

For ios7

Matt Neuburg

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.

iOS 7 App Development Essentials Neil Smyth,2013-09-27 Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 7 and programming in Objective-C is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, event reminders, App Store hosted in-app purchase content, collection views and much more. New features of iOS 7 are also covered, including Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Fully updated for iOS 7 and Xcode 5, the aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 7. Assuming you are ready to download the iOS 7 SDK and Xcode, have an Intel-based Mac and some ideas for some apps to develop, you are ready to get started.

iOS 7 Programming Cookbook Vandad Nahavandipoor,2013-10-14 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Application Development in iOS 7 Kyle Begeman,2014-05-19 A hybrid between informative overview and step-by-step instruction, this book is the ultimate guide to iOS 7 application development. If you are an iOS developer who is looking to understand the new features within iOS 7 and Xcode 5, then this book is for you. In order to fully understand the concepts in this book, it is recommended you have at least some experience with previous versions of iOS.

Programming IOS 6 Matt Neuburg,2013 Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

IOS 5 by Tutorials Steve Baranski,Ray Wenderlich,Jacob Gundersen,Matthijs Hollemans,Felipe Laso Marsetti,Cesare Rocchi,Marin Todorov,2012-04 This is Volume 2 of a 2-Volume book. iOS 5 is one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the new APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help you get up-to-speed with the new iOS 5 APIs in the quickest and easiest way - via tutorials! This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 2 covers the following APIs: Twitter Integration: Learn how to use the new built-in Twitter integration support in iOS 5. Newsstand: Learn how to make a magazine-style app that is integrated with the new Newsstand app. UIPageViewController: Learn how to make your view controllers transition with page curls. Turn-Based Gaming: Learn how to make turn-based games easily with the new Game Center API. Core Image: Learn how to use the new Core Image framework to apply filters to your app's images. View Controller Containment: Learn how to contain view controllers inside others - the right way. Working with JSON in iOS 5: Learn how to use the new built-in JSON parsing and writing support. UIKit Particle Systems: Learn how to make neat particle effects in UIKit. Using the iOS Dictionary: Learn how to integrate the iOS 5 dictionary directly in your apps. New AddressBook APIs: Learn about the new social profile, vCards, and more. New Location APIs: Learn how forward and reverse geocoding just got a lot easier. New Game Center APIs: Learn about the new notification banner, player photos, and more. New Calendar APIs: Learn about the new calendar chooser and custom calendars. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

The Core IOS Developer's Cookbook Erica Sadun,2014 Annotation Completely updated for iOS 7 and Xcode 5This book brings together reliable, proven solutions for the heart of day-to-day iOS 7 development. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover all you need to create successful iOS 7 mobile apps with standard APIs and interface elements and take full advantage of iOS 7 graphics, touches, and views. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply in your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the how and why of effective iOS 7 development. All code is fully revised and extensively tested to reflect new iOS 7 features and device capabilities. Coverage includesCreating advanced direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizersBuilding and customizing controls in powerful new waysCreating interfaces that reflect the new iOS 7 design paradigmImplementing new iOS 7 motion effectsAlerting users via pop-ups, progress bars, local notifications, popovers, audio pings, and moreUsing Xcode modules to easily integrate system frameworks and headersAssembling views and animation, organizing view hierarchies, and understanding how views work togetherSupporting multiple screen geometries with the breakthrough iOS 7 Auto Layout constraints systemControlling keyboards, making onscreen elements text aware, and efficiently scanning and formatting textOrganizing user workspaces with view controllersManaging photos, videos, email, and text messagesLeveraging the enhanced iOS 7 support for social media activities, including Flickr and VimeoImplementing VoiceOver accessibility, including new iOS 7 text-to-speechGetting started with Core Data-managed data storesLeveraging the powerful iOS 7 networking and web services supportUsing the new iOS 7 APIs and added flexibility to enhance everything from reliability to text appearanceWorking around new iOS 7 problems and bugs.

iOS 7 Programming Cookbook Vandad Nahavandipoor,2013-10-14 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK, including solutions for bringing real-world physics and movement to your

apps with UIKit Dynamics APIs. You'll learn hundreds of techniques for storing and protecting data, sending and receiving notifications, enhancing and animating graphics, managing files and folders, and many other options. Each recipe includes sample code you can use right away. Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 7's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Integrate iCloud into your apps Define the layout of UI elements with Auto Layout Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

iOS 7 Development Recipes Hans-Eric Grnlund,Joseph Hoffman,Shawn Grimes,Colin Francis,2014-01-21 iOS 7 Development Recipes: A Problem-Solution Approach is your code reference and guide to developing solutions on the iPad, iPhone, and other iOS 7 SDK devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and you will be presented with cutting-edge solutions that bring forth the best that the iOS 7 SDK has to offer. The recipes include: Working with Auto Layout to build flexible user interfaces that adapt to different screen sizes Building applications that incorporate multimedia Building location-aware apps Understanding best practices for application design and development You'll find this book to be an indispensable reference for all your iOS development.

Beginning iOS Programming Nick Harris,2014-02-27 iOS 7 changed everything—get up to speed! iOS 7 is a major shift in the look and feel of apps—the first major sea change since the iPhone was first introduced. For apps to blend in with the new UI, each needs a complete redesign. Beginning iOS Programming: Building and Deploying iOS Applications starts at the beginning—including an introduction to Objective C—and gives you the skills you need to get your apps up and running. Author Nick Harris has extensive experience developing for iOS and provides a solid background for teaching the building blocks of app development. Learn Objective-C and how it differs from other programming languages Turn your app idea into an actionable plan Build each feature with the help of standalone chapters Assemble your project into a real-world iOS app Throughout the book, you'll be able to experiment with dozens of recipes from real-life scenarios, creating an app as you learn. The book's website features download sample apps to follow along with the instruction, and sample code to illustrate ideas.

iPhone and iPad Apps for Absolute Beginners Rory Lewis,Laurence Moroney,2014-01-18 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.

iOS 7 in Action Brendan Lim,2014-03-20 Summary iOS 7 in Action is a detailed, hands-on guide that teaches you how to create amazing native iOS apps. You'll dive into key topics by exploring thoroughly explained real-world code examples you can expand and reuse. Learn about Collection Views, Storyboarding, Twitter & Facebook Integration, Passbook, Airplay, and much more. If you're already creating iOS apps, you'll learn how to capitalize on the newest iOS features. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To develop great apps you need a deep knowledge of iOS. You also need a finely tuned sense of what motivates 500 million loyal iPhone and iPad users. iOS 7 introduces many new visual changes, as well as better multitasking, dynamic motion effects, and much more. This book helps you use those features in apps that will delight your users. iOS 7 in Action is a hands-on guide that teaches you to create amazing native iOS apps. In it, you'll explore thoroughly explained examples that you can expand and reuse. If this is your first foray into mobile development, you'll get the skills you need to go from idea to app store. If you're already creating iOS apps, you'll pick up new techniques to hone your craft, and learn how to capitalize on new iOS 7 features. This book assumes you're familiar with a language like C, C++, or Java. Prior experience with Objective-C and iOS is helpful. What's Inside Native iOS 7 design and development Learn Core Data, AirPlay, Motion Effects, and more Create real-world apps using each core topic Use and create your own custom views Introduction and overview of Objective-C About the Authors Brendan Lim is a Y Combinator alum, the cofounder of Kicksend, and the author of MacRuby in Action. Martin Conte Mac Donell, aka fz, is a veteran of several startups and an avid open source contributor. Table of Contents PART 1 BASICS AND NECESSITIES Introduction to iOS development Views and view controller basics Using storyboards to organize and visualize your views Using and customizing table views Using collection views PART 2 BUILDING REAL-WORLD APPLICATIONS Retrieving remote data Photos and videos and the Assets Library Social integration with Twitter and Facebook Advanced view customization Location and mapping with Core Location and MapKit Persistence and object management with Core Data PART 3 APPLICATION EXTRAS Using AirPlay for streaming and external display Integrating push notifications Applying motion effects and dynamics

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 through 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!

Programming IOS 7 Matt Neuburg,2013-12-10 Dive deep into views, view controllers, and frameworks--Cover.

IOS 7 Programming Fundamentals Matt Neuburg,2013-10-11 If you're getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental building blocks—Objective-C, Xcode, and Cocoa Touch. You'll learn object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides

the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide *Programming iOS 7*. Explore the C language to learn how Objective-C works Learn how instances are created, and why they're so important Tour the lifecycle of an Xcode project, from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective-C linguistic features Use Cocoa's event-driven model and major design patterns Learn the role of accessors, key-value coding, and properties Understand the power of ARC-based object memory management Send messages and data between Cocoa objects

The iPhone App Design Manual David S. Brown, 2014-02-18 App creation is now a huge, global business, with hundreds of thousands of developers, entrepreneurs, and companies attracted by the potential rewards. But games, functional apps, and promotional apps alike depend on attractive, intuitive design for their appeal, and most fail to find a significant audience. With this book, you'll be able to turn your great app idea into a functioning design ready for coding, or apply graphic design skills to this exciting new field, and create an app that will stand out in a market that is worth over a billion dollars every year. Understand the design process that underlies the best and most successful apps Learn how to create a friendly interface and smooth user experience, and avoid the pitfalls that plague first-time designers Master the tricks of the trade that make apps stand out: effective visuals, punchy copy, and attractive colors

Effective Objective-C 2.0 Matt Galloway, 2013-05-17 Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling *Effective C++*, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel "right at home" Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks

iPhone and iPad Apps for Absolute Beginners Rory Lewis, 2011-01-27 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

iPad All-in-One For Dummies Nancy C. Muir, 2014-01-08 Your favorite, full-color anthology on all things iPad; now completely updated! The iPad's popularity just keeps growing. Part iPod, game console, e-reader, and ultra-powerful microcomputer; the iPad does so many things that this resource needs five minibooks to address them all. Written by bestselling For Dummies author Nancy Muir, this all-in-one guide explores iPad basics, fun stuff, iPad on the go, getting productive with iWork, and using iPad to get organized in five, full-color minibooks. Updated for iOS 7, iPad Air, iPad mini, and earlier iPad models Starts with the iPad basics like setting up your device, navigating the touchscreen interface, and getting connected before moving on to working with the built-in apps like Mail, Safari, Messages, Reminders, Calendar, and Notes Covers useful features and apps to help you work from anywhere - from using Pages, Numbers, and Keynote to printing documents, getting driving directions, managing your contacts, more Shows you where to find the latest apps, music, e-books, games, videos, movies, and accessories to customize your iPad and have a little fun Includes bonus online minibook with the best-of-the-best business, travel, education, news, weather, and financial apps Tap into the power of iPad with iPad All-in-One For Dummies, 6th Edition.

Xcode 5 Tips and Tricks for iOS 7 App Development David McMahon, 2014-01-14 Xcode 5 Tips and Tricks for iOS 7 App Development brings you 15 detailed projects to teach you how to create iOS 7 apps for the iPhone and iPad. Honed from real world projects using native objective-c in Xcode 5, this book will show you how to get things done with practical examples. Includes how-to code on image processing (core image), responding to user touches, using collection views, in-app purchase integration and much more. This book assumes you have started using Xcode 5 but are not yet an expert. Chapters include: * Creating image overlays, showing subviews and saving wallpapers * Using NSTimer and local notifications * Working with labels, moving a label in response to screen touches, changing fonts and colors * Creating an audio player * Using JSON and website APIs * Working with tableviews * Creating an image gallery with UICollectionView * Using Map Kit, switching between satellite and standard map views, navigating to a specific location * Playing videos in your app using media player vs. AVFoundation * Using in-app purchase * Core Motion * Your own web browser using UIWebView * Sharing with UIActivityController * Using core image to set sepia, monotone color, changing hue and exposure * Managing date and time components in your app and datepickers * Sending tweets from an app These projects are created to teach from objective-c code that was used in real apps for sale in the app store. If you're ready to move beyond a simple hello world project to real app development, this book is what you're looking for.

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