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	Autore	Jullian, Camille
	Titolo	Les transformations politiques de l'Italie sous les empereurs romains : 43 av. J.-C. - 330 ap. J.-C. / par Camille Jullian
	Pubbl/distr/stampa	Paris : E. Thorin, 1884
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	Collana	Bibliothèque des écoles françaises d'Athènes et de Rome ; 37
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	Soggetti	Roma antica Storia
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2.	Record Nr.	UNINA9910954612003321
	Autore	Daniel Steven F
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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; iMessage; 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 conflicts; Using 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 files; Creating 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 CIColor class; Color 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.
