

1. Record Nr.	UNISALENT0991002237599707536
Autore	Ronchi, Benedetto
Titolo	La Cattedrale di Trani / Benedetto Ronchi ; presentazione di Michele Paone
Pubbl/distr/stampa	Fasano : Schena Editore, 1985
ISBN	8875141215
Descrizione fisica	302 p. : ill. ; 29 cm.
Altri autori (Persone)	Paone, Michele
Soggetti	Chiese - Trani Trani - Cattedrale
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910827045403321
Autore	Wentk Richard
Titolo	Xcode 5 developer reference / / Richard Wentk
Pubbl/distr/stampa	Indianapolis, Indiana : , : Wiley, , 2014 ©2014
ISBN	1-118-83513-1 1-118-83439-9
Edizione	[1st edition]
Descrizione fisica	1 online resource (578 p.)
Collana	Developer Reference
Disciplina	005.1
Soggetti	Application software - Development Computer software - Development Operating systems (Computers)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.

Nota di contenuto

About the Author; Contents; Preface; Acknowledgments; Introduction; Part I: Getting Started with Xcode 5; Chapter 1: Introducing Xcode 5; Understanding the History of Mac Development Tools; Understanding Xcode 5's Key Features; Moving to Xcode 5; Comparing iOS and OS X Development; Summary; Chapter 2: Getting and Installing Xcode; Selecting a Mac for Xcode; Getting Started with Development; Getting Started with Xcode; Summary; Chapter 3: Building Applications from Templates; Getting Started with Templates; Customizing Projects and Templates; Summary; Chapter 4: Navigating the Xcode Interface Understanding the InterfaceUsing the Navigation Area; Using the Utility Area; Working with the Editor Area; Summary; Chapter 5: Working with Files, Frameworks, and Classes; Working with Files and Classes; Working with Groups; Working with Frameworks; Summary; Chapter 6: Using Documentation; Understanding the Apple Documentation; Using the Xcode Documentation Viewer; Using Other Documentation; Summary; Chapter 7: Getting Started with Interface Builder; Understanding IB; Getting Started with IB; Creating a Simple iOS Project with IB; Understanding the IB Object Hierarchy; Designing without IB SummaryChapter 8: Creating More Advanced Effects with Interface Builder; Working with Constraints; Getting Started with Storyboards; Understanding Placeholders; Subclassing and Customizing Views; Supporting Non-English Languages; Working with Advanced IB Techniques; Summary; Part II: Going Deeper; Chapter 9: Saving Time in Xcode; Using Code Folding; Editing Structure; Refactoring Code; Using Code Snippets; Jumping to a Definition; Revealing Symbols; Summary; Chapter 10: Using the Organizer; Working with the Library; Working with Projects and Archives; Summary Chapter 11: Managing Certificates, Identifiers, and Provisioning ProfilesUnderstanding Provisioning; Getting Started with Provisioning; Creating Certificates and Identities; Summary; Chapter 12: Working with Builds, Schemes, and Workspaces; Getting Started with the Xcode Build System; Working with Schemes and Build Configurations; Summary; Chapter 13: Customizing Builds for Development and Distribution; Introducing Common Basic Customizations; Creating an App Store Submission; Working with iOS Ad Hoc builds; Creating Mac Developer ID Builds; Summary Chapter 14: Advanced Workspace and Build ManagementUnderstanding the Build Process; Creating Custom Builds; Working with Build Phases; Working with Libraries and Headers; Summary; Chapter 15: Using Version Control; Using Manual Version Control; Using Snapshots; Working with Git Source Control; Using Xcode with GitHub; Summary; Part III: Creating Fast and Reliable Code; Chapter 16: Getting Started with Code Analysis and Debugging; Checking and Analyzing Code; Getting Started with Debugging; Using the Console; Working with Breakpoints; Advanced Debugging; Summary Chapter 17: Testing Code with Instruments

Sommario/riassunto

Design, code, and build amazing apps with Xcode 5 Thanks to Apple's awesome Xcode development environment, you can create the next big app for Macs, iPhones, iPads, or iPod touches. Xcode 5 contains gigabytes of great stuff to help you develop for both OS X and iOS devices - things like sample code, utilities, companion applications, documentation, and more. And with Xcode 5 Developer Reference, you now have the ultimate step-by-step guide to it all. Immerse yourself in the heady and lucrative world of Apple app development, see how to tame the latest features and functions,