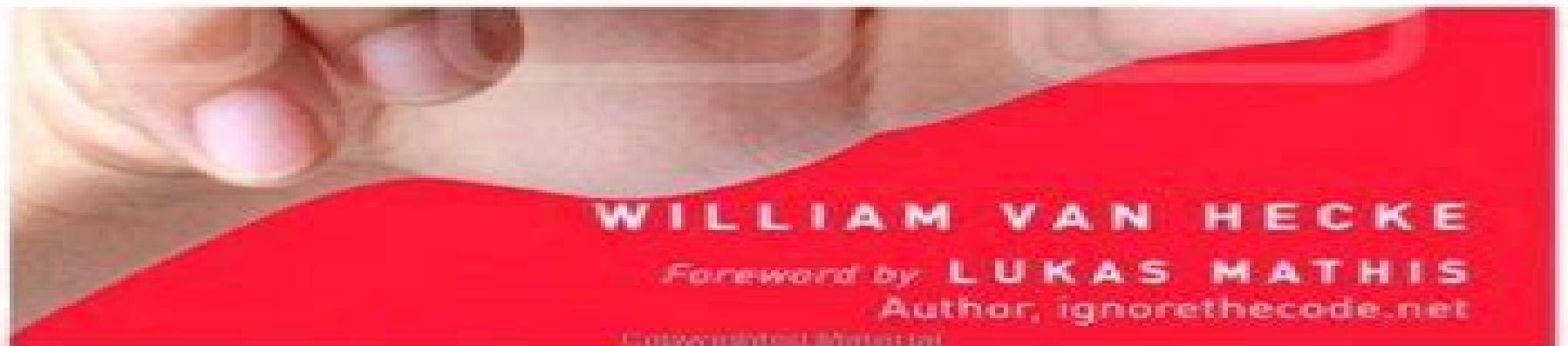




**L E A R N I N G**

**iOS DESIGN**

A Hands-On Guide for Programmers and Designers



**WILLIAM VAN HECKE**

*Foreword by:* **LUKAS MATHIS**

Author, [ignorethecode.net](http://ignorethecode.net)

# Learning Ios Design A Hands On Guide For Programmers And Designers

**Matt Galloway**



## **Learning Ios Design A Hands On Guide For Programmers And Designers:**

**Learning iOS Design** William Van Hecke, 2013-05-25 This book contains everything you need to know to create awesome life altering applications I pride myself on knowing a lot about design but when reading this book I probably didn't encounter a single page that didn't offer at least one interesting idea new concept or clever design technique It's also written in a way that prevents you from putting it down You're in for a treat From the Foreword by LUKAS MATHIS author of ignorethecode.net Transform Your Ideas into Intuitive Delightful iOS Apps As an app developer you know design is important But where do you start Learning iOS Design will help you think systematically about the art and science of design and consistently design apps that users will appreciate and love Pioneering Omni Group user experience expert William Van Hecke first explains what design really means and why effective app design matters so much Next using a sample concept he walks through transforming a vague idea into a fleshed out design moving from outlines to sketches wireframes to mockups prototypes to finished apps Building on universal design principles he offers practical advice for thinking carefully critically and cleverly about your own projects and provides exercises to guide you step by step through planning your own app's design An accompanying website [learningiosdesign.com](http://learningiosdesign.com) provides professional grade sketches wireframes and mockups you can study and play with to inspire your own new project Coverage includes Planning and making sense of your app idea Exploring potential approaches styles and strategies Creating more forgiving helpful and effective interactions Managing the constraints of the iOS platform or any platform Crafting interfaces that are graceful gracious and consistently enjoyable to use Balancing concerns such as focus versus versatility and friction versus guidance Understanding why all designs are compromises and how to find the best path for your own app Register your book at [informit.com/register](http://informit.com/register) to gain access to a supplemental chapter in which Bill Van Hecke discusses the design changes made in iOS 7 [Learning IOS Development](#) Maurice Sharp, Rod Strougo, Erica Sadun, 2014 This book offers the perfect hands on introduction to iOS development covering everything your students need to know about Objective C XCode and modern iOS user interface development With sample projects and end of chapter exercises this book is ideal for classroom instruction The authors get started fast with Objective C covering basic syntax memory management Foundation Classes development paradigms blocks threads and more Next they show how to use XCode and related tools to build projects instrument and efficiently debug code and deploy apps In the next part they turn to interfaces covering design content construction View Controllers Views Animations Touch Table Views and even a taste of Core Data *Learning Swift Programming* Jacob Schatz, 2015 An introduction to writing iOS and OS X apps with Apple's new programming language covering from basic syntax through such advanced features as closures and generics with case studies for building complete apps from scratch *IOS Components and Frameworks* Kyle Richter, Joe Keeley, 2014 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

**Effective Objective-C 2.0** Matt Galloway, 2013-05-17 Write Truly Great iOS and OS X Code with Objective C 2.0 Effective Objective C 2.0 will help you harness all of Objective C's expressive power to write OS X or iOS code that works superbly well in production environments Using the concise scenario driven style pioneered in Scott Meyers best selling Effective C Matt Galloway brings together 52 Objective C best practices tips shortcuts and realistic code examples that are available nowhere else Through real world examples Galloway uncovers little known Objective C quirks pitfalls and intricacies that powerfully impact code behavior and performance You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist and how to write code that's easier to understand maintain and improve Galloway goes far beyond the core language helping you integrate and leverage key Foundation framework classes and modern system libraries such as Grand Central Dispatch Coverage includes Optimizing interactions and relationships between Objective C objects Mastering interface and API design writing classes that feel right at home Using protocols and categories to write maintainable bug resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting ARC Writing modular powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective C protocols and multiple inheritance in other languages Improving code by more effectively using arrays dictionaries and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks [Learning iPad](#)

Programming Kirby Turner, Tom Harrington, 2012 Learning iPad Programming walks you through the process of building PhotoWheel free on the App Store a photo management and sharing app that leverages every aspect of iOS 5 With PhotoWheel you can organize your favorite photos into albums share photos with family and friends view them on your TV using AirPlay and an Apple TV and most importantly gain hands on experience with building an iPad app As you build PhotoWheel you ll learn how to take advantage of the latest features in iOS 5 and Xcode including Storyboarding Automatic Reference Counting ARC and iCloud Best of all you ll learn how to extend the boundaries of your app by communicating with web services If you want to build apps for the iPad Learning iPad Programming is the one book to get As you build PhotoWheel you ll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective C and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode s new Storyboard feature to quickly prototype a functional UI and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views and use view controllers to perform custom view transitions Add AirPrint email and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today Share your photos with friends and upload to iCloud all while learning how to build the app

*Apps for Librarians* Nicole Hennig, 2014-09-24 How can your library and your patrons benefit from mobile apps This guidebook offers a solid foundation in app literacy supplying librarians with the knowledge to review and recommend apps offer workshops and become the app expert for their communities Smartphones and other mobile devices that support downloadable applications universally referred to as apps can be used to foster productivity conduct research or read and study Additionally savvy librarians can better serve their communities by gaining expertise in mobile technologies and being qualified to make app recommendations to patrons This book introduces you to the apps that can help you save time and increase your own productivity as well as serve as a curator and reviewer of apps and resident expert to benefit your patrons Apps for Librarians Using the Best Mobile Technology to Educate Create and Engage will save you from wading through and learning about the millions of apps available today and direct you to the very best apps in areas important to education the workplace and professional development Organized by function reading writing reference multi media and productivity apps are profiled with the following information title developer price platforms general description examples of use and key features that make it worthwhile for learning and creative work

*Designed for Use* Lukas Mathis, 2016-04-07 This book is for designers developers and product managers who are charged with what sometimes seems like an impossible task making sure products work the way your users expect them to You ll find out how to design applications and websites that people will not only use but will absolutely love The second edition brings the book up to date and expands it with three completely new chapters Interaction design the way the apps on our phones work the way we enter

a destination into our car's GPS is becoming more and more important. Identify and fix bad software design by making usability the cornerstone of your design process. Lukas weaves together hands-on techniques and fundamental concepts. Each technique chapter explains a specific approach you can use to make your product more user friendly such as storyboarding, usability tests, and paper prototyping. Idea chapters are concept based: how to write usable text, how realistic your designs should look, when to use animations. This new edition is updated and expanded with new chapters covering requirements gathering, how the design of data structures influences the user interface, and how to do design work as a team. Through copious illustrations and supporting psychological research, expert developer and user interface designer Lukas Mathis gives you a deep dive into research, design, and implementation, the essential stages in designing usable interfaces for applications and websites. Lukas inspires you to look at design in a whole new way, explaining exactly what to look for and what to avoid in creating products that get people excited.

**Learning iOS Game Programming** Michael Daley, 2010-09-03. Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad Gold Rush is to put out a killer game that everyone wants to play and talk about. While many people think games are hard to build, they can actually be quite easy, and *Learning iOS Game Programming* is your perfect beginner's guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In *Learning iOS Game Programming*, you'll learn how to build a 2D tile map game, *Sir Lamorak's Quest: The Spell of Release*, which is free in the App Store. You can download and play the game you're going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use. Then he carefully guides you through the whole development process, from planning storylines and game play all the way through testing and tuning. Download the free version of *Sir Lamorak's Quest* from the App Store today while you learn how to build the game in this book. Coverage includes: Planning high-level game design components and difficulty levels; Using game loops to make sure the right events happen at the right time; Rendering images, creating sprite sheets, and building basic animations; Using tile maps to build large game worlds from small reusable images; Creating fire, explosions, smoke, sparks, and other organic effects; Delivering great sound via OpenAL and the iPhone's media player; Providing game control via iPhone's touch and accelerometer features; Crafting an effective, intuitive game interface; Building game objects and entities and making them work properly; Detecting collisions and ensuring the right response to them; Polishing, testing, debugging, and performance tuning your game. *Learning iOS Game Programming* focuses on the features, concepts, and techniques you'll use most often and helps you master them in a real-world context. This book is 100% useful and 100% practical; there's never been an iPhone game development book like it.

**Learning Mobile App Development** Jakob Iversen, Michael Eierman, 2014. This book is unique in two ways. First, it is specifically designed to meet the needs of students in a classroom setting, making it ideal for use in college, technical, and advanced high school computer

science programs that are rapidly incorporating mobile development into their curricula Second it offers insightful parallel coverage of both iOS and Android helping students achieve mastery of either or both platforms as they gain a deeper comparative understanding of mobile development Students are guided through developing an actual working app on both platforms they learn about the entire mobile app development lifecycle including issues associated with licensing and both public and enterprise distribution This guide s tutorials have been extensively tested in developer training courses and are designed to support individuals coming to mobile development with widely varying backgrounds For those new to iOS the authors also provide an introduction to Objective C the iOS platform s native language

### **Learn Design for iOS**

**Development** Sian Morson,2014-02-28 Learn Design for iOS Development is for you if you re an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines You ll learn how to design your apps to work with the exciting new iOS 7 look and feel which your users expect within their latest apps Learn Design for iOS

Development guides you through the design processes that you can apply to design your own apps brilliantly We ll start at the idea stages of your apps and you ll see how you can analyze and apply the right design patterns for every app you are coding use wireframing tools to take your ideas forward and use Photoshop to create the visual assets you want to look great in your app You ll understand why Apple have made the decisions they ve made with the new iOS 7 interface and new HIG guidelines and from that insight you ll be able to vision and create your own apps on iPhones and iPads that work perfectly within the new iOS 7 interface

**The Web Designer's Guide to iOS Apps** Kristofer Layon,2010-12-02 If you are a designer who knows HTML CSS and JavaScript you can easily learn how to make native iPhone iPod touch and iPad apps and distribute them worldwide via the App Store When combined with an Objective C framework web standards can be used to format and style content for iOS using native controls and behaviors for an authentic Apple user experience The Web Designer s Guide to iOS Apps shows how to create apps using NimbleKit the Objective C framework featured on the Apple Development Tools web site With it you ll learn how to Download and install the free software for creating iOS apps Use Xcode to manage project assets test apps and package binary files Implement standard iOS elements and behaviors for familiar Apple mobile user experiences Enhance your app designs with HTML5 and CSS3 Build a foundation for designing web apps that can be delivered to other smartphones and mobile devices

*The IOS Game Programming Collection* (Collection) Michael Daley,Rod Strougo,Ray Wenderlich,2011-12-30 The iOS Game Programming Collection consists of two bestselling eBooks Learning iOS Game Programming A Hands On Guide to Building Your First iPhone Game Learning Cocos2D A Hands on Guide to Building iOS Games with Cocos2D Box2D and Chipmunk Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they actually can be quite easy and this collection is your perfect beginner s guide Learning

iOS Game Programming walks you through every step as you build a 2D tile map game Sir Lamorak s Quest The Spell of Release which is free in the App Store You can download and play the game you re going to build while you learn about the code You learn the key characteristics of a successful iPhone game and important terminology and tools you will use Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you ll learn everything you need to know about Cocos2D so you can create the next killer iOS game This collection helps you Plan high level game design components and difficulty levels Use game loops to make sure the right events happen at the right time Render images create sprite sheets and build animations Use tile maps to build large game worlds from small reusable images Create fire explosions smoke sparks and other organic effects Deliver great sound via OpenAL and the iPhone s media player Provide game control via iPhone s touch and accelerometer features Craft an effective intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish test debug and performance tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games      **iOS Game Development** Thomas Lucka,2016-04-19 The book offers information about the iOS platform It explains the use of OpenGL ES for 2D 3D graphics and OpenAL for sound both of which are recommended for game performance on the iOS platform It covers new APIs such as the GLKit GameKit and Box2D Physics Engine      *Learning Swift* Paris Buttfield-Addison,Jon Manning,Tim Nugent,2016-05-02 Get hands on experience with Apple s Swift programming language by building real working apps With this practical guide skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete tightly linked versions of the Notes application for the OS X iOS and watchOS platforms In the process you ll learn Swift s fundamentals including its syntax and features along with the basics of the Cocoa CocoaTouch and WatchKit frameworks This book teaches you how to use common design patterns for Swift how to structure an application for Apple s platforms and how to submit working apps to the App Store Divided into four distinct parts this book includes Swift 2 basics Learn Swift s features for object oriented development as well as various developer tools OS X app development Set up your app work with its documents and build out its features iOS app development Use multimedia contacts location notifications and iCloud files to build a fully featured iOS Notes app Advanced app extensions Support Apple Watch and learn how to debug monitor and test all three of your Swift apps      *Study Guide Cisco 300-540 SPCNI: Designing and Implementing*



*Cisco Service Provider Cloud Network Infrastructure Exam* Anand Vemula, The Cisco 300 540 SPCNI Designing and Implementing Cisco Service Provider Cloud Network Infrastructure exam focuses on advanced cloud networking concepts specific to service provider environments This certification validates a candidate's expertise in designing implementing and managing cloud infrastructure tailored for service providers emphasizing scalability high availability security and automation Key areas covered include cloud networking fundamentals such as virtualization technologies NFV VNF CNF SDN principles and cloud network topologies The guide delves into cloud infrastructure design highlighting resource planning data center fabric design spine leaf VXLAN EVPN and service orchestration Implementation topics cover Cisco specific hardware and software components like Cisco NCS ASR routers and IOS XR alongside key technologies such as segment routing MPLS and Layer 2 3 VPNs The guide addresses multi tenant cloud services with focus on VRFs isolation mechanisms and the role of EVPN VXLAN overlays Security is a critical theme covering cloud security architecture policy based security zero trust principles and automation for compliance Service orchestration and automation chapters introduce Cisco NSO model driven telemetry YANG models and network programmability using RESTCONF NETCONF and gRPC Monitoring and assurance sections explore telemetry analytics Cisco Crosswork tools fault management and troubleshooting strategies Integration with public and hybrid clouds emphasizes interconnection models with AWS Azure GCP and hybrid deployment strategies Finally practical use cases illustrate enterprise VPNs 5G and edge services IoT and SD WAN integration supported by lab exercises and practice questions This comprehensive guide prepares candidates for the SPCNI exam by combining theoretical knowledge with practical design and implementation skills critical for modern service provider cloud networks

*A Field Guide to Fabric Design* Kimberly Kight, 2020-08-04 A comprehensive step by step resource for fabric design and printing including tips from top designers If you've ever dreamed of showing your designs on fabric textile aficionado Kim Kight of popular blog True Up is here to teach you how Comprehensive and refreshingly straightforward this impressive volume features two main parts First the Design and Color section explains the basics with step by step tutorials on creating repeating patterns both by hand and on the computer Next the Printing section guides you through transferring those designs on fabric whether it's block printing screen printing digital printing or licensing to a fabric company and how to determine the best method for you Includes extensive photos and illustrations

**Using Apps for Learning Across the Curriculum** Richard Beach, David O'Brien, 2014-10-17 How can apps be used to foster learning with literacy across the curriculum This book offers both a theoretical framework for considering app affordances and practical ways to use apps to build students disciplinary literacies and to foster a wide range of literacy practices Using Apps for Learning Across the Curriculum presents a wide range of different apps and also assesses their value features methods for and apps related to planning instruction and assessing student learning identifies favorite apps whose affordances are most likely to foster certain disciplinary literacies includes resources and apps for professional development provides examples of student

learning in the classroom A website [www.usingipads.pbworks.com](http://www.usingipads.pbworks.com) with resources for teaching and further reading for each chapter a link to a blog for continuing conversations about topics in the book [appsforlearningliteracies.com](http://appsforlearningliteracies.com) and more enhance the usefulness of the book *ECGBL 2019 13th European Conference on Game-Based Learning* Lars Elbæk, Gunver Majgaard, Andrea Valente, Saifuddin Khalid, 2019-10-03

### **Hands-on iOS App Development Projects** Aish

Kodali, 2024-12-09 TAGLINE Learn iOS App Development Efficiently with Hands On Real World Projects KEY FEATURES

Build high quality feature rich iOS apps with Apple's tools for seamless user experiences Leverage cloud services for data storage fetching and publishing using data modeling Implement secure authentication to ensure safe and reliable app logins

DESCRIPTION iOS apps account for a major share of the global app market revenue making iOS app development a crucial skill in today's tech driven world This book offers a practical hands on approach to mastering iOS app development covering everything you need to become a professional app developer or create your own impactful apps

Packed with real world scenarios this book takes you from beginner to pro with practical projects and workplace tested insights and practical solutions You will learn how to design user friendly interfaces connect apps to APIs implement secure authentication and leverage location services all with Apple's Swift and Xcode This book covers everything from downloading older Xcode versions to handling data modeling and building impactful apps

Whether you're developing weather apps or leveraging location services the knowledge you gain here will set you apart With iOS powering 1.5 billion devices worldwide the opportunities are endless Start your journey today your app could change the world

WHAT WILL YOU LEARN Master app development using Apple's UI elements and Swift Develop apps with robust APIs and cloud based data management Use location services and authentication for enhanced app experiences

Design user centric interfaces with modern development techniques Create apps capable of making a global impact

WHO IS THIS BOOK FOR This book is designed for aspiring iOS app developers who have a foundational understanding of Swift and basic coding concepts Familiarity with APIs and object oriented programming will also be beneficial as you explore building real world iOS apps with hands on projects and practical examples

TABLE OF CONTENTS Introduction 1 Getting Started 2 App Process and TableViews 3 The Other UI Elements 4 Navigation 5 Sample App 6 Networking 7 Leveraging Location Services 8 Saving Data for iOS Applications 9

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