

## 7 Retina Display Resolution

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*Programming the Mobile Web* "O'Reilly Media, Inc."

Showcasing the latest in best practices across print and digital media, *EXPLORING TYPOGRAPHY, 2e* provides a well-researched, authoritative introduction to typography that explores the varied uses of type in visual communications. Coverage begins with a history of type and a survey of how type is classified before advancing to the physical components of letters and the rules of legibility, readability, and style. The text surveys the creative use of emphasis, designing effective layouts, using grids, and developing original type styles. Examining contemporary challenges in type, it also introduces terminology and concepts relevant to designing with type in a digital environment and includes coverage of designing type for mobile devices. . More Designer at Work boxes and new Designer Processes and Typography for Social Change features provide insight into professional designers' work and processes. With a large new format, *EXPLORING TYPOGRAPHY, 2e* is packed with dynamic illustrations that bring chapter concepts to life. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Modern Devices John Wiley & Sons

Your "get-started" guide to the world of macOS Big Sur Wherever you like to Mac—at home in front of your trusty iMac or over a coffee with your portable MacBook Air—macOS provides you with the seamless, efficient, and reliable user experience that makes these devices so famously a pleasure to use. macOS Big Sur For Dummies is here to heighten the experience for new users and upgraders alike by providing the very latest on the ways macOS Big Sur can enhance how you work and play. Written in a no-jargon style by Bob LeVitus—the Houston Chronicle 's much-loved "Dr. Mac" since 1996—this guide starts with the basics, like getting set up, and explains more advanced uses, like making music and movies, exploring the expanding universe of apps and giving tips on how to save time and enhance productivity along the way. With this book, you'll learn to Set up and connect your Mac Get friendly with Siri Enhance your world with apps Work better and faster Use the comprehensive capabilities of macOS Big Sur to do anything and

everything you would like to do—and do it even better. For beginners and experts alike, macOS Big Sur For Dummies is the best way to step into the magical world of getting things done with Mac. *Learning Cocoa with Objective-C* Apress

With more than 600 million iOS devices sold, Apple's booming mobile platform provides a immense and continuously growing app market for developers. And with each update to the iOS SDK, Apple offers the richest set of additional developer tools. iOS 7.0 is no exception. iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps. You will hone your development skills by creating a complete, full-featured mobile application. You'll learn to build an intuitive and beautiful user interface, beginning with linking View Controllers in the Storyboard and then adding custom drawn views. Next, you will learn how to use iCloud storage and Core Data to manage an app's data across multiple devices. Then you will learn ways to make your app stand out, using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects. Finally, Richard shows you how to prepare your app for submission to the App Store, getting it in front of iOS users around the world. This book includes: Real-world guidance and advice Insight into the current best practices from an iOS programming expert An essential introduction to the Objective-C language and

Cocoa design patterns Coverage of key iOS 7.0 technologies, including the asset catalog, dynamic fonts, UIKit Dynamics, UIMotionEffects, Sprite Kit, and more.

*Beginning iPhone Development with Swift 4* "O'Reilly Media, Inc."

Your iPad at Work (covers iOS 7 on iPad Air, iPad 3rd and 4th generation, iPad2, and iPad mini)Que Publishing *Introduction to Flat Panel Displays* John Wiley & Sons

Explains how to develop software for iOS and OS X in the Cocoa, Cocoa Touch, and Objective-C programming environments.

*The History of Visual Magic in Computers* "O'Reilly Media, Inc."

A guide to Web design basics describes how the Web and Web pages work, building HTML pages, using CSS for presentation, using JavaScript in Web design, and creating Web graphics.

John Wiley & Sons

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

*New Perspectives on Computer Concepts 2018: Comprehensive* Pearson Education

Learn to maximize the use of mobile devices, make the most of online tools for collaboration and communication, and fully utilize the web and cloud with the latest edition of *DISCOVERING COMPUTERS 2018*. Clearly see how technology skills can assist in both gaining employment and advancing a career. This edition highlights web

development, how to create a strong web presence, and take full advantage of the latest Windows 10. Content addresses today's most timely issues with coverage of contemporary technology developments and interesting in-text discussions. The authors provide helpful suggestions within a proven learning structure and offer meaning practice to reinforce skills. Self-assessments open each module and equip readers to focus study efforts and master more skills in less time. DISCOVERING COMPUTERS presents the key content needed for success using an approach that ensures understanding. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

#### *New Perspectives on Computer Concepts*

2018: Introductory John Wiley & Sons

Presents techniques for creating a variety of applications for Apple's mobile devices including the iPhone, iTouch, and iPad.

**iPhone 8 Advanced Guide** CRC Press  
Presents a guide to the concepts and coding of iOS to create a variety of applications, covering such topics as debugger, core location, reference counting, blocks and categories in Objective-C, and push notifications.

#### **Exploring Typography** John Wiley & Sons

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!

#### *Creating IOS Apps* Pearson Education

The E-Medicine, E-Health, M-Health, Telemedicine, and Telehealth Handbook provides extensive coverage of modern telecommunication in the medical industry, from sensors on and within the body to electronic medical records and beyond. Telemedicine and Electronic Medicine is the first volume of this handbook. Featuring chapters written by leading experts and

researchers in their respective fields, this volume: Describes the integration of—and interactions between—modern eMedicine, telemedicine, eHealth, and telehealth practices Explains how medical information flows through wireless technologies and networks, emphasizing fast-deploying wireless body area networks Presents the latest developments in sensors, devices, and implantables, from medical sensors for mobile communication devices to drug-delivery systems Illustrates practical telemedicine applications in telecardiology, teleradiology, teledermatology, teleaudiology, teleoncology, acute care telemedicine, and more The E-Medicine, E-Health, M-Health, Telemedicine, and Telehealth Handbook bridges the gap between scientists, engineers, and medical professionals by creating synergy in the related fields of biomedical engineering, information and communication technology, business, and healthcare.

#### IPad For Seniors For Dummies CRC Press

This book is written by a professional instructor and founder of CartoonSmart.com, a company specializing in new media tutorials for nearly a decade. The book is a start-to-finish guide for anyone looking to begin iOS development using Cocos2d and Xcode and submit their finished app to Apple. Even if you haven't read code before, you can begin with this book. This book is a handy reference guide, with easy to look-up sections of code snippets, pictures and links to video examples. Features: Code Video examples 5 hours of tutorial videos on Box2d, which can take the reader even further beyond what they learned in the book

#### **Learning Web Design** Apress

Focuses on the common recurring physical principles behind sophisticated modern devices This book discusses the principles of physics through applications of state-of-the-art technologies and advanced instruments. The authors use diagrams, sketches, and graphs coupled with equations and mathematical analysis to enhance the reader's understanding of modern devices. Readers will learn to identify common underlying physical principles that govern several types of devices, while gaining an understanding of the performance trade-off imposed by the physical limitations of various processing methods. The topics discussed in the book assume readers have taken an introductory physics course, college algebra, and have a basic understanding of calculus. Describes the basic physics behind a large number of devices encountered in everyday life, from the air conditioner to Blu-ray discs Covers state-of-the-art devices such as spectrographs, photoelectric image sensors, spacecraft systems, astronomical and planetary observatories, biomedical imaging

instruments, particle accelerators, and jet engines Includes access to a book companion site that houses Power Point slides Modern Devices: The Simple Physics of Sophisticated Technology is designed as a reference for professionals that would like to gain a basic understanding of the operation of complex technologies. The book is also suitable as a textbook for upper-level undergraduate non-major students interested in physics.

#### *Learn Design for iOS Development* Rowman & Littlefield

Learn Design for iOS Development is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. Learn Design for iOS Development guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.

#### MacBook Pro Portable Genius Cengage Learning

Supercharge your business effectiveness with any model of iPad—in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you're a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about all iPad models running iOS 7 (or later), whether the tablet is equipped with Wi-Fi only or Wi-Fi + Cellular Internet connectivity. It's packed with easy, nontechnical business solutions you can use right now—each presented with quick, foolproof, full-color instructions. Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad's latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you! Secure your iPad with passwords and data encryption Connect your iPad to a wireless printer Discover today's most powerful iPad business apps Manage your contacts and relationships with a Contact Relationship Manager

(CRM) app Do your word processing, spreadsheet, and database management while on the go Access your email and surf the Web from almost anywhere Make winning sales and business presentations from your iPad Read PC and Mac files, from Microsoft Office to Adobe PDF Use your iPad more efficiently on the road and while traveling Manage your company's social networking presence from your tablet Participate in real-time video calls and virtual meetings using FaceTime, Skype, or another app Create and distribute iPad content, or have a custom app developed for your business

*The Business of iOS App Development* John Wiley & Sons

In today's world where technology impacts every aspect of life, you need to know how to evaluate devices, choose apps, maintain a professional online reputation, and ensure digital security. **NEW PERSPECTIVES ON COMPUTER CONCEPTS 2018, COMPREHENSIVE** offers the insights to help. This book goes beyond the intuitive how-to of apps and social media to delve into broad concepts that are guiding current technologies such as self-driving cars, virtual reality, file sharing torrents, encrypted communications, photo forensics, and the Internet of Things. Numerous illustrations and interactive features make mastering technical topics a breeze, while the book's proven learning path is structured with today's busy reader in mind. This edition offers an insightful overview of what today's readers must know about using technology to complete an education, secure a successful career, and engage in issues that shape today's world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

*macOS Catalina For Dummies* John Wiley & Sons

A practical introduction for using iOS 6 to create universal apps If you have prior experience programming in an object-oriented language and are eager to start building universal apps for iPad and iPhone (including the iPod touch), then this is the book for you! Using the latest version of iOS (iOS 6) along with the latest version of Xcode (Xcode 4.5), this book is a practical introduction rather than just a catalog of components. Full-color and packed with groundbreaking, innovative designs, this book teaches you how to create eye-catching, unique apps. Teaches you the various aspects of iOS development, beginning with 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 distribute it through the app store Walks you through adding features like geo-location and twitter sharing Helps you avoid common pitfalls and design decisions related to user experience and iOS programming iOS 6 Foundations is organized so that each chapter builds on the previous, providing you with a finished app by the end of the book.

**Your iPad at Work (covers iOS 7 on iPad Air, iPad 3rd and 4th generation, iPad2, and iPad mini)** Pearson Education

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2019 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2019 release covers features like the new Frame tool, designing reflected and radial art with Paint Symmetry, correcting mistakes with updated Undo, Navigating the redesigned Home screen, removing objects with upgraded Content-Aware Fill, saving time with simplified editing and transformations, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

**iOS 7 Programming Pushing the Limits** Tap Guides

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!