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Note generali	"Learn to build iPhone and iPad apps using the iOS 8 SDK and Objective-C"--Cover. Includes index.
Nota di contenuto	The ToolbarThe Navigator; The Jump Bar; The Utility Area; Interface Builder; New Compiler and Debugger; A Closer Look at Our Project; Introducing Xcode's Interface Builder; File Formats; The Storyboard; The Library; Adding a Label to the View; Changing Attributes; Some iPhone Polish: Finishing Touches; The Launch Screen; Bring It on Home; Chapter 3: Handling Basic Interaction; The Model-View-Controller Paradigm; Creating Our Project; Looking at the View Controller; Understanding Outlets and Actions; Outlets; Actions; Cleaning Up the View Controller; Designing the User Interface Adding the Buttons and Action MethodAdding the Label and Outlet; Writing the Action Method; Trying It Out; Previewing Layout; Adding Some style; Looking at the Application Delegate; Bring It on Home; Chapter 4: More User Interface Fun; A Screen Full of Controls; Active, Static, and Passive Controls; Creating the Application; Implementing the Image View and Text Fields; Adding the Image View; Resizing the Image View; Setting View Attributes; The Mode Attribute; Tag; Interaction Check Boxes; The Alpha Value; Background; Tint; Drawing Check

Boxes; Stretching; Adding the Text Fields

Text Field Inspector Settings; Setting the Attributes for the Second Text Field; Adding Constraints; Creating and Connecting Outlets; Closing the Keyboard; Closing the Keyboard When Done Is Tapped; Touching the Background to Close the Keyboard; Adding the Slider and Label; Adding More Constraints; Creating and Connecting the Actions and Outlets; Implementing the Action Method; Implementing the Switches, Button, and Segmented Control; Adding Two Labeled Switches; Connecting and Creating Outlets and Actions; Implementing the Switch Actions; Adding the Button; Spiffing Up the Button

Stretchable Images; Control States; Connecting and Creating the Button Outlets and Actions; Implementing the Segmented Control Action; Implementing the Action Sheet and Alert; Showing an Action Sheet; Showing an Alert; Crossing the Finish Line; Chapter 5: Rotation and Adaptive Layout; The Mechanics of Rotation; Points, Pixels, and the Retina Display; Handling Rotation; Choosing Your View Orientations; Supported Orientations at the App Level; Per-Controller Rotation Support; Designing an Interface Using Constraints; Overriding Default Constraints; Full-Width Labels; Creating Adaptive Layouts
The Restructure Application

Sommario/riassunto

The team that brought you the bestselling *Beginning iPhone Development*, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1). You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using Xcode 6.1 and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iPhone Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!
