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Adding the text field delegate; Saving the data; Getting the date string; Adding validation; Saving the image; Creating versus loading the .plist file; Adding a new entry; Summary; Chapter 6: Displaying User Data; Custom cell; Building the cell; Connecting the cell; Creating properties; Adding food

Preparing the table view; Loading data; Displaying data; Showing the detail view; Coding the detail view; Creating blurred images; Finishing our detail view; Pushing the detail view; Summary; Chapter 7: Manipulating Text with TextKit; What is TextKit?; Dynamic type; Handling updates; Exclusion paths; Adding letterpress; Text formatting; Making text bold and italicizing; Underlining text; Summary; Chapter 8: Adding Physics with UIKit Dynamics; Motion and physics in UIKit; UIKit Dynamics; Motion effects; Adding gravity; UIDynamicAnimator; UIGravityBehavior; Behavior properties; Creating boundaries; Collisions; Creating invisible boundaries; Dynamic items; Manipulating item properties; Collision notifications; Attaching items to other items; Snapping items; Using motion in our app; Summary; Index

Sommario/riassunto

A hybrid between informative overview and step-by-step instruction, this book is the ultimate guide to iOS 7 application development. If you are an iOS developer who is looking to understand the new features within iOS7 and Xcode5, then this book is for you. Whether you have already used iOS7 or you are new to its features, this book will provide you with the knowledge required to take full advantage of iOS7 and Xcode 5 for your applications. In order to fully understand the concepts in this book, it is recommended you have at least some experience with previous versions of iOS.
