

1. Record Nr.	UNINA9910695174003321
Autore	Francis Paul L
Titolo	Defense acquisitions [[electronic resource]] : improved business case key for Future Combat System's success : testimony before the Subcommittee on Tactical Air and Land Forces, Committee on Armed Services, House of Representatives / / statement of Paul L. Francis
Pubbl/distr/stampa	[Washington, D.C.] : , : U.S. Government Accountability Office, , [2006]
Descrizione fisica	19 pages : digital, PDF file
Collana	Testimony ; ; GAO-06-564 T
Soggetti	Operational readiness (Military science) United States Armed Forces Weapons systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed on June 19, 2006). "For release ... April 4, 2006." Paper version available from: U.S. Government Accountability Office, 441 G St., NW, Rm. LM, Washington, D.C. 20548.
Nota di bibliografia	Includes bibliographical references.

2. Record Nr.	UNINA9910787866403321
Autore	Harris Nick
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
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
NSCoding 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

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.
