Anyone Can Create An App Beginning IPhone And IPad Programming

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Beginning iPhone Development with Swift - Kim Topley 2014-11-22
The team that brought you the bestselling Beginning iPhone Development, the book that taught the world how to program on the iPhone, is back again for Beginning iPhone Development with Swift. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There's coverage of brand-new technologies, including Swift playgrounds, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 8 SDK, and then guides you though the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

App Development - Dustin Hodges 2022-09-24

App Savvy - Ken Yarmosh 2010-08-31
How can you make your iPad or iPhone app stand out in the highly competitive App Store? While many books simply explore the technical aspects of iPad and iPhone app design and development, App Savvy also focuses on the business, product, and marketing elements critical to pursuing, completing, and selling your app -- the ingredients for turning a great idea into a genuinely successful product. Whether you're a designer, developer, entrepreneur, or just someone with a unique idea, App Savvy explains every step in the process, with guidelines for planning a solid concept, engaging customers early and often, developing your app, and launching it with a bang. Author Ken Yarmosh details a proven process for developing successful apps, and presents numerous interviews with the App Store's most prominent publishers. Learn about the App Store and how Apple's mobile devices function Follow guidelines for vetting and researching app ideas Validate your ideas with customers -- and create an app they'll be passionate about Assemble your development team, understand costs, and establish a workable process Build your marketing plan while you develop your

application Test your working app extensively before submitting it to the App Store Assess your app's performance and keep potential buyers engaged and enthusiastic

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.

EPUB Straight to the Point - Elizabeth Castro 2010-07-28
Almost overnight, EPUB has become the favored standard for displaying digital text on ereaders. The EPUB specification is a powerful method for creating gorgeous ebooks for EPUB-capable readers such as the iPad, Nook, and Kindle. Alas, it is far from perfect, with frustrating limitations, sketchy documentation, and incomplete creation tools. This extensively researched guide to creating EPUB files by best-selling author Elizabeth Castro shows you how to prepare EPUB files, make the files look great on the screen, work around EPUB weaknesses, and fix common errors. In this essential book, Liz shares her hard-earned experience for how to: Create EPUB files from existing Microsoft Word or

Adobe InDesign files, or from scratch. Tweak EPUB files to take full advantage of the power of EPUB in each respective ereader. Control spacing, indents, and margins. Insert images and sidebars and wrap text around them. Create links to external sources and cross-references to internal ones. Add video to ebooks for the iPad.

IOS Apprentice Fifth Edition - Raywenderlich Com Team 2016-12-14
Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will l earn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON.

The IOS Apprentice (Fourth Edition) -

Matthijs Hollemans 2015-09-16
Completely up to date for iOS 9, Xcode 7, and
Swift 2.0. Learn iPhone and iPad Programming
via Tutorials! If you're new to iOS and Swift, or
to programming in general, learning how to
write an app can seem incredibly overwhelming.
That's why you need a book that: Shows you how
to write an app step-by-step Has tons of
illustrations and screenshots to make everything
clear Is written in a fun and easygoing manner!
In this book, you will learn how to make your
own iPhone and iPad apps, through a series of
four epic-length hands-on tutorials. These hands-
on tutorials describe in full detail how to build a
new app from scratch. Four tutorials, four apps.
Each new app will be a little more advanced
than the one before, and together they cover
everything you need to know to make your own
apps. By the end of the series you'll be
experienced enough to turn your ideas into real
apps that you can sell on the App Store. Tutorial
1: Bull's Eye. In the first tutorial in the book,
you'll start off by building a simple but fun game
to learn the basics of iPhone programming. In
the process, you'll get familiar with Xcode,
Interface Builder, and Swift in an easygoing
manner. Tutorial 2: Checklists. In the second
tutorial in the series, you'll create your own to-
do list app. In the process, you'll learn about the
fundamental design patterns that all iOS apps
use and about table views, navigation controllers
and delegates. Now you're making apps for real!
Tutorial 3: MyLocations. In the third tutorial,
you'll develop a location-aware app that lets you
keep a list of spots that you find interesting. In
the process, you'll learn about Core Location,
Core Data, Map Kit, and much more! Tutorial 4:
StoreSearch. Mobile apps often need to talk to
web services and that's what you'll do in this
final tutorial of the book. You'll make a stylish
app for iPhone and iPad that lets you search for
products on the iTunes store using HTTP
requests and JSON. It is my sincere belief that
this series can turn you from a complete newbie
into an accomplished iOS developer, but you do
have to put in the time and effort. By writing this
book I've done my part, now it's up to you...
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 Smartphone Web Development - Gail
Frederick 2010-04-15
Today's Web 2.0 applications (think Facebook
and Twitter) go far beyond the confines of the
desktop and are widely used on mobile devices.
The mobile Web has become incredibly popular
given the success of the iPhone and BlackBerry,
the importance of Windows Mobile, and the
emergence of Palm Pre (and its webOS
platform). At Apress, we are fortunate to have
Gail Frederick of the well-known training site
Learn the Mobile Web offer her expert advice in
Beginning Smartphone Web Development. In

this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

iOS App Development For Dummies - Jesse Feiler 2014-04-14
If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS – start building the next big app today with help from iOS App Development For Dummies!

IPhone and IPad Apps for Absolute Beginners - Rory Lewis 2013-10-22
This update of an Apress bestseller walks you

through creating your first app, with plain English and practical examples using the latest iOS 7 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad app development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 7 Offers bonus videos from the author that enable you to follow along—it's like your own private classroom The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone apps. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow. What you'll learn Get both yourself and your computer set up for iPhone and iPad application development Start by making small changes to existing applications to build your knowledge and experience before creating your own applications Follow steps in plain English to build simple apps and get them working immediately Style your application so that it looks good and users can easily navigate through it Use shortcuts and cheat sheets to create apps the easy way Who this book is for If you have a great idea for an iPhone or iPad app, but have never programmed before, then this is the book for you. You don't need any previous computer programming skills—as long as you have a desire to learn, and you know which end of the mouse is which, you'll be fine. Table of Contents Getting the tools Your first app Running your app on a device Your second app Going deeper: Patterns and Delegates Debugging Common Controls Pickers and Date Pickers Tables and Table Views Maps Browser and Web Applications iPad Applications App Store Deployment

Beginning iPad Application Development - Wei-Meng Lee 2010-04-15
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.

Coding iPhone Apps for Kids - Gloria Winquist 2017-05-15
Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score systemWhy should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Anyone Can Create an App - Wendy Wise 2016-10-01
"Anyone Can Create an App" is based on the lofty premise that anyone can begin programming given the right tools and the right help. With some time set aside and the course-

work in this book, readers will be able to program their first, fully working iPhone or iPad Application. They'll wonder why they never did it before! "Anyone Can Create an App" provides the EASY starting point for those people who have never programmed before but who always wanted to build iPhone and iPad apps. It starts with the absolute basics and progresses without leaving gaps so that the non-technical person can feel confident going from green to full-grown. Readers will create several apps for their iPhone and get a huge sense of accomplishment along the way. The book also demystifies some of the "insider terms" that programmers use. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Idea to iPhone - Carla White 2013-03-29
Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read book that shows you how to get your idea from your head to the iTunes store!

Beginning IOS Programming For Dummies - Rajiv Ramnath 2014-04-14
Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS device capabilities.

Beginning iPhone 4 Development - David Mark 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 table building 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, please instead check out the next edition of this book, Beginning iOS 5 Development - now available.

Anyone Can Create an App - Wendy Wise 2017-03-10
Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming

concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non programmers - no experience needed! About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with storyboards ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the LioN app Adding data to your LioN app Displaying details of your LioN Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LioNs Saving LioNs Making your LioN prettier Working with Auto Layout Search your LioNs

The IOS Apprentice Third Edition - Matthijs Hollemans 2015-04-15
Learn iPhone and iPad Programming via

Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Beginning iOS 4 Application Development - Wei-Meng Lee 2010-09-24
The ideal starting point for creating apps using iOS 4 Written by an experienced Apple developer and trainer, this full-color reference serves as an ideal jumping point for creating applications for Apple's iOS 4 that runs on the iPhone, iPod Touch, and iPad. In addition to in-depth coverage of the iOS SDK, the book walks you through the various core aspects of iPhone and iPad development. You'll learn how to take advantage of the tools provided by XCode and you'll benefit from a solid introduction to Objective-C, which allows you to have a smooth transition to iPhone development from another platform. Offers a solid foundation for creating applications for Apple's iOS 4 Covers all the new features of iOS 4 and provides a new applications template for developing iPad and iPhone apps Addresses the new PopoverView for iPad apps Shows how to develop background applications, which is one of the new features in iOS 4 Beginning iOS 4 Application Development is your ultimate resource for creating applications for Apple's iOS 4.

Building Mobile Apps at Scale - Gergely Orosz 2021-04-06
While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing.

New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size? *Beginning iOS 6 Development* - David Mark 2013-01-11
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 though 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 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
Beginning ARKit for iPhone and iPad - Wallace Wang 2018-11-05
Explore how to use ARKit to create iOS apps and learn the basics of augmented reality while diving into ARKit specific topics. This book reveals how augmented reality allows you to view the screen on an iOS device, aim the camera at a nearby scene, and view both the real items in that scene as well as a graphic image overlaid on to that scene. You'll start by accessing the camera and teaching your app to track the world around its device. You'll then see how to position nodes and create augmented reality shapes and textures. Next you'll have your creations interact with their environment by programming workable physics, detecting planes, measuring distance, and applying virtual force. Finally you'll learn how to hit test and troubleshoot your applications to ensure they interact with the real world around them seamlessly. ARKit is Apple's software framework for creating augmented reality apps on iOS devices such as the iPhone and iPad. Unlike virtual reality that creates an entirely artificial world for the user to view and explore, Beginning ARKit for iPhone and iPad will show you how augmented reality places artificial items in an actual scene displayed by an iOS device's camera. What You'll Learn Access the camera Use ARKit's hit testing for tracked geometry Apply and combine real world and virtual physics Who This Book Is For Programmers familiar with the basics of Swift programming who want to dive into developing iOS applications with Swift.
iPhone App Development: The Missing Manual - Craig Hockenberry 2010-05-03
Anyone with programming experience can learn

how to write an iPhone app. But if you want to build a great app, there's a lot more to it than simple coding: you also need to know how design and market your creation. This easy-to-follow guide walks you through the entire process, from sketching out your idea to promoting the finished product. Get to know the tools for developing your iPhone app Design a great app before you start coding Build a complex app with Xcode and Interface Builder Decide how to brand your app-then beta-test that brand in the real world Learn the inside scoop on how to get your app into the App Store Promote your product, track sales, and build a strong customer following

iPhone Game Development - Chris Craft 2009-10-27
New Apple Developer Series! A technical and business guide to creating and selling iPhone games If you've always wanted to develop a cool iPhone game application and sell it for big bucks, this book is for you. iPhone Game Development covers all technical and commercial bases, from how to sign up for the Apple Development Program, master the development tools in the iPhone SDK, publish your game to the App Store, and convince people to buy it. You'll find full coverage of Cocoa Touch and other great features of the iPhone SDK, plus pages of real-world examples with step-by-step explanations. The book also includes loads of royalty-free code you can use for commercial development. Apple's iPhone is not only a mobile phone, it's also a game platform rivaling big names like Nintendo and Sony; anyone can sign up for the Apple Developer Program and publish their works to the App Store This hip book written by two successful gamers with over a decade of game development experience will teach you both the technical and business aspects of developing and publishing a game to the App Store, plus how to convince end-users to buy it Includes examples with step-by-step explanations of actual games and apps currently on the App Store A Companion Web site provides royalty-free code from the samples in the book, which you can use to jumpstart your own game development Save weeks of development time with the expert guidance you'll find in iPhone Game Development! Note: CD-ROM/DVD and other

supplementary materials are not included as part of eBook file.

Beginning iOS Application Development with HTML and JavaScript - Richard Wagner 2012-01-05
This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML/XHTML CSS JavaScript Ajax

Hello Swift! - Tanmay Bakshi 2018-09-18
Bakshi provides an approachable, well-illustrated, step-by-step guide that teaches young readers how to program using the Swift language while they develop iOS apps. The author presents readers with a how-to guide to creating their first simple app, written from a kid's perspective.

iPhone Application Development All-In-One For Dummies - Neal Goldstein 2010-03-30
One-stop shopping for every aspect of iPhone development! Whether you're a beginning programmer who wants to build an application for your iPhone or you're a professional

developer looking to leverage the marketing power of the open iPhone SDK, this helpful guide has your needs covered. iPhone enthusiast and developer Neal Goldstein shows you the ins and outs of developing applications for the iPhone and iPod Touch and explains how to get your apps into the AppStore and market and sell them. You'll learn the basics of getting started, download the SDK, context-based design, and fill your toolbox. Clear, easy-to-understand steps walk you through programming with Objective C or Cocoa and show you how to develop games and graphics. Plus, you'll discover how to design specifically for mobile apps. Aimed at both novice and seasoned developers who are interested in developing iPhone and iPod Touch applications Shows you how to get started, download the SDK, and fill your toolbox Walks you through developing games and graphics Explains how to gets your apps into the AppStore and sell them Getting started developing your own applications today with this fun and friendly guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

iPhone and iPad Apps for Absolute Beginners, iOS 5 Edition - Rory Lewis 2012-01-13
The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next bestselling iPhone app—presumably, that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C and Cocoa touch ? The answer is that you don't need to know any of those things! Anybody can start building simple apps for the iPhone and iPad, and this book will show you how. This update of an Apress bestseller walks you through creating your first app, using plain

English and practical examples using the iOS 5 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 5 Offers videos that enable you to follow along with the author—it's like your own private classroom

Swift Development for the Apple Watch - Jon Manning 2016-05-30
Apple Watch is the sort of science-fiction gadget that people used to dream about as kids. What kinds of apps do you envision for this new device? If you're comfortable using OS X, Xcode, and iOS—and familiar with Swift—this concise book shows you the basics of building your own apps for this wrist-mounted computer with Apple's WatchKit framework. You'll learn what an Apple Watch is, what it isn't, and how and why people might interact with apps you build for it. This practical guide also examines the type of apps most suitable for this device, and shows you how to be a good citizen in the iOS/Watch ecosystem. Learn the Watch app lifecycle, and understand how these apps interact with the user's iPhone Build a Watch app and its iOS counterpart by adding controls, working with multiple screens, and sharing data Design a simple glance, the non-interactive Watch component that provides quick-look information Add functionality to the notification system, including actionable items, and display them on the Watch face Design and build complications, Watch-face gadgets that can display quick snapshots of information, including future events with Time Travel

Beginning iPhone Development with Swift 3 - Molly Maskrey 2016-11-17
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 though 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.

Beginning iPad Development for iPhone Developers - Jack Nutting 2010-12-28
It's in magazines and newspapers, it's on television and radio, it's on buses and billboards and pretty much everywhere you look. The iPad is the touchscreen tablet from Apple, representing the next generation of mobile computing. Packed with dozens of new features, the iOS 3.2 SDK enables you to build sophisticated, desktop-quality apps for this exciting new platform. Every iPhone and iPod touch app developer looking to take the next step and move into the iPad arena will want to read this book from cover to cover. Beginning iPad Development for iPhone Developers: Mastering the iPad SDK has all the answers, and you'll find them presented with the same easy-to-follow style and thorough coverage you've come to expect from titles like Beginning iPhone 3 Development—everything an aspiring iPad developer needs to know to create great apps. Best-selling authors Jack Nutting, Dave Wooldridge, and Dave Mark show iPhone

developers how to master all of the iPad-exclusive frameworks and features, which are explained, demonstrated in action, and put through their paces in this comprehensive programming guide. You'll get a detailed understanding of the new feature set and gain every possible advantage in the iTunes App Store.

iOS 15 Programming for Beginners - Ahmad Sahar 2021-12-24
Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay Book Description With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What you will learn Get to grips with the fundamentals of Xcode 13 and Swift 5.5, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design, deploy, and

test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary.

Starting an iPhone Application Business For Dummies - Aaron Nicholson 2009-10-19
How to create a profitable, sustainable business developing and marketing iPhone apps iPhone apps are hot; the average app is downloaded more than 30,000 times. If you have some great apps in mind, Starting an iPhone Application Business For Dummies will show you how to produce and market them effectively. Starting an iPhone Application Business For Dummies provides clear, reliable business information to help developers and entrepreneurs create a profitable, sustainable business in this new and exciting market. Identifies what goes into a successful iPhone application business Helps you find the market niche your applications can fill, market and promote your business, and build your brand Explains how to develop a pricing strategy, build your applications efficiently, and get them into the App Store Explores finding a sustainable revenue model, including free trials, social media models, ad-based revenue models, and subscription models Demonstrates effective ways to provide service and support to customers Written by a team that combines knowledge of iPhone app development with sound business experience Starting an iPhone Application Business For Dummies can help you turn your ideas into income.

iPhone and iPad Apps for Absolute Beginners - Rory Lewis 2010-06-01
The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps have been downloaded in the 9 months the App Store has been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that's why you're reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages?

What about Objective-C, Cocoa Touch, and the software development kit (SDK)? The answer is that you don't need to know any of those things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad application development in language anyone can understand Provides simple, step-by-step examples that make learning easy Offers videos that enable you to follow along with the author—it's like your own private classroom

How to Build a Billion Dollar App - George Berkowski 2014-09-04
THE ULTIMATE GUIDE TO BUILDING AN APP-BASED BUSINESS - NOW REVISED AND UPDATED FOR 2017 'A must read for anyone who wants to start a mobile app business' Riccardo Zacconi, founder and CEO King Digital (maker of Candy Crush Saga) 'A fascinating deep dive into the world of billion-dollar apps. Essential reading for anyone trying to build the next must-have app' Michael Acton Smith, Founder and CEO, Mind Candy Apps have changed the way we communicate, shop, play, interact and travel and their phenomenal popularity has presented possibly the biggest business opportunity in history. In How to Build a Billion Dollar App, serial tech entrepreneur George Berkowski gives you exclusive access to the secrets behind the success of the select group of apps that have achieved billion-dollar success. Berkowski draws exclusively on the inside stories of the billion-dollar app club members, including Instagram, Whatsapp, Snapchat, Candy Crush and Uber to provide all the information you need to create your own spectacularly successful mobile business. He guides you through each step, from an idea scribbled on the back of an envelope, through to finding a cofounder, building a team, attracting (and keeping) millions of users, all the way through to juggling the pressures of being CEO of a billion-dollar company (and still staying ahead of the competition). If you've ever dreamed of quitting your nine to five job to

launch your own company, you're a gifted developer, seasoned entrepreneur or just intrigued by mobile technology, How to Build a Billion Dollar App will show you what it really takes to create your own billion-dollar, mobile business.

Beginning iOS 7 Development - Jack Nutting 2014-03-20
The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. There's coverage of brand-new technologies, including a new chapter on Apple's Sprite Kit framework for game development, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 7-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 7 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 7 SDK, and then guides you though the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What you'll learn Everything you need to know to develop your own bestselling iPhone and iPad apps Best practices for optimizing your code and delivering great user experiences What data persistence is, and why it's important Get started with building cool, crisp user interfaces How to display data in

Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who this book is for This book is for aspiring iPhone app developers, new to the iOS SDK. Some prior experience with Objective-C is recommended but not required. Table of Contents1. Welcome to the Jungle 2. Appeasing the Tiki Gods 3. Handling Basic Interaction 4. More User Interface Fun 5. Autorotation and Autosizing 6. Multiview Applications 7. Tab Bars and Pickers 8. Introduction to Table Views 9. Navigation Controllers and Table Views 10. Collection Views 11. iPad Considerations 12. Application Settings and User Defaults 13. Basic Data Persistence 14. Hey! You! Get onto iCloud! 15. Grand Central Dispatch, Background Processing, and You 16. Core Graphics: Drawing with Quartz 17. Getting Started with Sprite Kit 18. Taps, Touches, and Gestures 19. Where Am I? Finding Your Way with Core Location and Map Kit 20. Whee! Gyro and Accelerometer! 21. The Camera and Photo Library 22. Application Localization

UIKit Apprentice (Second Edition) - raywenderlich Tutorial Team 2021-09-22
Learn iPhone and iPad Programming via Tutorials!If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming.That's why you need a book that:Shows you how to write an app step-by-step.Has tons of illustrations and screenshots to make everything clear.Is written in a fun and easygoing manner!In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials.These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps.By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, UIKit and Swift in an easygoing manner.Tutorial 2: Checklists. In the second tutorial in the series,

you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real!Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit and much more!Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app, which supports both Dark and Light appearances, for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON.

Hello Swift! - Puneet Bakshi 2019-04-19
Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

Beginning App Development with Flutter - Rap Payne 2019-12-04
Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both.You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and statefulExercise expert control over your

Flutter layoutsMake your app respond to gestures like swiping, pinching and tappingInitiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is ForDevelopers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.