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	Collana	For Dummies
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	Note generali	"Making Everything Easier!"--Cover. Includes index.
	Nota di contenuto	Contents at a Glance; Table of Contents; Introduction; About This Book; Foolish Assumptions; Icons Used in This Book; Beyond the Book; Part I: Getting Started with iOS Programming; Chapter 1: Entering Mobile Application Development; Apps for a Mobile Platform; iOS Benefits; iOS App Development Essentials; The Application Model; Object-Orientation Concepts; Chapter 2: Object-Oriented Design Principles; Basic Object-Oriented Concepts; Principles of Object-Orientation; Designing an Object-Oriented Application; Advanced OO Techniques; The Application Development Lifecycle Chapter 3: Effectively Using Objective-CExamining an Objective-C Program; Defining Classes; Using Classes, Objects, Methods, and Variables; Managing Memory; Handling Exceptions; Organizing Program Files; Analyzing Objective-C's Object-Orientation Capabilities; Part II: Meeting the Methods and Platforms; Chapter 4: Patterns and Frameworks; Common Patterns of OO Design; Understanding Frameworks; Chapter 5: Setting Up to Develop iOS Apps; Becoming an

iOS Developer; Installing, Verifying, and Understanding the Xcode Development Environment; Importing and Running the Tic-Tac-Toe Sample Program

Chapter 6: Developing an App on iOSDissecting an iOS App; Understanding an App's Lifecycle; Interacting with the App Through Its User Interface; Dealing with Data; Using Other iOS Capabilities on a Device; Visiting the App Templates in Xcode; Deconstructing the iOS Framework Using OO Principles and Design Patterns; Chapter 7: Illustrating Object-Oriented iOS App Design; Customizing an SDLC for iOS App Development; Developing Use Cases; Creating the User Interface; Illustrating Object-Oriented Design; Implementing an Object-Oriented Design on iOS

Analyzing the OO and Design Principles Used in Tic-Tac-ToePart III: Making Your iOS Apps Fit for Consumption; Chapter 8: Effectively Using Xcode; Xcode and IOS - A Beautiful Friendship; Fine-Tuning Your App in Xcode; Getting Help; Chapter 9: Developing Your App's User Interface; Understanding How User Interfaces Work in iOS; Revisiting the Model-View-Controller Design Pattern; Understanding the UI Components Available in iOS; Chapter 10: Making Applications Fast and Responsive; Becoming Familiar with Nonfunctional Requirements; Designing Your App at Multiple Levels

Optimizing an Application's PerformanceUsing Instrumentation for Code Optimization; Ensuring Responsiveness in Your Apps; Other Performance Considerations for iOS Apps; Chapter 11: Making Your App Reliable and Secure; Making Your App Reliable Through Testing; Adapting to Changes in the App's Environment; Considering Security in an iOS App; Looking at security holistically; Understanding the attack surface and developing a threat model for an app; Implementing authentication and access control; Protecting core data files with encryption; Adding auditing to your application

Part IV: Connecting Your Apps

Sommario/riassunto	The ultimate beginner's guide to programming in the iOS environment The Apple App Store is a gold mine for developers, but with more apps for the iPhone, iPad, and iPod touch being added every day, it?s essential to have a solid programming foundation to create the best apps possible. If you're eager to learn the ins and outs of iOS programming, this is your book. It teaches object-oriented programming within the iOS framework from the ground up, preparing you to create the next super iPhone or iPad app. Get a handle on the iOS framework, object-oriented best practices, and