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Altri autori (Persone)	MelloChad
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Soggetti	iPhone (Smartphone) - Programming iPad (Computer) - Programming Application software - Development iPhone (Smartphone) iPad (Computer) Application software - Design
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Nota di contenuto	Cover; Title Page; Copyright Page; Table of Contents; Foreword: About the Author; Why You'll Relate to Dr. Lewis; Fast-Forward 17 Years; Past-Present-Future; Why Write This Book?; About the Contributing Authors; Acknowledgments; Preface; What This Book Will Do For You; Sound Familiar?; How Do I Know This About You?; The Approach I Take; Chapter 1: Preliminaries; Necessities and Accessories; Getting a Mac; Getting OS X; Becoming a Developer; Making Your Choice; Installing Xcode; Getting Ready for Your First iPhone/iPad Project; Installing DemoMonkey; Chapter 2: Blast-Off! Running your App on the iPhone Simulator Running Your iPhone App on the iPad Simulator; Running Your iPad App on the iPad Simulator; Digging the Code; Chapter 3: Keep on Truckin'; helloWorld_03: An Interactive Single View App; Creating the User Interface; Connecting to the Code; Digging the Code: -(IBAction)button: (id)sender; ; Setting up the Coding Environment; Creating a Programming Roadmap; Digging the Code; Nibs, Zibs, and Xibs; Methods; Header Files; The Inspector Bar; Chapter 4: Buttons and Labels with Multiple Graphics; Roadmap

Recap; `helloWorld_04`: A View-Based Application
Understanding `IBOutlets` and `IBActions`Using pointers; Properties: Management and Control; Adding `IBActions`; Digging the Code; `IBOutlets` and `IBActions`; More About Pointers; Model-View-Controller; Chapter 5: Touches; Redefining "Giving Up"; Roadmap Recap; Touches: A View-Based Application; `CGAffineTransform` Structs; Coding the Implementation File; `viewDidLoad`; Coding the Shrink Button; Coding the Hide Button; Coding the Change Button; Running the Code; Digging the Code; Chapter 6: Switches; Don't Freak Out: Let's Look at Your Brain!; switches: A Tabbed Application; Obtaining the Resources Creating the AppAdding the Images to the Project; Running the App; Customizing the Views; Customizing the Buttons; Creating the Second View; Connecting and Coding the Buttons; Digging the Code; Compile-time and Runtime; Chapter 7: Storyboards; Storytelling; Roadmap Recap; Evolve: A View-Based Storyboard Application; Phase I: Creating Core Storyboarding Configurations; Phase II: Setting Up and Establishing the Content of the View Controllers; Phase III: Working on Closure and Coding; Chapter 8: Introducing MapKit; A Little About Frameworks; MapKit Showcase: Preinstalled Apps Turn-by-Turn NavigationTraffic: A Smarter Way to Cope; Local Search; See More, Do More; Innovative and Popular MapKit Apps Inspire Us; `MyMapKit_01`: A Universal Single View Application; Preliminaries; A New Single View Template; Preliminaries: Adding the MapKit Framework; Bring in the Images!; Finishing the View Controllers; Making It Go: Running Your First MapKit App; Time to Show Off!; Chapter 9: MapKit with a Little More Effort; Understanding Map Geometry and Coordinate Systems; Important Things to Know; `myMapkit_02`: A Single View iPad Application; Possible Prepping for the App Preliminaries

Sommario/riassunto

So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C and Cocoa touch? The answer is that you don't need to know any of those things! Anybody can start building simple apps for the iPhone and iPad, and this book will show you how. This update of an Apress bestseller walks you through creating your first app, using plain English and practical examples using the iOS 6 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad app development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 6 Offers bonus videos from the author that enable you to follow along—it's like your own private classroom The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone apps. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next bestselling iPhone app—that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow.