

1. Record Nr.	UNINA9910463701303321
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Titolo	Beginning iOS programming : building and deploying iOS applications / / Nick Harris
Pubbl/distr/stampa	Indianapolis, Indiana : , : Wiley, , 2014 ©2014
ISBN	1-118-84144-1 1-118-84160-3
Edizione	[1st edition]
Descrizione fisica	1 online resource (340 p.)
Collana	Wrox : Programmer to Programmer
Disciplina	005.26
Soggetti	Application software - Development iPhone (Smartphone) - Programming iPad (Computer) - Programming iPod touch (Digital music player) - Programming Mobile computing Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Beginning iOS Programming: Building and Deploying iOS Applications; Copyright; About the Author; Credits; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; What You Need to Use This Book; Conventions; Source Code; Errata; P2P.Wrox.Com; Chapter 1: Building a Real-World iOS App: Bands; Introducing Bands; Getting Started; Scoping the App; Defining the Features; Creating a Development Plan; Summary; Chapter 2: Introduction to Objective-C; Exploring the History of Objective-C; Explaining the Basics; Learning About Objects and Classes Instantiating ObjectsManaging Memory; Introducing Automatic Reference Counting; Adding Properties to a Class; Explaining Strings; Using Basic Data Structures; Discussing Advanced Concepts; Explaining the Model-View-Controller Design Pattern; Learning About Protocols and Delegates; Using Blocks; Handling Errors; Summary; Chapter 3: Starting a New App; Creating a New App in Xcode; Discussing Xcode Templates; Learning About Bundle Identifiers; Exploring the Xcode

Project Layout; Discussing the UIKit Framework; Discussing the Main Storyboard; Adding a Label to a Storyboard  
Exploring Interface BuilderSetting Attributes; Exploring the Inspectors; Aligning UI Objects; Running in the Simulator; Choosing a Device; Learning to Test on All Device Sizes; Learning About Auto Layout; Discussing Auto Layout Basics; Testing Rotation; Exploring Application Settings; Setting Version and Build Numbers; Setting Supported Rotation Orientations; Setting the App Icon; Setting Launch Images; Running on a Device; Summary; Chapter 4: Creating a User Input Form; Introducing the Band Model Object; Creating the Band Model Object; Creating Enumerations  
Adding Properties to the Band Model ObjectBuilding an Interactive User Interface; Learning About IBOutlet; Using UITextField and UITextFieldDelegate; Using UITextView and UITextViewDelegate; Using UIButton and IBAction; Using UIStepper; Using UISegmentedControl; Using UISwitch; Saving and Retrieving Data; Implementing the NSCoder Protocol; Saving Data; Retrieving Saved Data; Deleting Saved Data; Summary; Chapter 5: Using Table Views; Exploring Table Views; Learning About Tables; Learning About Cells; Implementing the Bands Data Source; Creating the Band Storage; Adding Bands  
Displaying BandsImplementing Sections and Index; Adding Section Headers; Showing the Section Index; Editing Table Data; Enabling Edit Mode; Deleting Cells and Data; Modifying Data; Summary; Chapter 6: Integrating the Camera and Photo Library in iOS Apps; Adding an Image View and Gesture Recognizer; Enabling User Interactions with a UIImageView; Learning About Gesture Recognizers; Selecting a Picture from the Photo Library; Learning About UIImagePickerController; Determining Device Capabilities; Allowing Picture Editing; Saving Band Images; Deleting Band Images  
Taking a Picture with the Camera

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## Sommario/riassunto

iOS 7 changed everything-get up to speed! iOS 7 is a major shift in the look and feel of apps-the first major sea change since the iPhone was first introduced. For apps to blend in with the new UI, each needs a complete redesign. Beginning iOS Programming: Building and Deploying iOS Applications starts at the beginning-including an introduction to Objective C-and gives you the skills you need to get your apps up and running. Author Nick Harris has extensive experience developing for iOS and provides a solid background for teaching the building blocks of app development.

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