

7TH EDITION

# iOS Programming

## THE BIG NERD RANCH GUIDE

Christian Keur and Aaron Hillegass

# Iphone Programming The Big Nerd Ranch Guide

**Aaron Hillegass, Mikey Ward**



## **iPhone Programming The Big Nerd Ranch Guide:**

*iOS Programming* Christian Keur, Aaron Hillegass, 2020-04-29 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 *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** *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

**Learning iOS Game Programming** Michael Daley,2010-09-03 Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they can actually be quite easy and Learning iOS Game Programming is your perfect beginner s guide Michael Daley walks you through every step as you build a killer 2D game for the iPhone In Learning iOS Game Programming you ll learn how to build a 2D tile map game Sir Lamorak s Quest The Spell of Release which is free in the App Store You can download and play the game you re going to build while you learn about the code and everything behind the scenes Daley identifies the key characteristics of a successful iPhone game and introduces the technologies terminology and tools you will use Then he

carefully guides you through the whole development process from planning storylines and game play all the way through testing and tuning Download the free version of Sir Lamorak s Quest from the App Store today while you learn how to build the game in this book Coverage includes Planning high level game design components and difficulty levels Using game loops to make sure the right events happen at the right time Rendering images creating sprite sheets and building basic animations Using tile maps to build large game worlds from small reusable images Creating fire explosions smoke sparks and other organic effects Delivering great sound via OpenAL and the iPhone s media player Providing game control via iPhone s touch and accelerometer features Crafting an effective intuitive game interface Building game objects and entities and making them work properly Detecting collisions and ensuring the right response to them Polishing testing debugging and performance tuning your game Learning iOS Game Programming focuses on the features concepts and techniques you ll use most often and helps you master them in a real world context This book is 100% useful and 100% practical there s never been an iPhone game development book like it

**Learning Cocos2D** Rod Strougo,Ray Wenderlich,2011-07-07 Build the Next Great iOS Game with Cocos2D Cocos2D is the powerhouse framework behind some of the most popular games in the App Store If you ve played Tiny Wings Angry Birds Mega Jump Trainyard or even Super Turbo Action Pig then you ve played a game that uses Cocos2D or Box2D physics The beauty of Cocos2D is its simplicity It s easy to become overwhelmed when you start developing an iOS game especially if you look at things like OpenGL ES OpenAL and other lower level APIs Writing a game for the iPhone and iPad does not have to be that difficult and Cocos2D makes game development fun and easy Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you ll learn everything you need to know about Cocos2D so you can create the next killer iOS game Download the free version of Space Viking from the App Store today Help Ole find his way home while learning how to build the game As you build Space Viking you ll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks

*The IOS Game Programming Collection (Collection)* Michael Daley,Rod Strougo,Ray Wenderlich,2011-12-30 The iOS Game Programming Collection consists of two bestselling eBooks Learning iOS Game Programming A Hands On Guide to Building Your First iPhone Game Learning Cocos2D A Hands on Guide to Building iOS Games with Cocos2D Box2D and Chipmunk Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and

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**Programming** Kirby Turner, Tom Harrington, 2011-12-19 Learning iPad Programming walks you through the process of building PhotoWheel free on the App Store a photo management and sharing app that leverages every aspect of iOS 5 With PhotoWheel you can organize your favorite photos into albums share photos with family and friends view them on your TV using AirPlay and an Apple TV and most importantly gain hands on experience with building an iPad app As you build PhotoWheel you ll learn how to take advantage of the latest features in iOS 5 and Xcode including Storyboarding Automatic Reference Counting ARC and iCloud Best of all you ll learn how to extend the boundaries of your app by communicating with web services If you want to build apps for the iPad Learning iPad Programming is the one book to get As you build PhotoWheel you ll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective C and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode s new Storyboard feature to quickly prototype a functional UI and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views and use view

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**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

*The AI-Powered Productivity Handbook* Jamal Faisal Almutawa, Unleash the power of productivity and revolutionize your work process with this essential guide With cutting edge techniques and tools you can transform your efficiency and shorten delivery time from days to minutes Using popular AI platforms including ChatGPT this book shows you how to achieve superhuman productivity by leveraging AI technology to automate the heavy lifting From personal to professional success this book is your key to unlocking your full potential Don t wait start your productivity journey today

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Building iOS 5 Games James Sugrue, 2011-12-06 Mobile app development and mobile game app development in particular is attracting developers with the promise of a large and growing user base and ginormous unit sales For example over during the Christmas holiday Tapulous reported iOS users were downloading the newest version of Tap Tap Revenge 25 000 times per hour peaking at 45 000 downloads per hour on Christmas day This book teaches iOS game development fundamentals The book is broken up into sections each building from the last By the end of the book the reader will have a firm grasp on the concepts of game development for iOS devices The book offers real world examples and actual games the reader can code and play and is aimed at people who understand programming concepts but are new to iOS game development

Effective Objective-C 2.0 Matt Galloway, 2013 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     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



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*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

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