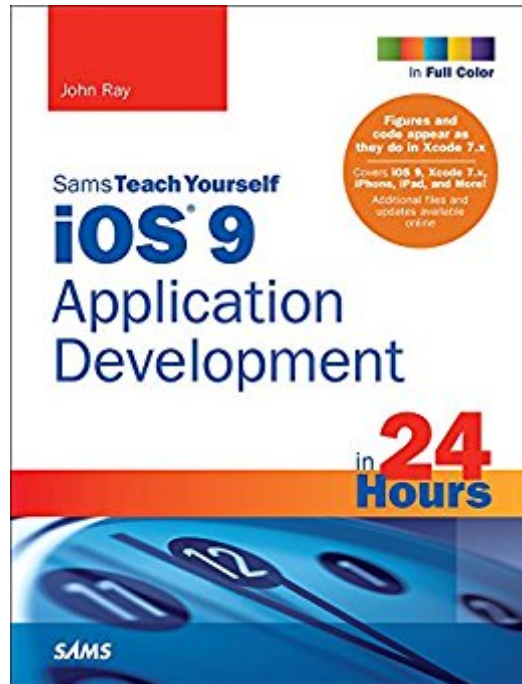


The book was found

IOS 9 Application Development In 24 Hours, Sams Teach Yourself



Synopsis

Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More! In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll 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. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. Notes present interesting information related to the discussion. Tips show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode 7.x

- Learn to navigate the Xcode 7.x development environment and install apps on your iDevice
- Get started quickly with Apple's Open Source language: Swift 2.0
- Test code and application logic using the iOS Playground
- Understand the Model-View-Controller (MVC) development pattern
- Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library
- Use Auto Layout and Size Classes to adapt to different screen sizes and orientations
- Build advanced UIs with Tables, Split Views, Navigation Controllers, and more
- Read and write preferences and data, and create System Settings plug-ins
- Use iOS media playback and recording capabilities
- Take photos and manipulate graphics with Core Image
- Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS
- Use 3D touch to add Peek, Pop, and Quick Actions to your apps
- Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps
- Create universal applications that run on both the iPhone and iPad
- Write background-aware multitasking applications
- Trace, debug, and monitor applications as they run
- Additional files and updates available online

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Customer Reviews

I decided to learn iOS app development, as I needed a new job/career. I checked out a few titles at my local bookstore as well as public libraries. This is by far the best title and it's mostly up to date, covering iOS 9.2. (9.3 was just released as I write this.) More important both theory and practice are explained clearly. Each chapter (called "hour" in this long-running series) took more than an hour for me to read through and get the hang of it, so the whole book took a week of full time reading just to understand what the tools and skills involve. I'm starting to read another round to start doing real work. If you need one introductory iOS development book like I did, this is the title to get. The Kindle edition is a lot cheaper but far less readable than the paperback, especially because the Kindle apps keep reformatting the book making it hard to follow.

As a computer professional, I want to refresh my skills in the new world of smartphone application development. I have an idea for an app but hadn't written code in many years. I signed up for lynda.com courses and the free Stanford University video course, but to little avail. The pace was too quick for the large terminology load. Now, with this outstanding, well-paced book, I have broken through!! With patience and discipline, I am slowly following each example provided by Mr. Ray. The result - I am learning and now am confident that I can build my app. I strongly recommend this book - use it side-by-side with your Mac and Xcode and you will succeed. Glad I found it. :)

I am still reading this book, but I am extremely impressed by its thoroughness and logical flow. I have a programming background, but zero experience in the iOS world. So far, this book has been

at the perfect level for me,

This is an excellent book for learning xcode. It takes the approach I learned early in my career (when building the examples): 1) "Tell them what you are going to tell them" (show the code you are going to use)....2) "Tell them"....use the code in an example.....3) "Tell them what you told them"....summarize the example.The only complaint I have so far is chapter 16: Using Auto Layout.....it is often confusing and not really complete. "Beginning iPhone Development with Swift" handles this subject in much more detail and is easier to absorb, with added info and techniques not present in this book.Other than that, this is an excellent book for learning xcode

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