Application Development in iOS 7

Learn how to build an entire real-world application using all of iOS 7's new features

Kyle Begeman

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Nick Harris

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   Application Development in IOS 7 Kyle Begeman,2014-05-15 *Application Development in iOS 7* Kyle Begeman,2014-05-19 A hybrid between informative overview and step by step instruction this book is the ultimate guide to iOS 7 application development If you are an iOS developer who is looking to understand the new features within iOS 7 and Xcode 5 then this book is for you In order to fully understand the concepts in this book it is recommended you have at least some experience with previous versions of iOS   Objective-C Memory Management Essentials Gibson Tang,Maxim Vasilkov,2015-03-25 If you are new to Objective C or a veteran in iOS application development this is the book for you This book will ensure that you can actively learn the methods and concepts in relation to memory management in a more engaging way Basic knowledge of iOS development is required for this book   Beginning iOS Social Games Kyle Richter,2014-01-21 It s certainly fun to build games that run on your iPhone and iPad But wouldn t it be more fun to create games that allow you to play with other gamers in your social network There s a whole lot more things you can do Most of the top best selling games around the world like World of Warcraft let you play with others online and share your experiences with your friends Beginning iOS Social Games is your concise introduction to iOS social and other networked gaming app development using iOS Game Center Game Kit Store Kit AirPlay iOS 7 Game Controllers iTunes App Store and integrating with social networks media like Facebook and Twitter Author Kyle Richter of Empirical Development is an expert game developer who guides you through the social game app development process step by step This book may allow you to turn your already existing created game into a well polished networkable and or social media capable game app   iOS Components and Frameworks Kyle Richter,Joe Keeley,2013-10-08 Take Your Next Leap Forward as an iOS App Developer Covers iOS 7 and Xcode 5 iOS Components and Frameworks will help you leverage iOS s powerful components and frameworks to build apps with outstanding performance reliability interactivity media support and customization Pioneering iOS developers Kyle Richter and Joe Keeley illuminate the sophisticated intermediate to advancedlevel techniques you re now ready for You ll find example rich coverage of topics ranging from social support to security Core Data TextKit iCloud support UIKit Dynamics MapKit and Passbook There s also a complete section on advanced performance and security including the effective use of Grand Central Dispatch and Keychain Each chapter contains a complete sample project that walks you through integrating its technology into a typical iOS app You ll discover how multiple iOS features can be combined into exceptionally powerful apps and walk through a complete case study project a fully functional game with complete Game Center integration Coverage includes New physics based animation effects provided by UIKit Dynamics Making the most of Core Location MapKit and Geofencing Leveraging Game Center features such as Leader Boards and Achievements Giving users access to their address and media libraries from within your app Using lightweight JSON to move data among servers apps and websites Syncing apps via iCloud using UIDocument and key value store syncing Securing user data with Keychain

Informing users of important app related events via Notifications Storing and retrieving persistent data locally with Core Data Using advanced Objective C features to write more manageable concise apps Improving responsiveness through concurrency with Grand Central Dispatch Advanced text handling and display with TextKit Smoothly handling complex and continuous gestures Effective debugging techniques with Xcode 5 and Instruments Building passes for Passbook and PassKit If you re a serious iOS developer who wants to build cutting edge apps iOS Components and Frameworks delivers the practical skills reusable code and expert insights you re looking for **Mastering iOS Frameworks** Kyle Richter,Joe Keeley,2015-04-11 Apple s iOS SDK provides an amazingly powerful collection of frameworks But it has been difficult to find detailed and useful knowledge about them until now With this book s practical insights and tested code you can use Apple s frameworks to create apps that are more innovative and usable faster and more reliable more successful and profitable Kyle Richter and Joe Keeley focus on intermediate to advanced techniques that professional iOS developers can use every day Their far reaching coverage ranges from social support to security Core Data to iCloud even Apple Watch Organized as a convenient modular reference nearly every chapter contains a complete Objective C sample project A multi chapter Game Center case study shows how multiple iOS features can be combined to do even more All source code may be downloaded at https github com dfsw icf Coverage includes Adding physics like animation and behaviors to UIViews Using Core Location to determine device location display customized maps and implement geofencing Making games and apps social with Leaderboards Accessing music and image collections Building health fitness apps with HealthKit Integrating with home automation via HomeKit Passing data between platforms using JSON Setting up local and remote notifications Remotely storing and syncing data with CloudKit Accessing app functionality with extensions Effortlessly adding AirPrint support Providing Handoff continuity between iOS 8 and Yosemite devices Getting productive with Core Data Integrating Twitter and Facebook via Social Framework Performing resource intensive tasks with Grand Central Dispatch Securing user data with Keychain and Touch ID Customizing collection views Making the most of gesture recognizers Creating and distributing passes Debugging instrumenting and profiling apps *iOS 7 Programming Pushing the Limits* Rob Napier,Mugunth Kumar,2014-01-08 Get ready to create killer apps for iPad and iPhone on the new iOS 7 With Apple s introduction of iOS 7 demand for developers who know the new iOS will be high You need in depth information about the new characteristics and capabilities of iOS 7 and that s what you ll find in this book If you have experience with C or C this guide will show you how to create amazing apps for iPhone iPad and iPod touch You ll also learn to maximize your programs for mobile devices using iPhone SDK 7 0 Advanced topics such as security services running on multiple iPlatforms and local networking with Core Bluetooth are also covered Prepares experienced developers to create great apps for the newest version of Apple s iOS Thoroughly covers the serious capabilities of iOS 7 information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking security services running apps on multiple iPlatforms and iDevices

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Neil Smyth,2013-09-27 Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 7 and programming in Objective C is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration event reminders App Store hosted in app purchase content collection views and much more New features of iOS 7 are also covered including Sprite Kit based game development local map search and user interface animation using UIKit dynamics Fully updated for iOS 7 and Xcode 5 the aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 7 Assuming you are ready to download the iOS 7 SDK and Xcode have an Intel based Mac and some ideas for some apps to develop you are ready to get started *Ultimate iOS App Development Guide: Master iOS App Development by Building Five End-to-End iOS applications Using Swift, Xcode, HealthKit, and CoreML* Surabhi Chopada,2024-08-31 Build Your Dream iOS Apps A Project Based Learning Approach Key Features Gain a thorough understanding of core iOS development concepts and techniques with a focus on practical application Build five end to end iOS applications including a to do list app a weather app a fitness tracker with HealthKit and an image recognition app with Core ML to apply your skills in real world scenarios Understand the complete process of testing debugging and deploying your apps to the App Store preparing you for real world deployment Book Description Ultimate iOS App Development Guide is your gateway to the dynamic world of iOS App development and guides you through the core concepts and techniques essential for iOS app creation Each chapter delves into crucial components of iOS development with clear explanations and practical examples to apply your knowledge in real world scenarios Structured into 10 chapters the book begins with fundamental concepts providing a solid foundation for beginners Each subsequent chapter builds on this foundation with practical projects blending theoretical iOS and Swift concepts with hands on implementation These carefully selected projects are designed to develop your application development skills whether you re a novice or looking to deepen your expertise This book serves as a robust resource supporting your growth as an iOS developer You ll create exciting projects that range from a simple to do list app to advanced projects like HealthKit and Core ML integration helping you grasp specific concepts thoroughly The book also covers the app distribution process to the App Store making it a comprehensive resource for both budding developers and seasoned professionals looking to broaden their expertise What you will learn Gain an overview of the iOS development ecosystem including tools frameworks and key concepts Learn the process of setting up your development environment and creating your first iOS app Master the fundamental syntax and features of Swift programming language Develop a fully functional to do list app learning core iOS development practices and UI design principles Understand how to work with APIs

by building a weather app that fetches real time data Explore how to integrate popular social media platforms into your app allowing users to share content seamlessly Build a fitness tracking app using HealthKit learning to work with health data and sensors Table of Contents 1 Introduction to iOS Development 2 Getting Started with iOS App Development 3 Swift Programming Language Basics 4 Building a To Do List App 5 Developing a Weather App 6 Integrating Social Media 7 Creating Fitness Tracking App Using HealthKit 8 Building an Image Recognition App Using Core ML and VisionKit 9 Testing Debugging and Deployment 10 Advance Concepts Index <u>Beginning iOS Game Center and GameKit</u> Kyle Richter,Beau G. Bolle,2021-12-04 Create fun and polished games and gamify your apps with GameKit and Game Center This fully updated new edition of Kyle Richter s classic can help you reach new customers through social integrations multiplayer and achievements Quickly add a level of polish to your apps that used to take weeks of hard work and late nights Implementing a leaderboard and achievement system has never been so simple Gone are the days of writing and maintaining your own server You ll also see how to easily add advanced networking concepts like VoIP support in hours not days Game Center is heavily pushed and promoted by Apple By adding Game Center into your game not only do you gain access to polished and professional features but your app will see a boost in downloads and sharing Expeditiously implement a plethora of advanced social networking concepts into your apps Create custom Game Center Manager classes that can be rapidly deployed into any of your new or existing projects And jump right over pitfalls commonly encountered by new and experienced Game Center developers Become a Game Center development champ What You ll Learn Build a reusable Game Center manager class that can be quickly used in future projects Integrate Game Kit and Game Center leaderboards and Achievements into your project Add real time and turned based multiplayer functionality to your game Implement a real time voice chat system Who This Book Is For Experienced developers who already have a basic understanding of iOS development but haven t yet had a chance to work with GameKit technology will benefit from this book **Learning iOS Development** Maurice Sharp,Erica Sadun,Rod Strougo,2013-10-25 Covers iOS 7 and Xcode 5 Learning iOS Developmentis the perfect first book for every new iOS 7 developer It delivers a complete foundation for iOS development including an introduction to the Objective C language Xcode development tools best practice user interface development and best practices for all aspects of app development and deployment Throughout Learning iOS Development you explore the iOS development process as you create and expand a handy car valet app The hands on projects enable you to create meaningful code as soon as possible building confidence and mastery The annotated code listings work with all the latest iOS technology so you ll be ready to jump into this exciting development field With Learning iOS Development it s easy to learn at your own pace on your own or to deepen the knowledge you may be gaining in a classroom or workplace Coverage includes Installing all the tools programs and devices you need to create iOS apps Building your first app and mastering the essentials of Objective C Making the most effective use of device memory Storyboarding your interface and connecting it to your underlying code Using Auto Layout to

support devices with different sizes and orientations Managing app data with Core Data Creating sophisticated custom gestures Deploying your app through Apple s App Store Quickly localizing your app for multiple languages and countries Implementing scrolling navigation table views and other core iOS features Mastering advanced table views and navigation including iPad split views Passing code encapsulated in blocks for communicating between parts of your app and with the system Tuning and debugging your apps for the best performance and quality Discovering great resources to take your next steps as an iOS developer   iOS 9 App Development Essentials Neil Smyth,2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK Xcode 7 and the Swift 2 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 9 and programming in Swift is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration App Store hosted in app purchase content Sprite Kit based game development local map search and user interface animation using UIKit dynamics Additional features of iOS development using Xcode 7 are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks CloudKit data storage and TouchID authentication The key new features of iOS 9 and Xcode 7 are also covered in detail including new error handling in Swift 2 designing Stack View based user interfaces multiple storyboard support iPad multitasking map flyover support 3D Touch and Picture in Picture media playback The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 9 Assuming you are ready to download the iOS 9 SDK and Xcode 7 have an Intel based Mac and ideas for some apps to develop you are ready to get started   Beginning iOS Programming Nick Harris,2014-02-27 iOS 7 changed everything get up to speed iOS 7 is a major shift in the look and feel of apps the first major sea change since the iPhone was first introduced For apps to blend in with the new UI each needs a complete redesign Beginning iOS Programming Building and Deploying iOS Applications starts at the beginning including an introduction to Objective C and gives you the skills you need to get your apps up and running Author Nick Harris has extensive experience developing for iOS and provides a solid background for teaching the building blocks of app development Learn Objective C and how it differs from other programming languages Turn your app idea into an actionable plan Build each feature with the help of standalone chapters Assemble your project into a real world iOS app Throughout the book you ll be able to experiment with dozens of recipes from real life scenarios creating an app as you learn The book s website features download sample apps to follow along with the instruction and sample code to illustrate ideas   iPhone SDK Application Development Jonathan

Zdziarski,2009-01-21 This practical book offers the knowledge and code you need to create cutting edge mobile applications and games for the iPhone and iPod Touch using Apple s iPhone SDK iPhone SDK Application Development introduces you to this development paradigm and the Objective C language it uses with numerous examples and also walks you through the many SDK frameworks necessary for designing full featured applications This book will help you Design user interface elements with Interface Builder and the UI Kit framework Create application controls such as windows and navigation bars Build and manage layers and transformations using Core Graphics and Quartz Core Mix and play sound files using AVFoundation and record and play back digital sound streams using Audio Toolbox Handle network programming with the CFNetwork framework Use the Core Location framework to interact with the iPhone s GPS Add movie players to your application iPhone SDK Application Development will benefit experienced developers and those just starting out on the iPhone Important development concepts are explained thoroughly and enough advanced examples are provided to make this book a great reference once you become an expert   Learn iOS Application Development Rudra,2021-07-19 Explore the complex app development concepts for iOS application programming with fun and ease KEY FEATURES In depth knowledge with practical examples on how to develop professional iOS apps Includes coverage on the entire iOS application development right from designing the UI to application deployment Get to know more about machine learning and augmented reality and their impact on iOS apps DESCRIPTION Grab this book if you want to make Apps for Apple s iOS devices and that too efficiently like a skilled developer This book covers the complete development of iOS applications right from concepts of designing an application to adding machine learning capabilities in the applications You will learn and practice the App development environment with Xcode and Swift programming Concepts like different types of views and UI components data manipulations animations different iOS screen views and integrating web services are covered in detail with examples You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app You will learn to run automated application testing use SwiftUI and deploy applications on the network WHAT YOU WILL LEARN Build strong familiarity with the entire application development environment Revive essential coding concepts and methods of Swift and Xcode Simplify integration of iOS apps with web services including JSON and XML decoding Learn to work with iOS ARKit and add the experience of augmented reality to applications Work with popular SwiftUI XCTest and a growing machine learning library CoreML WHO THIS BOOK IS FOR This book caters to mobile developers application developers and students who want to build sound proficiency in the entire process of iOS Application development Knowing basic programming concepts would be good although not mandatory TABLE OF CONTENTS 1 iOS App Development Environment 2 Swift Programming Language 3 User Interface and Data Handling 4 Different Views in iOS Devices 5 Image and Animation 6 Multi View Application and Navigation 7 Data Persistence for iOS Devices 8 Integration with Web Services 9 Augmented Reality 10 Machine Learning 11 App Testing and Deployment 12

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