1. Record Nr.   UNINA9910465299903321

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Titolo   iOS App Development For Dummies [[electronic resource]]

Pubbl/distr/stampa   Hoboken, : Wiley, 2014

ISBN   1-118-87107-3

Edizione   [1st edition]

Descrizione fisica   1 online resource (575 p.)

Collana   For dummies

Disciplina   005.25

Soggetti   Application software -- Development
iOS (Electronic resource)
iPad (Computer)
iPhone (Smartphone)
Engineering & Applied Sciences
Computer Science
Electronic books.

Lingua di pubblicazione   Inglese

Formato   Materiale a stampa

Livello bibliografico   Monografia

Note generali   Description based upon print version of record.

Nota di contenuto   Table of Contents; Introduction; A Bit of History; The Plan for This Book; iOS and Xcode Game Changers; About This Book; Conventions Used in This Book; Icons Used in This Book; Foolish Assumptions; How This Book Is Organized; Beyond the Book; Where to Go from Here; Part I: Getting Started; Chapter 1: What Makes a Great iOS App; Figuring Out What Makes a Great iOS App; Using the iOS Platform to the Fullest; Embracing Device Limitations; Why Develop iOS Apps?; Developing with Apple's Expectations in Mind; Thinking About You, Apps, and Money; Enter the Cloud
Developing an App the Right Way Using the Example App in This BookWhat's Next; Chapter 2: Getting to Know the SDK; Developing Using the SDK; Using Xcode to Develop an App; The Workspace Window; Chapter 3: The Nuts and Bolts of an Xcode Project; Creating Your Project; Exploring Your Project; Setting Your Xcode Preferences; Building and Running Your Application; Running in the Simulator; Using Asset Catalogs; Adding the Image and Sound Resources and an App Icon; Part II: Building RoadTrip; Chapter 4: Storyboards and the User Experience; Introducing the Storyboard

Defining What You Want an App to Do: The RoadTrip AppCreating the Application Architecture; What You Add Where; Using Frameworks; Using Design Patterns; Working with Windows and Views; View Controllers - the Main Storyboard Players; What About the Model?; It's Not That Neat; Taking a Look at Other Frameworks; Understanding the MVC in the Project; Chapter 5: Creating the RoadTrip User Interface; Creating Your User Interface in the iPad Storyboard; Working within the Utility Area; Understanding iPad Navigation; Adding a New View Controller; View Layout; Adding the User Interface Objects

Massaging the Template CodeGetting Rid of Warnings; Creating the iPhone User Interface; Chapter 6: The Runtime, Managing Memory, and Using Properties; Stepping Through the App Life Cycle; Working within the Managed Memory Model Design Pattern; Automatic Reference Counting (ARC); Observing Low-Memory Warnings; Customizing the Behavior of Framework Classes; Understanding Declared Properties; Hiding Instance Variables; Chapter 7: Working with the Source Editor; Navigating in the Xcode Source Editors; Using the Xcode Source Editor; Accessing Documentation; Finding and Searching in Your Project

You're Finally Ready to Write Code!Part III: Getting Your Feet Wet: Basic Functionality; Chapter 8: It's (Finally) Time to Code; Checking for Network Availability; Exploring the Changes in iOS 7; Setting the Master View Controller Title; Understanding Autorotation; Writing Bug-Free Code; Chapter 9: Adding Outlets and Actions to Your RoadTrip Code; Using Custom View Controllers; Understanding Outlets; Adding Outlets; Working with the Target-Action Design Pattern; How Outlets and Actions Work; Chapter 10: Adding Animation and Sound to Your App; Understanding iOS Animation

Coordinating Auto Layout, Frames, and Constraints

| Sommario/riassunto | If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals |