Apple Developer Guide

Annotation APPLE DESIGNED SWIFT SO YOU wouldn't need previous Apple programming experience, but many Apple developers will want to take advantage of Swift in existing projects--as well as start writing projects from scratch. In this compact, to-the-point guide, author and iOS developer Maurice Kelly steps existing Objective-C developers through the basics of the Swift language--including types, syntax, variables, strings, and classes--and explores how to use Swift with existing projects and create new apps written completely in Swift.If you are an Apple developer, this book will quickly give you a solid foundation for writing Swift apps.THIS BOOK INCLUDES:Detailed instruction and clear examplesReal-world guidance and adviceDetailed directions for using Swift's playgrounds to experiment with your code with a minimum of hassleEmphasis on the core components of the languageCOMPANION WEBSITE:http://swift-translation.guide/includes additional resources. In just 24 sessions of one hour or less, you can master the Objective-C language, and start using it to write powerful native applications for both Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities… make the most of its powerful implementation of objects and messaging…work effectively with design patterns, collections, blocks, threading, and a whole lot more. Every 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 Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present 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 Use Xcode to write Objective-C software more quickly and efficiently Master Objective-C's object-oriented features and techniques Efficiently organize program files and projects Make the most of Objective-C's powerful messaging capabilities Declare classes, instance variables, properties, methods, and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections, including dictionaries and sets Manage memory the modern way, with Automatic Reference Counting (ARC) Expand and extend classes with protocols, delegates, categories, and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work with portable, anonymous code blocks Manage queues and threading with Grand Central Dispatch Introduces the PalmPilot and its systems while offering instruction in programming forms, databases, widgets, and event-driven user interfaces. A practical introduction for using iOS 6 to create universalapps If you have prior experience programming in an object-orientedlanguage and are eager to start building universal apps for iPadand iPhone (including the iPod touch), then this is the book foryou! Using the latest version of iOS (iOS 6) along with the latestversion of Xcode (Xcode 4.5), this book is a practical introductionrather than just a catalog of components. Full-color and packedwith groundbreaking, innovative designs, this book teaches you howto create eye-catching, unique apps. Teaches you the various aspects of iOS development, beginningwith getting started with iOS 6, getting Up to Speed with Xcode,and learning the tools and Objective-C Reviews building the user interface with Xcode and InterfaceBuilder Details how to set up your app in iTunes connect and distributeit through the app store Walks you through adding features like geo-location and twittersharing Helps you avoid common pitfalls and design decisions related touser experience and iOS programming iOS 6 Foundations is organized so that each chapterbuilds on the previous, providing you with a finished app by theend of the book. 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!

Effectively several books bundled into one, written by the entire team of a long-standing app development company, Producing iOS 6 Apps: The Ultimate Roadmap for Both Non-Programmers and Existing Developers makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest "legal landmines" to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D, PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a BONUS detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory, dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on

avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available. Metal Programming GuideComprehensive Tutorial and Reference Via SwiftAddison-Wesley Professional

Here's the scoop on building and marketing great games for the iPhone and iPad! The iPhone and iPad are the hottest techno-gadgets on the market today, and games for it are even hotter. To help you cash in on the trend, this book shows what it takes to create a good iPhone and iPad game and how to get it into the App Store. Neal Goldstein, leader of an iPhone app startup company, and his co-authors show you how to build a game that will sell, include quality graphics, market your game through the App Store, and more. Whether you're a programming novice or an experienced developer looking to enter the game market, here's how to get going. Games for the iPhone are among the hottest apps in Apple's App Store Learn to build two game applications – from beginning to end Written by successful mobile app developers, this guide begins with how to get started, including downloading the SDK and filling your toolbox Covers programming with Objective-C and Cocoa, what makes a good game, graphics, and creating good mobile apps Explains how to market your game through the App Store iPhone and iPad Game Development For Dummies can start you on a fun hobby or a lucrative career. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at http://gamesalad.com/manuals and http://cookbook.gamesalad.com. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

Create Breakthrough Apple Watch Apps with the New WatchKit Framework With its new Apple Watch and WatchKit framework for developers, Apple is sparking a huge new wearables market. iOS developers who master Apple Watch programming will have the same huge early mover advantage that early iPhone developers enjoyed. " Learning WatchKit Programming " is a complete, hands-on tutorial for all iOS developers who are ready to design and build tomorrow s hottest new wearables apps. Leading iOS development trainer Wei-Meng Lee covers all you need to know about Apple Watch development and the WatchKit API, from app architecture and design to navigation, notification, and glances. Using practical Swift code examples designed for clarity and simplicity, Lee guides you through building new apps from the ground up and linking them to iPhones so they ll do even more. The perfect companion to other iOS developer guides, " Learning WatchKit Programming " helps you extend your iOS skills to a whole new environment, build apps that solve a new set of problems, and reach millions of people who are about to own their first Apple Watch. Coverage includes Quickly getting started with WatchKit and Apple Watch development Discovering how Apple Watch apps are architected and deployed Programming key features such as the Digital Crown, Force Touch, and the Taptic Engine Storyboarding apps and testing them on the Apple Watch simulator Mastering Apple Watch s multiple-screen navigation Building highly efficient interfaces with Apple Watch UI controls Customizing each screen s look and feel, and passing data between them Responding to user interactions via buttons, switches, or sliders Displaying information via labels, images, or tables Communicating between the watch app and its containing iOS app Calling web services from

Apple Watch Displaying short- and long-look notifications Customizing notifications to display your message s essence more quickly Implementing Glances to give users a faster way to gather information Localizing your Apple Watch apps "All of this book s sample Swift code will be available for download atinformit.com." "

Everything you need to know to create Web sites using your Mac Create and deploy striking Web sites and apps on a Mac for your own business or for clients using the essential techniques in this focused guide. While most Web site how-tos are geared toward either designers or programmers, this detailed book covers both aspects, helping you develop the complete skill sets that you'll need professionally. Tap all of the out-of-the-box perks that Apple has to offer for Web development with these techniques and insights from a seasoned Mac Web developer. Takes you through everything that Macs have to offer for Web development, such as a Web server, PHP, and Ruby on Rails; Macs come with these right out of the box, making setting up a Web development environment pushbutton-easy Reveals the science and the artistry behind creating beautiful and intuitive Web pages using Apple technology Covers the technical elements of Web page construction with HTML, CSS, Javascript, PHP, and Rails; then goes beyond to show you how to add creative flair using Photoshop Turn your design and development skills into marketable assets with this essential guide for Apple users. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects

and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

Xcode Tools Sensei is a book about Apple's developer tools that are used to create Mac and iOS applications. This book doesn't stop with Xcode and Interface Builder. Xcode Tools Sensei covers a dozen developer tools, both graphical and command-line tools. You will learn how to profile your code and check for memory leaks with Instruments, write shaders with OpenGL Shader Builder, and uncover performance problems with OpenGL ES Performance Detective. If you want to spend more time creating, testing, and profiling your applications and less time wading through Apple's documentation, get a copy of Xcode Tools Sensei. This edition has been updated for Xcode 4.5 and iOS 6. Some of the new material in this edition includes auto layout for iOS applications, cherry picking commits, and creating base localizations to simplify application localization.

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!

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
Everything you need to know to design, code, and build amazing apps Xcode 4 is
Apple's newest version of the popular development suite for creating bleeding-edge
OS X and iOS apps. Written by an experienced developer and Apple-focused journalist,
this book not only covers developing for OS X but also for the entire family of iOS
devices, including the iPhone, iPad, and iPod touch. You'll explore the newest tools for
compiling, debugging, and finding and fixing common code errors so that you can look
forward to improved, smooth-running code that is developed more efficiently than ever.
Takes you step-by-step through the process of developing OS X and iOS applications
using Xcode 4 Examines the benefits of Xcode 4, Apple's updated, free, object
oriented programming environment Helps you tame the complex Xcode environment so
you can develop amazing apps This book gets you up to speed on all the remarkable
new features and redesigned user interface of Xcode 4 so you can get started creating
phenomenal apps today.
This book constitutes the refereed proceedings of the 13th International Conference on
Trust, Privacy and Security in Digital Business, TrustBus 2016, held in Porto, Portugal,
in September 2016 in conjunction with DEXA 2016. The 8 revised full papers presented
were carefully reviewed and selected from 18 submissions. The papers are organized
in the following topical sections: security, privacy and trust in eServices; security and
privacy in cloud computing; privacy requirements; and information audit and trust.
This book constitutes the refereed proceedings of the 8th International Conference on
Software Business, ICSOB 2017, held in Essen, Germany, in June 2017. The 11 full
papers and 5 short papers presented in this volume were carefully reviewed and
selected from 30 submissions. They were organized in topical sections named:
software startups and platform governance; software business development; software
ecosystems and App stores.
Mac OS X, Apple's newest operating system for the Macintosh platform, is profoundly different
from its earlier versions because of its similarity to the UNIX operating system. For developers
writing software for OS X this means adjusting to two new environments to create applications
and to access the enhanced features of the new OS, Cocoa and Carbon. Cocoa is an object-
oriented API in which all future OS X programs will be written. Carbon is a transitional
technology allowing compatibility of applications written for earlier versions of the Mac OS with
Mac OS X. Mac OS X Developer's Guide focuses equally on Cocoa and Carbon, guiding the
reader through these technologies and showing how to write applications in both. It is the first
book for Mac OS X developers written for those who are already working on applications, as
well as new developers just getting started. It starts off describing the new OS and its
development tools then focuses on specific programming issues, providing tips on making the
transition from classic Mac OS code to Mac OS X. * A guide for developers already writing
applications as well as new developers just getting started * Focuses equally on both Cocoa
and Carbon environments * Provides tips on transitioning from writing code for classic Mac OS
to OS X * References Apple online materials extensively, to keep developers up to speed on
changes
Attention .NET developers, here is your starting point for learning how to create and publish
augmented reality (AR) apps for iOS devices. This book introduces and explores iOS
augmented reality mobile app development specifically for .NET developers. The continued
adoption and popularity of Xamarin, a tool that allows cross-platform mobile application
development, opens up many app publishing opportunities to .NET developers that were never
before possible, including AR development. You will use Xamarin to target Apple's augmented

reality framework, ARKit, to develop augmented reality apps in the language you prefer—C#. Begin your journey with a foundational introduction to augmented reality, ARKit, Xamarin, and .NET. You will learn how this remarkable collaboration of technologies can produce fantastic experiences, many of them never before tried by .NET developers. From there you will dive into the fundamentals and then explore various topics and AR features. Throughout your learning, proof of concepts will be demonstrated to reinforce learning. After reading this book you will have the fundamentals you need, as well as an understanding of the overarching concepts that combine them. You will come away with an understanding of the wide range of augmented reality features available for developers, including the newest features included in the latest versions of ARKit. What You Will Learn Create rich commercial and personal augmented reality mobile apps Explore the latest capabilities of ARKit Extend and customize chapter examples for building your own amazing apps Graduate from traditional 2D UI app interfaces to immersive 3D AR interfaces Who This Book Is For Developers who want to learn how to use .NET and C# to create augmented reality apps for iOS devices. It is recommended that developers have some Xamarin experience and are aware of the cross-platform options available to .NET. A paid Apple developer account is not needed to experiment with the AR code samples on your devices.

This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience. Creating a successful mobile-web presence is achievable with the tools found in this guide--without needing to learn a programming language or become a Web designer. Such a presence is now a necessity, rather than a luxury, for all businesses, organizations, and independent professionals to stay competitive. This quick, practical, hands-on introduction to the nuts and bolts of using the mobile web to grow a brand, improve sales, and increase profits is written for lay people and avoids jargon and programming concepts. Time- and money-saving solutions are presented, teaching technical novices how to quickly adapt their existing websites to the mobile ones and how to easily create mobile applications without having to learn to program. Step-by-step instructions stand alongside real-world examples of successful mobile-web transitions, and advice on best practices is provided to help business owners, entrepreneurs, marketing professionals, and creative professionals create the presence they need to help their business flourish.

Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance

Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

Develop applications for Mac OS X with this Developer Reference guide Make a clean transition to programming in Apple environments using the elegant and dynamic programming API Cocoa and this practical guide. Written by aseasoned Mac expert, this book shows you how to write programs in Cocoa for the rapidly expanding world of Macintosh users. Part of the Developer Reference series, this book prepares you for a productive programming experience on today's fastest-growing platform. Cocoa is a programming framework for developing in Apple environments, including Mac OS X 10.6 Snow Leopard This book covers all the major information you need to start developing dynamic applications for Mac OS X Master all Cocoa tools, including Xcode and working with Objective-C Includes full coverage of the Cocoa API, Xcode, and Objective-C, as well as programming for Apple's latest OS X, Snow Leopard Companion Web site includes all code files Programming for Apple's Macintosh is a growing career field. This essential guide, one of the most comprehensive on Cocoa, will help you quickly become productive.

New Apple Developer Series! A technical and business guide to creating and selling iPhone games If you've always wanted to develop a cool iPhone game application and sell it for big bucks, this book is for you. iPhone Game Development covers all technical and commercial bases, from how to sign up for the Apple Development Program, master the development tools in the iPhone SDK, publish your game to the App Store, and convince people to buy it. You'll find full coverage of Cocoa Touch and other great features of the iPhone SDK, plus pages of real-world examples with step-by-step explanations. The book also includes loads of royalty-free code you can use for commercial development. Apple's iPhone is not only a mobile phone, it's also a game platform rivaling big names like Nintendo and Sony; anyone can sign up for the Apple Developer Program and publish their works to the App Store This hip book written by two successful gamers with over a decade of game development experience will teach you both the technical and business aspects of developing and publishing a game to the App Store, plus how to convince end-users to buy it Includes examples with step-by-step explanations of actual games and apps currently on the App Store A Companion Web site provides royalty-free code from the samples in the book, which you can use to jumpstart your own game development Save weeks of development time with the expert guidance you'll find in iPhone Game Development! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

"A great read for iOS developers who want to learn if iCloud is right for their app and dive right in with lots of practical code examples." —Jon Bell, UXLaunchpad.com Get Hands-On Mastery of iCloud Data Management for iOS 7 and OS X Mavericks As apps rapidly move into business and the cloud, iOS and OS X developers need new data management techniques. In Learning iCloud Data Management, renowned Apple database expert Jesse Feiler shows you how to use Apple's latest APIs and technologies to structure and synchronize all forms of data. Feiler helps you understand the issues, implement efficient solutions, and deliver highly usable apps that seamlessly synchronize during the "Round Trip" between iOS and OS X and back again. This guide walks you through integrating several key Apple data management technologies, including the Address Book and Calendar APIs. Feiler shows you how to structure data so it's easy to build great Cocoa and Cocoa Touch user interfaces and to quickly incorporate reliable iCloud syncing. Step by step, you'll discover how to blend Apple's standard application data structures with your own user data to create a feature-rich and fully syncable environment. Coverage includes Understanding iCloud from the developer's and user's point of view Accessing synchronized user calendars and contacts Integrating Reminders into your apps Playing by iCloud's user privacy rules Applying consistent iOS Settings and OS X Preferences

across user devices Managing persistent storage with Core Data Using Xcode Project Workspaces for shared development Adding data to app bundles and resources Integrating iCloud infrastructure, file wrappers, documents, and data Completing the"Round Trip" between both iOS and OS X

Xcode' is an amalgamated creation ecosystem (IDE) holding a set of code creation implements elaborated by Apple for elaborating code aimed at OS X and iOS. First disseminated within 2003, the newest steady discharge is variant 5.0 and is accessible by way of the Mac App Store gratis of demand for Mac OS X Lion and OS X Mountain Lion consumers. Registered designers may down-load preview deliverances and foregoing adaptations of the set via the Apple Developer internet site. There has never been a Xcode Guide like this. It contains 126 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Xcode. A quick look inside of some of the subjects covered: NeXT - Influence on the computer industry, Software development tool - List of tools, GDB - Graphical user interface, WebObjects - Version history, Xcode - 1.x series, IOS (Apple) - SDK, Mac Developer Program, OS X, Software development environment - Overview, Macintosh Programmer's Workshop, COLLADA - Software tools, Graphical user interface builder - IDEs with GUI builders, Distcc - Related software, Juce - Tools, Objective-C - Popularization through NeXT, Apple-Intel transition - Existing PowerPC applications, CodeWarrior - History, Mac OS X Tiger - End-user features, App Store (iOS) iOS SDK, Open Scripting Architecture - Natural language metaphor, Objective-C++ - Popularization through NeXT, RubyCocoa - How to start a Cocoa application written in Ruby, Cocoa (software), Intel C++ Compiler - Ten year version history, GLBasic - Overview, List of build automation software - Build script generation tools, SIMD - Software, Mac OS X v10.6 - OpenCL, and much more...

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.

That's where iOS Development 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

Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI conectivity, and audio units.

iPhone OS Development: Your visual blueprint for developing apps for Apple's mobile devices provides essential tips, tricks, and techniques for developing for the iPad, iPhone, or iPod touch. This book covers everything from the key features of the Objective-C language, to hands-on tips for getting the most from the Apple SDK, to inside information about programming the touch screen, accelerometer, GPS, graphics, sound, and connectivity. It includes all of the information a new developer needs to create her first application, and references facts for more experienced developers who need distilled information about the most important iPad, iPhone, and iPod touch technologies. Also included is a step by step guide to uploading products to the App Store, and designing projects that maximize buyer interest and sales potential. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Endorsed by Palm as their official developer's guide, this tutorial-style book shows intermediate to experienced C programmers how to build a Palm application from the ground up. Includes a CD-ROM with source code and third-party developer tools.

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