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Titolo	More iPhone Development with Objective-C : Further Explorations of the iOS SDK / / by Kevin Kim, Alex Horovitz, David Mark, Jeff LaMarche, Jayant Varma
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Nota di contenuto	Contents at a Glance; Chapter 1: Here We Go Round Again; What This Book Is; What You Need to Know; What You Need Before You Can Begin; What's In this Book; Chapter 2: Core Data: What, Why, and How; A Brief History of Core Data; Creating a Core Data Application; Core Data Concepts and Terminology; The Data Model; Entities; Properties; Attributes; Relationships; Fetched Properties; Fetch Requests; Configurations; The Data Model Class: NSManagedObjectContext; The Persistent Store and Persistent Store Coordinator; Reviewing the Data Model; Managed Objects; Key-Value Coding; Managed Object Context Saves On TerminateLoad Data from the Persistent Store; The Fetched Results Controller; Creating a Fetched Results Controller; The Fetched Results Controller Delegate Methods; Will Change Content Delegate Method; Did Change Contents Delegate Method; Did Change Object Delegate Method; Did Change Section Delegate Method; Retrieving a Managed Object from the Fetched Results Controller; Creating and Inserting a New Managed Object; Deleting Managed Objects; Putting Everything in Context; Chapter 3: A Super Start: Adding, Displaying, and Deleting Data; Setting Up the Xcode Project; Adding a Scene Scenes and SeguesStoryboard Document Outline; Application Architecture; Designing the View Controller Interface; Creating

HeroListController; Making the Connections and Outlets; Navigation Bar Buttons; Tab Bar and User Defaults; Designing the Data Model; Adding an Entity; Editing the New Entity; Adding the Name Attribute; Attribute Types; The Integer Data Types; The Decimal, Double, and Float Data Types; The String Data Type; The Boolean Data Type; The Date Data Type; The Binary Data Type; The Transformable Data Type; Setting the name Attribute Type; Adding the Rest of the Attributes
Declaring the Fetched Results ControllerImplementing the Fetched Results Controller; Fetched Results Controller Delegate Methods; Making It All Work; Error Handling; Implementing Edit and Add; Coding the Table View Data Source and Delegate; Sorting the Table View; Loading the Fetch Request at Launch; Let'Er Rip; Done, but Not Done; Chapter 4: The Devil in the Detail View; View Implementation Choices; Creating the Detail View Controller; Wiring Up the Segue; HeroDetailController; Detail View Challenges; Controlling the Table Structure with Property Lists; Property Lists Explained
Modeling Table Structure with a Property ListDefining the Table View via Property List; Parsing the Property List; Pushing the Details; Showing the Details; Editing the Details; Editing Mode in the Detail View; Creating a Custom UITableViewCell Subclass; Saving Your Changes; Specialized Input Views; DatePicker SuperDBEditCell Subclass; Using the DatePicker SuperDBEditCell Subclass; Implementing a Selection Picker; Devil's End; Chapter 5: Preparing for Change: Migrations and Versioning; About Data Models; Data Models Are Compiled; Data Models Can Have Multiple Versions
Creating a New Data Model Version

Sommario/riassunto

If you are looking to extend your iOS programming skills beyond the basics then More iPhone Development with Objective-C is for you. Authors Dave Mark, Jayant Varma, Jeff LaMarche, Alex Horovitz, and Kevin Kim explain concepts as only they can—with code snippets you can customize and use, as you like, in your own apps. More iPhone Development with Objective-C is an independent companion to Beginning iPhone Development with Objective-C. That is, it is a perfect second book, but it is also a great book for those looking to improve their skills who have already programmed for iOS. In particular it includes a series of chapters devoted to Core Data, the standard for Apple persistence. The authors carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won't find anywhere else. More iPhone Development with Objective-C covers a variety of other topics, including Multipeer Connectivity's relatively simple Bluetooth/WiFi peer-to-peer model, MapKit, and media library access and playback so that your applications can utilize media on your users' computer. You'll also find coverage of Interface Builder, Live Previews and Custom Controls and some advanced techniques for debugging your applications. The book is filled with useful topics that will bring your programs up-to-date with the new functionality built into iOS.
