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Steffen Itterheim, Andreas Lw

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

Core Data Integrating Twitter and Facebook via Social Framework Performing resource-intensive tasks with Grand Central Dispatch Securing user data with Keychain and Touch ID Customizing collection views Making the most of gesture recognizers Creating and distributing “passes” Debugging, instrumenting, and profiling apps

iOS Components and Frameworks Kyle Richter, Joe Keeley, 2013 Take Your Next Leap Forward as an iOS App Developer! Covers iOS 7 and Xcode 5 iOS Components and Frameworks will help you leverage iOS's powerful components and frameworks to build apps with outstanding performance, reliability, interactivity, media support, and customization. Pioneering iOS developers Kyle Richter and Joe Keeley illuminate the sophisticated intermediate-to-advanced level techniques you're now ready for. You'll find example-rich coverage of topics ranging from social support to security, Core Data, TextKit, iCloud support, UIKit Dynamics, MapKit, and Passbook. There's also a complete section on advanced performance and security, including the effective use of Grand Central Dispatch and Keychain. Each chapter contains a complete sample project that walks you through integrating its technology into a typical iOS app. You'll discover how multiple iOS features can be combined into exceptionally powerful apps and walk through a complete case study project: a fully functional game with complete Game Center integration. Coverage includes: New physics-based animation effects provided by UIKit Dynamics Making the most of Core Location, MapKit, and Geofencing Leveraging

Game Center features such as Leader Boards and Achievements Giving users access to their address and media libraries from within your app Using lightweight JSON to move data among servers, apps, and websites Syncing apps via iCloud using UIDocument and key-value store syncing Securing user data with Keychain Informing users of important app-related events via Notifications Storing and retrieving persistent data locally with Core Data Using advanced Objective-C features to write more manageable, concise apps Improving responsiveness through concurrency with Grand Central Dispatch Advanced text handling and display with TextKit Smoothly handling complex and continuous gestures Effective debugging techniques with Xcode 5 and Instruments Building passes for Passbook and PassKit If you're a serious iOS developer who wants to build cutting-edge apps, iOS Components and Frameworks delivers the practical skills, reusable code, and expert insights you're looking for.

Foundation iPhone App Development Nick Kuh, 2012-12-30 Taking a hands-on learning approach, Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start

with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace.

From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

Learning Magento Theme Development Richard Carter, 2014-08-20 This book is for web designers and developers with existing knowledge of CSS, HTML, and XML, who wish to learn more about Magento-specific theming techniques. Some knowledge of PHP may be useful, but is not necessary.

Learn cocos2d 2 Steffen Itterheim, Andreas Lw, 2012-10-10 Create compelling 2D games with Learn cocos2d 2: Game Development with iOS. This book shows you how to use the powerful new cocos2d, version 2 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 pre-configured libraries, including cocos3d and Lua. Best of all, this book 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 new cocos2d 2 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 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.

Designing for Performance Lara Callender Hogan, 2014-12-04 As a web designer, you encounter tough choices when it comes to weighing aesthetics and performance. Good content, layout, images, and interactivity are essential for engaging your audience, and each of these elements have an enormous impact on page load time and the end-user experience. In this practical book, Lara Hogan helps you approach projects with page speed in mind, showing you how to test and benchmark which design choices are most critical. To get started, all you need are basic HTML and CSS skills and Photoshop experience. Topics include: The impact of page load time on your site, brand, and users Page speed basics: how browsers retrieve and render content Best practices for optimizing and loading images How to clean up HTML

and CSS, and optimize web fonts Mobile-first design with performance goals by breakpoint Using tools to measure performance as your site evolves Methods for shaping an organization's performance culture

Introducing IOS 8 Steve Derico, 2014-12-03 Learn to make iOS apps even if you have absolutely no programming experience. This hands-on book takes you from idea to App Store, using real-world examples—such as driving a car or eating at a restaurant—to teach programming and app development. You'll learn concepts through clear, concise, jargon-free language. This book focuses on Apple's new programming language, Swift. Each lesson is divided into two parts: the lecture portion explains the terms and concepts through examples, and the exercise portion helps you apply these concepts while building real-world apps, like a tip calculator. Learn how to think differently—and see the world from a whole new perspective. Learn the basic building blocks of programming Dive into the Swift programming language Make apps for iPhone and iPad Use GPS in your app to find a user's location Take or select photos with your app Integrate your app with Facebook and Twitter Submit your app to the App Store Manage and market your app on the App Store

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.

Learning Web Design Jennifer Niederst Robbins, 2012-08-07 Do you want to build web pages, but have no previous experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the Web and web pages work, and then steadily build from there. By the end of the book,

you'll have the skills to create a simple site with multi-column pages that adapt for mobile devices. Learn how to use the latest techniques, best practices, and current web standards—including HTML5 and CSS3. Each chapter provides exercises to help you to learn various techniques, and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels, whether you're a beginner or brushing up on existing skills. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn about the new HTML5 elements, APIs, and CSS3 properties that are changing what you can do with web pages Make your pages display well on mobile devices by creating a responsive web design Learn how JavaScript works—and why the language is so important in web design Create and optimize web graphics so they'll download as quickly as possible

Designing Mobile Apps – Tips And Techniques Clay Allsopp, 2013 This eBook provides you with some useful tips and tricks, regardless of whether you're taking your first steps in app design or looking to adopt some best practices from industry pros. To help you broadly position your future app, our authors cover the three biggest platforms: iOS, Android and Windows Mobile. Some step-by-step coding tutorials will take you by the hand, as will exciting new techniques that go beyond the usual. In addition, the eBook features handy cross-platform topics such as prototyping, as well as a field guide to app

testing, and advice on marketing your app. TABLE OF CONTENTS - A Guide To iOS App Development For Web Designers - Get Started Writing iOS Apps With RubyMotion - Mobile Prototyping With Axure RP - Creating Realistic iPhone Games With Cocos2D - Mobile Design Practices For Android: Tips And Techniques - C-Swipe: An Ergonomic Solution To Navigation Fragmentation On Android - Windows Phone Design For Developers - A Field Guide To Mobile App Testing - How To Succeed With Your Mobile App

Jump Start Sketch Daniel Schwarz,2016-05-10 Get a Jump Start on the up and coming power tool on the design scene, Sketch! Sketch is fast becoming a favorite tool of modern web designers. With a simple, clean UI, and a raft of powerful features, such as intuitive grids, unlimited artboards, and granular export, Sketch is a great tool for web design; it's easy to see why so many top designers are adding it to their toolbox. This book provides a rapid and practical introduction to using Sketch for web design. If you're currently a Photoshop user, you'll quickly understand how Sketch can supercharge your design process. See how Sketch compares to Photoshop, and when to use one over the other Get to grips with Sketch's UI Use Sketch's built-in layout grid Add plugins to Sketch to boost functionality Export your designs into ready-to-use HTML and CSS And much more!

iOS 8 Application Development in 24 Hours, Sams Teach Yourself John Ray,2015-03-06 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and

iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color—figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and

orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Sams Teach Yourself IOS 8 Application Development in 24 Hours John Ray, 2015
In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the

Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

iOS 6 Application Development For Dummies Dave Wilson, Neal Goldstein, 2013-01-10 Create incredible apps for the iPhone and iPad using the

latest features of iOS 6 You could be the one who creates the next super app - one that is universal, works for both the iPhone and iPad, and is a top seller. It's a great goal, and the road starts here, with this energizing guide. Whether you're a budding programming hobbyist or a serious developer looking to hit it big, the information in this book is what you need. Learn how to join Apple's developer program, understand key differences between iPad and iPhone apps, download the latest SDK, create great user experiences, and build your very own app from the ground up. You'll gain the valuable hands-on experience you need to take your development skills to the next level by walking through the development process step-by-step and creating two applications. Shows programming hobbyists and programming pros how to develop a universal app for the iPhone and iPad in iOS 6 Explains the process of creating interfaces for each target device and how to merge your designs to create a killer universal app Walks you through the development of two applications, side by side Covers nib files, views, view controllers, interface objects, gesture recognizers, and much more iOS 6 Application Development For Dummies is your guide to bringing all your app ambitions to life!

Instant Website Optimization for Retina Displays How-To Kyle J.

Larson, 2013-01-01 Written in an accessible and practical manner which quickly imparts the knowledge you want to know. As a How-to book it will use applied examples and teach you to optimize websites for retina displays. This book is

for web designers and developers who are familiar with HTML, CSS, and editing graphics who would like to improve their existing website or their next web project with high-resolution images. You'll need to have a high-definition device to be able to test the examples in this book and a server to upload your code to if you're not developing it on that device.

Introduction to Subsurface Imaging Bahaa Saleh, 2011-03-17 Describing and evaluating the basic principles and methods of subsurface sensing and imaging, Introduction to Subsurface Imaging is a clear and comprehensive treatment that links theory to a wide range of real-world applications in medicine, biology, security and geophysical/environmental exploration. It integrates the different sensing techniques (acoustic, electric, electromagnetic, optical, x-ray or particle beams) by unifying the underlying physical and mathematical similarities, and computational and algorithmic methods. Time-domain, spectral and multisensor methods are also covered, whilst all the necessary mathematical, statistical and linear systems tools are given in useful appendices to make the book self-contained. Featuring a logical blend of theory and applications, a wealth of color illustrations, homework problems and numerous case studies, this is suitable for use as both a course text and as a professional reference.

iOS 9 Application Development in 24 Hours, Sams Teach Yourself John Ray, 2016-02-04 Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More! In just 24 sessions of one hour each, learn how to build powerful applications

for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. Notes present interesting information related to the discussion. Tips show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode 7.x • Learn to navigate the Xcode 7.x development environment and install apps on your iDevice • Get started quickly with Apple's Open Source language: Swift 2.0 • Test code and application logic using the iOS Playground • Understand the Model-View-Controller (MVC) development pattern • Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library • Use Auto Layout and Size Classes to adapt to different screen sizes and orientations • Build advanced UIs with Tables, Split Views, Navigation Controllers, and more • Read and write preferences and data, and create System Settings plug-ins • Use iOS media playback and recording capabilities • Take photos and manipulate graphics with Core Image • Sense motion, orientation, and location with the accelerometer, gyroscope,

and GPS • Use 3D touch to add Peek, Pop, and Quick Actions to your apps • Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps • Create universal applications that run on both the iPhone and iPad • Write background-aware multitasking applications • Trace, debug, and monitor applications as they run • Additional files and updates available online

Computational Retinal Image Analysis Emanuele Trucco, Tom MacGillivray, Yanwu Xu, 2019-11-19 Computational Retinal Image Analysis: Tools, Applications and Perspectives gives an overview of contemporary retinal image analysis (RIA) in the context of healthcare informatics and artificial intelligence. Specifically, it provides a history of the field, the clinical motivation for RIA, technical foundations (image acquisition modalities, instruments), computational techniques for essential operations, lesion detection (e.g. optic disc in glaucoma, microaneurysms in diabetes) and validation, as well as insights into current investigations drawing from artificial intelligence and big data. This comprehensive reference is ideal for researchers and graduate students in retinal image analysis, computational ophthalmology, artificial intelligence, biomedical engineering, health informatics, and more. Provides a unique, well-structured and integrated overview of retinal image analysis Gives insights into future areas, such as large-scale screening programs, precision medicine, and computer-assisted eye care Includes plans and aspirations of companies and professional bodies

Less Web Development Cookbook Bass Jobsen,Amin Meyghani,2015-01-31 Aimed at those who want to overcome the limitations of CSS, through this book you will begin to harness the efficiency of Less by building advanced, responsive, and modern websites. Experienced web developers, students, and even web designers will find this guide very useful as they enhance their CSS skills.

HTML5 Games Jacob Seidelin,2014-03-10 HTML5 Gamesshows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

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