iOS SDK Programming

- Create your own iPhone, iPad, and iPod touch applications
- Learn how to use Objective-C and Xcode 4 with integrated Interface Builder
- Code, debug, and test your applications

James A. Brannan Blake Ward

Iphone Sdk Programming A Beginners Guide

James Brannan, Blake Ward

Iphone Sdk Programming A Beginners Guide:

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input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www yamaclis com ios13swift5 PhoneGap: Beginner's Guide Purusothaman Ramanujam, Giorgio Natili, 2015-07-28 Given the increase in usage of mobile devices mobile app development is in huge demand This book provides you with the skills you need to successfully create develop debug and deploy a cross platform mobile application with PhoneGap 5 The book starts with the basics of PhoneGap covering setting up your development environment creating a simple project and debugging and deploying it to your mobile devices By sequentially working through the sections in each chapter you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps You will then learn how to build a hybrid application using PhoneGap Finally by the end of the book you will be able to implement the most common features of modern mobile apps and build rich native style applications Learning Game AI Programming with Lua David Young, 2014-11-28 If you are a game developer or a general programmer who wishes to focus on programming systems and techniques to build your game AI without creating low level interfaces in a game engine then this book is for you Knowledge of C will come in handy to debug the entirety of the AI sandbox and expand on the features present within the book but it is iPhone and iPad Game Development For Dummies Neal Goldstein, Jon Manning, Paris not required Buttfield-Addison, 2010-10-26 Here's the scoop on building and marketing great games for the iPhone and iPad The iPhone and iPad are the hottest techno gadgets on the market today and games for it are even hotter To help you cash in on the trend this book shows what it takes to create a good iPhone and iPad game and how to get it into the App Store Neal Goldstein leader of an iPhone app startup company and his co authors show you how to build a game that will sell include quality graphics market your game through the App Store and more Whether you re a programming novice or an experienced developer looking to enter the game market here s how to get going Games for the iPhone are among the hottest apps in Apple's App Store Learn to build two game applications from beginning to end Written by successful mobile app developers this guide begins with how to get started including downloading the SDK and filling your toolbox Covers

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