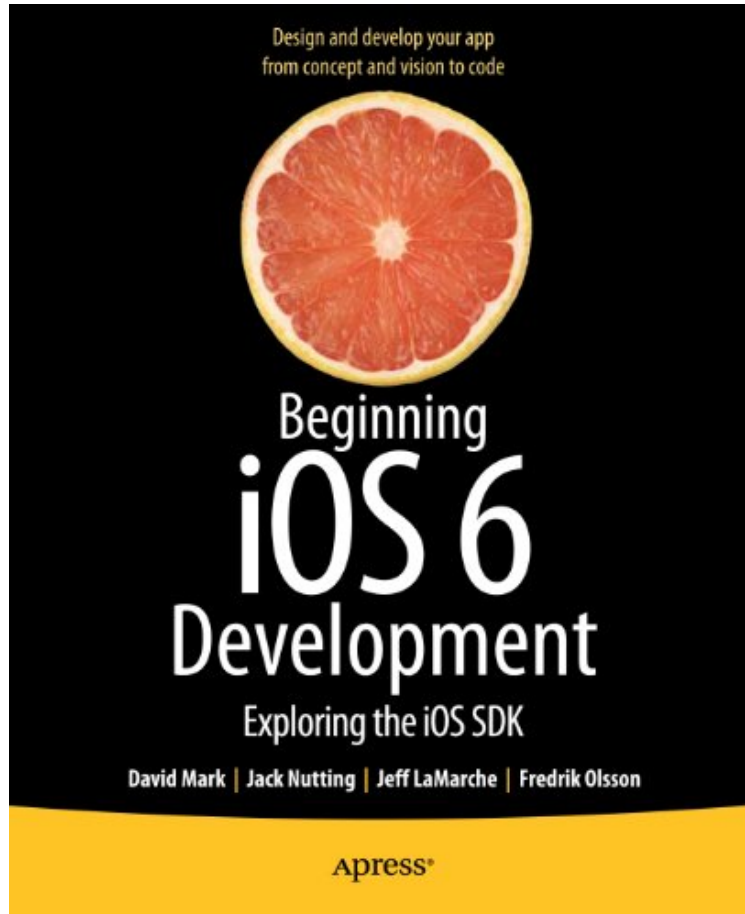


(Read ebook) Beginning iOS 6 Development: Exploring the iOS SDK

Beginning iOS 6 Development: Exploring the iOS SDK

Von David Mark, Jack Nutting, Jeff LaMarche, Fredrik Olsson
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Von David Mark, Jack Nutting, Jeff LaMarche, Fredrik Olsson : Beginning iOS 6 Development: Exploring the iOS SDK before purchasing it in order to gage whether or not it would be worth my time, and all praised Beginning iOS 6 Development: Exploring the iOS SDK:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. DAS StandardwerkVon Jack Schon die Vorgangerversion war als Einstieg der Hammer. Nun nochmal stark erweitert und bearbeitet mit allem was man zu iOS 5 wissen mchte. Klar, spezielle Fragen muss man im Internet recherchieren - aber als erster Anhaltspunkt immer wieder sehr hilfreich!0 von 1 Kunden fanden die folgende Rezension hilfreich. Langatmig, erst erklrend, dann zeigend, zu komplexe beispieleVon Stephan WiesnerDas Buch ist (fr mich) nicht zum Lernen zu gebrauchen :-(Laaange Erklrunen, dann erst das Beispiel. Ich brauche es umgekehrt: Gib mir was zum Spielen und erklr mir dann wie es funktioniert.Dazu sind die Beispiele zu aufwendig. Man verheddert sich in Code (den man als Anfnger nicht versteht) und Drag-Klick-Details. Durch die visuelle Art der "Programmierung" kommt es

sehr schnell vor, dass man sich mal verlickt und nicht mehr weiter weiss. Frust pur :-)

Kurzbeschreibung The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS6 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-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 iOS6 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 and the iOS6 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 Apple touch 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! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS6 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style What you'll learn Everything you need to know to develop your own bestselling iPhone and iPad apps Best practices for optimizing your code and delivering great user experiences How to create universal apps for both the iPhone and iPad What is data persistence and why is it important Get started with building cool, crisp User Interfaces What and how to use Table Views How to do graphics with Quartz and OpenGL ES What geo app development features the new iOS brings to the iPhone How to get your app in iCloud And much much more... Who this book is for Everyone who wants to start developing for iPhone, iPod touch, and iPad! For the latest source code, please head to www.iphonedevbook.com. Kurzbeschreibung The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS6 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. 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For the latest source code, please head to www.iphonedevbook.com. ber den Autor und weitere Mitwirkende Dave Mark is a longtime Mac developer and author

who has written a number of books on Mac and iOS development, including *Beginning iPhone 4 Development* (Apress, 2010), *More iPhone 3 Development* (Apress, 2010), *Learn C on the Mac* (Apress, 2008), *The Macintosh Programming Primer* series (Addison-Wesley, 1992), and *Ultimate Mac Programming* (Wiley, 1995). Dave loves the water and spends as much time as possible on it, in it, or near it. He lives with his wife and three children in Virginia.