

Iphone Developers Library 101

Erica Sadun

The iPhone Developer's Cookbook Erica Sadun,2009-12-18 Want to get started building applications for Apple's iPhone and iPod touch? Already building iPhone applications and want to get better at it? This is the only book that brings together all the expert guidance—and the code—you'll need! Completely revised and expanded to cover the iPhone 3.0 SDK, The iPhone Developer's Cookbook is the essential resource for developers building apps for the iPhone and iPod touch. Taking you further than before, this new edition starts out with an introduction to Objective-C 2.0 for developers who might be new to the platform. You'll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account. Additional highlights of this new edition include: Using the iPhone SDK's visual classes and controllers to design and customize interfaces Using gestures, touches, and other sophisticated iPhone interface capabilities Making the most of tables, views, view controllers, and animations Alerting users with progress bars, audio pings, status bar updates, and other indicators Using new Push Notifications to send alerts, whether your app is running or not Playing audio and video with the MediaKit Working with the Address Book, Core Location, and Sensors Connecting to the Internet, Web services, and networks Embedding flexible maps with MapKit and Google Mobile Maps Building multiplayer games with GameKit Using Core Data to build data-driven applications Selling add-on content and services with In-App Purchasing using StoreKit Building accessible apps with Accessibility Plus The unique format of The iPhone Developer's Cookbook presents the code you need to create feature-rich applications that leverage the latest features of the iPhone 3.0 SDK. Over 30,000 iPhone developers turned to the first edition of The iPhone Developer's Cookbook. So should you!

The Advanced iOS 6 Developer's Cookbook Erica Sadun,2013-02-28 The Advanced iOS 6 Developer's Cookbook brings together reliable, proven solutions for cutting-edge iOS 6 development. World-renowned iOS expert Erica Sadun covers device-specific development, document/data sharing, Core Text, networking, image processing, onboard cameras, audio, Address Book, Core Location, GameKit,StoreKit, push notifications, and more. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut and paste. Using her examples, Sadun fully explains both the "how" and "why" of advanced and specialized iOS 6 development. All code is tested with iOS 6 features and iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution without having to identify the right class or framework first. Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch-based apps that leverage Bezier curves, splines, and other geometric tools Securing network apps via authentication, system keychains, and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit/Game Center: device-to-device networking, shared leaderboards, and Internet-based matches Integrating secure in-app purchasing with StoreKit Communicating with users from web-based services via push notifications

Windows Phone 7 for iPhone Developers Kevin Hoffman,2011-08-08 Bring Your iPhone Apps and Skills to Windows Phone 7—or Build Apps for Both Mobile Platforms at Once If you've been developing for the crowded iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you're a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iPhone developers. If you're a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 SDK, showing how it resembles Apple's iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you'll master each technology you'll need, including C#, Silverlight and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman's practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7's unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, MVVM design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful Windows Phone 7 development book you can find. ·~~~~~ Compare Apple's Objective-C and Microsoft's C#: "second cousins twice removed" ·~~~~~ Apply C# object techniques—including encapsulation, inheritance, contracts, and interfaces ·~~~~~ Build rich, compelling user interfaces based on Silverlight, XAML, and events ·~~~~~ Move from Apple's Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend ·~~~~~ Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS ·~~~~~ Create dynamic application Tiles to appear on the Start screen ·~~~~~ "Push" raw data notifications to running apps ·~~~~~ Understand and use the Windows Phone 7 phone execution model ·~~~~~ Efficiently store and retrieve data on WP7 phones ·~~~~~ Build "smart clients" that sync locally stored data with web services ·~~~~~ Manage growing app complexity through "separation of concerns" and MVVM (Model-View-View Model) ·~~~~~ Use TDD and automated testing to accelerate and streamline development ·~~~~~ Create casual, connected games and social apps ·~~~~~ Secure apps without incurring unacceptable tradeoffs ·~~~~~ Successfully deploy apps to the Marketplace

Mastering iOS Frameworks Kyle Richter,Joe Keeley,2015-04-11 Apple's iOS SDK provides an amazingly powerful collection of frameworks. But it has been difficult to find detailed and useful knowledge about them—until now. With this book's practical insights and tested code, you can use Apple's frameworks to create apps that are more innovative and usable...faster and more reliable...more successful and profitable. Kyle Richter and Joe Keeley focus on intermediate-to-advanced techniques that professional iOS developers can use every day. Their far-reaching coverage ranges from social support to security, Core Data to iCloud—even Apple Watch. Organized as a convenient modular reference, nearly every chapter contains a complete Objective-C sample project. A multi-chapter Game Center case study shows how multiple iOS features can be combined to do even more. All source code may be downloaded at <https://github.com/dfsw/icf>. Coverage includes: Adding physics-like animation and behaviors to UIViews Using Core Location to determine device location, display customized maps, and implement geofencing Making games and apps social with Leaderboards Accessing music and image collections Building health/fitness apps with HealthKit Integrating with home automation via HomeKit Passing data between platforms using JSON Setting up local and remote notifications Remotely storing and syncing data with CloudKit Accessing app functionality with extensions Effortlessly adding AirPrint support Providing Handoff continuity between iOS 8 and Yosemite devices Getting productive with Core Data Integrating Twitter and Facebook via Social Framework Performing resource-intensive tasks with Grand Central Dispatch Securing user data with Keychain and Touch ID Customizing collection views Making the most of gesture recognizers Creating and distributing "passes" Debugging, instrumenting, and profiling apps

IOS Components and Frameworks Kyle Richter,Joe Keeley,2013 Take Your Next Leap Forward as an iOS App Developer! Covers iOS 7 and Xcode 5 iOS Components and Frameworks will help you leverage iOS's powerful components and frameworks to build apps with outstanding performance, reliability, interactivity, media support, and customization. Pioneering iOS developers Kyle Richter and Joe Keeley illuminate the sophisticated intermediate-to-advancedlevel techniques you're now ready for. You'll find example-rich coverage of topics ranging from social support to security, Core Data, TextKit, iCloud support, UIKit Dynamics, MapKit, and Passbook. There's also a complete section on advanced performance and security, including the effective use of Grand Central Dispatch and Keychain. Each chapter contains a complete sample project that walks you through integrating its technology into a typical iOS app. You'll discover how multiple iOS features can be combined into exceptionally powerful apps and walk through a complete case study project: a fully functional game with complete Game Center integration. Coverage includes: New physics-based animation effects provided by UIKit Dynamics Making the most of Core Location, MapKit, and Geofencing Leveraging Game Center features such as Leader Boards and Achievements Giving users access to their address and media libraries from within your app Using lightweight JSON to move data among servers, apps, and websites Syncing apps via iCloud using UIDocument and key-value store syncing Securing user data with Keychain Informing users of important app-related events via Notifications Storing and retrieving persistent data locally with Core Data Using advanced Objective-C features to write more manageable, concise apps Improving responsiveness through concurrency with Grand Central Dispatch Advanced text handling and display with TextKit Smoothly handling

complex and continuous gestures Effective debugging techniques with Xcode 5 and Instruments Building passes for Passbook and PassKit If you're a serious iOS developer who wants to build cutting-edge apps, iOS Components and Frameworks delivers the practical skills, reusable code, and expert insights you're looking for.

The Core iOS Developer's Cookbook Erica Sadun, Rich Wardwell, 2014 Completely updated for iOS 7 and Xcode 5 This 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 includes Creating advanced direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful new ways Creating interfaces that reflect the new iOS 7 design paradigm Implementing new iOS 7 motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio pings, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough iOS 7 Auto Layout constraints system Controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging the enhanced iOS 7 support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including new iOS 7 text-to-speech Getting started with Core Data-managed data stores Leveraging the powerful iOS 7 networking and web services support Using the new iOS 7 APIs and added flexibility to enhance everything from reliability to text appearance Working around new iOS 7 problems and bugs

The iOS 4 Developer's Cookbook Erica Sadun, 2011-10-13 Praise for previous editions of The iPhone Developer's Cookbook "This book would be a bargain at ten times its price! If you are writing iPhone software, it will save you weeks of development time. Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation." -Tim Burks, iPhone Software Developer, TootSweet Software "Erica Sadun's technical expertise lives up to the Addison-Wesley name. The iPhone Developer's Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out, from beginners to more experienced developers. Code samples and screenshots help punctuate the numerous tips and tricks in this book." -Jacqui Cheng, Associate Editor, Ars Technica "We make our living writing this stuff and yet I am humbled by Erica's command of her subject matter and the way she presents the material: pleasantly informal, then very appropriately detailed technically. This is a going to be the Petzold book for iPhone developers." -Daniel Pasco, Lead Developer and CEO, Black Pixel Luminance " "The iPhone Developer's Cookbook should be the first resource for the beginning iPhone programmer, and is the best supplemental material to Apple's own documentation." -Alex C. Schaefer, Lead Programmer, ApolloIM, iPhone Application Development Specialist, MeLLmo, Inc. "Erica's book is a truly great resource for Cocoa Touch developers. This book goes far beyond the documentation on Apple's Web site, and she includes methods that give the developer a deeper understanding of the iPhone OS, by letting them glimpse at what's going on behind the scenes on this incredible mobile platform." -John Zorko, Sr. Software Engineer, Mobile Devices "I've found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code. Erica has an impressive knowledge of the iPhone platform, is a master at describing technical information, and provides a compendium of excellent code examples." -John Muchow, 3 Sixty Software, LLC; founder, iPhoneDeveloperTips.com "This book is the most complete guide if you want coding for the iPhone, covering from the basics to the newest and coolest technologies. I built several applications in the past, but I still learned a huge amount from this book. It is a must-have for every iPhone developer." -Roberto Gamboni, Software Engineer, AT&T Interactive "It's rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques, but Erica Sadun's book manages to do both very well." -Jeremy McNally, Developer, entp <https://github.com/http://ericasadun.com/>

Beginning iPhone Development Jeff LaMarche, David Mark, 2009-02-25 Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, then Beginning iPhone Development is just the book for you. 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 and iPod Touch programming. The book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone software development kit, then stepping you through the creation of your first simple iPhone application. You'll move on from there, mastering all the iPhone interface elements that you've come to know and love, such as buttons, switches, pickers, toolbars, sliders, etc. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. You'll master the art of table-building and learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system. You'll learn how to draw using Quartz 2D and OpenGL ES. You'll add multi-touch gesture support (pinches and swipes) to your applications, and work with the Camera, photo library, and Accelerometer. You'll master application preferences, learn how to localize your apps into other languages, and so much more. Apple's iPhone SDK, this book, and your imagination are all you'll need to start building your very own best-selling iPhone applications.

The iOS 5 Developer's Cookbook Erica Sadun, 2012-02-22 This title contains the standard edition of The iOS 5 Developer's Cookbook PLUS nine additional chapters on advance content. If you already have the eBook edition of The iOS 5 Developer's Cookbook, you can purchase The iOS 5 Developer's Cookbook: The Additional Recipes (ISBN: 9780133028393), which only contains the extra chapters, at a low cost. In this expanded ebook, best-selling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised her best-selling book to focus on powerful new iOS 5 features, APIs, and frameworks, the latest version of Objective-C, and Apple's breakthrough Xcode 4 toolset. The iOS 5 Developer's Cookbook: Expanded Electronic Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Her tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures, and touch to networking and security. This expanded ebook edition adds chapters on documents and data sharing; the Address Book; iCloud; Core Location and MapKit; Audio, Video, and MediaKit; Push Notifications; Accessibility; In-app purchasing with StoreKit; and GameKit. Whatever your iOS development experience, it will give you all the expert answers and reliable code you'll need to jumpstart any iOS 5 project!

iPhone Application Development Jim Hahn, 2011-01-14 iPhone application development is explained here in an accessible treatment for the generalist Library and Information Science (LIS) practitioner. Future information-seeking practices by users will take place across a diverse array of ubiquitous computing devices. iPhone applications represent one of the most compelling new platforms for which to remediate and re-engineer library service. Strategies of efficient mobile design and delivery include adapting computing best practices of data independence and adhering to web standards as articulated by the W3C. These best practices apply across the diverse range of handheld devices and accompanying software development tools. This book is essentially a how-to guide for application development, laying out foundational principles and then moving toward practical implementations. Overview and step-by-step development guide with Web Based Applications (the Dash code application) Overview and step-by-step development guide using the Native Application Developer (the Xcode application) Explaining principles of portability and transferability of systems

Xcode 5 Start to Finish Fritz Anderson, 2014 A guide to Apple's Xcode 5, covering such topics as creating iOS projects with MVC design; designing Core Data schemas for iOS apps; linking data models to views; and

creating libraries by adding and building new targets.

The iOS 5 Developer's Cookbook Erica Sadun,2012-02-13 This title contains the nine additional chapters that are also included in The iOS 5 Developer's Cookbook: Expanded Electronic Edition. Note that this material is in addition to the print edition and standard eBook edition of The iOS 5 Developer's Cookbook. Erica Sadun's iOS "Developer's Cookbooks" have established themselves as the single best source of knowledge and sample code for production-quality iOS development. There's only one problem: To support Apple's breakthrough iOS 5, Sadun has created more great content and recipes than can fit in a single printed book. So we've bundled nine chapters of powerful iOS 5 solutions into an indispensable low-cost online supplement: The iOS 5 Developer's Cookbook: The Additional Recipes. These "Additional Recipes" will help you master the latest iOS 5 techniques and best practices for managing documents and data sharing; connecting to the iOS Address Book; integrating Apple's iCloud; working with Core Location and MapKit; integrating audio and video with MediaKit; providing push notifications to users; improving accessibility; integrating in-app purchasing with StoreKit; and even building games with GameKit. As with all Sadun's proven iOS guides, Sadun teaches every new concept and technique through robust code that's easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective development. Whether you own Sadun's previous books or not, if you want to build state-of-the-art iOS 5 apps, you'll find these "Additional Recipes" absolutely indispensable.

ios Succinctly Ryan Hodson,2017-02-05 iOS Succinctly is for developers looking to step into the sometimes frightening world of iPhone and iPad app development. Written as the companion to Objective-C Succinctly, this e-book guides you from creating a simple, single page application to managing assets in a complex, multi-scene application. Advanced features such as localizing application UI, and working with the Audio Toolbox and AVAudioPlayer frameworks are also covered. If you're looking for the fastest way to get up and running with iOS development, forget about the 1,500+ pages of documentation in the iOS Developer Library. This is the only resource you need.

The Core iOS 6 Developer's Cookbook Erica Sadun,2012-11-30 The Core iOS 6 Developer's Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the "how" and "why" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

iPhone Application Development For Dummies Neal Goldstein,2012-03-06 Provides information on creating applications for the iPhone, covering such topics as writing code, entering and managing data, using the debugger, designing an application, working with Table Views, and creating controllers.

Building Mobile Library Applications Jason Clark,2012-01-01 A complete guide to the process of planning, developing, and launching mobile library applications.

The iPhone Developer's Cookbook Erica Sadun,2008 This book would be a bargain at ten times its price! If you are writing iPhone software, it will save you weeks of development time. Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation. -Tim Burks, iPhone Software Developer, TootSweet Software Erica Sadun's technical expertise lives up to the Addison-Wesley name. The iPhone Developer's Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out, from beginners to more experienced developers. Code samples and screenshots help punctuate the numerous tips and tricks in this book. -Jacqui Cheng, Associate Editor, Ars Technica We make our living writing this stuff and yet I am humbled by Erica's command of her subject matter and the way she presents the material: pleasantly informal, then very appropriately detailed technically. This is a going to be the Petzold book for iPhone developers. - Daniel Pasco, Lead Developer and CEO, Black Pixel Luminance The iPhone Developer's Cookbook: Building Applications with the iPhone SDK should be the first resource for the beginning iPhone programmer, and is the best supplemental material to Apple's own documentation. -Alex C. Schaefer, Lead Programmer, ApolloIM, iPhone Application Development Specialist, MeLLmo, Inc Erica's book is a truly great resource for Cocoa Touch developers. This book goes far beyond the documentation on Apple's Web site, and she includes methods that give the developer a deeper understanding of the iPhone OS, by letting them glimpse at what's going on behind the scenes on this incredible mobile platform. -John Zorko, Sr. Software Engineer, Mobile Devices The iPhone and iPod touch aren't just attracting millions of new users; their breakthrough development platform enables programmers to build tomorrow's killer applications. If you're getting started with iPhone programming, this book brings together tested, ready-to-use code for hundreds of the challenges you're most likely to encounter. Use this fully documented, easy-to-customize code to get productive fast-and focus your time on the specifics of your application, not boilerplate tasks. Leading iPhone developer Erica Sadun begins by exploring the iPhone delivery platform and SDK, helping you set up your development environment, and showing how iPhone applications are constructed. Next, she offers single-task recipes for the full spectrum of iPhone/iPod touch programming jobs: Utilize views and tables Organize interface elements Alert and respond to users Access the Address Book (people), Core Location (places), and Sensors (things) Connect to the Internet and Web services Display media content Create secure Keychain entries And much more You'll even discover how to use Cover Flow to create gorgeous visual selection experiences that put scrolling lists to shame! This book is organized for fast access: related tasks are grouped together, and you can jump directly to the right solution, even if you don't know which class or framework to use. All code is based on Apple's publicly released iPhone SDK, not a beta. No matter what iPhone projects come your way, The iPhone Developer's Cookbook will be your indispensable companion.

iPhone OS Development Richard Wentk,2011-05-09 iPhone OS Development: Your visual blueprint for developing apps for Apple's mobile devices provides essential tips, tricks, and techniques for developing for the iPad, iPhone, or iPod touch. This book covers everything from the key features of the Objective-C language, to hands-on tips for getting the most from the Apple SDK, to inside information about programming the touch screen, accelerometer, GPS, graphics, sound, and connectivity. It includes all of the information a new developer needs to create her first application, and references facts for more experienced developers who need distilled information about the most important iPad, iPhone, and iPod touch technologies. Also included is a step by step guide to uploading products to the App Store, and designing projects that maximize buyer interest and sales potential. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Programming iOS 5 Matt Neuburg,2012-03-15 Get a solid grounding in the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With this revised and expanded edition, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 5 and Xcode 4.3 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Many discussions have been expanded or improved. All code examples have been revised, and many new code examples have been added. The new memory management system—ARC—is thoroughly explained and all code examples have been revised to use it. New Objective-C features, such as declaration of instance variables in the class's implementation section, are described and incorporated into the

revised example code. Discussion of how an app launches, and all code examples, are revised for project templates from Xcode 4.2 and later. Other new Xcode features, including the Simulator’s Debug menu, are covered, with screen shots based on Xcode 4.2 and later. The discussion of Instruments is expanded, with screen shots—by popular request! Storyboards are explained and discussed. The explanation of view controllers is completely rewritten to include iOS 5 features, such as custom parent view controllers and UINavigationController. The Controls chapter now includes iOS 5 interface customizability and the appearance proxy. New features of interface classes are discussed, including tiling and animated images, new table view features, new alert view styles. Coverage of frameworks such as Core Motion and AV Foundation is greatly expanded. New iOS 5 classes and frameworks are also discussed, including Core Image and UIDocument (and iCloud support). Important iOS 5 changes that can break existing code are explicitly called out in the text and listed in the index.

The IOS 5 Developer's Cookbook Erica Sadun,2012 Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

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Iphone Developers Library 101 Introduction

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