

Erica Sadun



Third Edition

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The iOS 5 Developer's Cookbook

Core Concepts and Essential Recipes
for iOS Programmers

Developer's Library



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The iOS 5 Developer's Cookbook Erica Sadun, 2012-01-13 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 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 iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers, Third Edition](#) Erica Sadun, 2011

The iOS 5 Developer's Cookbook Erica Sadun, 2012-02-22 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 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> [The iOS 4 Developer's Cookbook](#) Erica Sadun, 2012 **The iOS 5**

Developer's Cookbook Erica Sadun, 2012-02-13 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 Erica Sadun's iOS Developer's Cookbooks have established themselves as the single best source of knowledge and sample code for production quality iOS development There's only one problem To support Apple's breakthrough iOS 5 Sadun has created more great content and recipes than can fit in a single printed book So we've bundled nine chapters of powerful iOS 5 solutions into an indispensable low cost online supplement The iOS 5 Developer's Cookbook The Additional Recipes These Additional Recipes will help you master the latest iOS 5 techniques and best practices for managing documents and data sharing connecting to the iOS Address Book integrating Apple's iCloud working with Core Location and MapKit integrating audio and video with MediaKit providing push notifications to users improving accessibility integrating in app purchasing with StoreKit and even building games with GameKit As with all Sadun's proven iOS guides Sadun teaches every new concept and technique through robust code that's 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 development Whether you own Sadun's previous books or not if you want to build state of the art iOS 5 apps you'll find these Additional Recipes absolutely indispensable

The Gourmet iOS Developer's Cookbook Erica Sadun, 2015-05-08 The Gourmet iOS Developer's Cookbook offers a fresh banquet of delicious cutting edge iOS programming recipes for projects both big and small Renowned iOS programming expert Erica Sadun brings together reliable proven code for creating today's richest most robust apps Sadun presents innovative ways to make the most of AVFoundation Text Kit animation adaptive interface programming 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 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 The code reflects iOS's latest capabilities and every chapter groups related tasks together so you can jump straight to your solution Coverage includes Providing advanced speech generation and barcode recognition features through AVFoundation Automatically updating app text presentation based on user preferences and expectations Extending rich flexible text throughout your apps with UIKit and Text Kit Seamlessly migrating text designs between iOS screens and other destinations Generating attributed text strings from HTML sources Integrating real world physics for 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 migrate successfully to Swift This book's source code is frequently updated by the author and can be downloaded at <https://github.com/erica/iOS-Gourmet-Cookbook>

The iOS 4

Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers Erica Sadun, 2011 *The Core iOS 6 Developer's Cookbook* Erica Sadun, 2012 The Core iOS 6 Developer's Cookbook brings together reliable proven solutions for the heart of day to day iOS 6 development World renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics touches and views 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 effective iOS 6 development All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest 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 Supporting direct user input through multitouch and gestures including custom gesture recognizers Building customizing and using iOS 6 controls Alerting users via popup dialogs progress bars local notifications popovers audio pings and other techniques Assembling views and animation organizing view hierarchies and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards making onscreen elements text aware and efficiently scanning and formatting text Using view controllers to organize your users workspaces Managing photos videos email text messages and iOS 6 enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

The iOS 5 Developer's Cookbook Erica Sadun, 2012 *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

The Core iOS Developer's Cookbook Erica Sadun, Rich Wardwell, 2014-03-04 The best place to start iOS application development The Core iOS Developer's Cookbook provides ready to use code solutions for common iOS challenges providing recipes that help you master the core technology at the heart of iOS Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS 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 to your own projects This isn't just cut and paste using examples Sadun and Wardwell fully explain both the how and why that underscore effective and successful iOS development Coverage includes Creating direct touch based interfaces with multi touch gestures and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop ups progress bars local notifications popovers audio cues 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 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 enhanced iOS support for social media activities including Flickr and Vimeo Implementing VoiceOver accessibility including text to speech Getting started with Core Data managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

The iOS 5 Developer's Cookbook: Expanded Electronic Edition: Essentials and Advanced Recipes for iOS Programmers Erica Sadun, 2012 *The iOS 5*

Developer's Cookbook Erica Sadun, 2012 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

Swift Cookbook Keith Moon, Chris Barker, 2021-02-26 Discover recipes for building feature rich reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes modern design techniques and popular strategies Key Features Understand how closures work and make use of generics with protocols to write flexible code Discover the fundamentals of Swift and build apps with frameworks such as Foundation Networking and UIKit Get to grips with the new

features of Swift 5.3 including SwiftUI, CoreML and the Vision Framework. Book Description: Swift is an exciting multi platform general purpose programming language and with this book you'll explore the features of its latest version Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3 its syntax and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute and debug your Swift code. As you advance through the chapters, the book will show you how to bundle variables into tuples or sets, order your data with an array, store key value pairs with dictionaries and use property observers. You'll also get to grips with the decision making and control structures in Swift, examine advanced features such as generics and operators and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server side programming, run Swift on Linux and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3.

What you will learn:

- Explore basic to advanced concepts in Swift 5.3
- Understand conditional statements, loops and how to handle errors in Swift
- Define flexible classes and structs using generics
- Use advanced operators and create custom ones
- Build iOS apps using the powerful features of UIKit or the new SwiftUI framework
- Import your own custom functionality into Swift Playgrounds
- Run Swift on Linux and investigate server side programming with the server side framework Vapor
- Use Swift to implement machine learning models using CoreML and Vision

Who this book is for: This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3 along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts will assist in understanding key concepts.

Swift Cookbook Keith Moon, Chris Barker, Daniel Bolella, Nathan Lawlor, 2024-06-07

Explore the latest features in Swift with the most experienced iOS developers and build feature rich, reliable iOS native apps with proven industry standard recipes, modern design techniques and strategies beyond the official documentation. Key Features:

- Harness the power of Swift to create stunning applications spanning mobile apps to machine learning models.
- Learn and practice the flexible Swift programming language with a practical, recipe based approach.
- Leverage highly tested recipes that any Swift developer can follow in this part color guide.

Book Description: Unlock the full potential of Swift and elevate your iOS development skills with this new edition of *Swift Cookbook*, highlighting the latest features in Swift 5.9. This cookbook will take your Swift programming skills to the next level, boosting your productivity and efficiency step by step through a plethora of practical recipes. Although this book is primarily for experienced iOS developers, it provides an introductory overview of Swift 5.9 including its basic building blocks, syntax and the functionalities of Swift constructs to get you warmed up. Once you've mastered the fundamentals, you'll get down to business. Unless you're completely new to Swift, this recipe based guide doesn't need to be read in order; you can jump to whichever topic takes your

fancy from UIKit and SwiftUI to advanced UI techniques from Swift's control flow and generics to machine learning with Vision CoreML and augmented reality with ARKit By the end of this book you'll be fully up to speed with Swift's capabilities and be able to develop amazing applications across a wide variety of domains What you will learn Define flexible classes and structs using generics Use advanced operators and create custom ones Build iOS apps using UIKit and SwiftUI framework Import custom functionality into Swift Playgrounds Implement machine learning models using CoreML and Vision Manage 3D models and assets for ARKit using Swift and Xcode Who this book is for This book is for experienced iOS developers looking to master the diverse features offered by Swift 5.9 along with tips and tricks to efficiently code and build applications Knowledge of general programming concepts will assist with understanding key concepts

Ultimate iOS App Development Guide Surabhi Chopada, 2024-08-31 TAGLINE 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 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 WILL YOU 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 Discover machine learning on iOS by creating an image recognition app with Core ML and Vision frameworks Learn best practices for testing and debugging your apps and

understand the process of deploying your app to the App Store Dive into advanced iOS development topics to enhance your skills and tackle more complex projects WHO IS THIS BOOK FOR This book is tailored for budding iOS developers seeking a solid foundation senior developers aiming to broaden their expertise or mobile app architects looking to deepen their skills in iOS app development This book bridges the gap between theoretical knowledge and practical application making it a valuable resource for those aspiring to excel in the iOS domain A basic understanding of programming concepts and familiarity with macOS would be a plus to understand this book better 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

iOS 6 Recipes Shawn Grimes,Colin Francis,Hans-Eric Grnlund,2012-12-28 iOS 6 Recipes A Problem Solution Approach is your code reference and guide to developing solutions on iPad iPhone and other iOS 6 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 will be presented with cutting edge solutions that bring forth the best that the iOS 6 SDK has to offer The recipes include Working with Autolayout to build flexible user interfaces that adapts to different screen sizes Building applications that incorporate multimedia Building location aware apps Understanding best practices for application design and development You ll find iOS 6 Recipes A Problem Solution Approach to be an indispensable reference for all of your iOS development **iOS 11 Swift Programming Cookbook** Vandad Nahavandipoor,2017-12-06 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

Introducing View Constraints Erica Sadun,2012

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