



Quick answers to common problems

iOS Development Using MonoTouch Cookbook

109 simple but incredibly effective recipes for developing and deploying applications for iOS using C# and .NET

Dimitris Tavlikos

[PACKT]
PUBLISHING

Ios Development Using Monotouch Cookbook Tavlikos Dimitris

Vandad Nahavandipoor



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iOS Development with Xamarin Cookbook Dimitris Tavlikos, 2014-05-23 The book is written in a recipe format with practical examples allowing you to go directly to your topic of interest or follow topics throughout a chapter to gain an in depth knowledge There are also plenty of hints and best practices along the way If you are a C# NET developer with no previous experience in iOS development or an Objective C developer who wants to create complete iOS applications and deploy them to the App Store then this book is ideal for you No experience with Xamarin is needed **IOS Development with Xamarin Cookbook** Dimitris Tavlikos, 2014-05-18 [IOS Development Using MonoTouch Cookbook](#) Dimitris

Tavlikos, 2011 Annotation MonoTouch brings the amazing revenue opportunities of Apples billion dollar app store to C# and NET developers This cookbook leaves no stone unturned providing you with practical recipes covering user interfaces data management multimedia web services and localization right through to application deployment on the app store Whatever the area of MonoTouch iOS development you need to know about you will find a recipe for it in this cookbook Minimum theory and maximum practical action defines this book It is jam packed with recipes for interacting with the device hardware like the GPS compass and the accelerometer Recipes for those all important real world issues such as designing the UI with the integrated designer introduced with Xcode 4 It is the essential cookbook for C# and NET developers wanting to be part of the exciting and lucrative world of iOS development [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 *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/ericasadun/iOS-Gourmet-Cookbook>

The Core iOS 6 Developer's Cookbook Erica Sadun, 2012 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

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

Developing C# Apps for iPhone and iPad using MonoTouch

Bryan Costanich, 2011-08-05 Developing C Applications for iPhone and iPad using MonoTouch shows you how to use your existing C skills to write apps for the iPhone and iPad Fortunately there's MonoTouch Novell's .NET library that allows C developers to write C code that executes in iOS Furthermore MonoTouch allows you to address all the unique functions of the iPhone iPod Touch and iPad And the big plus You needn't learn any Objective C to master MonoTouch Former Microsoft engineer and published app store developer Bryan Costanich shows you how to use the tools you already know to create native apps in iOS using C and the .NET Base Class Libraries The magic is in Novell's implementation of Apple's Cocoa libraries in MonoTouch You'll master the same elegant and rich Cocoa environment but without the need to learn a new programming language Developing C Applications for iPhone and iPad using MonoTouch takes you from your first Hello World example through the major APIs and features of iOS The coverage is comprehensive and makes use of frequent examples complete with sample code you can download and reuse to create your own powerful and playful apps

iOS 4

Developer's Cookbook, The: Core Concepts and Essential Recipes for iOS Programmers Erica Sadun, Want to get started building applications for iPhone or iPad with Apple's newest iOS 4 development tools Erica Sadun's The iOS 4 Developer's Cookbook brings together all the expert guidance and proven code you'll need Completely updated through iOS 4.3 it covers the tools Xcode 4 and Interface Builder the language Objective C 2.0 and all elements common to typical iOS apps Sadun presents single task recipes for common iOS development tasks including designing and organizing effective user interfaces responding to users supporting gestures and multitouch working with images accessing local data with Core Data managing table views and connecting to the Internet You get cut and paste convenience freely reuse any of her source code in your own applications and tweak as needed everything's fully documented to make it easy Each chapter groups related tasks together so you can jump straight to your solution without having to identify the right class or framework first You'll find everything you need to jumpstart any iOS 4 project and create high value apps fast

IOS 8 Swift

Programming Cookbook Vandad Nahavandipoor, 2014-11-21 Entirely rewritten for Apple's Swift programming language this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices You'll find hundreds of new and revised recipes for using the iOS 8 SDK including techniques for working with Health data and HomeKit accessories enhancing and animating graphics storing and protecting data sending and receiving notifications and managing files and folders among them Each recipe includes sample code on GitHub that you can use right away Use

CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users health related information with HealthKit Interact with accessories inside the user s home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app s data Develop location aware and multitasking aware apps Work with iOS 8 s audio and video APIs Use Event Kit UI to manage calendars dates and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera s availability and access the Photo Library

iOS 11 Swift Programming Cookbook Vandad Nahavandipoor,2017-12-06 iOS 11 Swift 4 and Xcode 9 provide many new APIs for iOS developers With this cookbook you ll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4 including new ways to use Swift and Xcode to make your day to day app development life easier This collection of code rich recipes also gets you up to speed on continuous delivery and continuous integration systems Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS these recipes include reusable code on GitHub so you can put them to work in your project right away Among the topics covered in this book New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document based applications Updated Map view and Core Location features iOS 11 s Security and Password Autofill Data storage with Apple s Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

iOS 6 Recipes Shawn Grimes,Colin Francis,Hans-Eric Grnlund,2012-11-19 iOS 6 Recipes A Problem Solution Approach is your code reference and guide to developing solutions on iPad iPhone and other iOS 6 SDK devices and platforms This book provides in depth code samples and discussions for scenarios that developers face every day You ll find numerous examples of real world cases that will enable you to build fully functional applications quickly and efficiently The recipes included in this book are wide in scope and have been geared toward the professional developer You ll find clear and concise code samples accompanying each recipe and will be presented with cutting edge solutions that bring forth the best that the iOS 6 SDK has to offer The recipes include Working with Autolayout to build flexible user interfaces that adapts to different screen sizes Building applications that incorporate multimedia Building location aware apps Understanding best practices for application design and development You ll find iOS 6 Recipes A Problem Solution Approach to be an indispensable reference for all of your iOS development

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