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Nicholas Taylor,Chris Ingraham

IOS 5 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2011-12-20 Provides information on using iOS 5 to create applications for the iPhone, iPad, and iPod Touch.

Every Day Spirit Mary Davis,2024-09-03 In this uplifting and transformational book, spiritual teacher Mary Davis shares daily reflections, inspiring quotes, practices, prayers and meditations that fill your heart with encouragement, joy and inner peace. With a page for each day of the year, this gentle book will become a companion and a wise teacher that takes you on a spiritual journey of finding joy and gratitude in simple things, peace and comfort even in the midst of chaos, and a deeper love for others through kindness, compassion and service. Written during a year of solitude in the isolation of a cabin, Mary's poetic gift with words, loving guidance, humor and heart will feed your soul and have you looking forward to each day's reading. Every Day Spirit is packed with spiritual wisdom, making it a road map to a more meaningful and fulfilling life – and a reminder to slow down and notice the blessings. It's the perfect gift for yourself...and anyone in need of inspiration, hope, comfort and wisdom.

iOS 5 Programming Cookbook Vandad Nahavandipoor,2012-01-30 Now you can overcome the vexing, real-life issues you confront when creating apps for the iPhone, iPad, or iPod Touch. By making use of more than 100 new recipes in this updated cookbook, you'll quickly learn the steps necessary for writing complete iOS apps, whether they're as simple as a music player or feature a complex mix of animations, graphics, multimedia, a database, and iCloud storage. If you're comfortable with iOS SDK, this cookbook will teach you how to use hundreds of iOS techniques. Each recipe provides a clear solution with sample code that you can use right away. Use different approaches to construct a user interface Develop location-aware apps Get working examples for implementing gesture recognizers Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Maintain persistent storage in your apps Use Event Kit to manage calendars and events Learn capabilities of the Core Graphics framework Access the accelerometer and gyroscope Take advantage of the iCloud service

iOS 6 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2012-11-20 Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform.

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.

Programming iOS 4 Matt Neuburg,2011-05-16 Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With Programming iOS 4, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 4 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Learn Objective-C language details and object-oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture Know how views are managed, drawn, composited, and animated Delve into Cocoa frameworks for sound, video, sensors, maps, and more Touch on advanced topics such as threading and networking Obtain a thorough grounding for exploring advanced iOS features on your own

100 лучших программ для iPhone и iPad Дмитрий Миронов,2022-04-29 С каждым годом границы между стационарными компьютерами и мобильными устройствами все больше размываются – компьютеры становятся все меньше, а смартфоны и планшеты становятся все более функциональными. Но как использовать ваше iOS-устройство на все 100%? Не последнюю роль в расширении возможностей мобильных устройств играет их экосистема – набор предлагаемых сервисов и приложений. В данной книге вы узнаете о самых лучших приложениях для работы и развлечений на iPhone и iPad – приложения для расширения возможностей устройства, общения с друзьями, ip-телефонии, путешествий, чтения и работы с документами и многого другого. Каждое приложение в книге дополнено qr-квадратом, что упростит их поиске AppStore. Используйте ваш iPad и iPhone по максимуму!

Designed by Apple in California ,2016-10-05

OS X Mavericks on Demand Steve Johnson,2013-10-15 Need answers quickly? OS X Mavericks on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Inside the Book Find and preview everything you need with Spotlight Master the OS X Mavericks user interface and file management Use the App Store and full-screen apps for maximum efficiency Explore the Internet with Safari and send e-mail with Mail Manage and play digital music with iTunes and iPhone, iPad, or iPod Chat online instantly with Messages and FaceTime Manage and share your schedule with Calendar Send files wirelessly to anyone around you with AirDrop Keep your files synced to iCloud and backed up with Time Machine Automatically save document changes as you work with Auto Save Use multi-touch gestures and keyboard shortcuts to save time Post content straight to Facebook, Twitter, Flickr, or Vimeo Use Microsoft Windows along with Mavericks Numbered Steps guide you through each task See Also points you to related information in the book Did You Know? alerts you to tips and techniques Illustrations with matching steps Tasks are presented on one or two pages Bonus Online Content Register your book at queondemand.com to gain access to: Workshops and related files Keyboard shortcuts Visit the author site: perspection.com

Menguasai iDevice: iPod * iPhone * iPad Wing Wahyu Winarno,2014-04-24 iDevice adalah sebutan untuk iPod, iPhone, dan iPad, dengan berbagai versinya. iPod memiliki seri Nano, Shuffle, Classic, dan Touch. iPhone telah keluar dalam beberapa versi, yaitu 2G, 3G, 3Gs, 4, dan 4S. iPad ada dua seri, yaitu

iPad dan iPad 2. Masing-masing berisi sistem operasi yang disebut iOS. iOS selalu diperbaiki dan diberi nomor yang membedakan masing-masing versi, misalnya 4.2.1, 4.3, 4.3.1, dan saat ini sudah keluar versi 5.0. iDevice sudah dirancang oleh Apple Inc agar mudah digunakan, karena menggunakan antarmuka yang bersahabat dengan program pengelola yang standar, yaitu iTunes, yang tersedia untuk sistem operasi Ms Windows dan Mac OS. Pengguna tinggal menginstal aplikasi iTunes di komputernya, membuat user id (berupa e- mail) dan password, menghubungkan komputer yang sudah ada iTunes-nya dengan iDevice (memerlukan koneksi ke Internet), lalu melakukan otorisasi dan registrasi. Namun kenyataannya, banyak pengguna yang belum dapat memanfaatkan iDevice miliknya. Mereka masih menggunakan iDevice sesuai dengan kemampuan saya dan belum sesuai dengan kemampuan iDevice. Buku ini menunjukkan berbagai cara memanfaatkan perangkat iDevice Anda. Topik yang dibahas dapat Anda lihat pada boks di halaman ini. Buku ini tidak harus dibaca oleh pemilik iDevice saja, tetapi perlu juga dibaca oleh pecinta ponsel dan gadget lain, misalnya ponsel berbasis Android, ponsel BlackBerry, ponsel berbasis Windows Phone, ponsel berbasis Symbian, dan sebagainya. Perlu juga kita mengetahui apa kehebatan dan kelemahan ponsel jenis lain. Jangan -jangan, yang Anda butuhkan selama ini, justru ada di ponsel yang belum Anda miliki. Setelah membaca buku ini, diharapkan Anda dapat meningkat kemampuannya dari peringkat sabuk putih menjadi seorang pengguna iDevice dengan peringkat sabuk hitam. Siapkah Anda?

iOS Forensic Analysis Sean Morrissey,Tony Campbell,2011-09-22 iOS Forensic Analysis provides an in-depth look at investigative processes for the iPhone, iPod Touch, and iPad devices. The methods and procedures outlined in the book can be taken into any courtroom. With never-before-published iOS information and data sets that are new and evolving, this book gives the examiner and investigator the knowledge to complete a full device examination that will be credible and accepted in the forensic community.

Professional IPhone and IPod Touch Programming Richard Wagner,2008-01-29 Provides information on designing and implementing mobile applications for the iPhone and the iPod touch.

LEGOfied Nicholas Taylor,Chris Ingraham,2020-02-20 LEGOfied: Building Blocks as Media provides a multi-faceted exploration of LEGO fandom, addressing a blindspot in current accounts of LEGO and an emerging area of interest to media scholars: namely, the role of hobbyist enthusiasts and content producers in LEGO's emergence as a ubiquitous transmedia franchise. This book examines a range of LEGO hobbyism and their attendant forms of mediated self-expression and identity (their "technicities"): artists, aspiring Master Builders, collectors, and entrepreneurs who refashion LEGO bricks into new commodities (sets, tchotchkes, and minifigures). The practices and perspectives that constitute this diverse scene lie at the intersection of multiple transformations in contemporary culture, including the shifting relationships between culture industries and the audiences that form their most ardent consumer base, but also the emerging forms of entrepreneurialism, professionalization, and globalization that characterize the burgeoning DIY movement. What makes this a compelling project for media scholars is its mutli-dimensional articulation of how LEGO functions not just as a toy, cultural icon, or as transmedia franchise, but as a media platform. LEGOfied is centered around their shared experiences, qualitative observations, and semi-structured interviews at a number of LEGO hobbyist conventions. Working outwards from these conventions, each chapter engages additional modes of inquiry-media archaeology, aesthetics, posthumanist philosophy, feminist media studies, and science and technology studies-to explore the origins, permutations and implications of different aspects of the contemporary LEGO fandom scene.

Spirit Junkie Gabrielle Bernstein,2012-09-18 "So long, Carrie Bradshaw—there's a new role model for go-getting thirty-somethings. Gabrielle Bernstein is doling out inner peace and self-love for the postmodern spiritual set."—Elle Foreword by Marianne Williamson Before she became a celebrated teacher and lecturer, Gabrielle Bernstein was going down a dangerous path. For years, Bernstein struggled with eating disorders, drug and alcohol abuse, and constant self-doubt and self-loathing. That all changed when she discovered A Course in Miracles, which taught her that much of what she feared in life was not frightening at all and, in many cases, not even real. Now, Bernstein lives an empowered, healthy, and joyful life. In Spirit Junkie, Bernstein guides readers through the life-changing lessons that shaped her spiritual journey: how we become accustomed to fearful ways of thinking, how to recognize and change those thought patterns to make way for bliss, and how to maintain our happiness and share it with the world. By understanding and changing our perceptions, hang-ups will melt away, resentments will release, and a childlike faith in joy will be reignited. Praise for Spirit Junkie "For those ready to give up their addiction to suffering or who simply need to release the general malaise of a too-busy, too shallow way of life, Spirit Junkie is a soothing balm for the soul. Gabrielle Bernstein is a brilliant shining guide for all who seek to have more love, more light and more miracles in their life."—Arielle Ford, author of The Soulmate Secret

iOS 4 Programming Cookbook Vandad Nahavandipoor,2011-02-01 You can build a variety of amazing apps on the iOS platform—and every one of them presents a unique set of problems. With the recipes in this cookbook, you'll go beyond theory to solve the vexing, real-life issues you're likely to face when creating apps for the iPhone, iPad, or iPod Touch. Each recipe provides a clear solution and sample code that you can use right away. You'll find solutions for working with development frameworks in iOS SDK 4 and technologies such as Cocoa, Objective-C, Xcode, and Interface Builder. Whether you have a little or a lot of experience with iOS development, you'll find the help you need for every phase of the process, from initial idea to completed project. Work with Objective-C classes, objects, properties, delegates, and memory management Construct a user interface with gesture recognizers Develop location-aware applications with the Map Kit and Core Location APIs Build apps that play audio and video, manage calendars and events, access contacts and groups, or tap into the Photo Library Use the Core Motion framework to access the accelerometer and gyroscope Maintain persistent storage for iOS apps with the Core Data framework Create multitasking-aware apps that let users leave and return without losing their place

Who Was Steve Jobs? Pam Pollack,Meg Belviso,Who HQ,2012-03-29 Steve Jobs, adopted in infancy by a family in San Francisco, packed a lot of life into fifty-six short years. In this Who Was...? biography, children will learn how his obsession with computers and technology at an early age led him to co-found and run Apple, in addition to turning Pixar into a ground-breaking animation studio. A college dropout, Jobs took unconventional steps in his path to success and inspired the best and the brightest to come with him and "change the world."

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

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 UIPageViewController. 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.

Digital Arts and Entertainment: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources,2014-06-30 In today's interconnected society, media, including news, entertainment, and social networking, has increasingly shifted to an online, ubiquitous format. Artists and audiences will achieve the greatest successes by utilizing these new digital tools. Digital Arts and Entertainment: Concepts, Methodologies, Tools, and Applications examines the latest research and findings in electronic media, evaluating the staying power of this increasingly popular paradigm along with best practices for those engaged in the field. With chapters on topics ranging from an introduction to online entertainment to the latest advances in digital media, this impressive three-volume reference source will be important to researchers, practitioners, developers, and students of the digital arts.

Beginning iOS 4 Application Development Wei-Meng Lee,2010-10-12

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