

1. Record Nr.	UNINA9910791986303321
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Titolo	Beginning iOS 5 application development [[electronic resource] /] / Wei-Meng Lee
Pubbl/distr/stampa	Indianapolis, : Wiley, 2012
ISBN	1-118-23584-3 1-283-42530-0 9786613425300 1-118-22571-6
Edizione	[1st edition]
Descrizione fisica	1 online resource (660 p.)
Collana	Wrox beginning guides Beginning iOS 5 application development
Disciplina	005.265 005.268
Soggetti	Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Beginning: iOS 5 Application Development; Contents; Introduction; Chapter 1: Getting Started with iOS 5 Programming; Obtaining the Tools and SDK; Components of Xcode; Xcode; iOS Simulator; Interface Builder; Instruments; Architecture of the iOS; Some Useful Information before You Get Started; Versions of iOS; Testing on Real Devices; Screen Resolutions; Summary; Chapter 2: Writing Your First Hello World! Application; Getting Started with Xcode; Using Interface Builder; Writing Some Code; Customizing Your Application Icon; Displaying Launch Images; Summary Chapter 3: Understanding Views, Outlets, and ActionsOutlets and Actions; Using Views; Using the Alert View; Using the Action Sheet; Page Control and Image View; Using the Web View; Adding Views Dynamically Using Code; Understanding View Hierarchy; Summary; Chapter 4: Exploring the Different View Controllers; The Single View Application Template; Application Delegate; Controlling Your UI Using View Controllers; The Empty Application Template; Adding a View Controller and Views Programmatically; Animating the Switching of Views; The Master-Detail Application Template Displaying Some Items in the Master-Detail ApplicationThe Tabbed

Application Template; Summary; Chapter 5: Enabling Multi-Platform Support for the iPhone and iPad; Technique 1 - Modifying the Device Target Setting; Detecting the Platform Programmatically; Technique 2 - Creating Universal Applications; Choosing a Porting Technique; Summary; Chapter 6: Handling Keyboard Inputs; Using the Keyboard; Customizing the Type of Inputs; Dismissing the Keyboard; Automatically Displaying the Keyboard When the View Window Is Loaded; Detecting the Presence of the Keyboard; Using the Scroll View Scrolling Views When the Keyboard Appears; Summary; Chapter 7: Supporting Screen Rotations; Responding to Device Rotations; Rotating to a Different Screen Orientation; Handling Rotations; Programmatically Rotating the Screen; Rotating during Runtime; Fixing the View Window to a Specific Orientation; Summary; Chapter 8: Creating and Persisting Data Using the Table View; Creating a Simple Table View; Adding a Header and Footer; Adding an Image; Displaying the Item Selected; Indenting; Modifying the Height of Each Row; Using the Table View in a Master-Detail Application; Displaying Sections Adding Indexing Adding Search Capability; Disclosures and Checkmarks; Navigating to Another View; Summary; Chapter 9: Using Application Preferences; Creating Application Preferences; Programmatically Accessing the Settings Values; Loading the Settings Values; Resetting the Preferences Settings Values; Saving the Settings Values; Summary; Chapter 10: File Handling; Understanding the Application Folders; Using the Documents and Library Folders; Storing Files in the Temporary Folder; Which Folder Should You Use: Documents or tmp?; Using Property Lists; Copying Bundled Resources Importing and Exporting Files

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## Sommario/riassunto

The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple's iPhone and iPad, first you need to know how to use the tools--iPhone's new iOS 5 operating system and SDK, and the new xCode toolset that come with it. This full-color book is the perfect starting point. Beginning developers, you'll get a solid introduction to the new xCode 4 and Objective-C and find everything you need to quickly build your first app. The book thoroughly covers all the new iOS 5 features, including new multitasking, location-based services, notification sys

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