Xcode 4 Transition Guide

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Head First IPhone and IPad Development Pearson Education

Discover the do's and don'ts involved in crafting readable Swift code as you explore common Swift coding challenges and the best practices that address them. From spacing, bracing, and semicolons to proper API style, discover the whys behind each recommendation, and add to or establish your own house style guidelines. This practical, powerful, and opinionated guide offers the best practices you need to know to work successfully in this equally opinionated programming language. Apple's Swift programming language has finally reached stability, and developers are demanding to know how to program the language properly. Swift Style guides you through the ins and outs of Swift programming best practices. This is the first best practices book for serious, professional Swift programmers and for programmers who want to shine their skills to be hired in this demanding market. A style guide offers a consistent experience of well-crafted code that lets you focus on the code's underlying meaning, intent, and implementation. This book doesn't offer canonical answers on Swift coding style. It explores the areas of Swift where structure comes into play. Whether you're developing a personal style or a house style, there are always ways to enhance your code choices. You'll find here the ideas and principles to establish or enhance your own best style practices. Begin with simple syntactical styling. Strengthen code bracing for easy readability. Style your closures for safety and resilience. Perfect spacing and layout. Master literal initialization and typing. Optimize control flow layout and improve conditional style choices. Transition from Objective-C and move code into Swift the right way. Boost API design using proper naming and labeling. Elevate defaulted arguments and variadics to their right places. Finally, Erica offers her own broad recommendations on good coding practice. What You Need: Recent version of the Swift programming language

Beginning iOS 4 Application Development Addison-Wesley Longman

Learn how to create and connect view controllers to define the user interface of your iOS applications. After reading this guide, you will know how to add views and create view controllers, how to use segues and unwind segues to connect them, and how to implement Navigation Controllers, Tab Bar Controllers, and Split View Controllers to create user interfaces for every device. Table of Contents VIEW CONTROLLERS Storyboard View Controllers Orientation Object Library Guide Lines Properties Connections Outlets Connections in the Storyboard Actions Multiple View Controllers Segues Unwind Segues Segues in Code NAVIGATION CONTROLLERS Navigation Controllers in the Storyboard Navigation Bar Items Toolbar Custom Navigation Sharing Data TAB BAR CONTROLLERS Tabs Tab Bar Controller Tab Bar Controller Delegate Real-Life Application SPLIT VIEW CONTROLLERS Universal Container Split View Controller Object Split View Controller Delegate Implementing Split View Controllers Improving the Interface Item by Default Detail View by Default Display Mode Button Implementing the Split View Controller Delegate Expanding the Interface Modal Views Presentation Controller Popover Presentation Controller QUICK REFERENCE UIViewController UIStoryboardSegue UINavigationController UINavigationBar UINavigationItem UIBarItem UIBarButtonItem UIToolbar UITabBarItem UITabBarController UITabBar UITabBarControllerDelegate UISplitViewController UISplitViewControllerDelegate UIStoryboard UIPresentationController UIAdaptivePresentationControllerDelegate UIPopoverPresentationController UIPopoverPresentationControllerDelegate This guide assumes that you have a basic knowledge of app development, Xcode, and the Swift language. If you don't know how to program in Swift or how to create an application with Xcode, download our guides Introduction to Swift and Interface Builder. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.

Beginning iPhone Development with Swift 2 Pearson Education

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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
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Beginning iPhone Development Apress

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Get Started Fast with Objective-C 2.0 Programming for OS X Mountain Lion, iOS 5.1, and
Beyond Fully updated for Xcode 4.4, Learning Objective-C 2.0, Second Edition, is today's
most useful beginner's guide to Objective-C 2.0. One step at a time, it will help you master
the newest version of Objective-C 2.0 and start writing high-quality programs for OS X 10.8
Mountain Lion, iOS 5.1, and all of Apple's newest computers and devices. Top OS X and iOS
developer Robert Clair first reviews the essential object and C concepts that every
Objective-C 2.0 developer needs to know. Next, he introduces the basics of the Objective-C
2.0 language itself, walking through code examples one line at a time and explaining what's
happening behind the scenes. This revised edition thoroughly introduces Apple's new
Automated Reference Counting (ARC), while also teaching conventional memory-
management techniques that remain indispensable. Carefully building on what you've
already learned, Clair progresses to increasingly sophisticated techniques in areas ranging
from frameworks to security. Every topic has been carefully chosen for its value in real-
world, day-to-day programming, and many topics are supported by hands-on practice
exercises. Coverage includes · Reviewing key C techniques and concepts, from program
structure and formats to variables and scope · Understanding how objects and classes are
applied in Objective-C 2.0 · Writing your first Objective-C program with Xcode 4.4 · Using
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messaging to efficiently perform tasks with objects · Getting started with Apple's powerful frameworks and foundation classes · Using Objective-C control structures, including Fast Enumeration and exception handling · Adding methods to classes without subclassing · Using declared properties to save time and simplify your code · Mastering ARC and conventional memory management, and knowing when to use each · Using Blocks to prepare for concurrency with Apple's Grand Central Dispatch · Leveraging Xcode 4.4 improvements to enums and @ implementation

Packt Publishing Ltd

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.

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

Is it possible for JavaScript programmers to learn Apple's iOS 4 SDK and live to tell the tale? Technology guru Danny Goodman did, and with this book he leaves a well-marked trail for you to follow. An authority on JavaScript since its inception, Goodman understands the challenges you might face in creating native iOS apps with this SDK, and introduces Xcode, Objective-C, and Cocoa Touch in a context you'll readily understand. Why bother with the SDK when you can simply build web apps for Apple's iOS devices? Web apps can't access an iPhone's music library, camera, or iOS system software for maps, audio, and more. Nor can you sell web apps in the App Store. If you want to take full advantage of the iPhone and iPad, iOS 4 SDK is your tool -- and this is your book. Includes full coverage of iOS SDK 4.2. Learn the distinction between web app and iOS native app programming Create a workbench app to test code snippets throughout the learning process Get a structural view of an iOS app, and compare the process of building objects in Objective-C versus JavaScipt Discover how your code launches iOS apps and makes them user-ready Learn about iOS memory management details that are different from JavaScript, including pointers and data types Use Objective-C and Cocoa Touch to implement common JavaScript tasks

Tap, Move, Shake John Wiley & Sons

Transition to a Professional iOS developer with the most in-depth and advanced level guide on Swift 4 and Xcode 9 About This Book* Filled with practical examples, this comprehensive guide explores all aspects of iOS Development.* Learn powerful techniques and industry's best practices to become pro iOS Developer.* Unlock the full potential of iOS 11 programming with Swift 4 to build rich and powerful applications* Gain detailed insights into core iOS Programming concepts such as Extensions, Performance, Animations, CoreData and lot more with examples* Extend your iOS apps to new level with ARKit and CoreML Who This Book Is For This book is for developers who have some experience with iOS programming, but want to take their skills to next level by unlocking the full potential of latest version of iOS with Swift to build great applications What You Will Learn* Build a professional iOS application from scratch* Create adaptive, complex views with Auto-Layout* Writing flexible and reusable code with Protocol Oriented programming* Ensure code quality by using proper tests.* Measure and improve performance with the Instruments app* Integrate with iOS on a deep level with several App Extensions* Implement AI, Machine Learning, Augmented Reality and more iOS 11 sweetness In Detail With good pay for iOS developers, a mature development environment, and Apple users spending more money on the App store than Android users, becoming a professional iOS developer is a great move. The journey to master iOS development and the new features of iOS 11 is not straightforward, but this book will help you make that transition. Written for Swift 4 and following the latest Swift API design guidelines, you won't just learn how to program for iOS 11, you'll learn how to write great, readable, and maintainable Swift code that's in line with the industry's best-practices. The progression of this book reflects the real-world development flow. In the book, you will build real-world applications. You will find a mix of thorough background information and practical examples, so you'll know how to make use of a technique right away while you also get a great understanding of the how and why. By the end, you will be able to build iOS applications that harness advanced techniques and make the best use of the latest and greatest features available in iOS 11. Style and approach This book takes a no-frill approach and is very code-specific. The focus is on teaching advanced concepts through a series of small projects and standalone examples that help you gain expertise with various aspects of iOS application development.

IOS 8 for Programmers Apress

Create compelling 2D games with Learn cocos2d Game Development with iOS 5. This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Best of all, Learn cocos2d Game Development with iOS 5 will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Mastering iOS 11 Programming - Second Edition John Wiley & Sons

This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.

Xcode 4   for iOS/Mac OS X "O'Reilly Media, Inc."

Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app

development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AV Foundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 10, Xcode 8 and Swift 3 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

Swift Development with Cocoa "O'Reilly Media, Inc."

" Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn't do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further." —Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of Advanced Mac OS X Programming; The Big Nerd Ranch Guide Learning iPad Programming, Second Edition, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud synching techniques. Learn how to Build a fully functional app that uses Core Data and iCloud synching Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

The IOS Game Programming Collection (Collection) Pragmatic Bookshelf

Build the Next Great iOS Game with Cocos2D! Cocos2D is the powerhouse framework behind some of the most popular games in the App Store. If you've played Tiny Wings, Angry Birds, Mega Jump, Trainyard, or even Super Turbo Action Pig, then you've played a game that uses Cocos2D or Box2D physics. The beauty of Cocos2D is its simplicity. It's easy to become overwhelmed when you start developing an iOS game, especially if you look at things like OpenGL ES, OpenAL, and other lower level APIs. Writing a game for the iPhone and iPad does not have to be that difficult, and Cocos2D makes game development fun and easy. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. Download the free version of Space Viking from the App Store today! Help Ole find his way home while learning how to build the game. As you build Space Viking, you'll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion—Cocos2D's sound engine Add gravity, realistic collisions, and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks

Learning iPad Programming Addison-Wesley

A guide to Apple's Xcode 5, covering such topics as creating iOS projects with MVC design; designing Core Data schemas for iOS apps; linking data models to views; and creating libraries by adding and building new targets.

View Controllers in iOS 11 MinkBooks

Get to grips with Apple's new SwiftUI framework for creating robust UIs for iOS and iPadOS using Swift programming Key FeaturesUse SwiftUI for building dynamic apps for Apple devices from scratchUnderstand declarative syntax in cross-platform development and how states work within SwiftUILearn to develop watchOS apps by reusing SwiftUI codeBook Description SwiftUI is the new and powerful interface toolkit that lets you design and build iOS, iPadOS, and macOS apps using declarative syntax. It is a powerful way to develop the UI elements of applications, which would normally be tightly coupled to application logic. Learn SwiftUI will get you up to speed with the framework and cross-device UI development in no time. Complete with detailed explanations and practical examples, this easy-to-follow guide will teach you the fundamentals of the SwiftUI toolkit. You'll learn how to build a powerful iOS and iPadOS application that can be reused for deployment on watchOS. As you progress, you'll delve into UI and unit testing in iOS apps, along with learning how to test your SwiftUI code for multiple devices. The book will also show you how to integrate SwiftUI features such as data binding and network requests into your current application logic. By the end of this book, you will have learned how to build a cross-device application using the SwiftUI framework and Swift programming. What you will learnExplore the fundamentals of SwiftUI and compare it with existing UI frameworksWrite SwiftUI syntax and understand what should and shouldn't be included in SwiftUI's layerAdd text and images to a SwiftUI view and decorate them using SwiftUI's modifiersCreate basic forms, and use camera and photo library functions to add images to themUnderstand the core concepts of Maps in iOS apps and add a MapView in SwiftUIDesign extensions within your existing apps to run them on watchOSHandle networking calls in SwiftUI to retrieve data from external sourcesWho this book is for This SwiftUI book helps any mobile app developer looking to understand the fundamentals of the new SwiftUI framework along with the benefits of cross-device development. A solid understanding of iOS and macOS app development, along with some knowledge of the Swift programming language, will be beneficial. Basic programming knowledge is essential to grasp the concepts covered in the book effectively.

iOS Apps for Masterminds, 2nd Edition "O'Reilly Media, Inc."

Take a bite out of Apple's iPhoneTM success. The Complete Idiot's Guide® to Developing iPhoneTM Apps is the perfect introduction for aspiring iPhoneTM app creators, offering a step-by-step approach exploring all of the tools and key aspects of programming using the iPhoneTM software development kit, including getting the finished product distributed through the App Store. ?Apple also reports more than one billion downloads of their more than 25,000 available applications, and both the number of applications and the appetite for them keeps growing ?Of the more than 50,000 companies and individuals who have registered as program developers, 60 percent have never before developed an Apple platform

The Hacker's Guide to OS X Apress

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.

Learning Objective-C 2.0 Addison-Wesley Professional

The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect beginner's guide. Learning iOS Game Programming walks you through every step as you build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D's sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

The Complete Idiot's Guide to iPad and iPhone App Development Apress

Mobile apps should feel natural and intuitive. Users should quickly and easily understand them. This means effective interaction and interface design is crucial to the success of any mobile app. However, few mobile app developers (or even designers) have had adequate training in these areas.

Beginning iPhone 4 Development Lulu.com

Apple's definitive guide to the powerful AppleScript scripting language, this book provides essential information for Macintosh power users and programmers who want to use AppleScript to write new scripts, modify existing scripts, or write scriptable applications.

Taitaniumu mobairu aif n andoroido apuri kaihatsu ny mon Rowman & Littlefield

Written by two experienced penetration testers the material presented discusses the basics of the OS X environment and its vulnerabilities. Including but limited to; application porting, virtualization utilization and offensive tactics at the kernel, OS and wireless level. This book provides a comprehensive in-depth guide to exploiting and compromising the OS X platform while offering the necessary defense and countermeasure techniques that can be used to stop hackers As a resource to the reader, the companion website will provide links from the authors, commentary and updates. Provides relevant information including some of the latest OS X threats Easily accessible to those without any prior OS X experience Useful tips and strategies for exploiting and compromising OS X systems Includes discussion of defensive and countermeasure applications and how to use them Covers mobile IOS vulnerabilities