

7TH EDITION

iOS Programming

THE BIG NERD RANCH GUIDE

Christian Keur and Aaron Hillegass

Ios Programming The Big Nerd Ranch Guide

Christian Keur,Aaron Hillegass



Ios Programming The Big Nerd Ranch Guide:

IOS Programming Christian Keur,Aaron Hillegass,2019 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* 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 **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

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** 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 **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 **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.com Rise Press **Swift**

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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 iPad Programming* Kirby Turner,Tom Harrington,2013 A guide to iPad programming provides instructions on building PhotoWheel a photo management and sharing application using Apple s newest iOS *iOS Programming for .NET Developers* Josh Smith,2012-07-14 This book is a field guide for NET developers exploring the foreign world of native iOS programming It explains the iOS development platform by comparing and contrasting it with tools APIs and concepts familiar to NET developers The author Josh Smith was a Microsoft MVP for four years thanks to his technical and written contributions in the Client Application Development community He has worked on enterprise iOS applications since 2010 This is the book he wished had existed when he started learning iOS **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

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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 *Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics* Khosrow-Pour, D.B.A., Mehdi, 2018-10-19 From cloud computing to data analytics society stores vast supplies of information through wireless networks and mobile computing As organizations are becoming increasingly more wireless ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative *Advanced Methodologies and Technologies in Network Architecture Mobile Computing and Data Analytics* highlights the challenges associated with creating a strong network architecture in a perpetually online society Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data This book is an important resource for information technology professionals software developers data analysts graduate level students researchers computer engineers and IT specialists seeking modern information on emerging methods in data mining information technology and wireless networks Swift 5 for iOS and macOS Jarrel E., 2024-08-10 Swift 5 for iOS and macOS is your definitive guide to mastering Swift the powerful programming language developed by Apple From the basics of Swift syntax to the complexities of advanced programming this book delves deep into the core concepts and techniques that make Swift the preferred language for iOS and macOS development You ll start with the basics learning the syntax operators and control flow that form the building blocks of Swift As you progress you ll discover how to work with essential data structures like arrays dictionaries and sets and explore the powerful features of Swift such as optionals closures and generics This book doesn t just stop at teaching you the language It guides you through the entire app development process from setting up your development environment with Xcode to designing user interfaces with Storyboards and Auto Layout You ll learn how to create both iOS and macOS applications with step by step tutorials that demonstrate real world examples and best practices Topics such as networking JSON parsing Core Data and user defaults are covered in detail ensuring you have all the tools you need to build robust data driven apps But Swift is more than just a language it s a gateway to building beautiful high performance apps that run seamlessly on Apple s platforms This book covers critical development concepts such as memory management with ARC concurrency with GCD and async await and error handling to ensure your apps are efficient and reliable You ll also explore design patterns performance optimization techniques and best practices for code organization enabling you to write clean maintainable code that scales For developers aiming to release their apps to the public this book provides essential guidance on preparing your app for release including the App Store submission process ad hoc and enterprise distribution and how to optimize your app s performance and user experience You ll also learn about the latest tools and frameworks that can enhance your development workflow from Xcode plugins to essential Swift libraries Swift 5 for iOS and macOS is more than just a tutorial it s a comprehensive resource that will stay with you throughout your

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