

Bitcomet Iphone

Molly Maskrey, Wallace Wang

IOS 8 for Programmers Paul J. Deitel. Harvey M. Deitel.

Abbey Deitel,2014

iOS 7 Programming Pushing the Limits Rob

Napier,Mugunth Kumar,2014-01-08 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.

Moving Data Pelle Snickars,Patrick Vonderau,2012 Presents a collection of essays that explore the implications that iPhones and other smartphones have on society, technology, media, and culture.

My iPhone Brad Miser,2014-10-29 Provides information, tips, tricks, and troubleshooting for iPhone 4S, 5, 5C, 5S, 6, and 6 Plus using the iOS8 operating system.

iOS 5 Programming Pushing the Limits Rob

Napier,Mugunth Kumar,2011-12-07 Open the door to endless new

app development possibilities Pushing the Limits with iOS 5 Programming is an expert guide for developers aiming to create unique applications for Apple's iPad 2, iPhone, and the iPod Touch, which includes the latest version of the Apple iPhone SDK, iOS 5. This text goes beyond the basics to keep you ahead of the technology curve and spark your innovative nature to create seamless, functional, and fun apps. With a focus on advanced techniques for app development, you will learn to differentiate your apps from all the rest. With this must-have book, you'll explore advanced coverage of a variety of development topics, such as developing with deep Objective-C, while you learn to create amazing applications for Apple's iPad 2, iPhone, and iPod touch. Veteran mobile developers and authors guide you through maximizing your programs as they delve into topics not commonly found elsewhere. Provides a solid foundation in the patterns of iOS Shares tips for running on multiple platforms and best using security services Discusses topics such as controlling multitasking, advanced text layout and more Demonstrates how to think differently with blocks and functional programming Teaches table view, performance, and money-making optimization Eliminates common challenges with memory management and iOS information flow Pushing the Limits with iOS 5 Programming allows you to take on the future with confidence in your new, stand-out app design skills.

iPhone App Design for Entrepreneurs Megan

Holstein, 2019-03-20 Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not

randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll get back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll Learn Design apps that are impressive, wow users, and most importantly, are easy to use. Build a business model around an app that turns a profit Determine when it's OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

Five-Star Apps Glenn Fleishman, 2010-11-02 It can be a concierge, camera, flashlight, game console, magazine, photo editor, panorama maker, note taker, travel planner, radio, bookstore, night-sky guide, GPS, music player, music maker, and plenty more...if only you could figure out which of the 250,000 (and counting) apps to put on your iPhone or iPad or iPod touch. Author Glenn Fleishman set out to discover how to use your device to find a movie, read a book, retrieve a distant file, make a phone call, play a strategy game—to accomplish a host of useful, and sometimes completely unuseful, tasks. Glenn sifted through and road tested thousands of apps to find the nearly 200 programs that fit his criteria for interesting, entertaining, useful—and essential—five-star apps. His clear-eyed selections will surprise and charm you and help you complete tasks, have fun, be creative, and learn something. Want to read a book or PDF or follow your Twitter, RSS, or Facebook feeds? You'll find the perfect app for the job. Ready to find the best action, word, and strategy games—so good, you may never put down your iPhone? We know the ones. Yearning for Thai food in an unfamiliar neighborhood or looking to reserve a table at a local restaurant? This book points you to the perfect apps. Need to track the delivery status of a

package or turn your device into a barcode reader? Start reading and start scanning. Want to watch a movie—either from the studios or of your own creation? Glenn can direct you to the perfect app. Plus essential apps that will stream music, make you more productive, keep track of files, and much, much more.

iPhone Advanced Projects David Mark, Dylan Bruzenak, Joachim Bondo, Owen Goss, Peter Honeder, Ray Kiddy, Steve Finkelstein, Tom Harrington, Jonathan Saggau, Noel Llopis, Ben Smith, Joe Pezzillo, Florian Pflug, Roderick Smith, 2010-04-29 As the fourth book in our series of iPhone Projects based on the work and experiences of iPhone, this volume takes on the more advanced aspects of iPhone development. The first generation of iPhone applications has hit the App Store, and now it's time to optimize performance, streamline the user interface, and make every successful iPhone app just that much more sophisticated. Paired with Apress's bestselling *Beginning iPhone Development: Exploring the iPhone SDK*, you'll have everything you need to create the next great iPhone app that everyone is talking about. Optimize performance. Streamline your user interface. Do things with your iPhone app that other developers haven't attempted. Along with series editor Dave Mark, your guides for this exploration of the next level of iPhone development, include: Ben "Panda" Smith, discussing particle systems using OpenGL ES Joachim Bondo, demonstrating his implementation of correspondence gaming in the most recent version of his chess application, Deep Green. Tom Harrington implementing streaming audio with Core Audio, one of many iPhone OS 3 APIs. Owen Goss debugging those pesky errors in your iPhone code with an eye toward achieving professional-strength results. Dylan Bruzenak building a data-driven application with SQLite. Ray Kiddy illustrating the full application development life cycle with Core Data. Steve Finkelstein marrying an offline e-mail client to Core Data. Peter Honeder and Florian Pflug tackling the challenges of networked applications in WiFi environments. Jonathan Saggau improving interface responsiveness with some of

his personal tips and tricks, including “blocks” and other esoteric techniques. Joe Pezillo pushing the frontiers of APNS, the new in iPhone OS 3 Apple Push Notification Service that makes the cloud the limit for iPhone apps. Noel Llopis taking mere programmers into a really advanced developmental adventure into the world of environment mapping with OpenGL ES.

More iPhone Cool Projects Ben Smith, Danton Chin, Leon Palm, Dave Smith, Charles Smith, Claus Hoefele, Saul Mora, Arne de Vries, Joost van de Wijgerd, Scott Penberthy, Ben Kazez, Roderick Smith, Stephen Chin, 2010-07-30 Everyone is developing iPhone applications, and it's clear why. The iPhone is the coolest mobile device available, and the App Store makes it simple to get an application out into the unstoppable iPhone app market. With hundreds of thousands of app developers entering the game, it's crucial to learn from those who have actually succeeded. This book shows you how some of the most innovative and creative iPhone application developers have developed cool, best-selling apps. Not only does every successful application have a story, but behind every great app is excellent code. In this book, you'll see the code and learn how to use it to make your own cool applications. You'll learn everything from importing 3D art assets into your iPhone game to using Cocos2d for iPhone and iPad. This book shares the secrets of the coolest iPhone apps being built today by the best iPhone developers—invaluable knowledge for anyone who wants to create the app that everyone is talking about.

Pro iPhone Development with Swift 4 Molly Maskrey, Wallace Wang, 2018-02-08 Acquire and master the information required to take you to the next level beyond basic iPhone development using Swift. In this follow up work to the best selling Beginning iPhone Development with Swift, you'll learn how to improve your apps by managing the performance of your programs using parallelization, getting data in and out of the cloud, using gestures, the camera, 3D touch, sensors as well as newer features having debuted this

year. In its fourth edition, Pro iPhone Development with Swift 4 covers the additional information you want to know to extend your apps into the next level. What You Will Learn Add parallel functionality using Grand Central Dispatch Use the camera and access photos Use SiriKit Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and/or the iOS SDK, but ready to move to the next level.

Coding iPhone Apps for Kids Gloria Winquist, Matt

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

Learning Swift 2 Programming Jacob Schatz, 2015-12-17 Get started fast with Swift 2 programming for iOS and OS X Learning Swift 2 Programming is a fast-paced, hands-on introduction to

writing production-quality iOS and OS X apps with Apple's programming language. Written for developers with experience in any modern language, this book explains Swift simply and clearly, using relevant examples that solve realistic problems. Author Jacob Schatz's popular YouTube video tutorials have already helped thousands of Apple developers get started with Swift. Now, he helps you take full advantage of Swift's advanced design, remarkable performance, and streamlined development techniques. Step by step, you'll move from basic syntax through advanced features such as closures and generics—discovering helpful tips and tricks along the way. After you've mastered Swift's building blocks and learned about its key innovations, a full section of case studies walks you through building complete apps from scratch. Learn how to: Compare Swift with Objective-C, JavaScript, Python, Ruby, and C Collect data with arrays and dictionaries, and store it with variables and constants Group commonly used code into functions for easy reuse Structure your code with enums, structs, and classes Use generics to get more done with less code Write closures to share small blocks of functionality Use optionals to write more robust, crash-resistant, and cleaner code Integrate existing Objective-C code into new Swift apps Program on the bit and byte levels with advanced operators Implement efficient design patterns with protocols and delegates Create animated 2D games with SpriteKit, and apps with UIKit

How the Internet Happened: From Netscape to the iPhone Brian McCullough, 2018-10-23 A Library Journal Best Book of the Year Tech-guru Brian McCullough delivers a rollicking history of the internet, why it exploded, and how it changed everything. The internet was never intended for you, opines Brian McCullough in this lively narrative of an era that utterly transformed everything we thought we knew about technology. In *How the Internet Happened*, he chronicles the whole fascinating story for the first time, beginning in a dusty Illinois basement in 1993, when a group of college kids set off a once-in-an-epoch revolution with

what would become the first “dotcom.” Depicting the lives of now-famous innovators like Netscape’s Marc Andreessen and Facebook’s Mark Zuckerberg, McCullough also reveals surprising quirks and unknown tales as he tracks both the technology and the culture around the internet’s rise. Cinematic in detail and unprecedented in scope, the result both enlightens and informs as it draws back the curtain on the new rhythm of disruption and innovation the internet fostered, and helps to redefine an era that changed every part of our lives.

My iPad Gary Rosenzweig, 2017-10-30 Covers all iPad models capable of running iOS 11 My iPad offers a full-color, fully illustrated resource to using your iPad. Each task is clearly titled and has corresponding visuals that are numbered to match the step they are referring to. Step-by-step instructions with callouts to iPad photos that show you exactly what to do. Help when you run into iPad problems or limitations. Tips and Notes to help you get the most from your iPad. Learn how to: Connect your iPad to your Wi-Fi and your mobile carrier Use the on-screen keyboard, predictive text, and dictation Control frequently used settings with Control Center Get information and control your iPad with spoken commands using Siri Use iCloud to keep everything current between all your iOS devices (and even your Mac), including music, photos, messages, documents, and more Surf the Web, and send and receive email and messages Download and install apps to make your iPad even more useful Secure your iPad using Touch ID, passcodes, and other security measures Record and edit video using iMovie for iPad Take photos, and then edit them using the Photos app Share files and information with your other devices with AirDrop and iCloudDrive Take notes, make lists, draw sketches, and create reminders Use FaceTime and Skype to stay connected with friends and family Create documents and presentations using Pages, Numbers, and Keynote Discover some of the most useful and entertaining apps

iOS 8 App Development Essentials - Second Edition Neil

Smyth,2014-12-16 iOS 8 App Development Essentials is latest edition of this popular book series and has now been fully updated for the Swift 1.2 programming language, the iOS 8 SDK and Xcode 6.3. 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 8 and programming in Swift 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, App Store hosted in-app purchase content, collection views, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. The key new features of the iOS 8 SDK and Xcode 6 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The aim of this book is to teach the range of skills necessary to build apps for iOS 8. iOS 8 App Development Essentials takes a modular approach to the subject of iOS 8 application development for both the iPhone and iPad, with each chapter covering a self contained topic area consisting of detailed explanations, examples and step-by-step tutorials. This makes the book both an easy to follow learning aid and an excellent reference resource.

iOS 9 App Development Essentials Neil Smyth,2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK, Xcode 7 and the Swift 2 programming language. 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 9 and programming in Swift 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, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

Understanding Coding with Apple Swift Patricia Harris, Ph.D., 2017-07-15 To help programmers develop new applications for both iOS and Mac computers, Apple launched Swift. With this easy-to-learn programming language, readers can create their own apps for iPhones and iPads. Readers will learn how to write simple programs in Swift that take advantage of the coding language's unique live view of development. Step-by-step instructions on how to code with Swift will surely make this an indispensable guide for young coders.

iOS Apps for Masterminds, 2nd Edition J.D Gauchat, 2016-03-10

Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 10, Xcode 8 and Swift 3 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

Pro iPhone Development with Swift 5 Wallace Wang, 2019 If

you've already learned the basics of Swift and iOS programming, it's time to take your skills to the next level. In this follow up work to the best-selling *Beginning iPhone Development with Swift*, you'll learn tips for organizing and debugging Swift code, using multi-threaded programming with Grand Central Dispatch, passing data between view controllers, and designing apps for multiple languages. You'll also see how to play audio and video files, access the camera and save pictures to the Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning, facial and text recognition, and creating augmented reality apps. *Pro iPhone Development with Swift 5* provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language.

Build Location-Based Projects for iOS Dominik

Hauser,2020-08-06 Coding is awesome. So is being outside. With location-based iOS apps, you can combine the two for an enhanced outdoor experience. Use Swift to create your own apps that use GPS data, read sensor data from your iPhone, draw on maps, automate with geofences, and store augmented reality world maps. You'll have a great time without even noticing that you're learning. And even better, each of the projects is designed to be extended and eventually submitted to the App Store. Explore, share, and have fun. Location-based apps are everywhere. From mapping our jogging path to pointing us to the nearest collectible creature in a location-based game, these apps offer useful and interesting features and information related to where you are. Using real-world maps and places as the environment, they add an extra layer of adventure to exploring the outdoors. If you've ever wanted to make your own location-based apps and games, you can learn how with four simple, Swift-based projects that are easy to code and fun to use. Build four

stunning apps that sense the iPhone's surroundings. Use Core Location and MapKit to draw GPS data on maps and share the results to social media. Use the sensor data from the iPhone and draw acceleration graphs using Core Graphics while on a playground swing. Build an app that measures the time you spend outside using geofences. Combine Core Location and ARKit to build an augmented reality scavenger hunt app that you can use and play with other people. Have great time building creative apps you cannot wait to try out.

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