

# The Core Ios Developers Cookbook 5th Edition Developers Library Core Recipes For Programmers Developers Library

The iPhone Developer's Cookbook  
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 Learning IOS Development  
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The iPhone Developer's Cookbook Addison-Wesley Professional

iOS 7 Development Recipes: A Problem-Solution Approach is your code reference and guide to developing solutions on the iPad, iPhone, and other iOS 7 SDK devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and you will be presented with cutting-edge solutions that bring forth the best that the iOS 7 SDK has to offer. The recipes include: Working with Auto Layout to build flexible user interfaces that adapt to different screen sizes Building applications that incorporate multimedia Building location-aware apps Understanding best practices for application design and development You'll find this book to be an indispensable reference for all your iOS development.

The iOS 5 Developer's Cookbook "O'Reilly Media, Inc."

Completely updated for C# 6.0, the new edition of this bestseller offers more than 150 code recipes to common and not-so-common problems that C# programmers face every day. More than a third of the recipes have been rewritten to take advantage of new C# 6.0 features. If you prefer solutions to general C# language instruction and quick answers to theory, this is your book. C# 6.0 Cookbook offers new recipes for asynchronous methods, dynamic objects, enhanced error handling, the Roslyn compiler, and more. Here are some of topics covered: Classes and generics Collections, enumerators, and iterators Data types LINQ and Lambda expressions Exception handling Reflection and dynamic programming Regular expressions Filesystem interactions Networking and the Web XML usage Threading, Synchronization, and Concurrency Each recipe in the book includes tested code that you can download from oreilly.com and reuse in your own applications, and each one includes a detailed discussion of how and why the underlying technology works. You don't have to be an experienced C# or .NET developer to use C# 6.0 Cookbook. You just have to be someone who wants to solve a problem now, without having to learn all the related theory first.

Flutter Cookbook Pearson Education

The Android Tablet Developer's Cookbook helps experienced Android developers leverage new Android 4.2.2 features to build compelling applications that take full advantage of tablets' bigger screens, dual-core processors, and larger, faster memory. Tightly focused on Android 4.2.2's tablet-related capabilities, it presents an unparalleled library of easy-to-reuse code for solving real-world problems. Everything's organized in modular, standalone sections to help you quickly find what you're looking for, even when you need to use multiple classes together. Throughout, B.M. Harwani clearly explains how Android tablet apps are unique, how to leverage Android skills and libraries you've already mastered, and how to efficiently integrate tablet APIs and features. From media to NFC, porting phone apps to integrating analytics, this book will help you do it fast and do it right. Coverage includes Providing user control via the system clipboard, notifications, and pending intents Supporting drag and drop for both text and images Displaying navigation and core app functionality via the ActionBar Using widgets to present calendars, number pickers, image stacks, and options lists Delivering powerful graphics via animation and hardware accelerated 2D Recording audio, video, and images Responding to sensors Pairing tablets to other Bluetooth-enabled Android devices or PCs Using Wi-Fi Direct to share media Creating custom home screen widgets Making the most of threads and the AsyncTask class Exchanging data via JSON Displaying and browsing Web content via

the WebView widget Creating fragments dynamically at runtime and implementing communication between fragments Porting apps from smartphones to tablets and building new apps for both Supporting older versions of the Android SDK Sharing data and messages via NFC with Android Beam Integrating app analytics and tracking Turn to The Android Tablet Developer's Cookbook for proven, expert answers--and the code you need to implement them. It's all you need to jump-start any project and quickly create compelling Android tablet apps that sell!

The Ios Adaptive Ui Cookbook Addison-Wesley

This book helps you use the open-source Flutter framework for building native mobile apps using Dart. You'll learn about Dart programming and add functionalities to your Android and iOS apps for truly native performance. The book also covers recipes for solving almost any issue that you may face while developing multi-platform applications.

The Advanced iOS 6 Developer's Cookbook McGraw Hill Professional

The Must-Have Promotion Guide for Every App and Hardware Developer! Developing your product took lots of hard work over months, nights, and weekends filled with blood, sweat, and tears. Don't abandon it now. Shower your app with the quality promotion it deserves! Erica Sadun and Steve Sande help you earn strong app reviews that can transform sales from lackluster to blockbuster. As leading tech bloggers, they know exactly what reviewers are looking for. Now, they deliver simple step-by-step advice to position your product, build key relationships, and sell your story. Packed with real case studies from their overflowing inboxes, they reveal where developers can go wrong and when they've gotten it right. Great tech promotion doesn't need to cost a lot. You can do it yourself, even if you've never marketed anything before. It just takes a little time, thought, and the skills you learn in this book. • Peek behind the curtain to learn how web review sites really work • Get your product into shape and ready for your marketing push • Craft great pitches that sell your excitement and explain your product's key features and appeal • Lead reviewers "by the hand" with simple, succinct language • Avoid common mistakes that kill your chances for a review • Create the essential PR support material your product needs • Respond productively to both good and negative coverage • Keep bloggers in the loop about what you'll be doing next Includes exclusive worksheets and checklists for: • Profiling potential customers • Evaluating competitors • Estimating market size • Writing and checking your pitch • Tracking and targeting bloggers

iOS 7 Development Recipes Packt Publishing Ltd

"This title contains the nine additional chapters that are also included in The iOS 5 developer's cookbook: expanded electronic edition. Note that this material is in addition to the print edition and standard eBook edition of The iOS 5 developer's cookbook."--Resource description page.

React Native for Mobile Development Addison-Wesley

Completely updated for iOS 7 and Xcode 5 This book brings together reliable, proven solutions for the heart of day-to-day iOS 7 development. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover all you 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. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply in your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the "how" and "why" of effective iOS 7 development. All code is fully revised and extensively tested to reflect new iOS 7 features and device capabilities. Coverage includes Creating advanced direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful new ways Creating interfaces that reflect the new iOS 7 design paradigm Implementing new iOS 7 motion effects Alerting users via pop-ups, progress bars,

local notifications, popovers, audio pings, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough iOS 7 Auto Layout constraints system Controlling keyboards, making onscreen elements “text aware,” and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging the enhanced iOS 7 support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including new iOS 7 text-to-speech Getting started with Core Data-managed data stores Leveraging the powerful iOS 7 networking and web services support Using the new iOS 7 APIs and added flexibility to enhance everything from reliability to text appearance Working around new iOS 7 problems and bugs

"O'Reilly Media, Inc."

This title contains the standard edition of The iOS 5 Developer's Cookbook PLUS nine additional chapters on advance content. If you already have the eBook edition of The iOS 5 Developer's Cookbook, you can purchase The iOS 5 Developer's Cookbook: The Additional Recipes (ISBN: 9780133028393), which only contains the extra chapters, at a low cost. In this expanded ebook, best-selling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised her best-selling book to focus on powerful new iOS 5 features, APIs, and frameworks, the latest version of Objective-C, and Apple's breakthrough Xcode 4 toolset. The iOS 5 Developer's Cookbook: Expanded Electronic Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the “how” and “why” of effective iOS 5 development. Her tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures, and touch to networking and security. This expanded ebook edition adds chapters on documents and data sharing; the Address Book; iCloud; Core Location and MapKit; Audio, Video, and MediaKit; Push Notifications; Accessibility; In-app purchasing with StoreKit; and GameKit. Whatever your iOS development experience, it will give you all the expert answers and reliable code you'll need to jumpstart any iOS 5 project!

[The Core iOS Developer's Cookbook](#) Addison-Wesley Professional

The Gourmet iOS Developer's Cookbook offers a fresh banquet of cutting-edge iOS programming recipes for projects both big and small. Renowned iOS programming expert Erica Sadun has brought together reliable, proven code for creating today's richest, most robust iOS apps. Sadun presents innovative ways to make the most of AV Foundation, Text Kit, dynamic typography and animation, adaptive programming, Swift, and much more. As in all of her iOS best-sellers, this pragmatic guide translates modern best practices into working code, distilling key concepts into recipes you can easily understand and build on. This is more than just cut-and-paste; using examples, Sadun offers a deep dive into the “how” and “why” of advanced iOS development. All code reflects iOS 8's latest capabilities, and every chapter groups related tasks together, so you can jump straight to your solution, without identifying the right class or framework first. Coverage includes Providing advanced speech generation and barcode recognition features through AV Foundation Writing more powerful AV Foundation code with blocks and closures Automatically updating app text based on user preferences and expectations Extending rich, flexible text presentation throughout your apps with UIKit and Text Kit Seamlessly migrating text designs between iOS screens and other destinations Integrating real-world physics for more exciting animations and interactions Creating better interfaces with dynamic animators--and overcoming their pitfalls Achieving greater visual impact with improved user alerts and popovers Implementing clever and compelling effects with non-rectangular views Building adaptive apps that gracefully respond to any iOS display, orientation, or screen Streamlining development with expert methods, functions, and techniques Exploring the core concepts you'll need to succeed with Swift

[The iOS 5 Developer's Cookbook](#) Pearson Education

\*\*\*This is the updated and corrected edition of The iOS 5 Developer's Cookbook.\*\*\* The iOS 5 Developer's Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the “how” and “why” of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. 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: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

[The Android Tablet Developer's Cookbook](#) "O'Reilly Media, Inc."

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

[iOS Swift Game Development Cookbook](#) Addison-Wesley

Provides information on building iOS 6 applications for iPhone, iPad, and iPod Touch.

[Web Developer's Cookbook](#) Addison-Wesley

A fast-paced, example-driven guide to data-drive iPhone, iPad, and iPod Touch applications.

[iOS Auto Layout Demystified](#) Apress

iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier.

This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

[iPhone Open Application Development](#) Addison-Wesley Professional

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

[The iOS 5 Developer's Cookbook](#) Addison-Wesley Professional

Quickly find solutions to common web development problems. Content is presented in the popular problem-solution format. Look up the problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! ASP.NET Core Recipes is a practical guide for developers creating modern web applications, cutting through the complexities of ASP.NET, jQuery, React, and HTML5 to provide straightforward solutions to common web development problems using proven methods based on best practices. The problem-solution approach gets you in, out, and back to work quickly while deepening your understanding of the underlying platform and how to develop with it. Author John Ciliberti guides you through the MVC framework and development tools, presenting typical challenges, along with code solutions and clear, concise explanations, to accelerate application development. Solve problems immediately by pasting in code from the recipes, or put multiple recipe solutions together to overcome challenging development obstacles. What You'll Learn Take advantage of MVC's streamlined syntax Discover how to take full control over HTML Develop a simple API for creating RESTful web services Understand test-driven development Migrate a project from ASP.NET web forms to Core MVC, including recipes for converting DataGrids, Forms, Web Parts, Master Pages, and navigation controls Use Core MVC in combination with popular JavaScript libraries, including jQuery, React, Bootstrap, and more Write unit tests for your MVC controllers, views, custom filters, and HTML helpers Utilize the latest features in Visual Studio 2017 to accelerate your Core MVC projects Identify performance bottlenecks in your MVC application Who This Book Is For Web developers of all skill levels who are looking for a programming reference for ASP.NET Core MVC and would like to gain an understanding of the inner workings of the platform. In addition, parts of this book provide guidance to developers familiar with ASP.NET Web Forms who would like to update their skill set to include Core MVC.

[Core Data iOS Essentials](#) The Core iOS Developer's Cookbook

Completed Updated for iOS 7 and Xcode 5 Auto Layout transforms the way you create iOS user interfaces. As flexible as it is powerful, Auto Layout gives you unprecedented control over your iOS user interfaces. But Auto Layout has a reputation for difficulty. In iOS Auto Layout Demystified, Second Edition, world-renowned iOS developer and author Erica Sadun strips away the confusion, helping you gain Auto Layout mastery the easiest way possible: by example. Fully updated for iOS 7 and Xcode 5, this tutorial delivers everything Sadun's guides are famous for: clear explanations, expert tips, proven best practices--and, above all, plenty of code to learn from and reuse. Step by step, Sadun explains how Auto Layout “thinks,” how it works, where it fits, and why it's more useful (and simpler) than you ever imagined. She offers practical solutions for a wide variety of real-world iOS development challenges, plus innovative ways to use Auto Layout to build interactive elements, animations, and more. If you're an experienced iOS developer, this guide will expand your design possibilities, helping you build apps that are superbly usable and intuitive and stand out even in the most crowded marketplace. Coverage includes Mastering Auto Layout's basic concepts, techniques, and approach Defining unambiguous, satisfiable constraints that express your layout exactly how you intend Overcoming obstacles to constraint-based user interface design in Interface Builder Using visual formatting to express how items are laid out vertically and horizontally Making visual formats more flexible with metrics dictionaries and layout options Debugging constraints and deciphering those bewildering Xcode log messages Using descriptive techniques to uncover and express natural relationships in your design Applying iOS Auto Layout techniques in Mac OS X apps too

[The iOS 5 Developer's Cookbook](#) Addison-Wesley Professional

Want to get started building applications for Apple's iPhone and iPod touch? Already building iPhone applications and want to get better at it? This is the only book that brings together all the expert guidance—and the code—you'll need! Completely revised and expanded to cover the iPhone 3.0 SDK, The iPhone Developer's Cookbook is the essential resource for developers building apps for the iPhone and iPod touch. Taking you further than before, this new edition starts out with an introduction to Objective-C 2.0 for developers who might be new to the platform. You'll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account. Additional highlights of this new edition include: Using the iPhone SDK's visual classes and controllers to design and customize interfaces Using gestures, touches, and other sophisticated iPhone interface capabilities Making the most of tables, views, view controllers, and animations Alerting users with progress bars, audio pings, status bar updates, and other indicators Using new Push Notifications to send alerts, whether your app is running or not Playing audio and video with the MediaKit Working with the Address Book, Core Location, and Sensors Connecting to the Internet, Web services, and networks Embedding flexible maps with MapKit and Google Mobile Maps Building multiplayer games with GameKit Using Core Data to build data-driven applications Selling add-on content and services with In-App Purchasing using StoreKit Building accessible apps with Accessibility Plus The unique format of The iPhone Developer's Cookbook presents the code you need to create feature-rich applications that leverage the latest features of the iPhone 3.0 SDK. Over 30,000 iPhone developers turned to the first edition of The iPhone Developer's Cookbook. So should you!

[The Advanced iOS 6 Developer's Cookbook, Fourth Edition](#) Apress

Covers iOS 7 and Xcode 5 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of The Core iOS 6 Developer's Cookbook and The Advanced iOS 6 Developer's Cookbook, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see iOS Auto Layout Demystified, The Core iOS 6 Developer's Cookbook, and The

Advanced iOS 6 Developer's Cookbook. [informit.com/sadun](http://informit.com/sadun) To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

*Xcode 5 Start to Finish* Packt Publishing Ltd

Sweet-talk Siri™ into doing practically anything! Apple's Siri voice technology is even more amazing when you really know how to talk to it. Now, two top Apple tech experts show how to talk Siri into doing more than ever before! Just look up what you want to do, and you'll find tested step-by-step instructions for getting exactly the results you want. From start to finish, this book is packed with quick and easy ways to make Siri even more reliable and useful—and way more fun! • Get more

accurate recognition every time you use Siri • Ask questions that avoid “misunderstandings” and lead to precise, accurate answers • Check weather forecasts, stock prices, and lots more • Help Siri recognize and connect with your spouse, children, and parents • Use Siri to stay in touch with friends, colleagues, and customers • Transform Siri into your personal media DJ • Find the nearest store that's selling whatever you're looking for • Let Siri calculate restaurant tips and “splitting the tab” • Use Siri to organize your life—and never miss another commitment • Answer math and science problems with Siri and Wolfram Alpha • Dictate memos, text and Twitter messages, and even blog posts • Make sure Siri responds only to you, not to an impostor

Best Sellers - Books :

- [Happy Place By Emily Henry](#)
- [Guess How Much I Love You By Sam Mcbratney](#)
- [Are You There God? It's Me, Margaret. By Judy Blume](#)
- [Guess How Much I Love You](#)
- [How To Win Friends & Influence People \(dale Carnegie Books\)](#)
- [The Creative Act: A Way Of Being](#)
- [The Five-star Weekend](#)
- [The Subtle Art Of Not Giving A F\\*ck: A Counterintuitive Approach To Living A Good Life](#)
- [I'm Glad My Mom Died By Jennette Mccurdy](#)
- [The Collector: A Novel](#)