



# Ipad Apps Review Guide

**Gary Bennett, Brad Lees**



## **Ipad Apps Review Guide:**

The Rough Guide to the Best iPhone and iPad Apps Peter Buckley, 2012-08-02 So many apps and so little time How do you get to the best with a minimum of fuss The Rough Guide to the Best iPhone and iPad Apps solves the problem It pinpoints the 500 best free and paid for applications in all major categories Whether its navigation or news photography or productivity games or utilities this book highlights the best running on iPhone iPad or both from the marquee names to the hidden gems Discover now the 500 finest applications your iOS was born to run *The Rough Guide to the Best iPhone and iPad Apps (2nd Edition)* Peter Buckley, 2013-09-01 Now available in ePub format So many apps and so little time How do you get to the best with a minimum of fuss The Rough Guide to the Best iPhone and iPad Apps solves the problem It pinpoints the 500 best free and paid for applications in all major categories Whether its navigation or news photography or productivity games or utilities this book highlights the best running on iPhone or iPad or both from the marquee names to the hidden gems Preliminary Contents Introduction Managing Apps Books Business Children Education Entertainment Finance Games Health and Fitness Lifestyle Medical Music Navigation News and Newstand Photo and Video Productivity Reference Social Networking Sports Travel Utilities Weather Index **The Rough Guide to the Best iPhone and iPad Apps (2nd Edition)** Rough Guides, 2013-09-01 The must have guide to the Best iPhone and iPad Apps for every iOS user So many apps and so little time How do you get to the best with a minimum of fuss The Rough Guide to the Best iPhone and iPad Apps solves the problem It pinpoints the 500 best free and paid for applications in all major categories Whether its navigation or news photography or productivity games or utilities this book highlights the best running on iPhone iPad or both from the marquee names to the hidden gems Discover the 500 finest applications your iOS was born to run with The Rough Guide to the Best iPhone and iPad Apps Now available in ePub format **Best iPad Apps** Peter Meyers, 2010-12-08 What really wows iPad fans is when their touchscreen does what s impossible on other gadgets the finger painting app that turns a cross country flight into a moving art class the mini music studio two dozen instruments strong each with motion induced warble effects and the portable fireworks display that you sculpt by swiping Problem is with tens of thousands of apps available for your iPad who knows what to download You can try to sort through a gazillion customer reviews with a mix of 5 and 1 star ratings but that s a head hurting time waster The stakes are getting higher too instead of freebies and 99 cent trinkets the price of iPad apps is steadily creeping up and beyond their iPhone predecessors Best iPad Apps guides you to the hidden treasures in the App Store s crowded aisles Author Peter Meyers stress tested thousands of options to put together this irresistible page turner of a catalog Inside these pages you ll find apps as magical as the iPad itself Flip through the book for app suggestions or head directly to one of several categories we ve loaded up with best of selections to help you Get work done Manipulate photos Make movies Create comics Browse the Web better Take notes Outline ideas Track your health Explore the world No matter how you use your iPad Best iPad Apps will help you find the real gems among the rubble so you

make the most of your glossy gadget      **The Art of the App Store** Tyson McCann,2011-11-11 A unique behind the scenes look at what makes an application succeed in the App Store With this invaluable book Tyson McCann offers a non technical look at all aspects of the iPhone application development landscape and gets to the core of what makes a popular and profitable application From knowing your customer to to launching a successful app and everything in between this must have guide navigates such topics as developing a concept analyzing the competition considerations before the launch marketing building a community and maintaining market share to name a few Coverage includes Setting Your Goals Costs and Expectations Researching the App Store Market Knowing Your Customer Plotting the Stages of Development Guidelines and Expectations for Developing Your App Creating Free and Freemium Apps Creating Paid and Premium Apps Adopting Apple s Approach Riding the Social Networking Wave Feedback Maintaining and Scaling Open the vault to App Store success with this indispensable guide      *Pro iOS 5 Tools* Brandon Alexander,Brad Dillon,Kevin Kim,2012-02-01 Building on your knowledge of how to write basic applications Pro iOS 5 Tools Xcode Instruments and Build Tools shows how to take your apps from promising to real and from good to great by using numerous performance and debugging techniques and tools found in Xcode Apple s Integrated Development Environment IDE Interface Builder and more You will start by studying an alpha stage iOS app and learning how you can use the tools provided in the iOS developer s toolbox plus popular third party tools to take an app to a final product and ready to ship Your own app development will never be the same again Learn the tools available to all iOS developers Xcode Instruments network diagnostic tools and version control Techniques for debugging by using Instruments as well as the new features available in newest version of Xcode Performance tuning techniques and workflow enhancements      **Creating iOS Apps** Richard Warren (Application software developer),2014 With more than 600 million iOS devices sold Apple s booming mobile platform provides a immense and continuously growing app market for developers And with each update to the iOS SDK Apple offers the richest set of additional developer tools iOS 7 0 is no exception iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps You will hone your development skills by creating a complete full featured mobile application You ll learn to build an intuitive and beautiful user interface beginning with linking View Controllers in the Storyboard and then adding custom drawn views Next you will learn how to use iCloud storage and Core Data to manage an app s data model synchronizing data across multiple devices Then you will learn ways to make your app stand out using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects Finally Richard shows you how to prepare your app for submission to the App Store getting it in front of iOS users around the world This book includes Real world guidance and advice Insight into the current best practices from an iOS programming expert An essential introduction to the Objective C language and Cocoa design patterns Coverage of key iOS 7 0 technologies including the asset catalog dynamic fonts UIKit Dynamics UIMotionEffects Sprite Kit and more      **Learning Swift** Paris Buttfield-Addison,Jon Manning,Tim Nugent,2016-05-02 Get

hands on experience with Apple's Swift programming language by building real working apps With this practical guide skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete tightly linked versions of the Notes application for the OS X iOS and watchOS platforms In the process you'll learn Swift's fundamentals including its syntax and features along with the basics of the Cocoa CocoaTouch and WatchKit frameworks This book teaches you how to use common design patterns for Swift how to structure an application for Apple's platforms and how to submit working apps to the App Store Divided into four distinct parts this book includes Swift 2 basics Learn Swift's features for object oriented development as well as various developer tools OS X app development Set up your app work with its documents and build out its features iOS app development Use multimedia contacts location notifications and iCloud files to build a fully featured iOS Notes app Advanced app extensions Support Apple Watch and learn how to debug monitor and test all three of your Swift apps

*More iPhone Development with Objective-C* Kevin Kim,Alex Horovitz,David Mark,Jeff LaMarche,Jayant Varma,2015-05-23 If you are looking to extend your iOS programming skills beyond the basics then *More iPhone Development with Objective C* is for you Authors Dave Mark Jayant Varma Jeff LaMarche Alex Horovitz and Kevin Kim explain concepts as only they can with code snippets you can customize and use as you like in your own apps *More iPhone Development with Objective C* is an independent companion to *Beginning iPhone Development with Objective C* That is it is a perfect second book but it is also a great book for those looking to improve their skills who have already programmed for iOS In particular it includes a series of chapters devoted to Core Data the standard for Apple persistence The authors carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps offering a breadth of coverage you won't find anywhere else *More iPhone Development with Objective C* covers a variety of other topics including Multipeer Connectivity's relatively simple Bluetooth WiFi peer to peer model MapKit and media library access and playback so that your applications can utilize media on your users computer You'll also find coverage of Interface Builder Live Previews and Custom Controls and some advanced techniques for debugging your applications The book is filled with useful topics that will bring your programs up to date with the new functionality built into iOS

*Apps for Librarians* Nicole Hennig,2014-09-24 How can your library and your patrons benefit from mobile apps This guidebook offers a solid foundation in app literacy supplying librarians with the knowledge to review and recommend apps offer workshops and become the app expert for their communities Smartphones and other mobile devices that support downloadable applications universally referred to as apps can be used to foster productivity conduct research or read and study Additionally savvy librarians can better serve their communities by gaining expertise in mobile technologies and being qualified to make app recommendations to patrons This book introduces you to the apps that can help you save time and increase your own productivity as well as serve as a curator and reviewer of apps and resident expert to benefit your patrons *Apps for Librarians Using the Best Mobile Technology to Educate Create and Engage* will save you from wading through and

learning about the millions of apps available today and direct you to the very best apps in areas important to education the workplace and professional development Organized by function reading writing reference multi media and productivity apps are profiled with the following information title developer price platforms general description examples of use and key features that make it worthwhile for learning and creative work      Swift for Absolute Beginners Gary Bennett,Brad Lees,2015-01-02 The professional development team that brought you two editions of Objective C for the Absolute Beginners and have taught thousands of developers around the world to write some of the most popular iPhone apps in their categories on the app store have now leveraged their instruction for Swift Swift for Absolute Beginners is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven't programmed since school Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first two iOS books along with their free online instruction and free online forum to create an excellent training book Topics include How to be successful at learning Swift Using Swift Playgrounds to learn iOS development quickly What is Object Oriented Programming What are Swift classes properties and functions Proper user interface and user experience design Swift data types integers floats strings booleans How to use Swift data collections arrays and dictionaries Boolean logic comparing data and flow control Writing iPhone apps from scratch Avoiding Swift pitfalls Many students have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers      *Producing iOS 6 Apps* UnknownCom Inc.,2012 Effectively several books bundled into one written by the entire team of a long standing app development company Producing iOS 6 Apps The Ultimate Roadmap for Both Non Programmers and Existing Developers makes every effort to provide most anyone with the understanding recommended tools and easy to follow step by step examples to learn how to take your app idea from the start to Apple's iTunes App Store Originally generated from an existing app company's internal and highly confidential training guide containing closely guarded app business secrets teaching new employees the business of app design development lifecycles and methodology Updated contributions are from the entire staff development as well as considerable contributions from marketing management and even the legal dept Due to its very nature this book contains many commonplace and relevant topics to today's app related business issues such as the latest legal landmines to avoid modern app design the latest in code development and even avoiding programming altogether for app development all specific to iOS and the App Store This fully updated multi section book spans many chapters covering the relevant topics including but not limited to the following The latest software updates Apple iOS 6 SDK Xcode 4.5 and many other third party development alternatives some of which require simple scripting or no coding at all The latest

hardware updates Apple iPhone 5 New iPad 3rd gen and iPod touch 5th gen Performing market research and analysis for a successful app with a solid business plan specific to the App Store Monetizing apps using Ad Networks and Aggregators such as Apple's iAd Google's Admob and Millennial Media Jumptap Smaato Greystripe AdWhirl and MobClix Authoring apps in both Apple's Xcode 4 5 iOS 6 and Objective C for iPhone iPod touch iPad as well as Third Party tools for app creation such as Unity 3D ShiVa3D PhoneGap MonoTouch Marmalade Adobe Flash Professional Adobe Flash Builder Formerly Flex Builder Cocos2D Corona SDK GameSalad Titanium Studio and MoSync complete with walkthroughs on how to build an app from scratch with optional app making environments Learn how to create an app once and have it simultaneously work on iPhone's iOS Android and more Includes a BONUS detailed Objective C jumpstart guide written by our development staff It provides existing programmers who are familiar with C Java C# or other languages with relevant topics such as designing views interfaces images controls objects classes user input and touch gestures important frameworks managing memory dealing with data types databases storage and more complete with free example sourcecode A monster of a book with exceptional value containing over 500 pages spanning 40 chapters split into 6 sections with 6 appendices Over 10 pages of detailed ToC including all of the above plus Apple iOS developer program and App Store account creation walkthroughs cross platform app development for iOS Android Blackberry and many more app promotion and monetization techniques pre post upload marketing and suggestions on avoiding real life App Store GOTCHAS to help save time money and effort This Tome of Knowledge is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years In effect it contains hard learned experiences and previously detailed secret app production information evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly painlessly and profitably as possible Both Paperback and eBook editions are available     [The Business of iPhone and iPad App Development](#) Dave Wooldridge, Michael Schneider, 2011-08-18 The phenomenal success of the iPhone iPad and the iPod touch has ushered in a gold rush for developers but with well over 300 000 apps in the highly competitive App Store it has become increasingly difficult for new apps to stand out in the crowd Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning Updated and expanded for iOS 4 this bestselling book will show you how to incorporate marketing and business savvy into every aspect of the design and development process giving your app the best possible chance of succeeding in the App Store The Business of iPhone and iPad App Development was written by experienced developers with business backgrounds taking you step by step through cost effective marketing techniques that have proven successful for professional iOS app creators perfect for independent developers on shoestring budgets No prior business knowledge is required This is the book you wish you had read before you launched your first app     **Swift 2 for Absolute Beginners** Gary Bennett, Brad Lees, 2015-10-14 Swift 2 for Absolute Beginners is perfect for those with no programming background those with some programming experience but no object

oriented experience or those that have a great idea for an app but haven't programmed since school and it is now updated for Swift 2 Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers

*More iPhone Development with Swift* Alex Horovitz, Kevin Kim, David Mark, Jeff LaMarche, Jayant Varma, 2015-03-31 Interested in iPhone and iPad apps development Want to learn more Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons we have the perfect Swift flavored book for you The update to the bestselling *More iPhone Development* by Dave Mark and Jeff LaMarche *More iPhone Development with Swift* digs deeper into the new Apple Swift programming language and iOS 8 SDK explaining complex concepts and techniques in the same friendly easy to follow style you've come to expect *More iPhone Development with Swift* covers topics like Swift Core Data peer to peer networking using Multipeer Connectivity working with data from the web MapKit in application e mail Camera Live Previews integration Barcode scanning Face recognition and more All the concepts and APIs are clearly presented with code snippets you can customize and use as you like in your own apps You'll journey through coverage of concurrent programming and some advanced techniques for debugging your applications

*Pragmatic Flutter* Priyanka Tyagi, 2021-08-12 Have you ever thought of creating beautiful blazing fast native apps for iOS and Android from a single codebase Have you dreamt of taking your native apps to the web and desktop without it costing a fortune If so *Pragmatic Flutter Building Cross Platform Mobile Apps* for Android iOS Web however it's recommended that readers have some familiarity with writing code using one of the object oriented programming languages Your journey starts with learning to structure and organize the Flutter project to develop apps for multiple platforms Next you will explore the fundamentals of Flutter widgets The journey continues with Flutter's layout widgets while also learning to build responsive layouts You will get an understanding of organizing and applying themes and styles handling user input and gestures Then you will move on to advanced concepts such as fetching data over the network and integrating and consuming REST API in your app You will get hands on experience on design patterns data modeling routing and navigation for multi screen apps When you are finished you will have a solid foundational knowledge of Flutter that will help you move on to building great and successful mobile apps that can be deployed to Android iOS web and desktop macOS Linux Windows platforms from a single codebase

*Flash IOS Apps Cookbook* Christopher Caleb, 2012-02-01 The book is written in a cookbook style presenting examples in the style of recipes allowing you to go directly to your topic of interest or follow topics throughout a chapter to gain in depth knowledge Flash developers or



enthusiasts looking to build iOS apps using their existing Flash and ActionScript 3.0 skills      Beginning iPhone Development  
Jack Nutting,Fredrik Olsson,David Mark,Jeff LaMarche,Kim Topley,2014-11-17 The team that brought you the bestselling  
Beginning iPhone Development the book that taught the world to program on the iPhone is back again bringing this definitive  
guide up to date with Apple's latest and greatest new iOS 8 and its SDK as well as with the latest version of Xcode 6.1 You'll  
have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has  
been rebuilt from scratch using Xcode 6.1 and the latest 64 bit iOS 8 specific project templates and designed to take  
advantage of the latest Xcode features Assuming only a minimal working knowledge of Objective C and written in a friendly  
easy to follow style Beginning iPhone Development offers a complete soup to nuts course in iPhone iPad and iPod touch  
programming The book starts with the basics walking through the process of downloading and installing Xcode 6.1 and the  
iOS 8 SDK and then guides you through the creation of your first simple application From there you'll learn how to integrate  
all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You'll  
master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of  
table building will be demystified and you'll learn how to save your data using the iPhone file system You'll also learn how to  
save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there's much more

**Beginning iPhone Development with Swift** Kim Topley,Fredrik Olsson,Jack Nutting,David Mark,Jeff  
LaMarche,2014-11-22 The team that brought you the bestselling Beginning iPhone Development the book that taught the  
world how to program on the iPhone is back again for Beginning iPhone Development with Swift This definitive guide to the  
Swift programming language and the iOS 8 SDK and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2  
There's coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material  
You'll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book  
has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 8 specific project templates and designed to  
take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language  
and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch  
programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 8  
SDK and then guides you through the creation of your first simple application From there you'll learn how to integrate all the  
interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You'll master  
a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be  
demystified and you'll learn how to save your data using the iPhone file system You'll also learn how to save and retrieve your  
data using a variety of persistence techniques including Core Data and SQLite And there's much more      *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

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