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Beginning iOS 5 Application Development Wei-Meng Lee, 2011-12-15 The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple's iPhone and iPad first you need to know how to use the tools iPhone's new iOS 5 operating system and SDK and the new xCode toolset that come with it This full color book is the perfect starting point Beginning developers you'll get a solid introduction to the new xCode 4 and Objective C and find everything you need to quickly build your first app The book thoroughly covers all the new iOS 5 features including new multitasking location based services notification system cloud based features and much more Written by bestselling Wrox author Wei Meng Lee this is an ideal book for beginning developers Helps eager developers quickly start building apps for the iPhone iPad and iPod Touch Introduces iOS 5 xCode 4 Objective C and the basics you need to create your first Apple device app Covers a host of new iOS 5 capabilities including new multitasking new location based services and a new notification system Shows you how to work with iOS 5's cloud based features for online storage of music photos and video Full color and full of information Beginning iOS 5 Application Development is the ultimate guide for beginning Apple developers [Beginning](#)

[Android 4 Application Development](#) Wei-Meng Lee, 2012-02-03 Understand Android OS for both smartphone and tablet programming This fast paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets Android 4 OS is for the first time a single solution for both smartphones and tablets so if you master the information in this helpful guide you'll be well on your way to successful development for both devices From using activities and intents and creating rich user interfaces to working with SMS messaging APIs and the Android SDK what you need is here Provides clear instructions backed by real world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents create rich user interfaces and manage data Helps you work with SMS and messaging APIs the Android SDK and using location based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today *Beginning iOS Storyboarding* Rory

Lewis, Yulia McCarthy, Stephen M. Moraco, 2012-12-15 For the beginner who has never programmed Beginning iOS Storyboarding shows how to extract those cool and innovative app ideas you have in your head into a working app ready for sale on the iTunes store by using Apple's new Storyboarding technology Storyboarding allows you to skip chunks of code by just dragging scenes and segues onto your Storyboard canvas A time saver for sure but it's new Dr Rory Lewis Yulia McCarthy and Stephen Moraco a best selling Apress author a former Apple iOS engineering group intern and a successful app developer have teamed up to bring you this book Beginning iOS Storyboarding The three authors have found a beautiful way to lead the beginner into Storyboarding and at the same time show old school coders of Objective C the new and

exquisite methodology of this incredible tool Even if you re an intermediate or pro level Objective C developer you can still learn the ins and outs of Xcode s new Storyboarding feature and find new ways of building and debugging your new Storyboarding app Yup This book is also for you too In this book you get the following beyond learning the fundamentals and classical elements of Storyboarding Design and build utilities and a location based service app using Storyboarding techniques Design and build a universal app with a rich user interface and user experience UX Create a fun game app and more

Android Application Development Cookbook Wei-Meng Lee,2012-12-27 A must have collection of ready to use Android recipes The popularity of Google Android devices is seemingly unstoppable and the Android 4 release offers for the first time a single OS solution for building both phone and tablet applications With that exciting information in mind veteran author Wei Meng Lee presents you with 100 unique recipes that you can apply today in order to discover solutions to some of the most commonly encountered problems that exist in Android programming Covering the scope of multiple Android releases up through Android 4 this reference features a task description followed by the solution s available and a standalone project file that illustrates the use of the recipe Formatting each recipe to be standalone Wei Meng Lee allows you to jump into the relevant recipe to find a solution to specific challenges Identifies and describes a programming task provides a step by step solution and presents a full code solution ready for download Covers multiple Android releases Addresses such topics as user interfaces telephony and messaging networking Google maps location based services persisting data leveraging hardware features and more Android Application Development Cookbook is your solution to discovering solutions

Beginning Swift Programming Wei-Meng Lee,2014-12-04 Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac iPhone and iPad apps using Apple s new Swift programming language Written by an experienced Apple developer and trainer this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea Coverage includes data types strings and characters operators and functions arrays and dictionaries control flow and looping with expert guidance on classes objects class inheritance closures protocols and generics This succinct yet complete overview provides a detailed introduction to the core features of Swift Apple developed Swift to address the limitations of Objective C and add features found in more complex languages like Python The results is simpler cleaner more expressive code with automatic memory management functional programming patterns and more including built in features that make Swift apps faster scalable and more secure This book explains it all helping developers master Apple s new language Become fluent with syntax that s easier to read and maintain Understand inferred types for cleaner less mistake prone code Learn the key features that make Swift more expressive than Objective C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve

SwiftUI For

Dummies Wei-Meng Lee, 2020-09-09 The simplest way to create world class apps Have a unique app idea but worried you don't quite have the coding skills to build it Good news You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight SwiftUI For Dummies makes that process even faster providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds The book also covers the frameworks and APIs that make it so easy to create smooth intuitive interfaces just dive right in and have fun Combine projects into workspaces Employ Xcode editing tools Use constants and variables Test your code on iOS Simulator Time is of the essence and with SwiftUI For Dummies it's also on your side Get going with this friendly guide today and you'll be celebrating the successful launch of your app way before you thought possible **Beginning iOS Game Development** Patrick

Alessi, 2011-12-20 Covers the fundamentals of iOS game development with information on such topics as Xcode Objective C Cocoa user interaction animation audio apps and networking **Beginning iOS 5 Development** David Mark, Jack

Nutting, Jeff LaMarche, 2012-01-24 The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development bringing this definitive guide up to date with Apple's latest and greatest iOS SDK as well as with the latest version of Xcode There's coverage of brand new technologies with chapters on storyboards and iCloud for example as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK You'll have everything you need to create your very own apps for the latest iOS devices including the iPhone 4S iPad 2 and the latest iPod touch Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5 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 5 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 5 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 Apple touch 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 You'll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks

techniques and enthusiasm for the new SDK from a developer perspective Written in an accessible easy to follow style

Beginner's Guide to iOS 13 App Development Using Swift 5. 1 Serhan Yamacli, 2019-10-27 This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language Xcode 11 and iOS 13.1 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 complete apps including a 2D game are developed in separate chapters As the reader follows the development of the example apps he/she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book's companion website www.yamaclis.com/ios13swift5

Beginning iOS 13 & Swift App Development Greg Lim, 2019-12-04 In this book we take you on a fun hands on and pragmatic journey to learning iOS13 application development using Swift You'll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don't want to waste your time and most certainly mine on the content you don't need In the end you will have the skills to create an app and submit it to the app

store In the course of this book we will cover Chapter 1 Working with Xcode and Swift to build a BMI calculator app Chapter 2 Build a Quotes app using Table View Chapter 3 Create a To Do List app where we create read update and delete to do items Chapter 4 Implement data persistency to our To Do List app using Core Data Chapter 5 Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 Create an Augmented Reality app with ARKit Chapter 9 Publish our app on to the App store Chapter 10 SwiftUI Chapter 11 Dark Mode Chapter 12 Porting your iOS App to the Mac with Project Catalyst The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing *Beginning IOS 14 & Swift App Development* Greg Lim,2020-10-27 In this book we take you on a fun hands on and pragmatic journey to learning iOS 14 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 2 Working with Xcode and Swift to build a BMI calculator app Chapter 3 Build a Quotes app using Table View Chapter 4 Create a To Do List app create read update and delete to do items Chapter 5 Implement data persistency to our To Do List app using Core Data Chapter 6 Improve our To Do List app by adding images and swipe deletion Chapter 7 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 Build a image detection app using machine learning Chapter 9 Create an Augmented Reality app with ARKit Chapter 10 Publish our app on to the App store Chapter 11 SwiftUI Chapter 12 Widgets Chapter 13 App Clips Chapter 14 Dark Mode Chapter 15 Porting your iOS App to the Mac with Project Catalyst Chapter 16 In App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing [Beginning iOS 5 Development](#) David Mark,Jack Nutting,Jeff LaMarche,2011-11-21 The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development bringing this definitive guide up to date with Apple s latest and greatest iOS SDK as well as with the latest version of Xcode There s coverage of brand new technologies with chapters on storyboards and iCloud for example as well as significant

updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK You'll have everything you need to create your very own apps for the latest iOS devices including the iPhone 4S iPad 2 and the latest iPod touch Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5 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 5 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 5 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 Apple touch 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 You'll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks techniques and enthusiasm for the new SDK from a developer perspective Written in an accessible easy to follow style

Beginning iPhone Development with Swift 5 Wallace Wang, 2019 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 also learn about touch gestures table views and collection views for displaying data on a user interface 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 a gentle introduction to using Xcode and then guides you through the creation of your first simple app You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there's much more Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you're ready move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language

Beginning iOS 5 Games Development Lucas Jordan, 2011-11-17 Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store Does Angry Birds ring a bell What you were once able to do just for the iPhone and iPod touch is now possible for the popular iPad using the new iOS 5 SDK Beginning iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad iPhone and iPad

touch You ll learn how to use classes to create game apps including graphics and animations The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps Other topics include iOS 5 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

Beginning IOS 12 & Swift App Development: Develop IOS Apps with Xcode 10, Swift 4, Core ML 2, Arkit 2 and More Greg Lim,2019-02-17 In this book we take you on a fun hands on and pragmatic journey to learning iOS12 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 Working with Xcode and Swift to build a BMI calculator app Chapter 2 Build a Quotes app using Table View Chapter 3 Create a To Do List app where we create read update and delete to do items Chapter 4 Implement data persistency to our To Do List app using Core Data Chapter 5 Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 Build a image detection app using machine learning with Core ML 2 and Create ML Chapter 8 Create an Augmented Reality app with ARKit Chapter 9 Publish our app on to the App store The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing

HTML5 for iOS and Android: A Beginner's Guide Robin Nixon,2011-07-12 Essential Skills Made Easy Create advanced websites web apps and standalone apps for Apple iOS and Google Android devices HTML5 for iOS and Android A Beginner s Guide explains step by step how to use HTML5 and CSS3 as well as supporting technologies such as JavaScript MySQL and PHP Download wrapper code from the book s companion website to enable your programs to run like native iOS or Android apps You ll also get tips for distributing your creations in various app stores Everything you need to get started developing powerful mobile apps and websites is included in this hands on guide Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated Robin Nixon is a developer and freelance technical writer who has published more than 500 articles in magazines such as PC Plus PCW Web User PC Advisor and PC Answers He is the author of several

computer books including Plug in PHP Plug in JavaScript and Plug in CSS **Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit** Serhan Yamacli,2020-10-30 This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language Xcode 12 and iOS 14 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 8 complete apps including a 2D game in SpriteKit and a 3D game in SceneKit are developed in separate chapters Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World app Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game Chapter 12 Blue Capsule Hunter game Basics of SceneKit that is used to develop 3D iOS games adding objects to the game moving objects sensing screen touches using score text and combining these concepts for developing a 3D game This book includes 218 figures and 108 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www.yamaclis.com/ios14
Creating iOS 5 Apps Richard Warren,2011-12-13 With more than 250 million iOS devices sold Apple s booming mobile

platform provides a large and rapidly growing app market for developers and with the release of the iOS 5 SDK Apple has provided their richest most exciting set of development tools yet In this book iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps Richard provides a complete introduction to iPhone and iPad development emphasizing the newest technologies and best practices for iOS 5 After a tour of the inner workings of an iOS project and an invaluable examination of Objective C you will hone your app developing skills by developing a complete full featured application You start by building the app s user interface This will cover everything from linking View Controllers in the Storyboard to drawing custom views Next you will use iCloud storage and Core data to manage your app s data model synchronizing your data across multiple devices Then you tackle more advanced topics including Core Animation Core Motion Core Location and Core Image Finally Richard shows you how to test polish and prepare your apps for submission to the iTunes App Store This book includes Detailed instruction ample illustrations and clear examples Real world guidance and advice Insight into best practices from an iOS programming expert A solid introduction to the Objective C language and important Cocoa design patterns Information on key iOS 5 technologies including Automatic Reference Counting Storyboards iCloud storage Container View Controllers Custom Control Appearances Core Image and integrated Twitter support

Beginning iPhone 4 Development David Mark,Jeff LaMarche,Jack Nutting,2011-08-05 Beginning iPhone 4 Development is here The authors of the bestselling Beginning iPhone 3 Development are back with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple s Xcode 3 All source code has been updated to use the latest Xcode templates and current APIs and all new screenshots show Xcode 3 in action Beginning iPhone 4 Development is a complete course in iOS 4 apps development You ll master techniques that work on iPhone iPad and iPod touch We start with the basics showing you how to download and install the tools you ll need and how to create your first simple application Next you ll learn 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 tablebuilding will be demystified and you ll learn techniques to save and retrieve your data using SQLite iPhone s built in database management system and Core Data the standard for persistence that Apple brought to iOS with the release of SDK 3 And there s much more You ll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You ll discover the fine points of application preferences and learn how to localize your apps for multiple languages You ll also learn how to use the new concurrency APIs included in iOS 4 and make robust multithreaded applications using Grand Central Dispatch The iPhone 4 update to the best selling and most recommended book for Cocoa touch developers Written in an accessible easy to follow style Full of useful tips and techniques to help you become an iOS pro NOTE For iPhone 4S or iOS 5 apps development

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