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Sams Teach Yourself Java in 24 Hours Rogers Cadenhead, 2012. Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services. **My iMac**

John Ray, 2014 Step by step instructions with callouts to iMac images that show you exactly what to do Help when you run into hardware or operating system problems or limitations Tips and Notes to help you get the most from your iMac Full color step by step tasks walk you through getting and keeping your iMac working just the way you want The tasks include Managing arranging and tagging your files Staying informed and productive with Notification Center Creating and navigating virtual workspaces in Mission Control Opening and organizing apps with Launchpad Accessing network devices and resources Activating and using iCloud services Communicating online with email instant messaging and video Keeping appointments with Calendar and Reminders Planning trips and checking traffic with Maps Keeping up to date with friends and family via Twitter and Facebook Downloading and enjoying music movies books and more Sharing purchases with your family Challenging your friends to games with Game Center Working seamlessly with iOS Devices with Handoff and AirDrop Protecting and securing your system and data Expanding your system with peripheral devices Troubleshooting common system problems

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IOS 8 Application Development in 24 Hours, Sams Teach Yourself, Sixth Edition John Ray, 2015 Apple's iOS Platform continues to lead mobile operating systems both in terms of developer interest and profits In previous releases of iOS Apple has introduced a radical new interface design that manages to be both visually simple and graphically rich Using the tools in Xcode 5 developers can create stunning new applications with and deploy them across Apple's growing iOS device family including the iPhone iPad iPad mini and iPod With each passing year the iOS development environment matures and new tools are added to the developer's toolbox Xcode While this is great for seasoned pros it can be

overwhelming for new developers iOS Application Development in 24 Hours Sams Teach Yourself offers a unique approach to learning iOS development by explaining all the core concepts needed to get started quickly Readers will learn everything from how to install the Xcode developer tools to how the Objective C language works what the Model View Controller design pattern is and of course how to build real working applications that take advantage of the latest versions of iOS and Xcode Each chapter provides a hands on exercise for the user to complete and detailed steps describing the development process Upon completing the title readers will be able to write and publish applications for the iOS platform iPhone iPad iPad mini iPod and whatever else Apple may have up its sleeves **IOS 7 Application Development in 24 Hours** John Ray,2014

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Ray,2010-08-04 The clear easy to understand tutorial for developers who want to write software for today s hottest new device Apple s iPad Figures and code appear as they do in Xcode Covers iOS 3 2 and up In just 24 sessions of one hour or less learn how to build powerful applications for today s hottest tablet device the iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces integrating maps and media to improving the reliability and performance of your software Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iPad development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple s Objective C and Cocoa Touch Understand the Model View Controller MVC development paradigm Implement advanced application interfaces with interactive widgets and web connected interfaces Enhance the user experience with popovers and other iPad only UI features Build interfaces that adjust to the iPad s orientation Read and write data and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad s email photos iPod and address book applications Create map and location based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad iPhone iPod touch applications Distribute your applications through the App Store **Sams Teach Yourself IOS 8 Application in 24 Hours** John Ray,2015 *Sams Teach Yourself Xcode 4 in 24 Hours* John Ray,William Ray,2012 A practical guide to using Xcode 4 3 development environment for OS X and iOS devices with step by step instructions for the most common development tasks and end of chapter quizzes **Sams Teach Yourself iPhone's**

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