Xcode 7 Essentials
Second Edition

Step up your iOS development with the power and wealth of features of Xcode 7

Brett Ohland   Jayant Varma

[PACKT]

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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

SwiftUI Essentials - iOS Edition Neil Smyth,2019-11-26 The goal of this book is to teach the skills necessary to build iOS 13 applications using SwiftUI Xcode 11 and the Swift 5 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift The book also includes in depth chapters introducing the Swift 5 programming language including data types control flow functions object oriented programming property wrappers and error handling An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks frames and forms Other topics covered include data handling using state properties and both observable and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus and user interface navigation The book also includes chapters covering graphics drawing user interface animation view transitions and gesture handling Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit based projects and explains the integration of UIKit code into SwiftUI Finally the book explains how to package up a completed app and upload it to the App Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download

The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 13 using SwiftUI Assuming you are ready to download the iOS 13 SDK and Xcode 11 and have an Intel based Mac you are ready to get started

SwiftUI Essentials - iOS 15 Edition Neil Smyth,2022-04-21 The goal of this book is to teach the skills necessary to build iOS 15 applications using SwiftUI Xcode 13 and the Swift 5 5 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift The book also includes in depth chapters introducing the Swift 5 5 programming language including data types control flow functions object oriented programming property wrappers structured concurrency and error handling An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks frames and forms Other topics covered include data handling using state properties in addition to observable state and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus user interface navigation and outline groups The book also includes chapters covering graphics drawing user interface animation view transitions and gesture handling WidgetKit document based apps Core Data CloudKit and SiriKit integration Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit based projects and explains the integration of UIKit code into SwiftUI Finally the book explains how to package up a completed app and upload it to the App Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 15 using SwiftUI Assuming you are ready to download the iOS 15 SDK and Xcode 13 and have an Apple Mac system you are ready to get started   IPad IOS 5 Development Essentials Neil Smyth,2011-12-12 This iOS 5 edtion of iPad Development Essentials contains 58 chapters of in depth information on the development of apps for the iPad fully updated for use with the iOS 5 SDK The aim of this book is to teach you the skills necessary to build your own apps for the iPad Beginning with the basics this book provides an overview of the iPad hardware and the architecture of iOS 5 An introduction to programming in Objective C is provided followed by an in depth look at the design of iPad applications and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications maps split views camera access and video playback support New iOS 5 specific features are also covered in detail including page view controller implementation the UIDocument class iCloud based storage Storyboard user interface design automatic reference counting Twitter integration and image filtering with Core Image iPad iOS 5 Development Essentials takes a modular approach to the subject of iPad application development with each chapter covering a self contained topic area This makes the book both an

easy to follow learning aid and an excellent reference resource   **C++ Essentials For Dummies** John Paul Mueller,2025-01-22 The quick and crystal clear guide to C programming C Essentials For Dummies is your useful reference to the key concepts of C the popular general purpose language utilized everywhere from building games to writing parts of operating systems With minimal review and background material and absolutely no fluff this book gets straight to the essential topics you need to know to ramp up brush up or level up Get a helpful intro to the basic concepts of coding in C Review what you already know or pick up essential new skills Create projects that run smoothly with the C language Keep this concise reference book handy for jogging your memory as you work Great for supplementing classroom learning reviewing for a certification or staying knowledgeable on the job C Essentials For Dummies is a fantastic refresher guide that you can always turn to for answers   *Essential IOS Build and Release* Ron Roche,2011-12-19 A comprehensive guide to building packaging and distribution Cover   *Natural Language Processing in Action, Second Edition* Hobson Lane,Maria Dyshel,2025-02-25 Develop your NLP skills from scratch This revised bestseller now includes coverage of the latest Python packages Transformers the HuggingFace packages and chatbot frameworks Natural Language Processing in Action has helped thousands of data scientists build machines that understand human language In this new and revised edition you ll discover state of the art NLP models like BERT and HuggingFace transformers popular open source frameworks for chatbots and more As you go you ll create projects that can detect fake news filter spam and even answer your questions all built with Python and its ecosystem of data tools Natural Language Processing in Action Second Edition is your guide to building software that can read and interpret human language This new edition is updated to include the latest Python packages and comes with full coverage of cutting edge models like BERT GPT J and HuggingFace transformers In it you ll learn to create fun and useful NLP applications such as semantic search engines that are even better than Google chatbots that can help you write a book and a multilingual translation program Soon you ll be ready to start tackling real world problems with NLP   Pro Core Data for iOS, Second Edition Robert Warner,Michael Privat,2012-02-02 Fully updated for Xcode 4 2 Pro Core Data for iOS explains how to use the Core Data framework for iOS SDK 5 using Xcode 4 2 The book explains both how and why to use Core Data from simple to advanced techniques Covering common and advanced persistence patterns this book prepares any iOS developer to store and retrieve data accurately and efficiently This book starts by giving you a solid grounding in Core Data providing a foundation for the rest of the book With this knowledge you ll have all you need to master Core Data and power your data driven applications You ll see how to work with SQLite and how to create an efficient data model to represent your data Once you ve established your data model you ll learn how to work with data objects and refine result sets to get the most out of the stored data The advanced portions of the book begin by showing you how to tune your apps performance and memory usage to give you a truly professional edge You ll see how to version and migrate your data as well to ensure your data stays organized and efficient Finally the book covers managing table views with

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iOS Game Programming with Xcode and Cocos2d Justin Dike,2013-11-20 This book is written by a professional instructor and founder of CartoonSmart com a company specializing in new media tutorials for nearly a decade The book is a start to finish guide for anyone looking to begin iOS development using Cocos2d and Xcode and submit their finished app to Apple Even if you haven t read code before you can begin with this book This book is a handy reference guide with easy to look up sections of code snippets pictures and links to video examples Features Code Video examples 5 hours of tutorial videos on Box2d which can take the reader even further beyond what they learned in the book   **C# 7 and .NET Core: Modern Cross-Platform Development** Mark J. Price,2017-03-24 Modern Cross Platform Development About This Book Build modern cross platform applications with NET Core Get up to speed with C and up to date with all the latest features of C 7 Start creating professional web applications with ASP NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science technology engineering or mathematics STEM background and want to gain a solid foundation with C and to be introduced to the types of applications they could build and will work cross platform on Windows Linux and macOS What You Will Learn Build cross platform applications using C 7 and NET Core Explore ASP NET Core and learn how to create professional web applications Improve your application s performance using multitasking Use Entity Framework Core and find out how to build code first databases Master object

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the ball rolling with code concepts and game centric code samples right from the get go giving you get a solid understanding of Apple s cutting edge programming language The book takes you through iOS game development concepts and introduces the various frameworks that allow you to develop robust reusable and intelligent game components in both 2D and 3D game environments Style and approach This book is a step by step guide into the code and concepts of iOS apps Each chapter contains diagrams that showcase the features of the platform along with code samples from Apple and code samples exclusive to this book **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 **Learn cocos2d Game Development with iOS 5** Steffen Itterheim,Andreas Lw,2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5 This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile game development including sprite batching texture atlases parallax scrolling touch and accelerometer input How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d related tools and libraries How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries including cocos3d and Lua Best of all Learn cocos2d Game Development with iOS 5 will have you making games right from the very start It guides you step by step through the creation of sample games These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker texture atlas

PhysicsEditor physics collision shapes Particle Designer particle effects Glyph Designer bitmap fonts and others This book offers a rock solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code It also details alternative implementations identifies the best free and commercial tools for cocos2d game development features coverage of the author s improved cocos2d game engine Kobold2D and even helps you enhance your game s marketability on the App Store **IPhone IOS 6 Development Essentials** Neil Smyth,2012-10-10 <u>Digitalization in companies</u> Thomas Barton,Christian Müller,Christian Seel,2024-05-30 The book conveys current approaches to digitization in companies and shows how digitization projects can be successfully and safely implemented in practice Based on the description of a changing value creation and working world the changes associated with digitization are explained using application scenarios New business models and business processes are being established the development of products is changing as is the interaction with customers new opportunities but also new risks are emerging The authors of the article present the basics as well as concepts for the concrete planning and implementation of the digitization of processes and applications Aspects of IT security are not neglected either The editors work is based on questions from entrepreneurial practice and is also suitable for students and teachers *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   *Cocos2D Game Development Essentials* Ben Trengrove,2015-01-23 If you are a game developer with experience in Objective C and are interested in creating games for iOS or Android this is the book for you It will help you to quickly get started with Cocos2D and guide you through the process of creating a game giving you the essential skills and knowledge you need to do so   **PhoneGap Essentials** John M. Wargo,2012-06-21 PhoneGap is Adobe s distribution of the free and open source framework originally developed by Nitobi that is now also available from the Apache Foundation as Apache CordovaTM Using PhoneGap developers can build native mobile apps using standard HTML5 JavaScript and CSS and then deploy those apps to every leading mobile platform with little or no recoding Up to now though PhoneGap was lacking complete practical documentation PhoneGap Essentials fills that void It s the first concise yet complete tutorial for succeeding with PhoneGap in real world development Experienced mobile developer John M Wargo thoroughly introduces the PhoneGap platform explaining what it is what it does and how it works He then guides you through configuring PhoneGap environments creating complete mobile apps and building them for the Google AndroidTM Samsung bada BlackBerry devices Apple iOS SymbianTM OS and Windows Phone Through realistic examples you ll master key PhoneGap APIs for everything from GPS to the file system contacts to camera device to events and more Wargo also demonstrates how to take full advantage of PhoneGap Build PhoneGap s cloud based packaging utility Coverage includes The anatomy of a PhoneGap application what makes an application a PhoneGap application Understanding the impact of cross platform development issues Exploring the entire PhoneGap development process including testing and debugging Expanding PhoneGap s capabilities with third party development tools and plug ins Building cross platform apps that use the device camera compass accelerometer and other hardware Reading from and writing to the contacts database and the device file system Installing tools needed to develop PhoneGap apps for Android bada BlackBerry iOS Symbian and Windows Phone Reacting to events and notifying users Using the Media API to record and play media files Building for multiple platforms simultaneously using PhoneGap Build About the Website Downloadable code projects additional information and errata are available at phonegapessentials com   **Xcode 5 Developer Reference** Richard Wentk,2014-05-05 Design code and build amazing apps with Xcode 5 Thanks to Apple s Xcode development environment you can create the next big app for Macs iPhones iPads or iPod touches Xcode 5 contains gigabytes of great stuff to help you develop for both OS X and iOS devices things like sample code utilities companion applications documentation and more Immerse yourself in the heady and lucrative world of Apple app development see how to tame the latest features and functions and find loads of smart tips and guidance with this practical book

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