

1. Record Nr.	UNINA9910300463903321
Autore	Knott Matthew
Titolo	Beginning Xcode / / by Matthew Knott, Daniel Bramhall
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
ISBN	1-4302-5744-X
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (535 pages) : illustrations
Disciplina	005.31
Soggetti	Apple computer Application software Apple and iOS Computer Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Learn Xcode 5 to create amazing, innovative applications for iOS and OS X"--Cover. Includes index.
Nota di contenuto	Cover -- Contents at a Glance -- Contents -- About the Author -- About the Technical Reviewer -- Acknowledgments -- Introduction -- Part 1: Getting Acquainted -- Chapter 1: Welcome to Xcode -- What Is Xcode? -- Why Choose Xcode? -- Prior Assumptions -- What's Covered in This Book -- Part 1: Getting Acquainted -- Part 2: Diving Deeper -- Getting and Installing Xcode -- Firing Up Xcode -- Apple's Resources for Developers -- The Dev Center -- Your Developer Account -- Additional Resources -- Summary -- Chapter 2: Diving Right In -- Creating Your First Xcode Project -- The Project -- Designing the Interface -- Making Connections -- Running and Testing -- Adding Files -- Summary -- Chapter 3: Project Templates and Getting Around -- Project Templates -- Master Detail View -- OpenGL Game -- Page-Based Application -- Single View Application -- Tabbed Application -- Utility Application -- Empty Application -- SpriteKit Game -- Template Selection -- Getting Around -- Navigators -- Toolbar -- Editor -- Standard Editor -- Assistant Editor -- Version Editor -- Utilities -- Configuring the Application Delegate -- Adding a Second View Controller -- Debugging Area -- Summary -- Chapter 4: Building Interfaces -- Getting Ready -- Before You Start ... -- Building the

Interface -- Setting the Tab Icons -- Tracking Location with the Track It Tab -- UITextViewViews and UISwitches -- Adding Frameworks and Libraries -- Simulating Location -- Mixing Colors with the Slide It Tab -- The UITextViewDelegate Implementation -- Adding "Off the Menu" Controls -- UIAlertView and UIActionSheet -- Building the Action Tab Interface -- Changing the Interface with Code -- Buttons and iOS 7 -- Summary -- Chapter 5: Getting Help and Code Completion -- Getting Help -- Creating the Project -- Downloading Additional Documentation -- Quick Help.

Documentation Viewer vs. Documentation Organizer -- Documentation Viewer -- Toolbar -- The Navigator Sidebar -- Adding a Bookmark -- Viewing Your Bookmarks -- The Table of Contents Sidebar -- Quickly Accessing Documentation -- Apple's Web Site -- Code Completion -- The Header File -- The Implementation File -- Sending a Text Message -- Building the Interface -- Making Connections -- Adding the Message Framework -- Summary -- Chapter 6: Constraints -- Understanding Auto Layout -- Building an Authentication View -- Design Considerations -- Manually Adding Constraints -- Specifying Constraints with the Align Menu -- Specifying Constraints with the Pin Menu -- Automatically Adding Constraints -- Adding Missing Constraints -- Updating Constraints -- Previewing Your Layout -- Preview Using Interface Builder -- Preview Using the Preview Tool -- Finishing Touches -- Customizing Text Fields -- Hiding Passwords -- Configuring a Text Field for Email Addresses -- Navigating Forms -- Summary -- Part 2: Diving Deeper -- Chapter 7: Storyboards -- A Brief History of Storyboards -- Creating a New Project Called SocialApp -- Creating View Controllers -- The Model-View-Controller Design Pattern -- Subclassing UIViewController -- Subclassing UITableViewController -- Pairing the View to the Controller -- Understanding Inheritance -- Building up the Storyboard -- Linking Scenes and Building Interfaces -- What Are Segues ? -- Adding a Navigation Controller -- Creating an Interface for Feed View Controller -- Creating an Interface for Tweet View Controller -- Creating an Interface for Compose View Controller -- Summary -- Chapter 8: Table and Collection Views -- What Is a Table View? -- Table View Composition -- Table View Styles -- Configuring the Accounts View -- The Key Attributes of Table Views -- Manipulating Static Table Views -- The Accounts and Social Framework. Retrieving and Displaying Twitter Accounts -- Configuring the Feed View -- Configuring the Tweet View -- Configuring the Compose View -- Discovering the Collection View -- Embedding a Tab Bar Controller -- Persisting User Preferences with NSUserDefaults -- Adding a Collection View Controller -- Configuring a Collection View -- Displaying Items in a Collection View -- Summary -- Chapter 9: Frameworks, Libraries, and Targets -- Understanding Frameworks -- Creating the Project -- Adding a Framework -- Manipulating a Map View -- Subclassing MKPointAnnotation -- Static Libraries -- Creating a Static Library -- Adding an Aggregate Target -- Adding a Static Library to a Project -- Working with Multiple Targets -- Discovering Modules -- Enabling Modules for Older Projects -- Summary -- Chapter 10: Advanced Editing -- Getting Started -- Efficient Editing -- Changing Color Schemes -- Creating a New Theme -- Sharing or Importing a Theme -- Organizing and Navigating Code -- Creating Code Reminders -- Using the Jump Bar -- Organizing Code with Pragma Marks -- Building the Scene -- Folding Code -- The Code Snippet Library -- Using Code Snippets -- Creating Code Snippets -- Summary -- Chapter 11: Debugging and Analysis -- Building the Application -- Using Breakpoints to Resolve Logical Errors -- Setting a Breakpoint -- The Debug Navigator -- The Debug Area -- The

Breakpoint Navigator -- Conditional Breakpoints -- Runtime Errors --
 Using Exception Breakpoints -- Compile-Time Errors -- The Issue
 Navigator -- Tools to Help with Debugging -- Debugging Location --
 Print Debugging with the Printer Simulator -- Summary -- Part 3: Final
 Preparations and Releasing -- Chapter 12: Version Control with Git --
 Why Use Version Control? -- What Is Git ? -- Creating the Project --
 The AVFoundation Framework -- Creating the Interface -- Committing
 Changes.
 Examining Changes with the Version Editor -- The Comparison View --
 The Blame View -- The Log View -- Branching Within a Repository --
 Merging Branches -- Removing a Branch -- Using a Remote Repository
 -- Registering for GitHub and Creating a Repository -- Adding a
 GitHub Repository to Xcode -- Adding a Remote Repository in
 Repository Configuration -- Adding a Remote Repository with Xcode
 Preferences -- Pushing to a Remote Repository -- Updating the Remote
 Repository -- Summary -- Chapter 13: Localization -- Creating the
 Castles Application -- Adding the Resources -- Creating the
 Application Interface -- Compositing with Transparent Images --
 Adding a Scroll View -- Adding a Page Control -- Completing the
 Interface -- Writing the Code for the Castles Application -- Localizing
 the Application -- Enabling Localization -- Adding Another Language
 -- Storyboards and Localization -- Testing Localizations in iOS 7 --
 Localizing Images -- A Peek Behind the Scenes -- Replacing overlay.
 png -- Localizing Code with Localizable.strings -- Creating
 Localizable.strings -- Localizing Localizable.strings -- Retrieving
 Localized Strings with NSLocalizedString -- Summary -- Chapter 14:
 The Organizer -- What Is the Organizer? -- Preparing Xcode for
 Deploying to a Device -- Enrolling in the iOS Developer Program --
 Adding Your Developer Account to Xcode -- The Devices Organizer --
 Preparing a Device for Development -- Deploying an Application to an
 iOS Device -- Capturing a Screenshot from a Running Application --
 Using a Screenshot as a Launch Image -- The Projects Organizer --
 Using the Project and Workspace List -- Using Snapshots --
 Automatically Creating Snapshots -- Manually Creating a Snapshot --
 Managing Snapshots -- Deleting Snapshots -- Exporting Snapshots --
 Restoring from a Snapshot -- The Archives Organizer -- Archiving
 Your Application -- Summary.
 Chapter 15: Building, Sharing, and Distributing Applications -- Final
 Checks Before Publishing Your Application -- Discovering iTunes
 Connect -- Creating an App ID -- Creating an Application Profile --
 Uploading an Application to iTunes Connect -- Getting Ready to Upload
 -- Creating a Distribution Certificate and Profile -- Setting a Code
 Signing Identity -- Validating Your Application -- Submitting Your
 Application to the App Store -- Submitting Applications Using Archives
 Organizer -- Canceling Your Submission -- Submitting Applications
 Using Application Loader -- Summary -- Next Steps -- Index.

Sommario/riassunto

Xcode is Apple's Integrated Development Environment (IDE), Interface
 Builder, and other tools for helping app developers and coders to build
 iPhone and iPad apps more efficiently and quickly. Beginning Xcode
 aims to get you up and running with Apple's latest Xcode 5 and
 includes a wide variety of exciting projects to build. So, if you have
 some programming experience with iOS SDK and Objective-C, but want
 a more in depth tutorial on Xcode, then Beginning Xcode is for you. The
 book focuses on the new technologies, tools and features that Apple
 has bundled into the new Xcode 5, to complement the latest iOS 7 SDK.
 You'll learn: • How to build iOS apps using the latest Xcode • How to
 get started with Xcode, using Workspaces, Interface Builder,
 storyboarding, tables/collection views and more • How to dive deeper

into Xcode using advanced searches, filtering, advanced editing, debugging, and source control • How to take advantage of Xcode's vast libraries, frameworks and bundles • How to create exciting interactive apps for iPhone or iPad using Sprite Kit, Map Kit, and other Apple technologies • How to share your app using organizer, localization, auto layout, and more By the end of this book, you'll have all of the skills and a variety of examples to draw from to get your very first app out the door using Xcode. Maybe, you'll even sell it on Apple iTunes App Store.
