

## Screen Resolution Ipad 1

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### Teach Yourself VISUALLY iPad 2 Cengage Learning

Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today's e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

Swift iOS 24-Hour Trainer John Wiley & Sons

Explaining how going green can pay for itself, Green Computing: Tools and Techniques for Saving Energy, Money, and Resources ties the green agenda in IT to the broader corporate agenda in risk management, brand management, and reputation management. Written by a leading author in the IT field, this authoritative reference provides easy access to quotable budget justifications that readers can use to place IT stakeholders on the same page for this new agenda that can save valuable resources and the planet. Bringing together everything IT professionals need to know about green computing, the book embodies a new philosophy on how to deploy IT devices, software, and services in a way that makes people more effective with fewer resources. It presents helpful tips on how to maximize energy savings as well as how to present information gradually to allow peers and stakeholders to absorb it. The book's comprehensive coverage includes various types of hardware and software, including the changes currently happening, underlying trends, products currently on the market, and what to expect—or, in some cases, what organizations should ask for—from suppliers in the future. On the hardware side, the book considers tablet computers—examining the iPad® and Android®-based tablets. On the software side, it examines the general trend toward cloud computing. It provides important examples of this rapidly emerging trend as well as guidance on how to use the cloud to make software available and to store large amounts of data. Demonstrating the savings and increased business resiliency that can result from green computing, this book offers C-suite executives, senior IT management, project managers, suppliers, and market analysts with the tools required to understand why you need to act, how to act, what to buy, when to do it, and who should act.

iOS Game Development Cengage Learning

Master the skills and knowledge to plan and execute a deployment of iPads that will suit your school and your classroom. This book helps you evaluate your various options for deploying iPads—from configuring the tablets manually, through using Apple Configurator for imaging tablets, to subscribing to the heavy-duty Apple School Manager web service—and then shows you how to put your chosen approach into practice. Step-by-step instructions and practical examples walk you through the key questions you need to answer to get the most from your IT investment and then show you how to turn your decisions into deeds. The iPad is a wonderful device for helping students to study more comfortably and learn more quickly. Apple's popular tablet enables you to put in each student's hands a full-power computer that enables her to access resources both on the school's network and on the Internet; communicate via email, instant messaging, and video chat; and create digital content that she can submit effortlessly to your online marking system. Students love using the iPad—perhaps even more than teachers do! What You'll Learn Plan your iPad deployment and choose the right iPad models, accessories, and apps Image, configure, and deploy iPads in your classroom Review tips, tricks, and techniques for managing iPads and keeping your digital classroom running smoothly Who This Book Is For Teachers and IT administrators at schools or colleges, and administrators and organizers in other bodies that need to deploy iPads en masse to conference attendees or hotel visitors

Beginning iPhone Development with Swift 3 Pearson Education

Joel Sklar has written the definitive text for Web site design, PRINCIPLES OF WEB DESIGN, Sixth Edition guiding your students through the entire Web site creation process, while developing and enhancing your HTML, CSS, and visual design skills along the way. Now updated to include the latest Web design technologies and trends, this Sixth Edition features all-new sections on HTML5, CSS3, CSS page layouts, and enhanced

navigation as well as technical updates and new screen shots throughout. Beginning with the Web design environment and the principles of sound Web design, your students will continue to planning site layout and navigation, and progress to Web typography, colors and images, working with CSS, and more. Armed with a priceless understanding and plenty of hands-on activities, students will gain a solid foundation of designing successful, standards-based Web sites that are portable across different operating systems, browsers, and Web devices. Companion site available at no additional cost [www.joelsklar.com/pwd5](http://www.joelsklar.com/pwd5). Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The iPad Pocket Guide John Wiley & Sons

Often referred to as "children's ebooks," "picture ebooks," "photo books," and similar monikers, fixed-layout ebooks are visually-rich layouts that offer much more than standard EPUB and KF8 format ebooks for iPad, iPhone, Kindle, Kindle Fire, Nook, Sony Reader, Kobo, and more. Fixed-layout ebooks behave very much like PDFs or even digital magazines, displaying the design, typography, and page geometry exactly as designed on all devices. This specialty type of ebook tends to be very reliant on imagery, either or both as inline graphics or page background images, and sometimes even as spread-spanning images. They support advanced typographic control and pixel-precise layout, and they can contain read-a-long, on-demand, or ambient audio. Limited interactivity may also be achieved through JavaScript integration. Objects can be placed anywhere on the page, aligned relative to one another, with absolute precision, and type control goes far beyond standard, flowable EPUB in the forms of support for any font (with embedding), accurate line wrapping, hyphenation, leading control, tracking (letter spacing), and even multiple columns. Fixed-layout EPUBs may have real sidebars, note or tip boxes, and live text image captions. And, like flowable EPUBs, all the text—even in such special features—is searchable, live text. All of these features make fixed-layout ebooks ideal for such projects as children's books, cookbooks, travel journals, photography and design books, game guides, and any other project where page presentation is important to reader experience and sales. ePublishing with InDesign: Creating Fixed-Layout eBooks will teach you: Understanding Fixed-Layout eBooks Planning a Fixed-Layout eBook Creating Fixed-Layout in InDesign Adapting the HTML Editing the CSS Adding Advanced Features Creating Read Aloud Narration Creating Fixed-Layout for Kindle Converting Fixed-Layout for Nook Creating Fixed-Layout for Sony Reader Creating Fixed-Layout for Kobo Other Fixed-Layout Creation Tools Creating Fixed-Layout eBooks by Pariah S. Burke is a companion to ePublishing with InDesign CS6 by Pariah S. Burke (ISBN: 9781118305591, Dec. 2012, Sybex), which is a prerequisite title, and is part of the ePublishing with InDesign series of books, videos, and instructor materials.

Beginning iOS 6 Games Development Peachpit Press

Music, video, e-books, and e-mail Kindle Fire HD does it all! Your Kindle Fire HD is small but mighty just like this book! This little book covers all the Kindle Fire HD basics browsing the web and shopping online, connecting to a network, setting up and using e-mail, downloading and running apps, watching videos, keeping up with magazines and newspapers, and even reading books! Open the book and find: How to set up your device out of the box All the functionality of pre-installed apps Touchscreen and data transfer tips Ways to manage your multimedia Help setting up wireless connectivity [Idea to iPhone](#) "O'Reilly Media, Inc."

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 iOS 7 Development Pearson Education

Jump into the app development world with confidence! iOS Swift 24-Hour Trainer combines book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures. Next, you explore common tasks, such as alert views, table views, and collection views. You then deepen your knowledge of Swift by considering network programming and local data storage. Finally, this engaging resource dives into slightly more advanced concepts, such as tab bars, web views, the accelerometer, camera, photo library, Google maps, and core location. Swift was designed by Apple to incorporate modern scripting features while offering simpler, cleaner syntax than Objective-C to maintain a minimal and easy to read style. This more expressive code offers numerous key features, such as closures unified with function pointers, tuples and multiple value returns, generics, and functional programming patterns. Learn how to obtain a device UDID Test your applications on an actual device, so you can see your work in action Distribute your applications outside of the App store, allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24-Hour Trainer is an essential guide to Apple's Swift programming language for beginning programmers.

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Responsive Mobile Design John Wiley & Sons

The team that brought you the bestselling Beginning iPhone Development, the book that taught the world how to program on the iPhone, is back again for Beginning iPhone Development with Swift. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There ' s coverage of brand-new technologies, including Swift playgrounds, 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 8-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 8 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!

Deploying iPads in the Classroom John Wiley & Sons

The iPad is a game-changing product that reinvented the way we interact with digital content and the Web. Versatile, portable, powerful, ergonomically and functionally designed, it's the perfect companion for digital media. With Photos, music, movies, email, and hundreds of thousands of apps, the iPad helps you organize, explore, and maximize your digital world. Inexpensive and to-the-point, The iPad Pocket Guide is a complete companion to all the features and functions of the iPad including: Facetime, HD Video, Mail, Safari, Photos and Video, App Store, iBooks, Maps, Notes, Calendar, Contacts, and more. It will help you get up-and-running with easy to understand instructions and then show you hidden gems and tips to make you a true iPad expert.

Beginning iOS 5 Games Development John Wiley & Sons

Interested in making your skills future-ready and recession-proof? Guffey/Loewy's best-selling BUSINESS COMMUNICATION: PROCESS AND PRODUCT, 10E, can help. This award-winning book with the latest content guides you in developing communication competencies most important for professional success in today's hyper-connected digital age. Refine the skills that employers value most, such as superior writing, speaking, presentation, critical thinking and teamwork skills. Two updated employment chapters offer tips for a labor market that is more competitive, mobile and technology-driven than ever before. Based on interviews with successful practitioners and extensive research into the latest trends, technologies and practices, this edition offers synthesized advice on building your personal brand, using LinkedIn effectively and resume writing. A signature 3-x-3 writing process, meaningful assignments and focused practice further equip you with the communication skills to stand out in business today. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

iPhone and iPad App 24-Hour Trainer Packt Publishing Ltd

The New iPad Fully LoadedJohn Wiley & Sons

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Find out why the iPad mini has never been bigger This new edition of iPad mini For Dummies covers all the latest tips and tricks for getting an even bigger bang out of your iPad mini. Presented in full-color and written in the straightforward but fun language that has defined the For Dummies brand for more than twenty years, this friendly guide walks you through the multitouch interface, going online, getting connected, packing your iPad mini with apps, games, e-books, photos, music, and movies, synchronizing your data, texting with iMessage, working with Siri, importing pictures and launching slideshows, getting organized with Reminders, finding your way with Maps, working with the Calendar, protecting your information, accessorizing your iPad mini, and much more. Updated and revised throughout to cover Apple's newest iPad mini hardware and iOS software, iPad mini For Dummies is the ideal companion to help you make the most out of your device. Plus, if you run into any problems along the way, you'll find easy-to-follow, expert troubleshooting and maintenance tips. Richly illustrated in full color and updated to reflect the latest iPad mini hardware and iOS software Shows you how to turn your iPad mini into an entertainment hub Covers the key features and tools readers need to become iPad mini mavericks Written by Edward C. Baig, the Personal Tech columnist for USA Today, and Bob LeVitus, often referred to as "Dr. Mac" Your iPad mini may be small, but it packs a big punch. In this full-color guide, you'll unlock all of its incredible capabilities—and have a blast while you're at it!

The iPad and iPad mini Pocket Guide CRC Press

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, 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. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. 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 iOS 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 Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

Flash IOS Apps Cookbook John Wiley & Sons

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.

Kindle Fire HD For Dummies Apress

Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? Now, you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK. Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform. You'll learn how to use the core classes to create rich and dynamic games apps, including graphics, animations, and sound. The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps. Other topics include iOS 6 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store. \*\*\* NOTE: This book is an update of Beginning iOS 5 Games Development (ISBN-13: 978-1430237105) and Beginning iPhone Games Development (ISBN-10: 1430225998).

Programming the Mobile Web Apress

The book is written in a cookbook style, presenting examples in the style of recipes, allowing you to go directly to your topic of interest, or follow topics throughout a chapter to gain in-depth knowledge. Flash developers or enthusiasts looking to build iOS apps using their existing Flash and ActionScript 3.0 skills.

Creating Fixed-Layout EBooks John Wiley & Sons

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 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!

Telemedicine and Electronic Medicine Apress

Provides seniors step-by-step instructions for using the iPad, covering such topics as connecting to wireless and LTE networks, using Siri, surfing the Web, installing apps, managing multimedia, and syncing content.

Teach Yourself VISUALLY iPad John Wiley & Sons

Brilliant, full-color guide to all things iPad - updated for iOS 6! Apple's amazing iPad continues to get better and better, and iOS 6 brings even more incredible features to the incredible iPad. If you want to get the very most out of your iPad, this is the book for you. Mac experts and veteran For Dummies authors Edward Baig and Bob "Dr. Mac" LeVitus guide you through the iPad basics before moving on to the latest features including Siri, Passbook, Facebook integration, a brand new Maps app, and enhancements to your favorite features like FaceTime, Safari, Mail, Photos, and so much more. Covers the iPad with Retina Display, iPad 2, and iOS 6 Gets you up to speed on the multitouch interface, setting up your e-mail account, getting connected, filling your iPad with amazing apps and cool content, and more Shows you how to do tons of stuff, including how to order around your Siri virtual personal assistant, make video calls with FaceTime, unveil the iPod in your iPad, curl up with a good eBook, and get organized with Reminders Includes tips on protecting your information, troubleshooting, connecting wirelessly, adding contacts, and using your iPad as a personal hotspot From the bread-and-butter basics to the very coolest of features, iPad For Dummies, 5th Edition will make you wonder how you ever lived without your iPad.