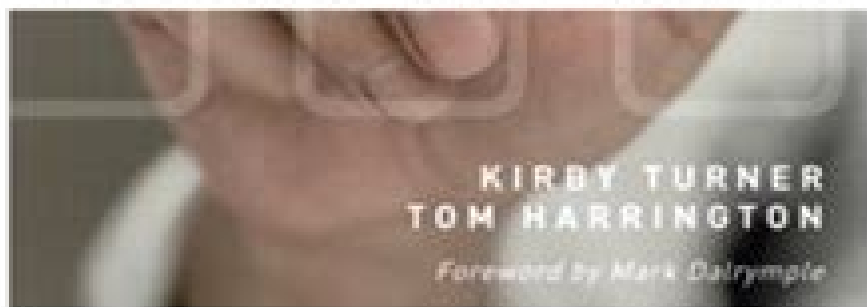




LEARNING **iPad**  
PROGRAMMING

A Hands-On Guide to Building iPad Apps with iOS 5



KIRBY TURNER  
TOM HARRINGTON

*Foreword by Mark Dalrymple*

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**Neal Goldstein**



## **Learning Ipad Programming Livelessons Bundle:**

**Learning iPad Programming** Kirby Turner, Tom Harrington, 2013-05-13 Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn't do enough up front design time. This book though takes you from design to a prototype to the Real Deal. And then it goes further. Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community, author of *Advanced Mac OS X Programming: The Big Nerd Ranch Guide*. *Learning iPad Programming* Second Edition will help you master all facets of iPad programming with Apple's newest tools. Its in-depth hands-on coverage fully addresses the entire development process from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x, updates this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features such as Storyboarding and Automatic Reference Counting (ARC) and extend your app with web services and the latest iCloud syncing techniques. Learn how to Build a fully functional app that uses Core Data and iCloud syncing. Use Storyboarding to quickly prototype a functional UI and then extend it with code. Create powerful visual effects with Core Animation and Core Image. Support AirPrint printing and AirPlay slideshows. Build collection views and custom views and use custom segues to perform custom view transitions. Download the free version of PhotoWheel from the App Store today. Import, manage, and share your photos as you learn how to build this powerful app.

**Learning iPad Programming LiveLessons** Kirby Turner, 2012 In *Learning iPad Programming LiveLessons*, instructor Kirby Turner walks you through the process of building PhotoWheel, a photo management and sharing app that leverages the most common aspects of iOS 5. Each video lesson focuses on the latest features in iOS 5 and Xcode, including Storyboarding, Core Data, Automatic Reference Counting (ARC), iCloud, and more. If you want to build apps for the iPad, *Learning iPad Programming LiveLessons* will lead you through each step with visual queues and Kirby's own tips and tricks. [Resource description page](#)

*Learning iPad Programming* Kirby Turner, Tom Harrington, 2011-12-19 *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 **iOS 6**

**Application Development For Dummies, Book + Online Video Training Bundle** Neal Goldstein, 2013-05-28 Create innovative and impressive iOS apps with this one of a kind video training package Incredible app ideas You've come to the right place This step by step video training bundle is your guide to turning your iOS ideas into amazing apps You'll walk through the process of developing a simple application for the iPhone and iPad while learning how to work with the iOS SDK and frameworks create an Xcode project use storyboards and the model view controller design pattern add animation and sound to your app and more The iOS 6 Application Development For Dummies Book Online Video Training Bundle includes The bestselling iOS 6 Application Development For Dummies book Online access code for 2 hours of step by step iOS 6 video training Special bonus offer for 40% off a two month AskVideo Library Pass Each For Dummies Video Training course features Step by step self paced video learning that is accessible whenever you're ready to learn Expert instruction tips and guidance from industry professionals and educators HD video lessons with Notes History Favorites and other tools to help you track your progress and reinforce what you've learned along the way This book and online video training bundle is an ideal resource to getting started with iOS 6 application development today **Anyone Can Create an App** Wendy

Wise, 2017-03-10 Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life Great news With the right tools and a little practice anyone can create an app This book will get you started even if you've never written a line of computer code Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book Anyone Can Create an App begins with the basics by introducing programming concepts the Swift language and the tools you'll need to write iOS apps As you explore the interesting examples illuminating illustrations and crystal clear step by step instructions you'll learn to Get started programming no experience necessary Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not Lion app By the end you'll be able to create and run your own apps and you'll have the confidence to learn more on your own The book is updated for Swift 3 About the Reader This book is written especially for non programmers no experience needed About the Author Wendy Wise

has an extensive background in mobile and application development and has worked with several Fortune 500 companies In her 17 year technical career Wendy has served as a senior director of software development a senior product manager for international mobile applications and a hands on developer for web and mobile technologies among many other technical roles Wendy fully embraces her nerd geek side as you ll find out as you read this book In her spare time she enjoys beer coffee photography camping and being outdoors

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PART 2 THE KEYS TO THE CITY UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow man Controlling the flow of your app While you re doing that Collections Telling stories with storyboards ViewControllers in depth Put it on my tab creating tab bars Table views more than a coffee table picture book Patterns learning to sew

PART 3 CREATING THE LIKE IT OR NOT APP Putting it all together the Lion app Adding data to your Lion app Displaying details of your Lion Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing Lions Saving Lions Making your Lion prettier Working with Auto Layout Search your Lions

[Learning iOS Development](#) Maurice Sharp, Erica Sadun, Rod Strougo, 2013-10-25

Covers iOS 7 and Xcode 5

Learning iOS Development is the perfect first book for every new iOS 7 developer It delivers a complete foundation for iOS development including an introduction to the Objective C language Xcode development tools best practice user interface development and best practices for all aspects of app development and deployment Throughout Learning iOS Development you explore the iOS development process as you create and expand a handy car valet app The hands on projects enable you to create meaningful code as soon as possible building confidence and mastery The annotated code listings work with all the latest iOS technology so you ll be ready to jump into this exciting development field With Learning iOS Development it s easy to learn at your own pace on your own or to deepen the knowledge you may be gaining in a classroom or workplace Coverage includes Installing all the tools programs and devices you need to create iOS apps Building your first app and mastering the essentials of Objective C Making the most effective use of device memory Storyboarding your interface and connecting it to your underlying code Using Auto Layout to support devices with different sizes and orientations Managing app data with Core Data Creating sophisticated custom gestures Deploying your app through Apple s App Store Quickly localizing your app for multiple languages and countries Implementing scrolling navigation table views and other core iOS features Mastering advanced table views and navigation including iPad split views Passing code encapsulated in blocks for communicating between parts of your app and with the system Tuning and debugging your apps for the best performance and quality Discovering great resources to take your next steps as an iOS developer

**iPad For Dummies, 5th Edition, Book + Online Video Training Bundle** Edward C. Baig, Bob LeVitus, 2013-04-22 Uncover all the incredible things your iPad can do with this one of a kind video training

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**IOS and Mac Network Programming LiveLessons (Video Training)** Jiva DeVoe,2013

**Head First iPhone and iPad Development** Dan Pilone,Tracey Pilone,2013-12-18 Let s say you have a killer app idea for iPhone and iPad Where do you begin Head First iPhone and iPad Development will help you get your first application up and running in no time You ll not only learn how to design for Apple s devices you ll also master the iPhone SDK tools including Xcode and Objective C programming principles to make your app stand out Whether you re a seasoned Mac developer who wants to jump into the App store or someone with strong object oriented programming skills but no Mac experience this book is a complete learning experience for creating eye catching top selling iPhone and iPad applications Install the iPhone OS SDK and get started using XCode Put Objective C core concepts to work including message passing protocols properties and memory management Take advantage of iPhone OS patterns such as datasources and delegates Preview your applications in the Simulator Build more complicated interactions that utilize multiple views data entry editing and rotation Work with the iPhone s camera GPS and accelerometer Optimize test and distribute your application We think your time is too valuable to waste struggling with new concepts Using the latest research in cognitive science and learning theory to craft a multi sensory learning experience Head First iPhone and iPad Development has a visually rich format designed for the way your brain works not a text heavy approach that puts you to sleep

**UIKit Apprentice (Second Edition)** raywenderlich Tutorial Team,Fahim Farook,Matthijs Hollemans,2021-09-22 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own

apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode UIKit and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app which supports both Dark and Light appearances for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON

**IOS 6 App Development Fundamentals I and II LiveLessons (Sneak Peek Video Training)** Paul Deitel,2012 IOS 6 App Development Fundamentals LiveLessons is unique among iOS videos published today because it is the only one that takes a complete app driven approach to teaching iOS programming Each new technology concept is discussed in the context of a fully tested iOS 6 app complete detailed code walkthroughs and sample outputs Paul Deitel expertly walks the viewers through over 8 000 lines of fully tested iOS 6 program code The apps that viewers learn to build include Spot On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter Discount Airfares iPad Weatherbug Weather App Key iOS 6 technologies covered in this LiveLesson include Xcode 4 5 Interface Builder Objective C Cocoa Touch iOS Simulator Storyboarding Segues Auto Layout Accessibility Internationalization Application Templates Universal Apps Social Framework iCloud Key Value Storage Automatic Reference Counting ARC Collections iOS Defaults System GUI Views View Controllers Outlets Actions Event Handling About the Author Paul J Deitel CEO and CTO of Deitel and Associates is a graduate of MIT s Sloan School of Management where he studied Information Technology He has been designated by Sun Microsystems as a Java Champion and by Microsoft as a C MVP About Sneak Peek Sneak Peek videos are available to Safari Books Online subscribers offering early access to the very latest information on a given topic Sneak Peek videos do not include post production editing and may include further revisions before the video is complete

*The Essentials of IOS App Development I and II* Felipe Laso Marsetti,2012 The Essentials of iOS App Development LiveLessons is the most complete video training course yet on the basics of constructing an iOS 6 application iOS expert and online tutorial instructor Felipe Laso Marsetti guides novice iOS programmers through the process of building the sample application iDo a to do list application Along the way you ll learn about the latest iOS 6 features incorporating them into your work Packed with code samples and real world examples iOS 6 Fundamentals LiveLessons gives you a solid foundation and introduction to iOS 6 preparing you to continue exploring and learning these topics on your own Resource description page

[The IOS Apprentice \(Fourth Edition\)](#) Matthijs

Holleman,2015-09-16 Completely up to date for iOS 9 Xcode 7 and Swift 2.0 Learn iPhone and iPad Programming via Tutorials If you're new to iOS and Swift or to programming in general learning how to write an app can seem incredibly overwhelming That's why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through a series of four epic length hands on tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull's Eye In the first tutorial in the book you'll start off by building a simple but fun game to learn the basics of iPhone programming In the process you'll get familiar with Xcode Interface Builder and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you'll create your own to do list app In the process you'll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you're making apps for real Tutorial 3 MyLocations In the third tutorial you'll develop a location aware app that lets you keep a list of spots that you find interesting In the process you'll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer but you do have to put in the time and effort By writing this book I've done my part now it's up to you **iPhone and iPad App 24-Hour Trainer** Abhishek

Mishra,Gene Backlin,2012-04-13 An all in one tutorial for planning developing and launching iPhone and iPad apps The number of applications in the Apple app store is growing at a staggering rate Want to get in the game but don't know iOS This book and DVD package will help With even little or no prior programming experience you can learn the code necessary to build an app by following the how to instructions in this book and video combo Comprised of clear no nonsense lessons the book walks you through each tutorial and then encourages you to work through simple exercises so that you can immediately apply what you just learned These lessons are backed by video demonstrations on the accompanying DVD to further illustrate the instruction and drive home the main points In addition the book's appendices contain helpful information such as obtaining a device UDID testing and distributing an app and also lists common reasons why applications are rejected so you can prepare to take precautionary measures to avoid these instances Introduces iOS and helps you set up a development environment Highlights the basics of object oriented programming principles as well as key objective C concepts Examines Cocoa touch and the Cocoa touch framework including using various classes in the UIKit and Foundation frameworks Looks at advanced concepts such as tab bars web views the Accelerometer Google maps Core Location and more With this book



and video package you'll learn how to plan, create and launch apps for the iPhone and iPad that are ready for submission to the App Store. Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at [wrox.com](http://wrox.com) using a link provided in the interior of the e-book.

**IOS Apprentice Fifth Edition**  
Raywenderlich Com Team, Matthijs Hollemans, 2016-12-14

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If you're new to iOS or Swift or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that shows you how to write an app step by step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner. In this book, you will learn how to make your own iPhone and iPad apps through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series, you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.

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**Tutorial 3: MyLocations** In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more.

**Tutorial 4: StoreSearch** Mobile apps often need to talk to web services, and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON.

**IOS Apprentice** Matthijs Hollemans, 2014-12-01

Learn iPhone and iPad Programming via Tutorials

If you're new to iOS and Swift or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that shows you how to write an app step by step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner. In this book, you will learn how to make your own iPhone and iPad apps through a series of four epic-length, hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series, you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.

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Development Wei-Meng Lee,2010-04-15 Apple s iPad is the ultimate consumer device for media consumption and communication This book will help you jumpstart your iPad development It covers topics progressively so you learn without being overwhelmed by details Adopting the philosophy that the best way to learn is by doing the book has numerous Try It Out sections that first show you how to build something and then explain how things work To truly benefit from this book you should have some background in programming and at least be familiar with object oriented programming concepts

Objective-C and IOS Programming Arshia Khan,2015 Swift iOS Programming for Kids Steffen D. Sommer,Jim Campagno,2017-03-22 Unleash your child s developer potential through fun projects and help them learn how to create iOS apps in Swift About This Book Children can express their creativity while learning through interactive Swift Playgrounds Empower children to think critically about problems Learning programming basics can help children gain confidence in problem solving Help children put their imagination into action building their first iOS app Who This Book Is For Children who are curious about the technology we use in our daily lives and want to know how it works can use this book to learn about programming and building their first iOS app No prior programming experience is necessary What You Will Learn Basic programming and coding fundamentals Write code using the fun and interactive Swift Playgrounds app Make animations including creating your own starry night Utilise functions by making pizza in code Create an interactive toy bin Learn how to use control flow statements to further enhance your toy bin Build a simple movie night app working with tableviews and arrays In Detail This book starts at the beginning by introducing programming through easy to use examples with the Swift Playgrounds app Kids are regularly encouraged to explore and play with new concepts to support knowledge acquisition and retention these newly learned skills can then be used to express their own unique ideas Children will be shown how to create their first iOS application and build their very own movie night application Style and approach This is a project based guide with an engaging tone that uses a visually rich format It explains the concepts in clear language and uses lots of pictures cartoons and examples There is a set of practical exercises to be completed Learning iPhone Programming Alasdair Allan,2010-03-09 Get the hands on experience you need to program for the iPhone and iPod Touch With this easy to follow guide you ll build several sample applications by learning how to use Xcode tools the Objective C programming language and the core frameworks Before you know it you ll not only have the skills to develop your own apps

you ll know how to sail through the process of submitting apps to the iTunes App Store Whether you re a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch Learning iPhone Programming will give you a head start on building market ready iPhone apps Start using Xcode right away and learn how to work with Interface Builder Take advantage of model view controller MVC architecture with Objective C Build a data entry interface and learn how to parse and store the data you receive Solve typical problems while building a variety of challenging sample apps Understand the demands and details of App Store and ad hoc distribution Use iPhone s accelerometer proximity sensor GPS digital compass and camera Integrate your app with iPhone s preference pane media playback and more

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