

Cocoa Design Patterns Erik M Buck

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Apple Confidential 2.0 - Owen W. Linzmayer 2004

Chronicles the best and the worst of Apple Computer's remarkable story.

Learning IOS Development - Maurice Sharp 2014

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

Learning iPhone Programming - Alasdair Allan 2010-03-09

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 Interface 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

Cocoa Design Patterns für Mac und iPhone - Erik M. Buck 2010

Mit diesem Buch lernt der Leser zahlreiche Patterns kennen, die ihm die Programmierung mit dem Mac oder dem iPhone wesentlich vereinfachen werden. Anstatt ein Problem von Grund auf neu zu lösen, kann er auf Lösungsbausteine und bewährte Strategien zurückgreifen, so dass sich die Entwicklungszeit dadurch wesentlich verkürzen wird. In diesem Buch findet der Leser die wichtigsten Patterns für den Programmieralltag.

Xcode 5 Start to Finish - Fritz Anderson 2014

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.

Learning OpenGL ES for iOS - Erik Buck 2012-07-31

Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone, iPod touch, and iPad OpenGL ES technology underlies the user interface and graphical capabilities of Apple's iPhone, iPod touch, and iPad—as well as devices ranging from video-game consoles and aircraft-cockpit displays to non-Apple smartphones. In this friendly, thorough introduction, Erik M. Buck shows how to make the most of Open GL ES in Apple's iOS environment. This highly anticipated title focuses on modern, efficient approaches that use the newest versions of OpenGL ES, helping you avoid the irrelevant, obsolete, and misleading techniques that litter the Internet. Buck embraces Objective-C and Cocoa Touch, showing how to leverage Apple's powerful, elegant GLKit framework to maximize your productivity, achieve tight platform integration, and deliver exceptionally polished apps. If you've written C or C++ code and know object-oriented programming basics, this title brings together everything you need to fully master OpenGL ES graphics for iOS—including downloadable examples specifically designed to jumpstart your own projects. Coverage includes • Understanding core OpenGL ES computer graphics concepts and iOS graphics architecture • Integrating Cocoa Touch with OpenGL ES to leverage the power of Apple's platform • Creating textures from start to finish: opacity, blending, multi-texturing, and compression • Simulating ambient, diffuse, and specular light • Using transformations to render 3D geometric objects from any point of view • Animating scenes by controlling time through application logic • Partitioning data to draw expansive outdoor scenes with rolling terrain • Detecting and handling user interaction with 3D geometry • Implementing special effects ranging from skyboxes to particles and

billboards • Systematically optimizing graphics performance •

Understanding the essential linear algebra concepts used in computer graphics • Designing and constructing a complete simulation that incorporates everything you've learned

The Art of the App Store - Tyson McCann 2011-11-11

A unique behind-the-scenes look at what makes an application succeed in the App Store With this invaluable book, Tyson McCann offers a non-technical look at all aspects of the iPhone application development landscape and gets to the core of what makes a popular—and profitable—application. From knowing your customer to launching a successful app, and everything in between, this must-have guide navigates such topics as developing a concept, analyzing the competition, considerations before the launch, marketing, building a community, and maintaining market share... to name a few. Coverage includes: Setting Your Goals, Costs, and Expectations Researching the App Store Market Knowing Your Customer Plotting the Stages of Development Guidelines and Expectations for Developing Your App Creating Free and Freemium Apps Creating Paid and Premium Apps Adopting Apple's Approach Riding the Social Networking Wave Feedback, Maintaining, and Scaling Open the vault to App Store success with this indispensable guide!

Learning iOS Game Programming - Michael Daley 2010-09-03

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 can actually be quite easy, and Learning iOS Game Programming is your perfect beginner's guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In Learning iOS Game Programming, you'll learn how to 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 and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use. Then, he carefully guides you through the whole development process: from planning storylines and game play all the way through testing and tuning. Download the free version of Sir Lamorak's Quest from the App Store today, while you learn how to build the game in this book. Coverage includes Planning high-level game design, components, and difficulty levels Using game loops to make sure the right events happen at the right time Rendering images, creating sprite sheets, and building basic animations Using tile maps to build large game worlds from small reusable images Creating fire, explosions, smoke, sparks, and other organic effects Delivering great sound via OpenAL and the iPhone's media player Providing game control via iPhone's touch and accelerometer features Crafting an effective, intuitive game interface Building game objects and entities and making them work properly Detecting collisions and ensuring the right response to them Polishing, testing, debugging, and performance-tuning your game Learning iOS Game Programming focuses on the features, concepts, and techniques you'll use most often—and helps you master them in a real-world context. This book is 100% useful and 100% practical; there's never been an iPhone game development book like it!

Microsoft Silverlight 4 - Uwe Rozanski 2010

Cocoa Programming - Scott Anguish 2003

Cocoa Programming is a comprehensive work that starts as a fast-paced introduction to the OS architecture and the Cocoa language for those programmers new to the environment. The more advanced sections of the book will show the reader how to create Cocoa applications using Objective-C, to modify the views, integrate multimedia, and access networks. The final sections of the book explain how to extend system

applications and development tools in order to create your own frameworks.

[No Logo](#) - Naomi Klein 2000-01-15

An analysis of the invasion of our personal lives by logo-promoting, powerful corporations combines muckraking journalism with contemporary memoir to discuss current consumer culture

[Learning iCloud Data Management](#) - Jesse Feiler 2014-01-23

"A great read for iOS developers who want to learn if iCloud is right for their app and dive right in with lots of practical code examples." —Jon Bell, UXLaunchpad.com Get Hands-On Mastery of iCloud Data Management for iOS 7 and OS X Mavericks As apps rapidly move into business and the cloud, iOS and OS X developers need new data management techniques. In Learning iCloud Data Management, renowned Apple database expert Jesse Feiler shows you how to use Apple's latest APIs and technologies to structure and synchronize all forms of data. Feiler helps you understand the issues, implement efficient solutions, and deliver highly usable apps that seamlessly synchronize during the "Round Trip" between iOS and OS X and back again. This guide walks you through integrating several key Apple data management technologies, including the Address Book and Calendar APIs. Feiler shows you how to structure data so it's easy to build great Cocoa and Cocoa Touch user interfaces and to quickly incorporate reliable iCloud syncing. Step by step, you'll discover how to blend Apple's standard application data structures with your own user data to create a feature-rich and fully syncable environment. Coverage includes Understanding iCloud from the developer's and user's point of view Accessing synchronized user calendars and contacts Integrating Reminders into your apps Playing by iCloud's user privacy rules Applying consistent iOS Settings and OS X Preferences across user devices Managing persistent storage with Core Data Using Xcode Project Workspaces for shared development Adding data to app bundles and resources Integrating iCloud infrastructure, file wrappers, documents, and data Completing the "Round Trip" between both iOS and OS X

[Learning Cocos2D](#) - Rod Strougo 2011-07-07

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

[IOS 4 Programming Cookbook](#) - Vandad Nahavandipoor 2011-01-21

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

[Objective-C: le basi per tutti](#) - Michael Ferrari 2014-03-10

Objective-C è il linguaggio di Apple. Questa guida ti seguirà passo dopo passo allo studio e alla conoscenza approfondita del linguaggio che muove, dietro le quinte, tutti gli algoritmi delle applicazioni iPhone, iPad e Mac. I primi capitoli sono pensati per una formazione di base solida su tutti i paradigmi del linguaggio, nei capitoli intermedi potrai affinare le tecniche di sviluppo e programmazione più avanzate fino all'ultimo capitolo, dove studierai importanti approfondimenti. "Objective-C. Le basi per tutti" è un manuale che si rivolge a chiunque desideri iniziare a occuparsi di programmazione in Objective-C. I concetti chiave sono esposti con chiarezza e semplicità, partendo dalle basi del linguaggio e

della logica fino ad approfondire aspetti ed elementi più complessi. Esempi esaustivi accompagnano i contenuti teorici, permettendo di assimilare efficacemente le nozioni apprese (per i principianti), ma anche di colmare lacune o fissare meglio determinati fondamenti per chi ha già esperienze di programmazione. Il lettore può mettere alla prova le sue capacità sin da subito, tramite un'ampia sezione di codice ed esempi in ogni capitolo del testo.

[The iOS Game Programming Collection \(Collection\)](#) - Michael Daley 2011-12-09

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 Disappearing Spoon](#) - Sam Kean 2010-07-12

From New York Times bestselling author Sam Kean comes incredible stories of science, history, finance, mythology, the arts, medicine, and more, as told by the Periodic Table. Why did Gandhi hate iodine (I, 53)? How did radium (Ra, 88) nearly ruin Marie Curie's reputation? And why is gallium (Ga, 31) the go-to element for laboratory pranksters?* The Periodic Table is a crowning scientific achievement, but it's also a treasure trove of adventure, betrayal, and obsession. These fascinating tales follow every element on the table as they play out their parts in human history, and in the lives of the (frequently) mad scientists who discovered them. THE DISAPPEARING SPOON masterfully fuses science with the classic lore of invention, investigation, and discovery--from the Big Bang through the end of time. *Though solid at room temperature, gallium is a moldable metal that melts at 84 degrees Fahrenheit. A classic science prank is to mold gallium spoons, serve them with tea, and watch guests recoil as their utensils disappear.

[Born to Run](#) - Christopher McDougall 2011-03-29

NATIONAL BESTSELLER • The astonishing and hugely entertaining story that completely changed the way we run. An epic adventure that began with one simple question: Why does my foot hurt? "Equal parts quest, physiology treatise, and running history.... The climactic race reads like a sprint.... It simply makes you want to run." —Outside Magazine Isolated by Mexico's deadly Copper Canyons, the blissful Tarahumara Indians have honed the ability to run hundreds of miles without rest or injury. In a riveting narrative, award-winning journalist and often-injured runner Christopher McDougall sets out to discover their secrets. In the process, he takes his readers from science labs at

Harvard to the sun-baked valleys and freezing peaks across North America, where ever-growing numbers of ultra-runners are pushing their bodies to the limit, and, finally, to a climactic race in the Copper Canyons that pits America's best ultra-runners against the tribe. McDougall's incredible story will not only engage your mind but inspire your body when you realize that you, indeed all of us, were born to run. Look for *Born to Run 2*, coming in December!

Objective-C 2.0 - Sebastian Meyer 2011

iOS 5 Programming Cookbook - Vandad Nahavandipoor 2012-01-30

Now you can overcome the vexing, real-life issues you confront when creating apps for the iPhone, iPad, or iPod Touch. By making use of more than 100 new recipes in this updated cookbook, you'll quickly learn the steps necessary for writing complete iOS apps, whether they're as simple as a music player or feature a complex mix of animations, graphics, multimedia, a database, and iCloud storage. If you're comfortable with iOS SDK, this cookbook will teach you how to use hundreds of iOS techniques. Each recipe provides a clear solution with sample code that you can use right away. Use different approaches to construct a user interface Develop location-aware apps Get working examples for implementing gesture recognizers Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Maintain persistent storage in your apps Use Event Kit to manage calendars and events Learn capabilities of the Core Graphics framework Access the accelerometer and gyroscope Take advantage of the iCloud service

Patterns of Software - Richard P. Gabriel 1998-04-01

In a book that will intrigue anyone who is curious about Silicon Valley, computer programming, or the world of high technology, respected software pioneer and computer scientist Richard Gabriel offers an informative insider's look at the world of software design and computer programming and the business that surrounds them. 10 illustrations.

Learning iPad Programming - Kirby Turner 2013-05-13

"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 Glass Castle - Jeannette Walls 2007-01-02

A triumphant tale of a young woman and her difficult childhood, *The Glass Castle* is a remarkable memoir of resilience, redemption, and a revelatory look into a family at once deeply dysfunctional and wonderfully vibrant. Jeannette Walls was the second of four children raised by anti-institutional parents in a household of extremes.

Automation, Communication and Cybernetics in Science and Engineering 2011/2012 - Sabina Jeschke 2012-12-22

The book is the follow-up to its predecessor "Automation,

Communication and Cybernetics in Science and Engineering 2009/2010" and includes a representative selection of all scientific publications published between 07/2011 and 06/2012 in various books, journals and conference proceedings by the researchers of the following institute cluster: IMA - Institute of Information Management in Mechanical Engineering ZLW - Center for Learning and Knowledge Management IfU - Associated Institute for Management Cybernetics Faculty of Mechanical Engineering, RWTH Aachen University Innovative fields of application, such as cognitive systems, autonomous truck convoys, telemedicine, ontology engineering, knowledge and information management, learning models and technologies, organizational development and management cybernetics are presented.

Mac OS X for Java Geeks - Will Iverson 2003-04-24

Aimed at Java developers, explores the Mac OS X platform, covering topics including Apache Web servers, IDEs, Jakarta Ant, the Spelling Framework, SOAP, and integration with QuickTime.

iPhone for Programmers - Paul Deitel 2009-10-29

The professional programmer's DEITEL® guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C® and Cocoa® More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year! This book gives you everything you'll need to start developing great iPhone apps quickly and—once you've joined Apple's fee-based iPhone Developer Program—to get them up and running on the App Store. The book uses an app-driven approach—each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you'll develop include: Welcome Spot-On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter® Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter® Discount Airfares By Chapter 3 you'll be building apps using Xcode®, Cocoa® and Interface Builder. You'll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 3.x technologies including the Game Kit, iPod library access and more. iPhone for Programmers include practical, example-rich coverage of: • iPhone SDK 3.x, XCode®, Interface Builder • Object-Oriented Programming in Objective-C® and Cocoa® • Collections, GUI, Event Handling • Controllers, Application Templates • UIView, Multi-Touch™ • Core Audio, Core Animation, NSTimer • Tables, UINavigationController • Map Kit, Core Location, GPS, Compass • Photos, iPod Library Access • Serialization

Programming Ruby - David Thomas 2004

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

The British National Bibliography - Arthur James Wells 2003

Learning IOS Programming - Alasdair Allan 2012-03-23

With this guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks.

Learning Core Audio - Chris Adamson 2012

Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI connectivity, and audio units.

Learning Objective-C 2.0 - Robert Clair 2012-11-14

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 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

[Objective-C Phrasebook](#) - David Chisnall 2011-01-25

Objective-C Phrasebook gives you the code phrases you need to quickly and effectively complete your programming projects with Objective-C, on systems including iOS and Mac OS X. Concise and Accessible Easy to carry and easy to use—lets you ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets—so you can readily code elegant Objective-C in just about any situation

Изучаем программирование для iPad - Кирби Тэрнер 2022-01-29

В книге читатель пройдет весь путь создания приложения PhotoWheel, предназначенного для управления фотографиями, познакомившись при этом со всеми аспектами программирования iOS 5. PhotoWheel позволяет распределять любимые фотографии по альбомам, делиться ими с друзьями и родственниками, просматривать на экране телевизора. В процессе разработки приложения вы изучите установку и настройку Xcode 4.2 на Mac; основы языка Objective-C и управления памятью с помощью механизма ARC; работу с Core Data и службой iCloud; использование новой функции Xcode – раскадровок – для создания функционального прототипа пользовательского интерфейса; создание жестов и интеграция с Core Animation; использование в приложении функций AirPrint, электронной почты и AirPlay; применение к изображениям фильтров и эффектов с помощью Core Image; диагностика и исправление ошибок с помощью Instruments; подготовка приложения к отправке в App Store. Но самое важное – вы получите практический опыт разработки приложения для iPad. Если хотите освоить программирование для iPad, то эта книга – как раз то, что надо!

[Windows Phone 7 for iPhone Developers](#) - Kevin Hoffman 2011-08-08

Bring Your iPhone Apps and Skills to Windows Phone 7—or Build Apps for Both Mobile Platforms at Once If you've been developing for the crowded iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you're a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iPhone developers. If you're a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 SDK, showing how it resembles Apple's iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you'll master each technology you'll need, including C#, Silverlight and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman's practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7's unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, MVVM design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful Windows Phone 7 development book you can find.

·~~~~~ Compare Apple's Objective-C and Microsoft's C#: "second cousins twice removed" ·~~~~~ Apply C# object techniques—including encapsulation, inheritance, contracts, and interfaces ·~~~~~ Build rich, compelling user interfaces based on Silverlight, XAML, and events ·~~~~~ Move from Apple's Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend ·~~~~~ Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS ·~~~~~ Create dynamic application Tiles to appear on the Start screen ·~~~~~ "Push" raw data notifications to running apps ·~~~~~ Understand and use the Windows Phone 7 phone execution model ·~~~~~ Efficiently store and retrieve data on WP7 phones ·~~~~~ Build "smart clients" that sync locally stored data with web services ·~~~~~ Manage growing app complexity through "separation of concerns" and MVVM (Model-View-View Model) ·~~~~~ Use TDD and automated testing to accelerate and streamline development ·~~~~~ Create casual, connected games and social apps ·~~~~~ Secure apps without incurring unacceptable tradeoffs ·~~~~~ Successfully deploy apps to the Marketplace

[Cocoa Design Patterns](#) - Erik Buck 2009-09-01

"Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him." –Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, you'll find it remarkably elegant, consistent, and simple. Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development.

Encouraged, and in some cases enforced by Apple's tools, it's important to have a firm grasp of MVC right from the start. The book's midsection is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them! Cocoa Design Patterns painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. Cocoa Design Patterns clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.

[Fast Food Nation](#) - Eric Schlosser 2012

Explores the homogenization of American culture and the impact of the fast food industry on modern-day health, economy, politics, popular culture, entertainment, and food production.

Les design patterns de Cocoa - Erik M. Buck 2010-03-19

Un ouvrage indispensable pour maîtriser Cocoa et programmer plus efficacement des applications pour Mac et iPhone !

[Cocoa in a Nutshell](#) - Michael Beam 2003

This text provides a complete overview of Cocoa's Objective-C Frameworks - vital tools for anyone interested in developing applications for Mac OS X. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications.

Learning Quartz Composer - Graham Robinson 2012-07

Create Amazing Real-Time Motion Graphics with Quartz Composer! Apple's Quartz Composer makes it amazingly easy to create real-time graphics of all kinds: for screensavers, animations, kiosk art, film effects, Dashboard Widgets, graphically-rich apps, and more. But few content creators use QC, because they've had practically no useful help—until now. In this book/DVD bundle, two renowned VJs who've pushed this tool to the limit show you how to do it, too! You needn't be a technical expert: Graham Robinson and Surya Buchwald introduce each concept through a hands-on project, with videos demonstrating every step. They start extremely simple, offering beautiful visual feedback and encouraging you to freely explore. The video and text work together to help you build mastery fast, as you create everything from data-driven effects to compelling live performance visuals! Coverage includes Mastering Quartz Composer's powerful interface Grabbing live inputs from music or cameras for unique interaction and improvisation Outputting video files for everything from smartphone screens to HD video edits Using built-in image filters to add visual effects Creating organic motion with LFOs, interpolation, and trackballs Fixing problems and figuring out what you did wrong Making rain, fire, and other cool stuff with particles Integrating MIDI musical instruments and other audio resources Mastering lighting and timelines Building richer environments with replication, iteration, and 3D modeling Pushing the boundaries with secret patches, CoreImage filters, and GLSL If you're a motion graphics designer, filmmaker, VJ, artist, interactive programmer, Cocoa developer, or any other type of "Maker," this book will guide you from acolyte to wizard in no time... and it just might be the most fun instructional you'll ever read! 0321636945 / 9780321636942 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer Package consists of: 013308776X / 9780133087765 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857577 / 9780321857576 Learning Quartz Composer, DVD: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857585 / 9780321857583 Learning Quartz Composer, Book Component: A Hands-On Guide to Creating Motion Graphics with Quartz Composer

[Cocoa Recipes for Mac OS X](#) - Bill Cheeseman 2010-04-26

Completely revised edition, now covering Snow Leopard! Springing from the original Vermont Recipes Web site, where many of today's Cocoa developers got their start, Cocoa Recipes for Mac OS X, Second Edition is a programming cookbook that shows you how to create a complete Mac OS X application. In this updated edition, author Bill Cheeseman employs a practical, step-by-step method for building a program from start to finish using the Cocoa frameworks. He begins by creating the project using Xcode and designing and building the user interface with Interface Builder, and then he fills in the details expected of any working application, such as managing documents and windows, setting up the main menu, and configuring controls. Later recipes show you how to add important features such as a preferences window, printing, a Help book, and AppleScript support. The book concludes with a discussion of

deployment of your finished product and steps you can take to explore additional features. Equipped with the expertise and real-world techniques in this book, programmers with some knowledge of C and Objective-C can quickly master the craft of writing Cocoa programs for Mac OS X. Written for C and Objective-C programmers who want to tap the extraordinary power and flexibility designed into the Cocoa frameworks, as well as for experienced Cocoa developers looking to extend their skills. By following the book's recipes for creating a complete Cocoa application, readers can retrace the same steps to write any document-based Cocoa program. Includes the latest techniques for writing Cocoa applications for Mac OS X v10.6 Snow Leopard. Project source files are available on the Web at www.peachpit.com/cocoarecipes.