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| | Nota di contenuto | About the Author; Contents; Preface; Acknowledgments; Introduction; Part I: Getting Started with Xcode 5; Chapter 1: Introducing Xcode 5; Understanding the History of Mac Development Tools; Understanding Xcode 5's Key Features; Moving to Xcode 5; Comparing iOS and OS X Development; Summary; Chapter 2: Getting and Installing Xcode; Selecting a Mac for Xcode; Getting Started with Development; Getting Started with Xcode; Summary; Chapter 3: Building Applications from Templates; Getting Started with Templates; Customizing Projects and Templates; Summary; Chapter 4: Navigating the Xcode Interface Understanding the InterfaceUsing the Navigation Area; Using the Utility Area; Working with the Editor Area; Summary; Chapter 5: Working with Files, Frameworks, and Classes; Working with Files and Classes; Working with Groups; Working with Frameworks; Summary; Chapter 6: Using Documentation; Understanding the Apple Documentation; Using the Xcode Documentation Viewer; Using Other Documentation; Summary; Chapter 7: Getting Started with Interface Builder; Understanding IB; Getting Started with IB; Creating a Simple iOS Project with IB; Understanding the IB Object Hierarchy; Designing without IB SummaryChapter 8: Creating More Advanced Effects with Interface Builder; Working with Constraints; Getting Started with Storyboards; |

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| <span style="color:darkred">Sommario/riassunto</span> | Design, code, and build amazing apps with Xcode 5 Thanks to Apple's awesome Xcode development environment, you can create the next big app for Macs, iPhones, iPads, or iPod touches. Xcode 5 contains gigabytes of great stuff to help you develop for both OS X and iOS devices - things like sample code, utilities, companion applications, documentation, and more. And with Xcode 5 Developer Reference, you now have the ultimate step-by-step guide to it all. Immerse yourself in the heady and lucrative world of Apple app development, see how to tame the latest features and functions, |