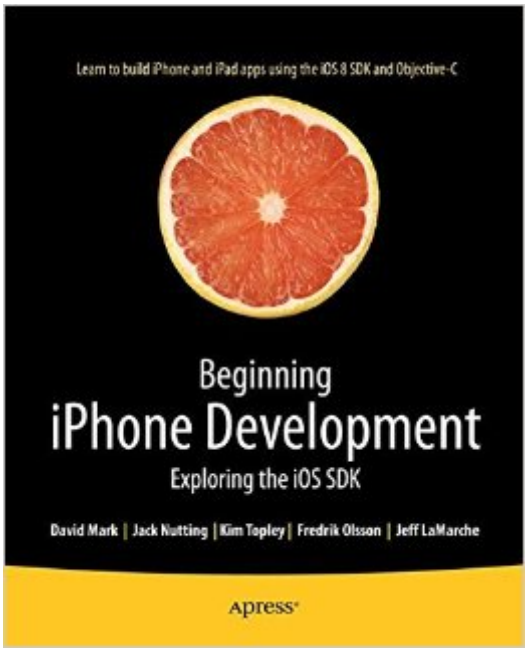
The book was found

Beginning IPhone Development: Exploring The IOS SDK



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

The team that brought you the bestselling Beginning iPhone Development, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1).You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using Xcode 6.1 and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features.Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iPhone Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK, and then guides you though the creation of your first simple application.From there, youâ ™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. Youâ ™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 youâ ™ll learn how to save your data using the iPhone file system. Youâ ™ll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And thereâ ™s much more! What you’ll learnEverything you need to know to develop your own bestselling iPhone and iPad appsFilled with examplesBest practices for optimizing your code and delivering great user experiencesWhat data persistence is, and why itâ ™s importantGet started with building cool, crisp user interfacesWhat and how to use Table ViewsHow to draw to the screen using Core GraphicsWhat geo app development features the new iOS brings to the iPhoneHow to get your app to work with iCloud and moreWho this book is for This book is for aspiring iPhone app developers, new to the iOS SDK. Some prior experience with Objective-C is recommended. Table of Contents1. Welcome to the Jungle 2. Appeasing the Tiki Gods 3. Handling Basic Interaction 4. More User Interface Fun 5. Rotation and Adaptive Layout6. Multiview Applications 7. Tab Bars and Pickers 8. Introduction to Table Views 9. Navigation Controllers and Table Views 10. Collection Views 11. iPad Considerations 12. Application Settings and User Defaults 13. Basic Data Persistence 14. Hey! You! Get onto iCloud! 15. Grand Central Dispatch, Background Processing, and You 16. Core Graphics: Drawing with Quartz 17. Getting Started with Sprite Kit 18. Taps, Touches, and Gestures 19. Where Am I? Finding Your Way with Core Location and Map Kit 20. Whee! Gyro and Accelerometer! 21. The Camera and Photo Library 22. Application Localization

Book Information

Paperback: 808 pages

Publisher: Apress; 2nd ed. edition (November 10, 2014)

Language: English

ISBN-10: 1484202007

ISBN-13: 978-1484202005

Product Dimensions: 7.5 x 1.8 x 9.2 inches

Shipping Weight: 3.7 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #1,210,380 in Books (See Top 100 in Books) #162 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > iPad #218 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > iPhone #244 inÂ Books > Computers & Technology > Programming > Apple Programming

Customer Reviews

I absolutely loved this book.I've been programming in Objective-C for a measly 6 months now...like many, my goal is to program applications for Mac OS X and iOS so I've been researching the entire web for the best resource for learning iOS programming. Believe it or not even today in the 21st century with all the computing power and incredible minds roving the earth,.....it's difficult to find a good solid text on iOS programming! Either because their convoluted with unnecessary computer programming jargon, out-of-date, outrageously expensive or just flat out poorly explained.Finally I found this book that teaches iOS programming with iOS and Objective-C and does a fine job at it as well. If your looking around for the right book, take it from me, this is the one. 40 bucks is not too bad either for the wealth of information you getting.Most notable feature that I appreciate is that this isn't one of those books that starts our with a practice application example that you must create throughout the entire book, you actually develop several different simple apps that show you the inner workings of app design and construction.....simply a phenomenal resource on the topic. Thanks again Apress for a fantastic text on a complicated subject!UpDate from the 7th Chapter| Going great! Lovinging it. I've come to realize that this is has been the easiest text to read on iOS. IF YOUR REAding this know that this is about as easy has ios programming is going to get. If you've struggled is probably because you didn't know objective c well enough or programming in general. Otherwise, have at it!Update from Chapter 15. Okay admittedly the authors may not have done the best job explaining chapters 13-15.

Download to continue reading...

A Beginner's Guide to iPhone 6 and iPhone 6 Plus: (Or iPhone 4s, iPhone 5, iPhone 5c, iPhone 5s with iOS 8) iPhone 7: The Ultimate Apple iPhone 7 User Manual - Discover Amazing Hacks To Master Your iPhone 7 Now! (iPhone 7 Phone Case, iPhone 7 User Guide, iPhone 7 Manual) iPhone 6: Apple iPhone 6 User Guide - Learn How To Use iPhone 6, iPhone 6s & iPhone 6s Plus, With Advanced Tips! (Apple, IOS, Yosemite) iPhone 6: Apple iPhone 6 Beginners Guide - Learn How To Use And Get The Most Out Of Your iPhone 6 & iPhone 6S (Apple, IOS, iPhone 6/6s/6 Plus) iPhone Portable Genius: Covers iOS 8 on iPhone 6, iPhone 6 Plus, iPhone 5s, and iPhone 5c iPhone 6: The Complete iPhone 6 Beginners Guide - Learn How To Use Your iPhone 6, Detailed User Manual, Plus New iPhone 6 & iPhone 6s Hidden Features, Tips And Tricks! (Apple, IOS, Yosemite) Beginning iPhone Development with Swift 2: Exploring the iOS SDK Beginning iPhone Development with Swift: Exploring the iOS SDK Beginning iPhone Development: Exploring the iOS SDK Beginning iOS 7 Development: Exploring the iOS SDK iPhone 7: For Beginners - Learn How To Use Iphone 7 Plus Advanced Tips And Tricks (iPhone 7 Phone Case, iPhone 7 User Guide, iPhone 7 Manual) iPhone 6: The Ultimate User Guide With Exclusive Tips And Tricks To Master iPhone 6 And iPhone 6 Plus (Iphone 6, IOS 9, Apple) iOS 9 SDK Development: Creating iPhone and iPad Apps with Swift The iPhone Book: Covers iPhone 5, iPhone 4S, and iPhone 4 (6th Edition) iPhone 6: The Comprehensive User Guide To Master Iphone 6, 6 S And 6 S Plus! Includes Advanced Tips and Tricks! (Iphone 6, IOS 9, Apple) IPhone SE: The Ultimate User Guide With Exclusive Tips And Tricks To Master Your IPhone SE (Apple, IOS, iPhone SE) Iphone 6 S and 6 S Plus: Practical User Guide with Exclusive Tips and Tricks to Master Iphone 6 S (Iphone 6, IOS 9, Apple) iPhone 6: Practical User Guide To Master Iphone 6, 6 S And 6 S Plus! Includes Little-Known Tips and Tricks (Iphone 6, IOS 9, Apple) CORONA SDK - Trabalhando com textos no Corona SDK. (Portuguese Edition) CORONA SDK - Utilizando o editor gratuito Notepad++ no Windows para trabalhar com Lua e Corona SDK. Inclusive com letras acentuadas. (Portuguese Edition)

Dmca