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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

Views; Advanced Customization with Collection View Custom Layout; Summary; Further Reading; Chapter 6: Stay in Bounds with Auto Layout; Auto Layout in Xcode 4; Getting Started with Auto Layout; What's New in Auto Layout in Xcode 5; Summary; Further Reading; Chapter 7: Better Custom Drawing; iOS's Many Drawing Systems; UIKit and the View Drawing Cycle; View Drawing Versus View Layout; Custom View Drawing; Optimizing UIView Drawing; Summary; Further Reading; Chapter 8: Layers Like an Onion: Core Animation; View Animations Managing User Interaction Drawing with Layers; Moving Things Around; Into the Third Dimension; Decorating Your Layers; Auto-Animating with Actions; Animating Custom Properties; Core Animation and Threads; Summary; Further Reading; Chapter 9: Two Things at Once: Multitasking; Introduction to Multitasking and Run Loops; Developing Operation-Centric Multitasking; Multitasking with Grand Central Dispatch; Summary; Further Reading; Part III: The Right Tool for the Job; Chapter 10: Building a (Core) Foundation; Core Foundation Types; Naming and Memory Management; Allocators; Introspection Strings and DataCollections; Toll-Free Bridging; Summary; Further Reading; Chapter 11: Behind the Scenes: Background Processing; Best Practices for Backgrounding: With Great Power Comes Great Responsibility; Important Backgrounding Changes in iOS 7; Network Access with NSURLSession; Periodic Fetching and Adaptive Multitasking; Waking Up in the Background; When We Left Our Heroes: State Restoration; Summary; Further Reading; Chapter 12: REST for the Weary; The REST Philosophy; Choosing Your Data Exchange Format; A Hypothetical Web Service; Important Reminders RESTfulEngine Architecture (iHotelApp Sample Code)

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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

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