



Erica Sadun

Companion to the Advanced
iOS 6 Developer's Cookbook

Fourth Edition

iOS 6,
new **Objective-C**
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The Core iOS 6 Developer's Cookbook

Developer's Library



The Core Ios 6 Developer S Cookbook Erica Sadun

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The Core Ios 6 Developer S Cookbook Erica Sadun:

The Core iOS 6 Developer's Cookbook Erica Sadun, 2012-11-30 The Core iOS 6 Developer s Cookbook brings together reliable proven solutions for the heart of day to day iOS 6 development World renowned iOS programming expert Erica Sadun covers all the classes you ll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics touches and views As in her previous bestselling iOS books Sadun translates today s development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn t just cut and paste using her examples Sadun fully explains both the how and why of effective iOS 6 development All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Supporting direct user input through multitouch and gestures including custom gesture recognizers Building customizing and using iOS 6 controls Alerting users via popup dialogs progress bars local notifications popovers audio pings and other techniques Assembling views and animation organizing view hierarchies and understanding how views work together Using iOS 6 s breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards making onscreen elements text aware and efficiently scanning and formatting text Using view controllers to organize your users workspaces Managing photos videos email text messages and iOS 6 enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6 s brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6 s powerful networking and web services support

The Advanced iOS 6 Developer's Cookbook Erica Sadun, 2013-02-28 The Advanced iOS 6 Developer s Cookbook brings together reliable proven solutions for cutting edge iOS 6 development World renowned iOS expert Erica Sadun covers device specific development document data sharing Core Text networking image processing onboard cameras audio Address Book Core Location GameKit StoreKit push notifications and more As in her previous bestselling iOS books Sadun translates today s development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn t just cut and paste Using her examples Sadun fully explains both the how and why of advanced and specialized iOS 6 development All code is tested with iOS 6 features and iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Testing device properties so your app can take full advantage of the iOS unit it s running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch based apps that leverage Bezier curves splines and other geometric tools Securing network apps via authentication

system keychains and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit Game Center device to device networking shared leaderboards and Internet based matches Integrating secure in app purchasing with StoreKit Communicating with users from web based services via push notifications

Introducing View Constraints Erica Sadun,2012 **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 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 hey turn to interfaces covering design content construction View Controllers Views Animations Touch Table Views and even a taste of Core Data **The Core iOS Developer's Cookbook**

Erica Sadun,Rich Wardwell,2014 This title brings together reliable proven solutions for the heart of day to day iOS 7 development World renowned iOS programming expert Erica Sadun covers all the classes you ll need to create successful iOS 7 mobile apps with standard APIs and interface elements and take full advantage of iOS 7 graphics touches and views

Learning Core Data for iOS Tim Roadley,2013-11-01 Get Started Fast with iOS 7 Core Data App Development Covers iOS

7 and Xcode 5 This is the first Core Data book to fully reflect Apple's latest platform innovations including its dramatic recent improvements to iCloud support Hands on from start to finish it teaches you step by step as you create a modern data driven iOS app using Storyboards ARC iOS 7 and Xcode 5 Tim Roadley introduces new patterns and best practices designed to overcome the frustrations of Core Data development One step at a time you'll build and extend your skills even mastering advanced techniques such as complex model migration deep copy background processing and integration with Dropbox StackMob and iCloud Downloadable versions of this book's main project are provided with each chapter so you can see exactly what your app project should look like and get cookbook style code for your own projects Chapter exercises help you explore even further whether you're a self learner or a student in an iOS development course If you're an experienced iOS developer this guide brings together all the skills tools code and patterns you need to add powerful data management capabilities to any app quickly easily and painlessly Coverage includes the following Understanding Core Data Adding Core Data to an existing project Designing upgrading and migrating data models automatically and manually with progress indication Populating views with data including table views and picker views Preloading a default data persistent store from XML Deep copying from one persistent store to another Performance tuning with Instruments using large photos as the example Background processing using thumbnail generation as the example Efficient search Seamlessly backing up and restoring with Dropbox Stable integration with iCloud with full support for multiple accounts seeding and deduplication Web service integration with StackMob

The iOS 4 Developer's Cookbook Erica Sadun, 2011-10-13 Praise for previous editions of The iPhone Developer's Cookbook This book would be a bargain at ten times its price If you are writing iPhone software it will save you weeks of development time Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation Tim Burks iPhone Software Developer TootSweet Software Erica Sadun's technical expertise lives up to the Addison Wesley name The iPhone Developer's Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out from beginners to more experienced developers Code samples and screenshots help punctuate the numerous tips and tricks in this book Jacqui Cheng Associate Editor Ars Technica We make our living writing this stuff and yet I am humbled by Erica's command of her subject matter and the way she presents the material pleasantly informal then very appropriately detailed technically This is a going to be the Petzold book for iPhone developers Daniel Pasco Lead Developer and CEO Black Pixel Luminance The iPhone Developer's Cookbook should be the first resource for the beginning iPhone programmer and is the best supplemental material to Apple's own documentation Alex C Schaefer Lead Programmer ApolloIM iPhone Application Development Specialist MeLLmo Inc Erica's book is a truly great resource for Cocoa Touch developers This book goes far beyond the documentation on Apple's Web site and she includes methods that give the developer a deeper understanding of the iPhone OS by letting them glimpse at what's going on behind the scenes on this incredible mobile platform John Zorko Sr

Software Engineer Mobile Devices I've found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code Erica has an impressive knowledge of the iPhone platform is a master at describing technical information and provides a compendium of excellent code examples John Muchow 3 Sixty Software LLC founder iPhoneDeveloperTips.com This book is the most complete guide if you want coding for the iPhone covering from the basics to the newest and coolest technologies I built several applications in the past but I still learned a huge amount from this book It is a must have for every iPhone developer Roberto Gamboni Software Engineer AT T Interactive It's rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques but Erica Sadun's book manages to do both very well Jeremy McNally Developer entp <https://github.com> <http://ericasadun.com>

The Advanced iOS 6 Developer's Cookbook, Fourth Edition Erica Sadun, 2013 The Advanced iOS 6 Developer's Cookbook brings together reliable proven solutions for cutting edge iOS 6 development World renowned iOS expert Erica Sadun covers device specific development document data sharing Core Text networking image processing onboard cameras audio Address Book Core Location GameKit StoreKit push notifications and more As in her previous bestselling iOS books Sadun translates today's development best practices into working code distilling key concepts into concise recipes that are easy to understand and transfer into your own projects This isn't just cut and paste Using her examples Sadun fully explains both the how and why of advanced and specialized iOS 6 development All code is tested with iOS 6 features and iPhone iPad and iPod touch capabilities Throughout every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch based apps that leverage Bezier curves splines and other geometric tools Securing network apps via authentication system keychains and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit Game Center device to device networking shared leaderboards and Internet based matches Integrating secure in app purchasing with StoreKit Communicating with users from web based services via push notifications For related content by author Erica Sadun see [iOS Auto Layout Demystified](#) and [The Core iOS 6 Cookbook](#) [The Gourmet iOS Developer's Cookbook](#) Erica Sadun, 2015-05-08 The Gourmet iOS Developer's Cookbook offers a fresh banquet of delicious cutting edge iOS programming recipes for projects both big and small Renowned iOS programming expert Erica Sadun brings together reliable proven code for creating today's richest most robust apps Sadun presents innovative ways to make the most of AVFoundation Text Kit animation adaptive interface programming and much more As in all of her iOS best sellers this pragmatic guide translates

modern best practices into working code distilling key concepts into recipes you can understand and build on This is more than just cut and paste using examples Sadun offers a deep dive into the how and why of advanced iOS development The code reflects iOS s latest capabilities and every chapter groups related tasks together so you can jump straight to your solution Coverage includes Providing advanced speech generation and barcode recognition features through AVFoundation Automatically updating app text presentation based on user preferences and expectations Extending rich flexible text throughout your apps with UIKit and Text Kit Seamlessly migrating text designs between iOS screens and other destinations Generating attributed text strings from HTML sources Integrating real world physics for exciting animations and interactions Creating better interfaces with dynamic animators and overcoming their pitfalls Achieving greater visual impact with improved user alerts and popovers Implementing clever and compelling effects with non rectangular views Building adaptive apps that gracefully respond to any iOS display orientation or screen Streamlining development with expert methods functions and techniques Exploring the core concepts you ll need to migrate successfully to Swift This book s source code is frequently updated by the author and can be downloaded at <https://github.com/ericniebler/ios-gourmet-cookbook>

The iOS 5 Developer's Cookbook Erica Sadun, 2012-01-13 This is the updated and corrected edition of The iOS 5 Developer s Cookbook The iOS 5 Developer s Cookbook Third Edition Covers iOS 5 Xcode 4.2 Objective C 2.0 s ARC LLVM and more In this book bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone iPad and iPod touch Sadun has thoroughly revised this book to focus on powerful new iOS 5 features the latest version of Objective C and the Xcode 4 development tools The iOS 5 Developer s Cookbook Third Edition is packed with ready made code solutions for the iOS 5 development challenges you re most likely to face eliminating trial and error and helping you build reliable apps from the very beginning Sadun teaches each new concept and technique through robust code that is easy to reuse and extend This isn t just cut and paste Using her examples Sadun fully explains both the how and why of effective iOS 5 development Sadun s tested recipes address virtually every major area of iOS development from user interface design to view controllers gestures and touch to networking and security Every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Mastering the iOS 5 SDK Objective C essentials and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective C Organizing apps with view controllers views and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits reordering and custom cells Creating managed database stores then adding deleting querying and displaying data Alerting users with dialogs progress bars local and push notifications popovers and pings Requesting and using feedback Connecting to networks and services handling authentication and managing

downloads Deploying apps to devices testers and the App Store *Xcode 6 Start to Finish* Fritz F. Anderson, 2015-05-08 Use Xcode 6 to Craft Outstanding iOS and OS X Apps Xcode 6 Start to Finish will help you use Apple's Xcode 6 tools to improve productivity write great code and leverage the newest iOS 8 and OS X Yosemite features including Apple's new Swift programming language Drawing on more than thirty years of experience developing for Apple platforms and helping others do so Fritz Anderson presents a complete best practice workflow that reflects Xcode's latest innovations Through three full sample projects you'll learn to integrate testing source control and other key skills into a high efficiency process that works And all sample code has been completely written in Swift with figures and descriptions that reflect Xcode's radically new interface This is the only Xcode 6 book focused on deep mastery of the tools you'll be living with every day Anderson reveals better ways to storyboard instrument build and compile code and helps you apply new features ranging from Interface Builder Live Rendering to View Debugging and XCTest Performance Testing By the time you're finished you'll have all the Xcode 6 skills you need in order to develop truly exceptional software Coverage includes Working with iOS side dynamic frameworks and iOS OS X extension modules Streamlining Model View and Controller development with Swift Rewriting Objective C functions in Swift Efficiently managing layouts and view hierarchies with size classes Inspecting and fixing interface issues with the new View Debugger Displaying and configuring custom views within Interface Builder via Live Rendering Benchmarking performance within the Xcode 6 unit test framework Leveraging Xcode 6 automated tools to simplify localization Creating new extensions to inject services and UI into other applications Mastering new Swift debugging techniques Register your book at informit.com/register for access to this title's downloadable code *Xcode 5 Start to Finish* Fritz F. Anderson, 2014-05-03 Use Xcode 5 to Write Great iOS and OS X Apps Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity write great code and leverage the newest iOS 7 and OS X Mavericks features Drawing on thirty years of experience developing for Apple platforms and helping others do so Fritz Anderson shows you a complete best practice Xcode workflow Through three full sample projects you'll learn to integrate testing source control and other key skills into a high efficiency process that works Anderson shows you better ways to storyboard instrument build and compile code and helps you apply innovations ranging from Quick Look to Preview Assistant By the time you're finished you'll have the advanced Xcode skills to develop outstanding software Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings bundles packages frameworks and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek

continuous integration system Register your book at www.informit.com register for access to this title's downloadable code

The Core iOS Developer's Cookbook Erica Sadun, Rich Wardwell, 2014-03-04 The best place to start iOS application development The Core iOS Developer's Cookbook provides ready to use code solutions for common iOS challenges providing recipes that help you master the core technology at the heart of iOS Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS graphics touches and views As in all of Sadun's iOS bestsellers The Core iOS Developer's Cookbook translates modern best practices into working code distilling key concepts into concise recipes you can easily understand and apply to your own projects This isn't just cut and paste using examples Sadun and Wardwell fully explain both the how and why that underscore effective and successful iOS development Coverage includes Creating direct touch based interfaces with multi touch gestures and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop ups progress bars local notifications popovers audio cues and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation organizing view hierarchies and understanding how views work together Supporting multiple screen geometries with the breakthrough Auto Layout constraints system Controlling keyboards making onscreen elements text aware and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos videos email and text messages Leveraging enhanced iOS support for social media activities including Flickr and Vimeo Implementing VoiceOver accessibility including text to speech Getting started with Core Data managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

iOS Auto Layout Demystified Erica Sadun, 2013-04-03 Auto Layout re imagines the way developers create user interfaces It provides a flexible and powerful system that describes how views and their content relate to each other and to the windows and superviews they occupy In contrast to older design approaches this technology offers incredible control over layout with a wider range of customization than frames springs and struts can express In this guide Erica Sadun bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook* helps readers learn how to use Auto Layout effectively even masterfully by providing an abundance of examples alongside plenty of explanations and tips Instead of struggling with class documentation you learn in simple steps how the system works and why it's far more powerful than you first imagined You read about common design scenarios and discover best practices that make Auto Layout a pleasure rather than a chore to use Sadun includes examples of non obvious ways to use Auto Layout to build interactive elements animations and other features beyond what you might normally lay out in Interface Builder to help expand the reader's design possibilities With this book you will learn The basic concepts that form the foundation of Auto Layout How to create clear and satisfiable rules of your layout called constraints How to work effectively with the Interface Builder Layout What visual constraints look like how to work with them and how they are used in your projects How to debug

constraints How to design interfaces when working with Auto Layout Effective solutions to the most common real world problems and challenges Approximately 238 pages For related content by author Erica Sadun see The Core iOS 6 Developer's Cookbook and The Advanced iOS 6 Developer's Cookbook **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 *The iOS 5 Developer's Cookbook* Erica Sadun, 2012-02-13 This title contains the nine additional chapters that are also included in The iOS 5 Developer's Cookbook Expanded Electronic Edition Note that this material is in addition to the print edition and standard eBook edition of The iOS 5 Developer's Cookbook Erica Sadun's iOS Developer's Cookbooks have established themselves as the single best source of knowledge and sample code for production quality iOS development There's only one problem To support Apple's breakthrough iOS 5 Sadun has created more great content and recipes than can fit in a single printed book So we've bundled nine chapters of powerful iOS 5 solutions into an indispensable low cost online supplement The iOS 5 Developer's Cookbook The Additional Recipes These Additional Recipes will help you master the latest iOS 5 techniques and best practices for managing documents and data sharing connecting to the iOS Address Book integrating Apple's iCloud working with Core Location and MapKit integrating audio and video with MediaKit

providing push notifications to users improving accessibility integrating in app purchasing with StoreKit and even building games with GameKit As with all Sadun's proven iOS guides Sadun teaches every new concept and technique through robust code that's easy to reuse and extend This isn't just cut and paste Using her examples Sadun fully explains both the how and why of effective development Whether you own Sadun's previous books or not if you want to build state of the art iOS 5 apps you'll find these Additional Recipes absolutely indispensable *The iOS 5 Developer's Cookbook* Erica Sadun, 2011-11-14

UPDATE It has come to our attention that problems occurred during the production process of *The iOS 5 Developer's Cookbook* The scope of the error is widespread Our processing tools stripped out bits of code from listings and examples in the book Since the electronic books are generated from the files we send to the printer all eBook versions including Kindle EPUB and PDF were also affected Please rest assured that the content is up to Erica Sadun's exceptional standards We have resolved the production issues internally We will be reprinting and producing new eBook versions of *The iOS 5 Developer's Cookbook* this week The problems we encountered do not affect the sample code that Erica hosts on her GitHub repository this is a print eBook only issue While we take every measure to avoid problems such as this sometimes these things do happen On behalf of Erica and from all of Pearson we regret this unfortunate incident We assure you that we take this very seriously and that we have taken every measure to ensure this won't happen again Very soon we will provide customers who have purchased the current printing with information on identifying whether your book was affected We will explain how to obtain a replacement We apologize for any inconvenience this has caused and thank you for your patience while we prepare the reprint and new eBook editions Please check here InformIT.com/ios5update and on Erica's site ericasadun.com for more information *The iOS 5 Developer's Cookbook Third Edition* Covers iOS 5 Xcode 4.2 Objective-C 2.0's ARC LLVM and more In this book bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone iPad and iPod touch Sadun has thoroughly revised this book to focus on powerful new iOS 5 features the latest version of Objective-C and the Xcode 4 development tools *The iOS 5 Developer's Cookbook Third Edition* is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face eliminating trial and error and helping you build reliable apps from the very beginning Sadun teaches each new concept and technique through robust code that is easy to reuse and extend This isn't just cut and paste Using her examples Sadun fully explains both the how and why of effective iOS 5 development Sadun's tested recipes address virtually every major area of iOS development from user interface design to view controllers gestures and touch to networking and security Every chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first Coverage includes Mastering the iOS 5 SDK Objective-C essentials and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers views and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures

including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits reordering and custom cells Creating managed database stores then adding deleting querying and displaying data Alerting users with dialogs progress bars local and push notifications popovers and pings Requesting and using feedback Connecting to networks and services handling authentication and managing downloads Deploying apps to devices testers and the App Store

The iOS 5 Developer's Cookbook Erica Sadun, 2012

This title contains the nine additional chapters that are also included in The iOS 5 developer s cookbook expanded electronic edition Note that this material is in addition to the print edition and standard eBook edition of The iOS 5 developer s cookbook Resource description page

The iOS 5 Developer's Cookbook Erica Sadun, 2012-02-22 This title contains the standard edition of The iOS 5 Developer s Cookbook PLUS nine additional chapters on advance content If you already have the eBook edition of The iOS 5 Developer s Cookbook you can purchase The iOS 5 Developer s Cookbook The Additional Recipes ISBN 9780133028393 which only contains the extra chapters at a low cost In this expanded ebook best selling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone iPad and iPod touch Sadun has thoroughly revised her best selling book to focus on powerful new iOS 5 features APIs and frameworks the latest version of Objective C and Apple s breakthrough Xcode 4 toolset The iOS 5 Developer s Cookbook Expanded Electronic Edition is packed with ready made code solutions for the iOS 5 development challenges you re most likely to face eliminating trial and error and helping you build reliable apps from the very beginning Sadun teaches each new concept and technique through robust code that is easy to reuse and extend This isn t just cut and paste Using her examples Sadun fully explains both the how and why of effective iOS 5 development Her tested recipes address virtually every major area of iOS development from user interface design to view controllers gestures and touch to networking and security This expanded ebook edition adds chapters on documents and data sharing the Address Book iCloud Core Location and MapKit Audio Video and MediaKit Push Notifications Accessibility In app purchasing with StoreKit and GameKit Whatever your iOS development experience it will give you all the expert answers and reliable code you ll need to jumpstart any iOS 5 project

The Enigmatic Realm of **The Core Ios 6 Developer S Cookbook Erica Sadun**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing lacking extraordinary. Within the captivating pages of **The Core Ios 6 Developer S Cookbook Erica Sadun** a literary masterpiece penned with a renowned author, readers embark on a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting impact on the hearts and minds of those who partake in its reading experience.

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