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| | Altri autori (Persone) | KumarMugunth |
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| | Nota di contenuto | About the Authors; Contents; Introduction; Who This Book Is For; What This Book Covers; What Is New in This Edition; How This Book Is Structured; What You Need to Use This Book; Finding Apple Documentation; Source Code; Errata; Part I: What's New?; Chapter 1: The Brand New Stuff; The New UI; UIKit Dynamics and Motion Effects; Custom Transitions; New Multitasking Modes; Text Kit; Dynamic Type; MapKit Integration; SpriteKit; LLVM 5; Xcode 5; Others; Summary; Further Reading; Chapter 2: The World Is Flat: New UI Paradigms; Clarity, Deference, and Depth; Animations Animations Animations Tint ColorsLayering and Context through Translucency; Dynamic Type; Custom Transitions; Transitioning (Migrating) Your App to iOS 7; Summary; Further Reading; Part II: Getting the Most Out of Everyday Tools; Chapter 3: You May Not Know...; Naming Best Practices; Property and Ivar Best Practices; Categories; Associative References; Weak Collections; NS Cache; NSURL Components; CFString Transform; Instancetype; Base64 and Percent Encoding; -[NSArray firstObject]; Summary; Further Reading; Chapter 4: Storyboards and Custom Transitions; Getting Started with Storyboards; Custom Transitions; Summary |
| | | Further ReadingChapter 5: Get a Handle onCollection Views; Collection |

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| Sommario/riassunto | Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and loca |