



Community Experience Distilled

Application Development in iOS 7

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

Kyle Begeaman

[PACKT]
TECHNIQUE

Application Development In Ios 7 Begeman Kyle

**Hans-Eric Grnlund,Joseph
Hoffman,Shawn Grimes,Colin Francis**

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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/dsfsi/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 App Development Essentials** 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 **Beginning iOS Game Center and GameKit** 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 Expediently 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 turn-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

iOS 7 Development Recipes Hans-Eric Grnlund,Joseph Hoffman,Shawn Grimes,Colin Francis,2014-01-21 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 **IOS 7 Application Development in 24 Hours** John Ray,2014 Learn how to build powerful applications for the iPhone and iPad in just 24 sessions of 1 hour each Master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications **Learning IOS Development** Maurice Sharp,Rod Strougo,Erica Sadun,2014 This book offers the perfect hands on introduction to iOS development covering everything your students need to know about Objective

C XCode and modern iOS user interface development With sample projects and end of chapter exercises this book is ideal for classroom instruction The authors get started fast with Objective C covering basic syntax memory management Foundation Classes development paradigms blocks threads and more Next they show how to use XCode and related tools to build projects instrument and efficiently debug code and deploy apps In the next part they turn to interfaces covering design content construction View Controllers Views Animations Touch Table Views and even a taste of Core Data *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 *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 7 Development* Jack Nutting, David Mark, Jeff LaMarche, Fredrik Olsson, 2014-03-31 The team

that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development bringing this definitive guide up to date with Apple's latest and greatest iOS 7 SDK as well as with the latest version of Xcode. There's coverage of brand new technologies including a new chapter on Apple's Sprite Kit framework for game development as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64 bit iOS 7 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 iOS 7 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 iOS 7 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 iOS 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.

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.

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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.

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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 platforms 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, including 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 platforms and devices, enabling in-app purchases, advanced text layout, and building a core foundation. Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth. iOS 7 Programming Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.

iOS 7 in Action Brendan Lim, 2014-03-20 Summary iOS 7 in Action is a detailed hands-on guide that teaches you how to create amazing native iOS apps. You'll dive into key topics by exploring thoroughly explained real-world code examples you can expand and reuse. Learn about Collection Views, Storyboarding, Twitter, Facebook, Integration, Passbook, Airplay, and much more. If you're already creating iOS apps, you'll learn how to capitalize on the newest iOS features. Purchase of the print book includes a free eBook in PDF, Kindle, and ePUB formats from Manning Publications.

About the Book To develop great apps, you need a deep knowledge of iOS. You also need a finely tuned sense of what motivates 500 million loyal iPhone and iPad users. iOS 7 introduces many new visual changes as well as better multitasking, dynamic motion effects, and much more. This book helps you use those features in apps that will delight your users. iOS 7 in Action is a hands-on guide that teaches you to create amazing native iOS apps. In it, you'll explore thoroughly explained examples that you can expand and reuse. If this is your first foray into mobile development, you'll get the skills you need to go from idea to app store. If you're already creating iOS apps, you'll pick up new techniques to hone your craft and learn how to capitalize on new iOS 7 features. This book assumes you're familiar with a language like C, C++, or Java. Prior experience with Objective-C and iOS is helpful. What's Inside Native iOS 7 design and development Learn Core Data, AirPlay, Motion Effects, and more Create real-world apps using each core topic Use and create your own custom views Introduction and overview of Objective-C

About the Authors Brendan Lim is a Y Combinator alum, the cofounder of KickSend, and the author of MacRuby in Action. Martin Conte Mac Donell, aka fz, is a veteran of several startups and an avid open source contributor.

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the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design deploy and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development Basics knowledge of programming including loops boolean and so on is necessary [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 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 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

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