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## DFJWGE - ISABEL VANESSA

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Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In *Learning Core Audio*, top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS. Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard.

"A beginner's guide to core graphics and core animation"--Cover. 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).

Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and

more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see *iOS Auto Layout Demystified*, *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*. [informit.com/sadun](http://informit.com/sadun) To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

*The Advanced iOS 6 Developer's Cookbook* brings together reliable, proven solutions for cutting-edge iOS 6 development. World-renowned iOS expert Erica Sadun covers device-specific development, document/data sharing, Core Text, networking, image processing, onboard cameras, audio, Address Book, Core Location, GameKit, StoreKit, push notifications, and more. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut and paste. Using her examples, Sadun fully explains both the "how" and "why" of advanced and specialized iOS 6 development. All code is tested with iOS 6 features and iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution without having to identify the right class or framework first. Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch-based apps that leverage Bezier curves, splines, and other geometric tools Securing network apps via authentication, system keychains, and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location ge positioning and MapKit Creating connected game play with GameKit/Game Center: device-to-device networking, shared leaderboards, and Internet-based matches Integrating secure in-app purchasing with StoreKit Communicating with users from web-based services via push notifications

Apple's Core Animation framework enables Mac OS X, iPhone, and iPod touch developers to create richer, more visual applications—more easily than ever and with far less code. Now, there's a comprehensive, example-rich, full-color reference to Core Animation for experienced OS X and iPhone developers who want to make the most of this powerful framework. Marcus Zarra and Matt Long reveal exactly what Core Animation can and can't do, how to use it most effectively—and how to avoid misusing it. Building on your existing knowledge of Objective-C, Cocoa, and Xcode, they present expert techniques, insights, and downloadable code for all aspects of Core Animation programming, from keyframing to movie playback. Zarra and Long thoroughly review similarities and differences between Core Animation on the Mac and iPhone, helping you write code that can easily move between platforms. They also present a full chapter of innovative techniques and proven "rules of thumb" for optimizing Core Animation's real-world performance. Coverage includes: Taking full advantage of Core Animation's lightweight layers and views Using keyframes to gain complete control over your animations Creating startling effects with Core Animation transforms Leveraging Core Image's powerful filtering capabilities from within Core Animation Playing QuickTime movies using Core Animation's QTMovieLayer Using the OpenGL layer to achieve greater control over movie playback Integrating advanced Quartz Composer visualizations into your user interfaces How to use helper layers to draw gradients, composite shapes, and replicate sublayers Adding mouse and keyboard user interaction points, and much more...

Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

If you are looking to extend your iOS programming skills beyond the basics then *More iPhone Development with Objective-C* is for you. Authors Dave Mark, Jayant Varma, Jeff LaMarche, Alex Horowitz, and Kevin Kim explain concepts as only they can—with code snippets you can customize and use, as you like, in your own apps. *More iPhone Development with Objective-C* is an independent companion to *Beginning iPhone Development with Objective-C*. That is, it is a perfect second book, but it is also a great book for those looking to improve their skills who have already programmed for iOS. In particular it includes a series of chapters devoted to Core Data, the standard for Apple persistence. The authors carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won't find anywhere else. *More iPhone Development with Objective-C* covers a variety of other topics, including Multipeer Connectivity's relatively simple Bluetooth/WiFi peer-to-peer model, MapKit, and media library access and playback so that your applications can utilize media on your users' computer. You'll also find coverage of Interface Builder, Live Previews and Custom Controls and some advanced techniques for debugging your applications. The book is filled with useful topics that will bring your programs up-to-date with the new functionality built into iOS.

Apple's iPad is the ultimate consumer device for media consumption and communication. This book will help you jumpstart your iPad development. It covers topics progressively so you learn without being overwhelmed by details. Adopting the philosophy that the best way to learn is by doing, the book has numerous Try It Out sections that first show you how to build something and then explain how things work. To truly benefit from this book, you should have some background in programming and at least be familiar with object-oriented programming concepts.

This guide follows the same approach that has made Sadun's iOS Cookbooks so highly regarded. Sadun provides in-depth, step-by-step instructions, up-to-the-minute best practices -- and, above

all, thoroughly tested cookbook recipes, easily adapted projects. She covers every key component of adaptive iOS development, and demonstrates how to make them work together.

Taking a hands-on learning approach, *Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK* quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

The team that brought you the bestselling *Beginning iPhone Development* is back again for *Beginning iOS 6 Development*, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 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 6 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 app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-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 6 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 6 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 multi-touch 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 6 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

iOS UICollectionView: The Complete Guide teaches you everything you need to know to take advantage of Apple's new user interface, UICollectionView. UICollectionView is a content- and layout-agnostic tool that developers can use to display content in applications. User interfaces created with collection views are some of the most immersive and distinctive interfaces in iOS applications. But to get the most out of UICollectionView, developers need to understand its complexity. Author and iOS developer Ash Furrow shows you how to leverage this amazing tool to create intuitive, immersive experiences within your own applications. In this book he provides a wide variety of examples and sample code in each chapter, all of which can be downloaded at <http://ashfurrow.com/uicollectionview-the-complete-guide>. Coverage includes A brief introduction to the Model View Controller paradigm, which is used throughout the book How to set up UICollectionView, using .xib files and Storyboards The basics of cell use Contextualizing content through the use of supplementary views An exploration of the UICollectionViewDataSource and UICollectionViewDelegate protocols Subclassing flow layouts and subclassing UICollectionViewLayout directly to create a wide variety of custom layouts Adding interactivity to layouts, primarily through the use of gesture recognizers Approximately 176 pages. For more on developing iOS applications, see The Core iOS 6 Developer's Cookbook, and The Advanced iOS 6 Developer's Cookbook.

Core Data is Apple's recommended way to persist data: it's easy to use, built-in, and integrated with iCloud. It's intricate, powerful, and necessary--and this book is your guide to harnessing its power. Learn fundamental Core Data principles such as thread and memory management, discover how to use Core Data in your iPhone, iPad, and OS X projects by using NSPredicate to filter data, and see how to add iCloud to your applications. Cocoa expert Marcus Zarra walks you through developing a full-featured application based around the Core Data APIs. You'll build up a single application throughout the book, learning key Core Data principles such as NSPredicate, thread management, and memory management. Geared toward intermediate to advanced developers, this book gets you comfortable with the basics of Core Data. Then you'll delve deep into the details of the API. You'll explore not only how to get Core Data integrated into your application properly, but even better, how to work with the API's flexibility to create convenience methods to improve your application's maintainability. Learn how to reduce your number of mapping models, integrate your Core Data app with Spotlight and Quick Look, connect your application with sync services, and find out how to use Core Data in a multithreaded environment. By the end of the book, you'll have built a full-featured application, gained a complete un-

derstanding of Core Data, and learned how to integrate your application into the iPhone/iPad platform. This second edition updates all examples for OS X Mountain Lion and iOS 6, gets you up to speed on changes in multithreading, and provides new chapters covering iCloud and NSFetchedResultsController. What You Need-Mac OS X Mountain Lion and iOS 6. This book is for intermediate-level iOS developers.

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.

A practical introduction for using iOS 6 to create universalapps 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.

Get the hands-on experience you need to program for the iPhone and iPod Touch. With this easy-to-follow guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks. Before you know it, you'll not only have the skills to develop your own apps, you'll know how to sail through the process of submitting apps to the iTunes App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch, Learning iPhone Programming will give you a head start on building market-ready iPhone apps. Start using Xcode right away, and learn how to work with In-

terface Builder Take advantage of model-view-controller (MVC) architecture with Objective-C Build a data-entry interface, and learn how to parse and store the data you receive Solve typical problems while building a variety of challenging sample apps Understand the demands and details of App Store and ad hoc distribution Use iPhone's accelerometer, proximity sensor, GPS, digital compass, and camera Integrate your app with iPhone's preference pane, media playback, and more

Now that more people spend more time interacting with mobile apps than with their desktop counterparts, you need to think about your iOS app's performance the moment you write your first line of code. This practical hands-on guide shows you how. Through specific and concise tips for designing and optimizing your apps, author Gaurav Vaish provides solutions to many common performance scenarios, including reusable code that you can put to work right away.

Core Animation is the technology underlying Apple's iOS user interface. By unleashing the full power of Core Animation, you can enhance your app with impressive 2D and 3D visual effects and create exciting and unique new interfaces. In this in-depth guide, iOS developer Nick Lockwood takes you step-by-step through the Core Animation framework, building up your understanding through sample code and diagrams together with comprehensive explanations and helpful tips. Lockwood demystifies the Core Animation APIs, and teaches you how to make use of Layers and views, software drawing and hardware compositing Layer geometry, hit testing and clipping Layer effects, transforms and 3D interfaces Video playback, text, tiled images, OpenGL, particles and reflections Implicit and explicit animations Property animations, keyframes and transitions Easing, frame-by-frame animation and physics Performance tuning and much, much more! Approximately 356 pages. [www.informit.com/aw](http://www.informit.com/aw)

iOS 6 Recipes: A Problem-Solution Approach is your code reference and guide to developing solutions on iPad, iPhone, and other iOS 6 SDK devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope, and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and will be presented with cutting-edge solutions that bring forth the best that the iOS 6 SDK has to offer. The recipes include: Working with Autolayout to build flexible user interfaces that adapts to different screen sizes Building applications that incorporate multimedia Building location-aware apps Understanding best practices for application design and development You'll find iOS 6 Recipes: A Problem-Solution Approach to be an indispensable reference for all of your iOS development.

Covers iOS 7 and Xcode 5 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry

Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see *iOS Auto Layout Demystified*, *The Core iOS 6 Developer's Cookbook*, and *The Advanced iOS 6 Developer's Cookbook*. [informit.com/sadun](http://informit.com/sadun) To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

*The Core iOS 6 Developer's Cookbook* brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the "how" and "why" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

The best place to start iOS application development *The Core iOS Developer's Cookbook* provides ready-to-use code solutions for common iOS challenges, providing recipes that help you master the core technology at the heart of iOS. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS graphics, touches, and views. As in all of Sadun's iOS bestsellers, *The Core iOS Developer's Cookbook* translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply to your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the "how" and "why" that underscore effective and successful iOS development. Coverage includes Creating direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio cues, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough Auto Layout constraints system Controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging enhanced iOS support for

social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including text-to-speech Getting started with Core Data-managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

Summary iOS in Practice is a hands-on guide with 98 specific techniques to help solve the specific problems you'll encounter over and over as you work on your iPhone and iPad apps. You'll dig into the practical nuts and bolts of applying views, view controllers, table views and cells, audio, images, graphics, file structure—and more. Examples written for iOS 6. About this Book When you are building an iOS app, you want more than basic concepts—you want real answers to practical problems. You want iOS in Practice. This book distills the hard-won experience of iOS developer Bear Cahill into 98 specific iOS techniques on key topics including managing data, using media, location awareness, and many more. And the sample apps are wonderful! As you pull them apart, you'll see two things: experienced app development and creative design savvy in action. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside WhereIsMyCar drives you through maps, CoreLocation, and camera access. PlayMyLists tunes in on settings, audio, and shake detection. Rock, Paper, Scissors explores networking, voice, in-app purchase, push notification, and invitations. Examples written for iOS 6 using Xcode 4.5. Written for readers who know the basics of Objective-C and are interested in practical app development. Table of Contents PART 1 GETTING STARTED Getting started with iOS development Creating an iOS application PART 2 PUTTING iOS INTO PRACTICE Using view controllers and images in PicDecor Accessing the address book/contacts in Dial4 MapKit and the camera in WhereIsMyCar Settings, audio, and shake detection in Time-Down CoreData, iPod access, and playing music—PlayMyLists Push notification and in-app purchase—Rock, Paper, Scissors GameCenter leaderboards and achievements—Rock, Paper, Scissors iTunes API, iPad, and iAd—MusicSearch Collection view, social, reminders, and state restoration—MeetSocial

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-orient-

ed programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

This is Volume 2 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although the book focuses on APIs introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 2 covers the following APIs: Twitter Integration: Learn how to use the new built-in Twitter integration support in iOS 5. Newsstand: Learn how to make a magazine-style app that is integrated with the new Newsstand app. UI-PageViewController: Learn how to make your view controllers transition with page curls. Turn-Based Gaming: Learn how to make turn-based games easily with the new Game Center API. Core Image: Learn how to use the new Core Image framework to apply filters to your app's images. View Controller Containment: Learn how to contain view controllers inside others - the right way. Working with JSON in iOS 5: Learn how to use the new built-in JSON parsing and writing support. UIKit Particle Systems: Learn how to make neat particle effects in UIKit. Using the iOS Dictionary: Learn how to integrate the iOS 5 dictionary directly in your apps. New AddressBook APIs: Learn about the new social profile, vCards, and more. New Location APIs: Learn how forward and reverse geocoding just got a lot easier. New Game Center APIs: Learn about the new notification banner, player photos, and more. New Calendar APIs: Learn about the new calendar chooser and custom calendars. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

The Advanced iOS 6 Developer's Cookbook brings together reliable, proven solutions for cutting-edge iOS 6 development.

World-renowned iOS expert Erica Sadun covers device-specific development, document/data sharing, Core Text, networking, image processing, onboard cameras, audio, Address Book, Core Location, GameKit, StoreKit, push notifications, and more. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut and paste. Using her examples, Sadun fully explains both the "how" and "why" of advanced and specialized iOS 6 development. All code is tested with iOS 6 features and iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution without having to identify the right class or framework first. Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch-based apps that leverage Bezier curves, splines, and other geometric tools Securing network apps via authentication, system keychains, and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit/Game Center: device-to-device networking, shared leaderboards, and Internet-based matches Integrating secure in-app purchasing with StoreKit Communicating with users from web-based services via push notifications For related content by author Erica Sadun, see iOS Auto Layout Demystified, and The Core iOS 6 Cookbook.

Learn Core Data With Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchResultsController: Learn how to make Core Data play nicely with table views using NSFetchResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. Core Data and CloudKit: Learn how to synchronize Core Data across all of a user's devices. Completed Updated for iOS 7 and Xcode 5 Auto Layout transforms the way you create iOS user interfaces. As flexible as it is powerful, Auto Layout gives you unprecedented control over your iOS user interfaces. But Auto Layout has a reputation for difficul-

ty. In iOS Auto Layout Demystified, Second Edition, world-renowned iOS developer and author Erica Sadun strips away the confusion, helping you gain Auto Layout mastery the easiest way possible: by example. Fully updated for iOS 7 and Xcode 5, this tutorial delivers everything Sadun's guides are famous for: clear explanations, expert tips, proven best practices--and, above all, plenty of code to learn from and reuse. Step by step, Sadun explains how Auto Layout "thinks," how it works, where it fits, and why it's more useful (and simpler) than you ever imagined. She offers practical solutions for a wide variety of real-world iOS development challenges, plus innovative ways to use Auto Layout to build interactive elements, animations, and more. If you're an experienced iOS developer, this guide will expand your design possibilities, helping you build apps that are superbly usable and intuitive and stand out even in the most crowded marketplace. Coverage includes Mastering Auto Layout's basic concepts, techniques, and approach Defining unambiguous, satisfiable constraints that express your layout exactly how you intend Overcoming obstacles to constraint-based user interface design in Interface Builder Using visual formatting to express how items are laid out vertically and horizontally Making visual formats more flexible with metrics dictionaries and layout options Debugging constraints and deciphering those bewildering Xcode log messages Using descriptive techniques to uncover and express natural relationships in your design Applying iOS Auto Layout techniques in Mac OS X apps too

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform.

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage

key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel “right at home” Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks

iPhone and iPad game apps remain one of the most popular, if not the most popular, type of apps on the Apple iTunes App Store. Angry Birds and others have reshaped the way we play games. Version 6 of the iOS software development kit enables powerful game apps development, and tools like cocos2d and Unity make things even easier. Pro iOS 6 Games Development refreshes your memory on the most important basics, then digs into each of the core topics of game development including physics, artificial intelligence and the Game Center as well as covering advanced programming topics essential for good game design. Learn the core concepts behind 2D Game Development with case studies using cocos2d and the Box2D physics engine. Find out what iOS 6 has to offer game developers with multi-player game design and use of the many input mechanisms available on today’s mobile devices. Take your first steps into 3D with an overview of Open GL and an introduction to Unity3D and cocos3d. After reading Pro iOS 6 Games Development, you’ll be able to code and design game apps like a pro! What you’ll learn· How to build a game using the Cocos2D engine · How to use a physics engine such as Box2D to add collision detection and realistic movement to your game · How to develop your 2D game to support levels built using tile maps, scrolling, parallax and particle effects · How to bring your game to life with artificial intelligence and story elements· How to use the iOS SDK to capture player input from device sensors and add a multiplayer element to your game using Game Center’s turn-based API · How to take these concepts to a 3D game application using Cocos3D or Unity3D Who this book is for Whether you’ve read Beginning iOS Games Develop-

ment, have some basic game development experience using iOS, or are a long-term professional iOS developer looking to break into games, Pro iOS 6 Game Development recaps on the basics before taking you through the advanced topics required to build your very own game.

Interested in iPhone and iPad apps development? Want to learn more? Whether you’re a self-taught iPhone and iPad apps development genius or have just made your way through the pages of Beginning iOS 6 Development, we have the perfect book for you. More iOS 6 Development: Further Explorations of the iOS SDK digs deeper into Apple’s latest iOS 6 SDK. Bestselling authors Dave Mark, Alex Horovitz, Kevin Kim and Jeff LaMarche explain concepts as only they can—covering topics like Core Data, peer-to-peer networking using GameKit and network streams, working with data from the web, MapKit, in-application e-mail, and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps. If you are going to write a professional iPhone or iPad app, you’ll want to get your arms around Core Data, and there’s no better place to do so than in the pages of this book. The book continues right where Beginning iOS 6 Development leaves off, with a series of chapters devoted to Core Data, the standard for Apple persistence. Dave, Alex, Kevin and Jeff carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won’t find anywhere else. The Core Data coverage alone is worth the price of admission. But there’s so much more! More iOS 6 Development covers a variety of networking mechanisms, from GameKit’s relatively simple Bluetooth peer-to-peer model, to the addition of Bonjour discovery and network streams, through the complexity of accessing files via the web. Dave, Alex, Kevin, and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications. The enhanced multitasking, threading, memory management and more are important. Apps are getting more and more complex, including sophisticated game apps that offer virtual or augmented reality experiences and new mapping views that take advantage of sensors and other APIs in the newest iOS 6 SDK. Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, there’s something for everyone in More iOS 6 Development.