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Wallace Wang

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

iOS 4 Developer's Cookbook, The: Core Concepts and Essential Recipes for iOS Programmers Erica Sadun,2011

The iOS 5 Developer's Cookbook Erica Sadun,2012-01-13 ***This is the updated and corrected edition ofThe iOS 5 Developer's Cookbook.*** The iOS 5 Developer’s Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0’s ARC, LLVM, and more! In this book, bestselling 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 this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer’s Cookbook, Third 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. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. 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: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

The Core iOS Developer's Cookbook Erica Sadun, Rich Wardwell, 2014-03-04 The best place to start iOS application development The Core iOS Developer's Cookbook provides ready-to-use code solutions for common iOS challenges,

providing recipes that help you master the core technology at the heart of iOS. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS 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 to your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the "how" and "why" that underscore effective and successful iOS development. Coverage includes Creating direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio cues, 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 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 enhanced iOS support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including text-to-speech Getting started with Core Data-managed data stores

Leveraging powerful networking and web services support Using APIs to enhance the user experience

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!

PC Annoyances Steve Bass, 2004 A guide to fixing common computer problems that uses screen shots and step-by-step instructions to cover a variety of glitches, bugs, and quirks.

Tools for Working with Guidelines Jean Vanderdonckt, Christelle Farenc, 2012-12-06 This volume contains the papers presented at the International Workshop on Tools for Working with Guidelines, (TFWWG 2000), held in Biarritz, France, in October 2000. It is the final outcome of the International Special Interest Group on Tools for Working with Guidelines. Human-computer interaction guidelines have been recognized as a uniquely relevant source for improving the usability of user interfaces for interactive systems. The range of interactive techniques exploited by these interactive systems is rapidly expanding to include multimodal user interfaces, virtual reality systems, highly interactive web-based applications, and three-dimensional user interfaces. Therefore, the scope of guidelines' sources is rapidly expanding as well, and so are the tools that should support users who employ guidelines to ensure some form of usability.

Tools For Working With Guidelines (TFWWG) covers not only software tools that designers, developers, and human factors experts can use to manage multiple types of guidelines, but also looks at techniques addressing organizational, sociological, and technological issues.

The Business of iPhone and iPad App Development Dave Wooldridge, Michael Schneider, 2011-08-18 The phenomenal success of the iPhone, iPad and the iPod touch has ushered in a “gold rush” for developers, but with well over 300,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. Updated and expanded for iOS 4, this bestselling book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. *The Business of iPhone and iPad App Development* was written by experienced developers with business backgrounds, taking you step-by-step through cost effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

Mac Programming for Absolute Beginners Wallace Wang, 2011-08-06 Want to learn how to program on your Mac? Not sure where to begin? Best-selling

author Wallace Wang will explain how to get started with Cocoa, Objective-C, and Xcode. Whether you are an experienced Windows coder moving to the Mac, or you are completely new to programming, you'll see how the basic design of a Mac OS X program works, how Objective-C differs from other languages you may have used, and how to use the Xcode development environment. Most importantly, you'll learn how to use elements of the Cocoa framework to create windows, store data, and respond to users in your own Mac programs. If you want to learn how to develop apps with Cocoa, Objective-C, and Xcode, this book is a great first step. Here are just a few of the things you'll master along the way: Fundamental programming concepts aided by short, easy-to-understand examples How to use Xcode and related programming tools to save time and work more efficiently A firm understanding of the basics of Objective-C and how it compares to other languages you might know How to create simple apps using the Cocoa framework How to easily design, write, test, and market your finished program With this book and your trusty Mac, you're well on your way to transforming your Mac app ideas into real applications.

Among Digitized Manuscripts. Philology, Codicology, Paleography in a Digital World L.W.C. van Lit, 2019-10-29 Working with manuscripts has become a digital affair. But, are there downsides to digital photos? And how can you take advantage of the incredible computing power you have literally at your fingertips? Cornelis van Lit explains in detail what happens when manuscript

studies meets digital humanities. In *Among Digitized Manuscripts* you will learn why it is important to include a note on the photo quality in your codicological description, how to draw, collect, and publish glyphs of paleographic interest, what standards (such as TEI and IIIF) to abide by when transcribing a text, how to write custom software for image recognition, and much more. The leading principle is that learning a little about computers will already be of great benefit.

Mac Basics Mountain Lion (Macworld Superguides) , Whether you've just purchased your very first Mac or you're a long-time Mac user who wants a comprehensive guide to their OS, let Macworld's Mac Basics Superguide welcome you to the Mac and latest version of OS X, Mountain Lion. We'll help you move files from your old Mac or PC, get acquainted with the desktop, the Dock, Mission Control, and gestures. We'll provide a primer for tweaking your system preferences, changing your desktop wallpaper, setting parental controls, and adding third-party utilities. And we'll introduce you o the many built-in apps OS X has to offer, along with an overview on buying apps from the Mac App Store. When it comes to security, the Mac has some great features, and you needn't be confused: We explain just what Gatekeeper and app sandboxing are, and what they have to offer. And in case you get jammed up, the book has a whole chapter dedicated to basic troubleshooting and when to call in the experts. That's why we make Mac Basics, the Macworld Superguide dedicated to getting started with all things Mac. There are plenty

of manuals and guides that explain every single system feature and setup detail; this book is instead designed to actively get you (or your family member) up and running without making you feel like you're studying a textbook. Our 230-page book has you covered from the first time you turn on your Mac. We walk you through the setup process and transferring any old files you might have; and introduce you to the menus, windows, and places you need to know about to get going. From there, we help you customize Multi-Touch gestures, organize your files, and tweak your preferences. We'll get your Mac suited up with third-party apps and accessories. And you can follow our troubleshooting tips and security suggestions to keep your computer safe and sound. You won't find everything they need to know about the Mac in this book. (That's what Macworld.com is for.) But we hope it can provide you with the tools you'll need and make you excited to learn more. If you are debating the upgrade to Mountain Lion, you might instead consider getting our Total Mountain Lion Superguide, which collects all our top-notch Mountain Lion coverage into one easy-to-read ebook. If you're insistent on staying with Lion or Snow Leopard, there's always our best-selling Total Lion Superguide, and our Snow Leopard version of Mac Basics.

The Business of iOS App Development Dave Wooldridge, Taylor Pierce, 2014-10-29 Updated and expanded for the new Apple iOS8, The Business of iOS App Development, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process,

giving your app the best possible chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a gold rush for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!

Excel 2019 For Dummies Greg Harvey, 2018-09-28 The bestselling Excel book on the market – now in a new edition covering the latest version of Excel! Excel is the spreadsheet and data analysis tool of choice for people across the globe who utilize the Microsoft Office suite to make their work and personal lives easier. It is estimated that 1 in 7 people on the planet use Microsoft Office! If you're one of them, and want to get up to speed on the latest changes in Excel, you've come to the right place. *Excel 2019 For Dummies* has been updated to reflect the major changes and features made to Excel and covers everything you need to know to perform any spreadsheet task at hand. It includes information on creating and editing worksheets, formatting cells, entering formulas, creating and editing charts, inserting graphs, designing

database forms, adding database records, using seek-and-find options, printing, adding hyperlinks to worksheets, saving worksheets as web pages, adding existing worksheet data to an existing webpage, pivot tables, pivot charts, formulas and functions, Excel data analysis, sending worksheets via e-mail, and so much more! Get to know the new Excel interface Become a pro at the spreadsheet and data analysis tool that's available as part of the Microsoft Office suite Find time-tested and trusted advice from bestselling author and expert Greg Harvey Use Excel to streamline your processes and make your work life easier than ever before Written by a bestselling author and seasoned educator, Excel 2019 For Dummies makes it easier than ever to get everything out of this powerful data tool.

Adobe Encore DVD Douglas Dixon,2004 A well-crafted, full-color book for a growing market, this title explores Adobe's DVD creation program, Encore. It's a complete tutorial for Adobe CS developers, particularly those who use Premiere and AfterEffect, as well as for professional filmmakers who wish to transfer their projects to DVDs.

Software Application Development Bud Fox Ph.D.,Zhang Wenzu Ph.D.,Tan May Ling M.Sc.,2012-08-08 Software Application Development: A Visual C++, MFC, and STL Tutorial provides a detailed account of the software development process using Visual C++, MFC, and STL. It covers everything from the design to the implementation of all software modules, resulting in a demonstration application prototype which may be used to efficiently represent mathem

Microsoft PowerPoint 2016 Training Manual Classroom in a Book TeachUcomp, 2015-10-27 Complete classroom training manuals for Microsoft PowerPoint 2016. Two manuals (Introductory and Advanced) in one book. 161 pages and 82 individual topics. Includes practice exercises and keyboard shortcuts. You will learn introductory through advanced concepts – from creating simple yet elegant presentations to adding animation and video and customization. Topics Covered: Getting Acquainted with PowerPoint 1. The PowerPoint Environment 2. The Title Bar 3. The Ribbon 4. The “File” Tab and Backstage View 5. The Quick Access Toolbar 6. Touch/Mouse Mode 7. The Scroll Bars 8. The Presentation View Buttons 9. The Zoom Slider 10. The Status Bar 11. The Mini Toolbar 12. Keyboard Shortcuts 13. What’s New in PowerPoint 2016 Creating Basic Presentations 1. Opening Presentations 2. Closing Presentations 3. Creating New Presentations 4. Saving Presentations 5. Recovering Unsaved Presentations 6. Inserting New Slides 7. Applying Slide Layouts 8. Sharing Presentations 9. Working with PowerPoint File Formats Using Presentation Views 1. Normal View 2. Outline View 3. Slide Sorter View 4. Notes Page View 5. Slide Show View 6. Reading View Using Text 1. Adding Text to Slides 2. Basic Object Manipulation 3. Font Formatting 4. Paragraph Formatting 5. Applying Custom Bullets and Numbering 6. Using Tabs 7. Setting Text Options 8. Checking Spelling Using Pictures 1. Inserting Pictures Saved Locally 2. Inserting Online Pictures 3. Basic Graphic Manipulation 4. Using Picture Tools 5. Using the Format Picture Task Pane 6. Fill and Line Settings 7. Effects Settings 8. Size and

Properties Settings 9. Picture Settings Using SmartArt 1. Inserting and Manipulating SmartArt 2. Formatting SmartArt Using Slide Show View 1. Running a Slide Show 2. Using Custom Shows Printing Your Presentation 1. Changing Slide Size 2. Setting the Slide Header and Footer 3. Previewing and Printing Presentations Helping Yourself 1. Using PowerPoint Help 2. The Tell Me Bar 3. Smart Lookup and Insights Applying Animation 1. Adding Slide Transition Animation 2. Adding Object Animation Drawing Objects 1. Inserting Shapes 2. Formatting Shapes 3. Inserting WordArt Inserting Video and Sound 1. Inserting Videos 2. Inserting Audio 3. Animating Multimedia Playback 4. Recording a Sound 5. Screen Recording Using Themes 1. Applying Themes 2. Creating Custom Color Schemes 3. Creating Custom Font Schemes 4. Customizing the Slide Background Using Presentation Masters 1. Using Slide Masters and Slide Layouts 2. Using the Notes Master 3. Using the Handout Master 4. Saving a Presentation Template Setting Up the Presentation 1. Setting Up the Slide Show 2. Recording Narration 3. Rehearsing Timings Applying Actions 1. Inserting Actions 2. Inserting Hyperlinks Inserting Charts, Tables, and Objects 1. Inserting Charts 2. Inserting Tables 3. Inserting Objects Setting PowerPoint Options 1. Setting PowerPoint Options

WordPress For Dummies Lisa Sabin-Wilson,2011-09-27 Provides step-by-step instructions on using WordPress to create and maintain blogs and Web sites.

Front-end Development with ASP.NET Core, Angular, and Bootstrap Simone Chiaretta,2018-03-07 Stay ahead of the web evolution with elegant combination

front-end development Front-End Development with ASP.NET Core, Angular, and Bootstrap is the professional's guide to fast, responsive web development. Utilizing the most popular combination of web technologies for Microsoft developers, this guide provides the latest best practices and ASP.NET MVP guidance to get you up to speed quickly. The newest ASP.NET - now called ASP.NET Core - is leaner, easier to use, and less bound to the operating system and IDE, giving you the perfect opportunity to leverage third-party frameworks and libraries that provide functionalities not native to ASP.NET Core and Visual Studio. This book shows you how to integrate ASP.NET Core with Angular, Bootstrap, and similar frameworks, with a bit of jQuery Mobile, Nuget, continuous deployment, Bower dependencies, and Gulp/Grunt build systems, including development beyond Windows on Mac and Linux. With clear, concise instruction and expert insight, this guide is an invaluable resource for meeting the demands of modern web development. Combine ASP.NET Core with different tools, frameworks, and libraries Utilize third-party libraries with non-native functionalities Adopt the most up-to-date best practices for front-end development Develop flexible, responsive design sites The world of web development is evolving faster than ever before, and the trend is toward small, focused frameworks with modular capabilities. Microsoft has noticed, and upgraded ASP.NET Core to align with the latest industry expectations. Front-End Development with ASP.NET Core, Angular, and Bootstrap helps you elegantly integrate these technologies to develop the

sites that the industry demands.

RUDIMENTS OF MODERN COMPUTER APPLICATION JOYRUP BHATTACHARYA,2016-01-01

Wrox SharePoint 2010 SharePoint911 Three-Pack Todd Klindt,Shane Young,Jennifer Mason,Laura Rogers,Randy Drisgill,John Ross,Larry Riemann,Amanda Perran,Shane Perran,Jacob J. Sanford,Paul Stubbs,Steve Caravajal,2012-02-25 The Wrox SharePoint 2010 SharePoint911 Three-Pack combines the contents of three full e-books written by the experts from SharePoint911. That's over 1800 pages of hands-on advice from Todd Klindt, Shane Young, Laura Rogers, Randy Drisgill, Jennifer Mason, John Ross, and Larry Riemann, among others. In Beginning SharePoint 2010: Building Business Solutions with SharePoint (ISBN 978-0-470-61789-2) by Amanda Perran, Shane Perran, Jennifer Mason, and Laura Rogers, readers learn the core concepts, terminology, and features of SharePoint 2010. In Professional SharePoint 2010 Branding and User Interface Design (ISBN 978-0-470-58464-4) by Randy Drisgill, John Ross, Jacob J. Sanford, Paul Stubbs, and Larry Riemann, the reader gets a deep dive into branding a SharePoint site. In the third book of the set, the SharePoint bestseller Professional SharePoint 2010 Administration (ISBN 978-0-470-53333-8) by Todd Klindt, Shane Young, and Steve Caravajal, the authors provide a detailed look at the administration tools available in SharePoint 2010.

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