

1. Record Nr.	UNINA9910786564403321
Autore	Begeman Kyle
Titolo	Application development in iOS 7 : learn how to build an entire real-world application using all of iOS 7's new features // Kyle Begeman
Pubbl/distr/stampa	Birmingham, [England] : , : Packt Publishing, , 2014 ©2014
ISBN	1-78355-032-5
Descrizione fisica	1 online resource (126 p.)
Collana	Community Experienced Distilled
Disciplina	004.167
Soggetti	Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Xcode 5 - A Developer's Ultimate Tool; The new user experience; Top-level documentation; Debugger and debug gauges; Automatic configuration with accounts and capabilities; Source control; Asset catalogs; Quick build device selection; Storyboard previews; Summary; Chapter 2: Foundation Framework - Growing Up; Why Foundation matters; Modules; Precompiled headers - a partial solution; Modules - smart importing; NSProgress; NSArray; NSTimer; NSData; NSURLUtilities; Summary Chapter 3: Auto Layout 2.0Why you should use Auto Layout; Creating our project; Starting our storyboard; Setting up button actions; Using Auto Layout; Applying constraints; Resolving Auto Layout issues; Finishing our menu view; Preparing for navigation; Summary; Chapter 4: Building Our Application for iOS 7; Designing for iOS 7; Navigation bar and status bar; The new UIKit; Updated app icons; Putting together the pieces; Project organization; Creating the files; Setting up the storyboard; AddNewViewController; FoodDetailViewController; MyFoodsViewController; Summary Chapter 5: Creating and Saving User DataPicking up where we left off; Navigation bar style; Adding our button action; Adding buttons to our navigation bar; Adjusting our storyboard view; Adding our delegates; Using a tap gesture; Getting the image from UIImagePickerController;

Adding the text field delegate; Saving the data; Getting the date string; Adding validation; Saving the image; Creating versus loading the .plist file; Adding a new entry; Summary; Chapter 6: Displaying User Data; Custom cell; Building the cell; Connecting the cell; Creating properties; Adding food
Preparing the table view; Loading data; Displaying data; Showing the detail view; Coding the detail view; Creating blurred images; Finishing our detail view; Pushing the detail view; Summary; Chapter 7: Manipulating Text with TextKit; What is TextKit?; Dynamic type; Handling updates; Exclusion paths; Adding letterpress; Text formatting; Making text bold and italicizing; Underlining text; Summary; Chapter 8: Adding Physics with UIKit Dynamics; Motion and physics in UIKit; UIKit Dynamics; Motion effects; Adding gravity; UIDynamicAnimator; UIGravityBehavior; Behavior properties
Creating boundaries; Collisions; Creating invisible boundaries; Dynamic items; Manipulating item properties; Collision notifications; Attaching items to other items; Snapping items; Using motion in our app; Summary; Index

Sommario/riassunto

A hybrid between informative overview and step-by-step instruction, this book is the ultimate guide to iOS 7 application development. If you are an iOS developer who is looking to understand the new features within iOS7 and Xcode5, then this book is for you. Whether you have already used iOS7 or you are new to its features, this book will provide you with the knowledge required to take full advantage of iOS7 and Xcode 5 for your applications. In order to fully understand the concepts in this book, it is recommended you have at least some experience with previous versions of iOS.
