Fonts Iphone Ipod Touch

Brad Miser

Professional iPhone and iPod touch Programming Richard Wagner,2008-02-13 The Safari-exclusive applications for iPhone and iPod touch assemble various elements, and this book shows you how to integrate these elements with key design concepts and principles in order to develop a highly usable interface for the touch screen. You'll learn to use existing open-source libraries in your code, imitate the overall look and feel of built-in Apple applications, and migrate existing Web 2.0 apps and sites to this new mobile platform. By the end of the book, you'll feel untouchable as you create a custom mobile application from scratch. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

iTunes and iCloud for iPhone, iPad, & iPod touch Absolute Beginner's Guide Brad Miser,2013-04-22 FULL COLOR Covers iTunes 11 and iCloud for Mac and Windows Make the most of iTunes® or iCloud®–without being a technical expert! This book is the fastest way to use iTunes and iCloud to enjoy your media anywhere you go, on any iPhone®, iPad®, or iPod® touch. Even if you've never used iTunes or iCloud before, this book will show you how to do what you want, one incredibly clear and easy step at a time. iTunes and iCloud have never been this simple! Who knew how simple iTunes and iCloud could be? This is today's best beginner's guide to using iTunes and iCloud... simple, practical instructions for doing everything you really want to do. Here's a small sample of what you learn: • Explore iTunes and discover better ways to enjoy it • Build your iTunes library with both free content and paid iTunes media • Label your iTunes media with information so that finding what you want is always easy • Hear exactly the music you want to hear, when you want to hear it • Discover, subscribe, and listen to the world's best podcasts • Wirelessly stream your iTunes media to other devices with AirPlay • Set up iCloud on your Mac, Windows PC, iPad, iPhone, or iPod touch • Use iCloud to automatically share your media across all your "iDevices" • Use Photo Stream to automatically save your photos and share them with others • Preview and download new music to your iPhone, iPad, or iPod touch • Carry and read entire libraries of electronic books • Control syncing and preferences so your devices always work the way you want

iWork Portable Genius Guy Hart-Davis,2014-02-19 Maximize your use of Apple's unique office productivity suite Dedicated Mac fans love the convenience and practicality of Numbers spreadsheets, Pages word processing, and Keynote presentations, the components of the iWork suite. This guide cuts to the chase, packed with tips and advice for getting the most from the newest version of these applications. It provides the basics on each application and how they work together, intermediate information, and cool ways to enhance your presentations and documents and create reports that analyze and interpret your data. The iWork productivity suite provides spreadsheet, word processing, and presentation applications that Mac users love; this guide helps you make the most of each one Presents the essential information about the newest version of iWork in addition to tips and more advanced advice for making Numbers, Pages, and Keynote produce exactly what you want Shows how to create compelling and lively presentations, use formulas and functions to generate reports, format a variety of documents, and much more iWork Portable Genius offers Mac aficionados the hip tips and tricks that maximize the power of the iWork suite.

The Web Designer's Guide to iOS Apps Kristofer Layon,2010-12-02 If you are a designer who knows HTML, CSS, and JavaScript, you can easily learn how to make native iPhone, iPod touch, and iPad apps—and distribute them worldwide via the App Store. When combined with an Objective-C framework, web standards can be used to format and style content for iOS, using native controls and behaviors for an authentic Apple user experience. The Web Designer's Guide to iOS Apps shows how to create apps using NimbleKit, the Objective-C framework featured on the Apple Development Tools web site. With it you'll learn how to: Download and install the free software for creating iOS apps Use Xcode to manage project assets, test apps, and package binary files Implement standard iOS elements and behaviors for familiar Apple mobile user experiences Enhance your app designs with HTML5 and CSS3 Build a foundation for designing web apps that can be delivered to other smartphones and mobile devices

Beginning iPhone Development with Swift Kim Topley,Fredrik Olsson,Jack Nutting,David Mark,Jeff LaMarche,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!

iPod & iTunes For Dummies, Book + DVD Bundle Tony Bove,2010-02-02 A fun and friendly book-and-DVD package gets the music started! As Apple's bestselling gadget, the iPod is much more than just a digital music player. It allows you to surf the web, rent movies or buy songs, send and receive e-mail, get directions, store photos, watch videos, keep a calendar, play games, and more. iTunes imports music, videos, and podcasts; creates playlists; burns CDs; syncs with iPod; plays music through your home stereo; and much more. Needless to say, a lot of exciting possibilities exist with iTunes and the iPod—and this book-and-DVD package helps you figure it all out! As the newest edition of a perennial bestseller, this guide is written by a veteran For Dummies author who makes every topic easy to understand. The DVD features 90 minutes of step-by-step video instructions that show you how to set up your iPod, import music into iTunes, set up an account at the iTunes Store, create playlists, sync your iPod, and much more. Get more bang for your buck with this book-and-DVD package and get the most up to date information on iTunes and the iPod Features a 90-minute instructional DVD that walks you through the most important menus, screens, and tasks you'll encounter when getting started with your iPod and iTunes Introduces the different iPod models and shows you how to shop at the iTunes store, add music tracks from a CD to your iTunes library, play content in iTunes, and set up playlists Explains how to share content from your iTunes library, manage photos and videos, synchronize devices with iTunes, update and troubleshoot, and more Get in tune with all that iPod & iTunes has to offer with this book!

Optimizing Your Website for Mobile Safari August Trometer,2007-10-29 This is the eBook version of the printed book. Optimizing Your Website for Mobile Safari (Digital Short Cut) By August Trometer When Apple announced the iPhone, they also ushered in yet another mobile browser for web developers to contend with: Mobile Safari. While Safari is built on the typical web standards supported by other browsers, Mobile Safari brings in an entirely new paradigm of web browsing. With its touch-screen display, users tap and "pinch" on web pages to bring the content into view. And while most web sites "should" work normally on the iPhone and iPod touch's Mobile Safari, there are some additional tweaks web designers can make to their sites to enhance the user experience. This digital Short Cut introduces web designers and developers to the basic concepts of browsing on the iPhone and iPod touch using Mobile Safari. You'll learn about how the browser works and why it's so important to help users get the full experience from your website. You'll also learn about: Ways to detect Mobile Safari, using JavaScript and PHP How to serve up a style sheet that's Mobile Safari-specific to ensure your website is viewable on the iPhone and iPod touch Mobile Safari-specific CSS attributes that take advantage of Safari's WebKit Which MIME types are supported--and more importantly, not supported--by Mobile Safari How to create video content for viewing in Mobile Safari This Short Cut pulls together all the information you need to make your website iPhone and iPod touch-compatible and condenses it down into a quick run-through of everything you need to know. Optimizing Your Website for Mobile Safari (Digital Short Cut) August Trometer ISBN-10: 0-321-54401-3 ISBN-13: 978-0-321-54401-8 Table of Contents Chapter 1: iPhone Basics Chapter 2: Getting Standard Chapter 3: Getting Compatible Chapter 4: Getting

Optimized Chapter 5: Using Rich Media Chapter 6: How-To's and Other Quick Tips Appendix: Resources About the Author Written by August Trometer, an Indianapolis-based web developer, you'll learn the ins and outs of making your website work on the iPhone and iPod touch by someone who's been there himself. Web developer by day and Cocoa programmer by night, August was the founder of dotmac.info, the only "community" site for Apple's .Mac members, and the creator of iPodderX, the first third-party utility for Podcasting. You can contact him via his website, foggynoggin.com.

Beginning iOS 7 Development Jack Nutting,David Mark,Jeff LaMarche,Fredrik Olsson,2014-03-31 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!

Beginning iPhone Development Jack Nutting,Fredrik Olsson,David Mark,Jeff LaMarche,Kim Topley,2014-11-17 The team that brought you the bestselling Beginning iPhone Development, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1). 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 Xcode 6.1 and the latest 64-bit iOS 8-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 iPhone 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 6.1 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 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!

Beginning iPhone Development with Swift 4 Molly K. Maskrey,2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 11 SDK, and then guides you though the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to to create, load and work with playgrounds as you develop an understanding of the Swift language. 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! Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language. What You Will Learn Discover what data persistence is, and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

Beginning iPhone Development with Swift 3 Molly Maskrey,Kim Topley,David Mark,Fredrik Olsson,JEFF LAMARCHE,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.

Data-driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go Jesse Feiler,2011-04-14 Use FileMaker® technologies to create powerful mobile data apps for iPhone®, iPod® touch, and iPadTM Apple's FileMaker technologies make it easy to create powerful, data-driven apps for iPhone, iPod touch, iPad, and any mobile device's web browser. In this book, leading FileMaker and iOS expert Jesse Feiler teaches you all the skills and techniques you'll need, whether you're a developer, knowledge worker, or manager. Feiler thoroughly reviews each strategy for delivering mobile data using FileMaker Pro, FileMaker Server, FileMaker Go, and Bento. You'll learn how mobile data-driven apps are different from traditional desktop-driven apps, and how to create highly usable interfaces for them. Step by step, Feiler demonstrates how to extend existing databases to mobile devices and the web, and how to create and optimize brand-new databases for iPad and iPhone. This book brings together core principles, practical development techniques, and proven tips and shortcuts. You'll discover the best ways to incorporate printing, touch interface elements, and location-based features into your apps; integrate data from multiple FileMaker and non-FileMaker sources; and much more. • Use FileMaker Go apps to access FileMaker databases hosted on FileMaker Server or FileMaker Pro, or databases resident on a mobile device • Move FileMaker Pro databases, scripts, and layouts to mobile environments • Develop easy-to-use interfaces for mobile data apps • Design FileMaker Go solutions for iPhone, iPad, or both • Optimize FileMaker databases for FileMaker Go • Integrate printing and charting features into your mobile database apps • Use Bento to share data and synchronize libraries • Work effectively with Bento records, fields, forms, and tables • Build location-aware database apps for iOS mobile devices • Import/export data from Bento, FileMaker, spreadsheets, and other sources • Move FileMaker databases to the web with IWP, CWP, and FileMaker Server Jesse Feiler is a developer, web designer, trainer, and author. He has worked with Apple mobile devices from Newton through iPad and has worked with FileMaker technologies since 1984. Feiler created ChamplainArts.com's powerful iPad meeting management app MinutesMachine. His books include Using FileMaker Bento, Sams Teach Yourself Drupal in 24 Hours, The Bento Book, and FileMaker Pro 10 in Depth. quepublishing.com northcountryconsulting.com

Beginning iOS 5 Development David Mark,Jack Nutting,Jeff LaMarche,2012-01-24 The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 5 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you 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 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Beginning iOS 6 Development David Mark,Jack Nutting,Jeff LaMarche,Fredrik Olsson,2013-05-30 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

IPod and ITunes For Dummies Tony Bove,2009-10-26 The ideal companion to help Mac and Windows users discover how to get started with their iPod and Aplle's iTunes service.

iOS 7 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2014-01-28 Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7 Programming: Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.

The Business of iOS App Development Dave Wooldridge,Taylor Pierce,2014-10-29 Updated and expanded for the new Apple iOS8, The Business of iOS App Development, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a gold rush for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!

iPhone SDK 3 Programming Maher Ali,2009-07-23 Get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch Apple's iPhone is the hottest mobile device on the planet. More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year. Apple's iPhone SDK has been updated and includes more than one thousand new APIs that developers will want to get their hands on. iPhone SDK 3 Programming shows you how to build great applications for the iPhone and iPod Touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective-C and Cocoa programming, and then guides you through building programs with Apple's iPhone SDK 3. Covers the complete application development process, and highlights all the key device features including the camera, location awareness, and more Completely revised and redesigned with more than 100 new pages of content iPhone's new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective-C language and Cocoa frameworks that new iPhone developers need With this advanced resource, you'll get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch.

iOS Game Development Thomas Lucka,2016-04-19 To create successful games for the iPhone family of mobile devices, developers need to know how touch-input, real-time graphics, and sound come together in the iOS environment. iOS Game Development: Developing Games for iPad, iPhone, and iPod Touch takes you from the basics of app coding to releasing and marketing your game on the App Store. The book offers a wealth of previously unpublished information about the iOS platform. The text focuses on the concrete requirements of game developers, presenting in-depth details on each step in the mobile game development process. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It also covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine. To better understand the explanations, the author encourages you to access more than 30 iOS example apps from his website. Each app represents a small piece of the complex field of game development in a straightforward manner. The apps can be run on any device in the iPhone family and have been extensively tested with various iOS versions. Suitable for both newcomers and more advanced

developers, this color book helps you get started with iOS game development. By following the book's clear descriptions and example programs, you will understand how to implement the fundamentals in smaller game projects and be able to create your first game for the App Store.

Stunning CSS3 Zoe Mickley Gillenwater,2010-12-09 CSS3 adds powerful new functionality to the web's visual style language to help you create beautiful and engaging designs more easily than ever. With CSS3, you can create eye-catching visual effects such as semitransparent backgrounds, gradients, and drop shadows without using images; display text in beautiful, unique, non-web-safe fonts; create animations without Flash; and customize a design to the user's unique device or screen size without JavaScript. You'll learn how to accomplish these effects and more by working through a series of practical yet cutting-edge projects. Each chapter walks you through standalone exercises that you can integrate into projects you're working on, or use as inspiration. You'll learn all of the most popular, useful, and well-supported CSS3 techniques, plus: How to use CSS3 to enhance your pages, not just in terms of looks, but also in terms of usability, accessibility, and efficiency When and how to provide workarounds and fallbacks for older, non-supporting browsers How to create stunning designs with unique typography and beautiful graphic details Advanced new selectors to streamline your markup and make it less prone to human errors New methods for creating multiple-column layouts How to quickly and easily create mobile-optimized web designs without using scripting

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Table of Contents Fonts Iphone Ipod Touch

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