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IOS Sensor Apps with Arduino Alasdair Allan
2011 "Learn how to connect the Arduino platform to any iOS device; build a simple application to control your Arduino directly from an iPad; gather measurements from an ultrasonic range finder and display them on your iPhone; connect an iPhone, iPad, or iPod Touch to an XBee radio network; explore other methods for connecting external sensors to iOS, including Ethernet and the MIDI protocol"--
Provided by publisher.

Head First iPhone and iPad Development Dan Pilone 2013-12-18 Let's say you have a killer app idea for iPhone and iPad. Where do you begin? Head First iPhone and iPad Development will help you get your first application up and running in no time. You'll not only learn how to

design for Apple's devices, you'll also master the iPhone SDK tools—including Xcode—and Objective-C programming principles to make your app stand out. Whether you're a seasoned Mac developer who wants to jump into the App store, or someone with strong object-oriented programming skills but no Mac experience, this book is a complete learning experience for creating eye-catching, top-selling iPhone and iPad applications. Install the iPhone OS SDK and get started using XCode Put Objective-C core concepts to work, including message passing, protocols, properties, and memory management Take advantage of iPhone OS patterns such as datasources and delegates Preview your applications in the Simulator Build more complicated interactions that utilize multiple views, data entry/editing, and rotation Work with

the iPhone's camera, GPS, and accelerometer
Optimize, test, and distribute your application
We think your time is too valuable to waste
struggling with new concepts. Using the latest
research in cognitive science and learning
theory to craft a multi-sensory learning
experience, Head First iPhone and iPad
Development has a visually rich format designed
for the way your brain works, not a text-heavy
approach that puts you to sleep.

Hand Lettering on the iPad with Procreate Liz
Kohler Brown 2020-07-07 Hand Lettering on the
iPad with Procreate is the ultimate guide to
every step of the digital hand lettering process.
Using the versatile and intuitive iPad drawing
and design app Procreate, author and noted
lettering instructor Liz Brown composes a series
of fun and easy lettering projects that will build
confidence by giving all the necessary tools to
create gorgeous compositions from the ground
up. Each project comes with its own Procreate
brush downloads so users can follow along to

create their own unique hand lettered quotes,
words, and phrases. Featuring step-by-step
lessons including: -Finding inspiration with color
palettes and letterforms for unique styles -Using
Procreate tools for creating and decorating
letters -Tips and tricks for adding textures,
layers, shading, and depth to lettering projects -
Creative ideas for jazzing up space around
letters And much, much more! Whether you're a
beginner interested in learning a fun new skill,
or an experienced letterer ready to start
creating on your iPad, this book will give you
everything you need to take the next step in your
iPad hand lettering journey.

Writing Game Center Apps in IOS Vandad
Nahavandipoor 2011-04-29 When iOS SDK was
released to the public, because of the nature of
hardware and software used in iOS devices,
developers immediately recognized the amazing
power in these devices and started to write
games for the iPhone and now for the iPad.

Developers had to write custom code to manage

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gamers? scores, manage leaderboards, initiate multiplayer games and etc. With the introduction of Game Center, a framework built into the iOS SDK, developer can take advantage of all the features of Game Center built into the core of iOS SDK. Features such as: leaderboards, user authentication, achievements, multiplayer games and etc. Game Center is a quite new framework to iOS.

Swift Development with Cocoa Jonathon Manning 2014-12-10 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of

Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world Kindle Buffet Steve Weber 2012 Free books, all you can eat. You may never have to pay for a book again! Many popular books are offered completely free of charge during brief promotional periods. If you manage to find and download a book while it's offered free, it's yours to keep forever. Its a great way to sample a new genre, or perhaps discover an author you had

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Beginner's Guide to Procreate: Characters

3DTotal Publishing 2021-09-14 Unleash the creative power of Procreate to bring characters to life on your iPad, from thumbnail designs to final pose.

IOS Game Development Cookbook Jonathon Manning 2014-04-21 Want to build games with iOS technologies? This cookbook provides detailed recipes for a wide range of common iOS game-development issues, ranging from 2D and 3D math to Game Center integration, and OpenGL to performance. If you're familiar with iOS and Objective-C, this is the problem-solving

guide you want. Rather than focus on specific game engines for iOS, such as Cocos2D or the Corona SDK, the recipes in this cookbook strictly deal with baked-in iOS technologies. You'll learn solutions for everything from tile-matching games to racing, with working code that you can use right away. Lay out the structure of your game Build and customize menus with UIKit Detect and respond to user input Use advanced techniques to play sound effects and music Work with data, using iOS devices and the cloud Create 2D graphics with SpriteKit Add physics simulation to your game Learn beginning to advanced 3D graphics Create challenges with artificial intelligence Use networking to add multiplayer capabilities Work with game controllers and multiple screens

Learning iOS Programming Alasdair Allan 2012-03-23 Get a rapid introduction to iPhone, iPad, and iPod touch programming. With this easy-to-follow guide, you'll learn the steps necessary for developing your first marketable

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iOS application, from opening Xcode to submitting your product to the App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle iOS, this is your book. You'll learn about Objective-C and the core frameworks hands-on by writing iOS applications that use them, giving you the basic skills for building your own applications independently. Packed with code samples, this book is refreshed and updated for iOS 5 and Xcode 4. Discover the advantages of building native iOS apps Get started with Objective-C and the Cocoa Touch frameworks Dive deep into the table view classes for building user interfaces Handle data input, parse XML and JSON documents, and store data on SQLite Use iOS sensors, including the accelerometer, magnetometer, camera, and GPS Build apps that use the Core Location and MapKit frameworks Integrate Apple's iCloud service into your applications

IOS Development with Xamarin Cookbook
Dimitris Tavlikos 2014-01-01 In Detail This book will provide you with the necessary knowledge and skills to be part of the mobile development era, using C#. Covering a wide range of recipes such as creating a simple application and using device features effectively, it will be your companion to the complete application development cycle. Starting from installing the necessary tools, you will be guided step-by-step on everything you need to develop an application ready to be deployed. You will learn the best practices for interacting with the device hardware, such as the GPS, compass, and the accelerometer. Furthermore, you will be able to manage multimedia resources such as photos and videos captured with the device camera, and much more! Approach The book is written in a recipe format with practical examples, allowing you to go directly to your topic of interest or follow topics throughout a chapter to gain an in-depth knowledge. There are also plenty of hints

and best practices along the way. Who this book is for If you are a C#/.NET developer with no previous experience in iOS development or an Objective-C developer who wants to create complete iOS applications and deploy them to the App Store, then this book is ideal for you. No experience with Xamarin is needed.

iOS 17 App Development for Beginners Arpit

Kulsreshtha 2023-10-10 Learn iOS app

development from scratch and build your dream

app KEY FEATURES ● Experience the cutting-edge capabilities of Xcode 15 and Swift 5.9 with

this enhanced edition, unraveling the latest

features. ● Embark on an exciting journey into the world of iOS programming while enjoying the process of building your very own iOS apps.

● Uncover the exciting advancements in iOS 17, including SwiftData, ActivityKit, SwiftUI, CoreML, and the Symbol Framework.

DESCRIPTION “iOS 17 App Development for Beginners” is a definitive guide to building iOS apps with Swift. This book teaches the

fundamentals of Swift, laying the foundation for future app development. It covers how to develop user interfaces for iOS apps using SwiftUI and UIKit and how to write code for views, view controllers, and data managers. The book also teaches using Core Data, Swift Data, and SQLite for database storage. Additionally, it covers essential Apple technologies and frameworks, such as Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, CI/CD, and Core ML for machine learning and artificial intelligence solutions.

After completing this book, you will have a solid grasp of Swift app development and successfully publish your apps to the App Store. WHAT YOU WILL LEARN ● Explore the enhancements in the Swift programming language. ● Discover

how to seamlessly integrate and manage complex data models using SwiftData and Core Data. ● Take a deep dive into the declarative and intuitive SwiftUI framework. ● Learn how to integrate machine learning with Core ML into

your apps. ● Integrate ActivityKit to create engaging and interactive experiences within your iOS 17 apps. WHO THIS BOOK IS FOR This book is an excellent resource for anyone who wants to learn how to program in Swift and develop applications for the iOS platform.

Whether you are a beginner, a student, or a professional, this book will teach you the basics of Swift and how to use it to create your apps. No prior programming experience is necessary,

but some familiarity with other programming languages will be helpful. TABLE OF CONTENTS

1. Getting Started with Xcode 2. Swift Fundamentals 3. Class, Structure, and Enumerations 4. Protocols, Extensions, and Error Handling 5. Automatic Reference Counting and Memory Safety 6. Implementing iOS 17 Architecture 7. User Interface Design with UIKit 8. User Interface Design with SwiftUI 9. Concurrency in Swift and SwiftUI 10. Storing Data with SQLite and Core Data 11. File Handling in iOS 12. Core Location with MapKit

13. Camera and Photo Library 14.

Multithreading in iOS 15. Networking in iOS Apps 16. Mobile App Architectures, Patterns, and Anti-Patterns 17. Publish iOS App on the Apple App Store 18. Continuous Integration and Delivery with Xcode Cloud 19. Advance iOS with New Frameworks

iOS 14 Programming for Beginners Ahmad

Sahar 2020-11-27 Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published Key Features Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and App Clips Book DescriptionIf you're looking to work and

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experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all

Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learn Get to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features, such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app 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. Experienced

14 features will also find this book useful.

Concurrent Programming in Mac OS X and iOS

Vandad Nahavandipoor 2011-05-24 Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores without having to manage threads? This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify programming on multicore iOS devices and Mac OS X. Managing your application's resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl. If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps. Package your code as block objects and invoke them with GCD Understand dispatch queues—the pools of threads managed by GCD Use different methods for executing UI and non-UI tasks Create a group of tasks that GCD can

run all at once Instruct GCD to execute tasks only once or after a delay Discover how to construct your own dispatch queues [Hand Lettering on the iPad with Procreate](#) Liz Kohler Brown 2020-05-27 *Hand Lettering on the iPad with Procreate* is the ultimate guide to every step of the digital hand lettering process. Using the versatile and intuitive iPad drawing and design app Procreate, author and noted lettering instructor Liz Brown composes a series of fun and easy lettering projects that will build confidence by giving all the necessary tools to create gorgeous compositions from the ground up. Each project comes with its own Procreate brush downloads so users can follow along to create their own unique hand lettered quotes, words, and phrases.

Featuring step-by-step lessons including:
-Finding inspiration with color palettes and letterforms for unique styles
-Using Procreate tools for creating and

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decorating letters

-Tips and tricks for adding textures, layers, shading, and depth to lettering projects
-Creative ideas for jazzing up space around letters

And much, much more! Whether you're a beginner interested in learning a fun new skill, or an experienced letterer ready to start creating on your iPad, this book will give you everything you need to take the next step in your iPad hand lettering journey.

iOS 15 Application Development for Beginners

Arpit Kulsreshtha 2021-12-31 Learn iOS App development with advanced Apple technology and developer-centric tools. **KEY FEATURES** ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. **DESCRIPTION** This book is

a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence

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solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. **WHAT YOU WILL LEARN** ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning capabilities using the Core ML framework. ● Integrate features such as App Gestures and Core Location into iOS applications. ● Utilize mobile design patterns and maintain a clean coding style. **WHO THIS BOOK IS FOR** This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS,

use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. **TABLE OF CONTENTS** 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store **IOS 5 Programming Cookbook** Vandad Nahavandipoor 2012-02-07 Thoroughly updated, this popular cookbook, helps programmers solve the vexing, real-life issues they're likely to face when creating apps for the iPhone, iPad, or iPod Touch. This edition contains more than 100 new recipes.

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Kindle Buffet Steve Weber 2012-08 "This book will introduce you to KindleBuffet.com, a website and newsletter founded by [the author] to showcase the best Kindle books currently offered free, plus a multitude of other avenues toward great free content."--Page 4 of cover.

Basic Sensors in iOS Alasdair Allan 2011-07-22 What really sets the iPhone apart from laptops and PCs is its use of onboard sensors, including those that are location-enabled. This concise book takes experienced iPhone and Mac developers on a detailed tour of iPhone and iPad hardware by explaining how these sensors work, and what they're capable of doing. With this book, you'll build sample applications for each sensor, and learn hands-on how to take advantage of the data each sensor produces. You'll gain valuable experience that you can immediately put to work inside your own iOS applications for the iPhone, iPod touch, and iPad. This book helps you focus on: Camera: learn how to take pictures and video, create

video thumbnails, customize video, and save media to the photo album Audio: use the media picker controller and access the iPod music library in your own application, and enable your app to record and play sampled audio Accelerometer: write an application that uses this sensor to determine device orientation Magnetometer: learn how this sensor verifies compass headings Core Motion: use this framework to receive motion data from both the accelerometer and the vibrational gyroscope This short book is part of a collection that will, along with new material, be compiled into a larger book, iOS Sensor Programming. The other books in this collection are Augmented Reality in iOS, Geolocation in iOS, and iOS Sensor Apps with Arduino.

iOS Development with Xamarin Cookbook

Dimitrios Tavlikos 2014-05-23 Key Features Book DescriptionThe book is written in a recipe format with practical examples, allowing you to go directly to your topic of interest or follow

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topics throughout a chapter to gain an in-depth knowledge. There are also plenty of hints and best practices along the way. If you are a C#/.NET developer with no previous experience in iOS development or an Objective-C developer who wants to create complete iOS applications and deploy them to the App Store, then this book is ideal for you. No experience with Xamarin is needed. What you will learn Who this book is for iOS Sensor Apps with Arduino Alasdair Allan 2011-09-13 Turn your iPhone or iPad into the hub of a distributed sensor network with the help of an Arduino microcontroller. With this concise guide, you'll learn how to connect an external sensor to an iOS device and have them talk to each other through Arduino. You'll also build an iOS application that will parse the sensor values it receives and plot the resulting measurements, all in real-time. iOS processes data from its own onboard sensors, and now you can extend its reach with this simple, low-cost project. If you're an Objective-C programmer

who likes to experiment, this book explains the basics of Arduino and other hardware components you need—and lets you have fun in the process. Learn how to connect the Arduino platform to any iOS device Build a simple application to control your Arduino directly from an iPad Gather measurements from an ultrasonic range finder and display them on your iPhone Connect an iPhone, iPad, or iPod Touch to an XBee radio network Explore other methods for connecting external sensors to iOS, including Ethernet and the MIDI protocol

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