

1. Record Nr.	UNINA9910300469903321
Autore	Bakir Ahmed
Titolo	Beginning iOS Media App Development // by Ahmed Bakir
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
ISBN	1-4302-5084-4
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (418 p.)
Disciplina	004
Soggetti	Apple computer Application software Apple and iOS Computer Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Welcome to iOS Media App Development""; ""What Is the Purpose of This Book?""; ""What Makes Media App Development Different?""; ""What Do I Need to Know to Use This Book?""; ""What Do I Need to Get Started?""; ""An Active iOS Developer Program Account Is Required to Use This Book""; ""Building Your First iOS Media App""; ""About the Application""; ""Setting Up the Application""; ""Adding Images to Your App""; ""Handling User-Interface Events""</p> <p>""Running the Application on a Device""""Debugging Common Problems""; ""Summary""; ""Part 1: Images""; ""Chapter 2: Adding Images to Your App""; ""Using the UIImage Class to Represent Image Data""; ""Loading Bundled Files""; ""Using Asset Catalogs To Manage Images""; ""Loading Images at Runtime""; ""Using the UIImageView Class to Display Images""; ""Initializing an Image View""; ""Setting Image-Scaling Options""; ""Using the UIImagePickerController Class to Select Images""; ""Working with Protocols and Delegates""; ""Using the Image Picker to Access Saved Pictures""</p> <p>""Configuring and Presenting the Image Picker""""Handling Data from the Image Picker""; ""Using the Image Picker to Take Pictures""; ""Understanding User Interface Limitations of the Image Picker"";</p>

""Presenting the Photo Album on an iPad""; ""Summary""; ""Chapter 3: Doing Useful Things with Your Images""; ""Manipulating Images""; ""Resizing an Image""; ""Cropping an Image""; ""Saving Images""; ""Saving Images to Files""; ""Saving Images to the Photo Library""; ""Loading Images from the Internet""; ""Adding an Activity Indicator""; ""Adding Effects to Your Images""; ""Adding Gradients""; ""Making Your Images Move with Your Device""; ""Adding Blurring to Your Images""; ""Summary""; ""Chapter 4: Advanced Photo Interfaces""; ""Building a Custom Camera Interface""; ""Initializing the Hardware Interface""; ""Accessing the Live Camera Feed""; ""Capturing a Still Image""; ""Accessing Hardware Controls""; ""Switching Cameras""; ""Changing Flash Modes""; ""Changing Autofocus Modes""; ""Changing Exposure Modes""; ""Handling Different Screen Sizes""; ""Building a Custom Image Picker""; ""Instantiating an Asset Library as a Data Source""; ""Using the UICollectionView Class to Enumerate Assets""; ""Enabling Multiple Selection""; ""Creating an Interface for Returning Image Data""; ""Creating Image Data from Asset Representations""; ""Summary""; ""Part 2: Audio""; ""Chapter 5: Playing and Recording Audio Files""; ""Playing Audio Files""; ""Getting Started""; ""Configuring an Audio Session""; ""Selecting an Audio File""; ""Setting Up the Audio Player""; ""Building a Playback Interface""; ""Starting or Pausing Playback""; ""Skipping Forward or Backward""; ""Displaying Playback Progress""; ""Recording Audio Files""; ""Getting Started""

Sommario/riassunto

Beginning iOS Media App Development is a ground-breaking tutorial that explores the near limitless, programmable audio-visual capabilities of the iPhone, iPad and iPod touch using real-world examples and thorough explanations of the code. This book includes detailed step-by-step instructions and important background information from experienced media and utility app developer, Ahmed Bakir. You'll learn about content creation, playback, and advanced topics, including AirPlay, AVKit, and Swift. Each chapter is framed with a project that illustrates the concepts being discussed and pulls in lessons from other popular apps. You'll even learn about the latest iOS 8 and Xcode 6 media features. After reading this book, you should be able to build your first rich media app or utility app that utilizes multimedia for the App Store. And if you're a game developer, this book will provide you with tools to help make your game app look even better by integrating native iOS features.
