1. Record Nr. UNINA9910254753803321

Autore	Bakir Ahmed
Titolo	Program the Internet of Things with Swift for iOS [[electronic resource] /] / by Ahmed Bakir, Manny de la Torriente, Gheorghe Chesler
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	1-4842-1194-4
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (509 p.)
Disciplina	004
Soggetti	Computer communication systems Computer science Computer Communication Networks Computer Science, general
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Part 1: Getting Started Chapter 1: Building Your First Internet of Things App -- Chapter 2: Introduction to the Swift Programming Language -- Chapter 3: Accessing Health Information Using HealthKit -- Chapter 4: Using Core Motion to Save Motion Data -- Chapter 5: Integrating Third-Party Fitness Trackers and Data Using the Fitbit API -- Chapter 6: Building Your First watchOS App -- Chapter 7: Building an Interactive watchOS App -- Chapter 8: Building a Stand-Alone watchOS App -- Chapter 9: Connecting to a Bluetooth LE Device -- Chapter 10: Building location awareness with iBeacons -- Chapter 11: Home automation using HomeKit -- Chapter 12: Building an app that talks to a Raspberry Pi -- Chapter 13: Using Keychain Services to secure data -- Chapter 14: Using Touch ID for authentication -- Chapter 15: Using Apple Pay to accept payments.
Sommario/riassunto	Program the Internet of Things with Swift and iOS is a detailed tutorial that will teach you how to build apps using Apple’s native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. This is the second book by Ahmed Bakir (author of Beginning iOS Media App Development) and his team at devAtelier LLC, who have been involved in developing over 20 mobile projects. Written like a code review, this book presents a detailed "how" and "why" for each topic,

explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful API's and HTTPS. The Internet of Things is waiting — be a part of it!