

5TH EDITION

iOS Programming

THE BIG NERD RANCH GUIDE

Christian Keur and Aaron Hillegass

Ios Programming Big Nerd Ranch Guide

**Aaron Hillegass,Adam Preble,Nate
Chandler**



Ios Programming Big Nerd Ranch Guide:

[IOS Programming](#) Christian Keur,Aaron Hillegass,2016 *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 [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* 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 *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 **Swift Programming** Matthew Mathias,John Gallagher,2016 **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 pw Rise Press **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 *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 iPad 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 controllers to perform custom view transitions Add AirPrint email and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today Share your photos with friends and upload to iCloud all while learning how to build the app

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 iOS 5 Developer's Cookbook Erica Sadun, 2012 Provides information on building iOS 5 applications for iPhone iPad and iPod Touch

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

Cocoa Programming for OS X Aaron Hillegass,Adam Preble,Nate Chandler,2015-04-16 Covering the bulk of what you need to know to develop full featured applications for OS X this edition is updated for OS X Yosemite 10 10 Xcode 6 and Swift Written in an engaging tutorial style and class tested for clarity and accuracy it is an invaluable resource for any Mac programmer The authors introduce the two most commonly used Mac developer tools Xcode and Instruments They also cover the Swift language basic application architecture and the major design patterns of Cocoa Examples are illustrated with exemplary code written in the idioms of the Cocoa community to show you how Mac programs should be written After reading this book you will know enough to understand and utilize Apple s online documentation for your own unique needs And you will know enough to write your own stylish code This edition was written for Xcode 6 3 and Swift 1 2 At WWDC 2015 Apple announced Xcode 7 and Swift 2 both of which introduce significant updates that along with some changes to Cocoa for OS X 10 11 affect some of the exercises in this book We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>

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

subject matter and the way she presents the material pleasantly informal then very appropriately detailed technically This is a going to be the Petzold book for iPhone developers Daniel Pasco Lead Developer and CEO Black Pixel Luminance The iPhone Developer s Cookbook should be the first resource for the beginning iPhone programmer and is the best supplemental material to Apple s own documentation Alex C Schaefer Lead Programmer ApolloIM iPhone Application Development Specialist MeLLmo Inc Erica s book is a truly great resource for Cocoa Touch developers This book goes far beyond the documentation on Apple s Web site and she includes methods that give the developer a deeper understanding of the iPhone OS by letting them glimpse at what s going on behind the scenes on this incredible mobile platform John Zorko Sr Software Engineer Mobile Devices I ve found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code Erica has an impressive knowledge of the iPhone platform is a master at describing technical information and provides a compendium of excellent code examples John Muchow 3 Sixty Software LLC founder iPhoneDeveloperTips com This book is the most complete guide if you want coding for the iPhone covering from the basics to the newest and coolest technologies I built several applications in the past but I still learned a huge amount from this book It is a must have for every iPhone developer Roberto Gamboni Software Engineer AT T Interactive It s rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques but Erica Sadun s book manages to do both very well Jeremy McNally Developer entp <https://github.com> <http://ericasadun.com> **Swift**

Programming Matthew Mathias,John Gallagher,Mikey Ward,2020-10-21 Through this guide s carefully constructed explanations and examples you will develop an understanding of Swift grammar and the elements of effective Swift style all thoroughly revised for Swift 5.3 and Xcode 12 Based on Big Nerd Ranch s popular Swift training and its well tested materials and methodology this guide teaches concepts and coding through hands on exercises You will explore Swift features in Xcode playgrounds and you will end by building sample apps for the command line and for macOS and iOS After working through the book you will have the skills to confidently dive into learning app development for Apple platforms like iOS and macOS

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 [Classic Computer Science Problems in Swift](#) David Kopec,2018-03-24 Summary Classic Computer Science Problems in Swift invites readers to invest their energy in some foundational techniques that have been proven to stand the test of time Along the way they ll learn intermediate and advanced features of the Swift programming language a worthwhile skill in its own right Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Don t just

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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

Learning Quartz Composer Graham Robinson, Surya Buchwald, 2013 Create Amazing Real Time Motion Graphics with Quartz Composer Apple s Quartz Composer makes it amazingly easy to create real time graphics of all kinds for screensavers animations kiosk art film effects Dashboard Widgets graphically rich apps and more But few content creators use QC because they ve had practically no useful help until now In this book DVD bundle two renowned VJs who ve pushed this tool to the limit show you how to do it too You needn t be a technical expert Graham Robinson and Surya Buchwald introduce each concept through a hands on project with videos demonstrating every step They start extremely simple offering beautiful visual feedback and encouraging you to freely explore The video and text work together to help you build mastery fast as you create everything from data driven effects to compelling live performance visuals Coverage

includes Mastering Quartz Composer's powerful interface Grabbing live inputs from music or cameras for unique interaction and improvisation Outputting video files for everything from smartphone screens to HD video edits Using built in image filters to add visual effects Creating organic motion with LFOs interpolation and trackballs Fixing problems and figuring out what you did wrong Making rain fire and other cool stuff with particles Integrating MIDI musical instruments and other audio resources Mastering lighting and timelines Building richer environments with replication iteration and 3D modeling Pushing the boundaries with secret patches CoreImage filters and GLSL If you're a motion graphics designer filmmaker VJ artist interactive programmer Cocoa developer or any other type of Maker this book will guide you from acolyte to wizard in no time and it just might be the most fun instructional you'll ever read 0321636945 9780321636942 Learning Quartz Composer A Hands On Guide to Creating Motion Graphics with Quartz Composer Package consists of 013308776X 9780133087765 Learning Quartz Composer A Hands On Guide to Creating Motion Graphics with Quartz Composer 0321857577 9780321857576 Learning Quartz Composer DVD A Hands On Guide to Creating Motion Graphics with Quartz Composer 0321857585 9780321857583 Learning Quartz Composer Book Component A Hands On Guide to Creating Motion Graphics with Quartz Composer

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