

John Ray



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Sams Teach Yourself

**iOS® 5**

Application  
Development

in **24**  
**Hours**

**SAMS**

# Sams Teach Yourself Ios 5 Application Development In 24 Hours John Ray

**John Ray**



## **Sams Teach Yourself Ios 5 Application Development In 24 Hours John Ray:**

*Sams Teach Yourself IOS Application Development in 24 Hours* John Ray, 2012 Presents twenty four lessons on developing applications for the iPhone and iPad and includes information on navigating the development environment building advanced user interfaces and integrating online services

### **Sams Teach Yourself iOS 5 Application Development in 24 Hours John Ray, 2012-01-06**

In just 24 sessions of one hour each learn how to build powerful applications for today's hottest handheld devices the iPhone and iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode Covers iOS 5.0 and up Learn to navigate the Xcode 4.2 development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective C and Cocoa Touch Understand the Model View Controller MVC development paradigm Visually design and code interfaces using Xcode Storyboards Segues and the iOS Object Library Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Email Web Views and Google Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace and debug your applications as they run Covers iOS 5 Xcode 4.2 Storyboards iPhone iPad and More Additional files and updates available online <http://teachyourselfios.com>

### *iOS 8 Application Development in 24 Hours, Sams Teach Yourself* John Ray, 2015-03-06

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**Sams Teach Yourself Java in 24 Hours** Rogers Cadenhead,2012 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs applications and web services

*Sams Teach Yourself iPhone Application Development in 24 Hours* John Ray,2010-10-15 In just 24 sessions of one hour or less learn how to build powerful applications for today s hottest mobile device the iPhone Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iPhone development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode Covers iOS 4 0 and up Learn the features of Xcode 3 2 and Interface Builder Prepare your system and iPhone for efficient development Get started quickly with Apple s Objective C and Cocoa Touch Understand the Model View Controller MVC development paradigm Design highly usable applications with interactive widgets and web connected interfaces Use Table views to navigate structured data Build rotatable and resizable user interfaces Read and write data and create System Setting plug ins Use the iPhone s media playback and recording capabilities Create map and location based GPS services Sense motion and orientation with the iPhone s accelerometer and the iPhone 4 gyroscope Create universal applications that run on the iPhone and iPad Write background aware multitasking applications Distribute your applications through the App Store <http://teachyourselfiphone.com>

**Swift in 24 Hours, Sams Teach Yourself** BJ Miller,2014-11-26 In just 24 lessons of one hour or less Sams Teach Yourself Swift in 24 Hours helps you build next generation OS X and iOS apps with Apple s new Swift programming language This book s straightforward step by step approach helps you quickly master Swift s core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you ll be applying advanced features such as extensions closures protocols and generics

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**Application Development in 24 Hours** John Ray, 2016 In just 24 sessions of one hour each learn how to build powerful applications for today's hottest handheld devices the iPhone and iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you've already learned giving you a rock solid foundation for real world success *Sams Teach Yourself iPad Application Development in 24 Hours*

John Ray, 2010-08-04 The clear easy to understand tutorial for developers who want to write software for today's hottest new device Apple's iPad Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less learn how to build powerful applications for today's hottest tablet device the iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces integrating maps and media to improving the reliability and performance of your software Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iPad development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective C and Cocoa Touch Understand the Model View Controller MVC development paradigm Implement advanced application interfaces with interactive widgets and web connected interfaces Enhance the user experience with popovers and other iPad only UI features Build interfaces that adjust to the iPad's orientation Read and write data and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's email photos iPod and address book applications Create map and location based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad iPhone iPod touch applications Distribute your applications through the App Store

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