

1. Record Nr.	UNINA9910954612003321
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Titolo	iOS 5 essentials : harness iOS 5's new powerful features to create stunning applications // Steven F. Daniel
Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2012
ISBN	9786613453488 9781283453486 1283453487 9781849692274 1849692270
Edizione	[1st ed.]
Descrizione fisica	1 online resource (252 p.)
Collana	Community experience distilled
Disciplina	005.1
Soggetti	COMPUTERS / Hardware / Handheld Devices COMPUTERS / Programming / General COMPUTERS / Programming / Apple Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; Acknowledgements; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: What's New in iOS5; What's new in iOS 5; Reminders; Notification Center; Newsstand; Getting and installing the iOS 5 SDK; Creating the MyMagazineArticle application; Adding the Newsstand Kit framework to our project; Adding properties to our application; Creating the MyEmailApp application; Adding the MessageUI framework to our project; Building TheMyEmailApp user interface; Auto-populating fields Building and running the MyEmailApp application; iPhone Camera; PC Free; Wi-Fi sync; Multitasking gestures; Removing the Xcode developer tools; Summary; Chapter 2: Using iCloud and the Storage APIs; Comparing Apple iCloud and Google Docs; Storing and using documents in iCloud; Storing key-value data in iCloud; Requesting entitlements for iCloud storage; iCloud backup; Creating the iCloudExample application; Moving a document to iCloud storage; iCloud storage APIs; Searching for documents in iCloud; Working with

documents in iCloud; The file coordinator; The file presenter
Handling file-version conflictsUsing iCloud storage responsibly;
Summary; Chapter 3: Debugging with OpenGL ES; Understanding the
new workflow feature within Xcode; Creating a simple project to debug
an OpenGL ES application; Detecting OpenGL ES state information and
objects; View textures; Shaders; Error handling in OpenGL ES; Detecting
errors by setting up breakpoints; Setting up breakpoints in your code;
Setting conditional OpenGL ES entry point breakpoints; Breaking on
frame boundaries; Summary; Chapter 4: Using Storyboards;
Understanding Storyboards; Transitions
How to go about creating Storyboard filesCreating a simple Storyboard
(Twitter) application; Creating scenes; Configuring scenes; Building a
Twitter application; Composing a Tweet message; Adding photos to a
Tweet; Preparing to transition to a new view-controller; Presenting
storyboard view-controllers programmatically; Summary; Chapter 5:
Using AirPlay and Core Image; Understanding the AirPlay framework;
Creating a simple AirPlay application; Using AirPlay to present
application content to Apple TV; Understanding the Core Image
framework; Creating a simple Core Image application
Learn how to apply image filter effects using the `CIImage` classColor
effects; Transitions; Summary; Chapter 6: Xcode Tools - Improvements;
LLVM compiler; Automatic Reference Counting (ARC); Strong
references; Weak references; ARC qualifiers - regular variables; Variable
qualifiers; Interface builder; Support for creating storyboard files for
iOS applications; Location simulator; Creating a simple geographical
application; OpenGL ES debugging; OpenGL ES frame capture;
Application data management; UI automation enhancements; Preparing
your application; Creating a simple UIAutomation application
Writing the UIAutomation test script

Sommario/riassunto

Each chapter will take you through a new major feature of iOS 5. You
will learn how to integrate each feature into your applications. If you
ever wanted to learn about the latest features of iOS 5 and learn how to
incorporate Twitter, iCloud and Core Image framework effects
functionality into your applications, then this book is for you. You
should have a good knowledge of programming experience with
Objective-C, and have used Xcode 4. iPhone programming experience
is not required.
