

Matt Neuburg

Programming Ios 7 Matt Neuburg

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iOS 7 Programming Fundamentals Matt Neuburg, 2013-10-11 If you re getting started with iOS development or want a firmer grasp of the basics this practical guide provides a clear view of its fundamental building blocks Objective C Xcode and Cocoa Touch You ll learn object oriented concepts understand how to use Apple s development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Dozens of example projects are available at GitHub Once you master the fundamentals you ll be ready to tackle the details of iOS app development with author Matt Neuburg's companion quide Programming iOS 7 Explore the C language to learn how Objective C works Learn how instances are created and why they re so important Tour the lifecycle of an Xcode project from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective C linguistic features Use Cocoa's event driven model and major design patterns Learn the role of accessors key value coding and properties Understand the power of ARC based object memory management Send messages and data between Cocoa objects **Programming IOS 7** Matt Neuburg, Matt Neuburg, PH.D., 2013-12-10 Dive deep into views view controllers and frameworks Cover IOS 7 Programming Fundamentals Matt Neuburg, 2013 If you u2019 regetting started with iOS development or want a firmer grasp of the basics this practical guide provides a clear view of its fundamental building blocks u2014 Objective C Xcode and Cocoa Touch You u2019 ll learn object oriented concepts understand how to use Apple u2019 s development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Dozens of example projects are available at GitHub Once you master the fundamentals you u2019 ll be ready to tackle the details of iOS app development with author Matt Neuburg u2019 s companion guide Programming iOS 7 Explore the C language to learn how Objective C works Learn how instances are created and why they u2019 re so important Tour the lifecycle of an Xcode project from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa u2019 s use of Objective C linguistic features Use Cocoa u2019 s event driven model and major design patterns Learn the role of accessors key value coding and properties Understand the power of ARC based object memory management Send messages and data between Cocoa objects IOS 7 *Programming Fundamentals* Matt Neuburg, 2013-10-11 If you regetting started with iOS development or want a firmer grasp of the basics this practical guide provides a clear view of its fundamental building blocks Objective C Xcode and Cocoa Touch You ll learn object oriented concepts understand how to use Apple's development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Dozens of example projects are available at GitHub Once you master the fundamentals you ll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide Programming iOS 7 Explore the C language to learn how Objective C works Learn how instances are created and why they re so important Tour the lifecycle of an Xcode project from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa s use of Objective C linguistic features Use Cocoa s event driven model and major design

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such as threading and networking **Programming IOS 5** Matt Neuburg, 2012-03-22 Fundamentals of iPhone iPad and iPod touch development Cover **Programming IOS 10** Matt Neuburg, 2016-11-09 If you re grounded in the basics of Swift Xcode and the Cocoa framework this book provides a structured explanation of all essential real world iOS app components Through deep exploration and copious code examples you ll learn how to create views manipulate view controllers and add features from iOS frameworks Stay up to date on iOS 10 innovations such as property animators force touch speech recognition and the User Notification framework as well as Xcode 8 improvements for autolayout and asset catalogs All example code now rewritten in Swift 3 is available on GitHub for you to download study and run Create arrange draw layer and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views table views text popovers split views web views and controls Dive into frameworks for sound video maps and sensors Access user libraries music photos contacts and calendar Explore additional topics including files networking and threads Want to brush up on the basics Pick up iOS 10 Programming Fundamentals with Swift 978 1 491 97007 2 to learn about Swift Xcode and Cocoa Together with Programming iOS 10 you ll gain a solid rigorous and practical understanding of iOS 10 development Programming IOS 9 Matt Neuburg, Start building apps for iOS 9 with Apple s Swift programming language If you re grounded in the basics of Xcode and the Cocoa framework this book provides a structured explanation of all essential real world iOS app components Through deep exploration and copious code examples you ll learn how to create views manipulate view controllers and use iOS frameworks for adding features such as audio and video access to user calendars and photos and tracking the device s location

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