

5TH EDITION

# iOS Programming

## THE BIG NERD RANCH GUIDE

**Christian Keur and Aaron Hillegass**

# Ios Programming Big Nerd Ranch Guide

**Matthew Mathias, John Gallagher**  
**(Software engineer)**



## **Ios Programming Big Nerd Ranch Guide:**

*IOS Programming* Christian Keur,Aaron Hillegass,2016      *iPhone Programming* Aaron Hillegass,Joe Conway,2010-04-13

Based on Big Nerd Ranch s popular iPhone Bootcamp class iPhone Programming The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone iPad and iPod Touch In each chapter you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode Interface Builder and Instruments The guide s learn while doing approach delivers the practical knowledge and experience you need to design and build real world applications Here are some of the topics covered Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data archiving Core Data SQLite Communicating with web services ALocalization Internationalization After many false starts with other iPhone development books these clear and concise tutorials made the concepts gel for me This book is a definite must have for any budding iPhone developer Peter Watling New Zealand Developer of BubbleWrap      *iOS Programming* Joe Conway,Aaron Hillegass,2012-03-16 Winner of a 2012 Jolt Productivity Award Updated and expanded to cover iOS 5 and Xcode 4 3 iOS Programming The Big Nerd Ranch Guide leads you through the essential concepts tools and techniques for developing iOS applications After completing this book you will have the understanding the know how and the confidence you need to tackle iOS projects of your own Based on Big Nerd Ranch s popular iOS Bootcamp course and its well tested materials and methodology this best selling guide teaches iOS concepts and coding in tandem The result is instruction that is relevant and useful Throughout the book the authors clearly explain what s important to know and share their insights into the larger context of the iOS platform This gives you a real understanding of how iOS development works the many features that are available and when and where to apply what you ve learned Here are some of the topics covered Xcode 4 3 Instruments and Storyboards ARC strong and weak references and retain cycles Interfacing with iCloud Handling touch events and gestures Tool bars navigation controllers and split view controllers Localization and Internationalization Block syntax and use Background execution and multi tasking Saving loading data Archiving and Core Data Core Location and Map Kit Communicating with web services Working with XML JSON and NSRegularExpression Using the Model View Controller Store design pattern      **Objective-C Programming** Aaron Hillegass,Mikey Ward,2013 Want to write iOS apps or desktop Mac applications This introduction to programming and the Objective C language covers C Objective C and the common programming idioms that enable developers to make the most of Apple technologies The programming is compatible with Xcode 5 iOS 7 and OS X Mavericks 10 9      **Ios Programming** Christian Keur,Aaron Hillegass,2017-07-16 iOS is for developers looking to step into the sometimes frightening world of

iPhone and iPad app development Written as the companion to Objective C this e book guides you from creating a simple single page application to managing assets in a complex multi scene application Advanced features such as localizing application UI and working with the Audio Toolbox and AVAudioPlayer frameworks are also covered If you re looking for the fastest way to get up and running with iOS development forget about the 1 500 pages of documentation in the iOS Developer Library This is the only resource you need This updated and expanded second edition of Book provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject s core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for all those interested in the subject We hope you find this book useful in shaping your future career Business      *Swift Programming* Matthew Mathias,John Gallagher (Software engineer),2016      *IOS Programming* Aaron Hillegass,Christian Keur,2020 Updated for Xcode 11 Swift 5 and iOS 13 iOS Programming The Big Nerd Ranch Guide leads you through the essential concepts tools and techniques for developing iOS applications After completing this book you will have the know how and the confidence you need to tackle iOS projects of your own Based on Big Nerd Ranch s popular iOS training and its well tested materials and methodology this bestselling guide teaches iOS concepts and coding in tandem The result is instruction that is relevant and useful Throughout the book the authors explain what s important and share their insights into the larger context of the iOS platform You get a real understanding of how iOS development works the many features that are available and when and where to apply what you ve learned      **IOS Programming** Noah M. Potts,2015-08-06 Thought provoking and accessible in approach this updated and expanded second edition of the iOS Programming The Big Nerd Ranch Guide provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject s core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for advanced graduate level students We hope you find this book useful in shaping your future career Feel free to send us your enquiries related to our publications to info risepress pw Rise Press      *iOS Programming* Christian Keur,Aaron Hillegass,2015-12-15 iOS Programming The Big Nerd Ranch Guide leads you through the essential concepts tools and techniques for developing iOS applications After completing this book you will have the know how and the confidence you need to tackle iOS projects of your own Based on Big Nerd Ranch s popular iOS Bootcamp course and its well tested materials and methodology this bestselling guide teaches iOS concepts and coding in tandem The result is instruction that is relevant and useful Throughout the book the authors explain what s important and share their insights into the larger context of the iOS platform You get a real understanding of how iOS development works the many features that are available and when and where to apply what you ve learned      **IOS Programming** Joe Conway,Aaron Hillegass,2011-06-22 In this book

the world's leading Apple platform development trainers offer a complete practical hands on introduction to iPhone and iPad programming. The authors walk through all the Apple tools and technologies needed to build successful iPhone iPad iPod touch apps including the iOS 4.3 SDK, the Objective C language, Xcode 4 Foundation framework and the classes that make up the iOS UI framework. The many topics covered in this book include Easily setting up elegant efficient user interfaces with UIKit, Creating effective visuals animation and effects with Core Graphics and Core Animation, Making the most of the iOS multi touch event handling and accelerometer data, Building location aware iOS applications utilizing Core Location and MapKit, Localizing applications for international use, Creating applications that capture audio and play media, Storing data in files or with Core Data. New chapters added to this edition include iPad friendly interfaces including UIPopoverController and UISplitViewController, Blocks and Categories, Instruments and Xcode's static analyzer, UIWebView and connecting with web servers, Push Notifications. iOS Programming also includes a handy Xcode Quick Reference Card that lists Xcode 4's most commonly used keyboard shortcuts.

**Cocoa Programming for OS X** Aaron Hillegass, Adam Preble, Nate Chandler, 2015-04-16. Covering the bulk of what you need to know to develop full featured applications for OS X, this edition is updated for OS X Yosemite 10.10, Xcode 6 and Swift. Written in an engaging tutorial style and class tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools, Xcode and Instruments. They also cover the Swift language, basic application architecture and the major design patterns of Cocoa. Examples are illustrated with exemplary code written in the idioms of the Cocoa community to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that along with some changes to Cocoa for OS X 10.11, affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

**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.

**Objective-C Programming** Aaron Hillegass, Mikey Ward, 2013-11-20. Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective C Bootcamp, Objective C Programming: The Big Nerd Ranch Guide covers C, Objective C and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7 and OS X Mavericks 10.9, this guide features short

chapters and an engaging style to keep you motivated and moving forward At the same time it encourages you to think critically as a programmer Here are some of the topics covered Using Xcode Apple s documentation and other tools Programming basics variables loops functions etc Objects classes methods and messages Pointers addresses and memory management with ARC Properties and Key Value Coding KVC Class extensions Categories Classes from the Foundation framework Blocks Delegation target action and notification design patterns Key Value Observing KVO Runtime basics

**The iOS 5 Developer's Cookbook** Erica Sadun,2012 Provides information on building iOS 5 applications for iPhone iPad and iPod Touch     **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     *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

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foundational techniques that have been proven to stand the test of time Along the way they ll learn intermediate and advanced features of the Swift programming language a worthwhile skill in its own right Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Don t just learn another language Become a better programmer instead Today s awesome iOS apps stand on the shoulders of classic algorithms coding techniques and engineering principles Master these core skills in Swift and you ll be ready for AI data centric programming machine learning and the other development challenges that will define the next decade About the Book Classic Computer Science Problems in Swift deepens your Swift language skills by exploring foundational coding techniques and algorithms As you work through examples in search clustering graphs and more you ll remember important things you ve forgotten and discover classic solutions to your new problems You ll appreciate author David Kopec s amazing ability to connect the core disciplines of computer science to the real world concerns of apps data performance and even nailing your next job interview What s Inside Breadth first depth first and A search algorithms Constraint satisfaction problems Solving problems with graph algorithms Neural networks genetic algorithms and more All examples written in Swift 4 1 About the Reader For readers comfortable with the basics of Swift About the Author David Kopec is an assistant professor of computer science and innovation at Champlain College in Burlington Vermont He is an experienced iOS developer and the author of Dart for Absolute Beginners Table of Contents Small problems Search problems Constraint satisfaction problems Graph problems Genetic algorithms K means clustering Fairly simple neural networks Miscellaneous problems



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## **Table of Contents Ios Programming Big Nerd Ranch Guide**

1. Understanding the eBook Ios Programming Big Nerd Ranch Guide
  - The Rise of Digital Reading Ios Programming Big Nerd Ranch Guide
  - Advantages of eBooks Over Traditional Books
2. Identifying Ios Programming Big Nerd Ranch Guide
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Ios Programming Big Nerd Ranch Guide
  - User-Friendly Interface
4. Exploring eBook Recommendations from Ios Programming Big Nerd Ranch Guide
  - Personalized Recommendations
  - Ios Programming Big Nerd Ranch Guide User Reviews and Ratings
  - Ios Programming Big Nerd Ranch Guide and Bestseller Lists
5. Accessing Ios Programming Big Nerd Ranch Guide Free and Paid eBooks
  - Ios Programming Big Nerd Ranch Guide Public Domain eBooks

- Ios Programming Big Nerd Ranch Guide eBook Subscription Services
- Ios Programming Big Nerd Ranch Guide Budget-Friendly Options
- 6. Navigating Ios Programming Big Nerd Ranch Guide eBook Formats
  - ePub, PDF, MOBI, and More
  - Ios Programming Big Nerd Ranch Guide Compatibility with Devices
  - Ios Programming Big Nerd Ranch Guide Enhanced eBook Features
- 7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Ios Programming Big Nerd Ranch Guide
  - Highlighting and Note-Taking Ios Programming Big Nerd Ranch Guide
  - Interactive Elements Ios Programming Big Nerd Ranch Guide
- 8. Staying Engaged with Ios Programming Big Nerd Ranch Guide
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Ios Programming Big Nerd Ranch Guide
- 9. Balancing eBooks and Physical Books Ios Programming Big Nerd Ranch Guide
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection Ios Programming Big Nerd Ranch Guide
- 10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
- 11. Cultivating a Reading Routine Ios Programming Big Nerd Ranch Guide
  - Setting Reading Goals Ios Programming Big Nerd Ranch Guide
  - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Ios Programming Big Nerd Ranch Guide
  - Fact-Checking eBook Content of Ios Programming Big Nerd Ranch Guide
  - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks

### 14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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