

Chapter 1 : Foundation iPhone App Development - PDF Free Download - Fox eBook

'iPhone App Development: The Missing Manual' is a nice book but nowhere near complete enough for most people interested in getting into iPhone application development. At + pages, this is more like an overview/skim of how to go about iPhone programming and that's part of the problem here.

Advertisement Diving into iOS development? Trying your hand at developing for iOS can be tough, even if you have a background in programming. This app makes it really easy and effective. Thankfully, there are plenty of great books that can help guide you through the process. The titles in this list cover a broad swathe of subject matter, and are appropriate for a wide range of learners. No matter what prior experience you have, one of these books will help you take the next step toward becoming a bona fide iOS developer. Beginners Just dipping your toes into the world of iOS app development? These texts should provide you with the introduction you need to get started coding. Here are the top six easiest programming languages for beginners. Check out these awesome free apps. At the end of every chapter, there are exercises to complete to test your knowledge, alongside challenges that will push you a little further. This book assumes some knowledge of Swift, but primarily focuses on the intricacies of deploying software to iOS. Is the Mac App Store becoming a burden for Mac developers? We decided to talk to a few and find out. This practical approach allows the authors to cover a lot of common scenarios that developers might come across. However, to make up for that drawback, its publishers have made the guide available for free. Therefore, this article explains how to remove the DRM from every eBook you own. Read More videos that you can stream online or download to your system. The videos allow you to see techniques carried out step-by-step. This format allows learners to grasp advanced techniques, putting them in a real-world context as opposed to a dry chapter of a textbook. Writing a journal can help you work through your thoughts and keep track of your programming goals. Read More , this book is accompanied by simple programs that you can tinker with and tweak for yourself. Start by learning the basics of Swift. Expert At some stage in your journey you will be ready to take on bigger and more complex challenges, which is where these expert-level texts come in handy. However, this is a book for experts, through and through. It starts off with an introduction to the Model-View-Controller pattern, and ramps up from there. Do you have another book on iOS development to recommend? Or are you looking for a book on a particular topic? Why not join the conversation in the comments section below? Stay informed by joining our newsletter!

Chapter 2 : Intro to App Development with Swift by Apple Education on Apple Books

Book 2: Flying With Objective-C - iOS App Development for Non-Programmers: The Series on How to Create iPhone & iPad Apps Kevin J McNeish out of 5 stars

This resource is invaluable. And wonderfully, I repeat, wonderfully put together. I am a senior in college with experience in programming and this textbook is clearer than most. And the fact that this is teaching us how to build apps makes it even more difficult to build a textbook, because creating apps are difficult so the authors need to do a lot of "hand-holding" and almost teach us like if we had training wheels. This is a whole new language and it takes a lot to teach it, especially to many people here who clearly seem like they need the hand-holding. Not a bad thing, just an obvious observation. The people who continue to complain are obviously just nit-picking and over-reacting and merely being distracted from the obvious use of this resource which is just to bring ios app building to the world and the common person-who does not know how to code. Take the book and run with it because it is a wealth of knowledge. Seriously, they are giving information free on building mobile software, take it and be happy. Coding is not meant to be learned on an iPhone. There is no way you will learn anything by taking 15 minutes out of your day to read this book off your iPhone. You need to practice it and practice it on a computer using Xcode. I mean come on now That does not take away from the quality of this app. YOU mean to tell me you can build an entire interactive iBook on iOS coding and let it sit being reviewed for a whole year to nit-pick tiny errors, when this book could be sent out to the masses earlier and people can benefit from it? Stop complaining and give this book what it deserves, your time, patience, and applause. Who else can create something this large and make it interactive with quizzes, labs, downloaded coding projects, etc This book is amazing. The way apps work is so complex and this book breaks it down beautifully and will even give you insight into how your favorite apps are made. No other comments necessary. It is plainly obvious how much time and effort Apple and their authors put into this book to make it approachable to anyone. I highly recommend this book to any educational institution or individual!! Other Books in This Series.

iPhone for Dummies is a book that is especially helpful for iPhone 3G developers. It teaches newbie developers on working with the features of this smartphone, such as multitouch interface, rich HTML e-Mail, GPS maps, SMS messages and so on and so forth.

There are currently over 13,000 music tracks in iTunes. Of course, when it comes to influence and mindshare, apps are more important than music. As developers, we often become frustrated with the slow progress of this infrastructure. Over the short life of this new software ecosystem, Apple has made steady improvements to iTunes. Restricting reviews to paying customers, in-app purchases, featuring apps in App Store Essentials, iTunes Connect changes, and faster review times are all indications that folks in Cupertino are working to improve this system we all depend on. So the next time you encounter a problem with some aspect of iTunes, try to keep all this in mind. Hard, I know, but your blood pressure will thank you for it. Throughout the text, I strived to make something that was as fun to read as it was educational. The Easter eggs are sprinkled throughout the book: The first person who successfully finds one of the hidden phrases will win a T-shirt and Ollie vinyl figure from the Iconfactory store. Each of the four winners will also be mentioned on this site along with a description of the Easter egg they found. Send your guesses to the email address shown in Figure Updated August 18th, We have our first winner! Updated September 22nd, And another hint for those of you still looking: Updated September 28th, We have our final two winners! Congratulations to all the winners and their detective skills! Downloads Updated June 22nd, Just a quick note to let you know that the downloads on the Missing CD website have been updated: Due to a bug in Interface Builder, some readers with smaller screens were not able to open the XIB files in the sample projects. The files have been fixed and now open correctly on all monitor sizes. The Xcode projects have been updated so they are compatible with the iOS 4. The source code for the Safety Light website was missing in the initial download. Starting Out May 7th, As we began discussing the outline of the book, one thing was clear: The goal of the Missing Manual series is to get you started with a new endeavor by just presenting the most important topics. Explaining basic programming fundamentals fell outside this scope. Regardless, there are still a lot of people who want to get into iPhone development and have no prior experience with software development. This post is for those people: When faced with a problem, they instinctively know how to break it down into its constituent parts. That, in turn, leads to the eventual implementation. Learning to think this way is essential. Many of the resources below have no syntactic relation to Objective-C especially ones that focus on Ruby. I first started writing code in and was introduced to C in The links below are the ones that looked most promising after checking out the table of contents. The Very Basics Objective-C is an easy language to learn assuming you have good foundation with its progenitor: The problem is that C is not a particularly good language to start out with: And with power comes complexity. Several followers suggested books that discussed Ruby and Python. There are a couple of reasons why these languages make good choices: Interpreted, not compiled “ C and other languages based on it like Objective-C are compiled languages: When I first started learning to use Ruby, it taught and entertained me at the same time. The comic book format is particularly good at keeping visual thinkers engaged. There are plenty of diagrams and graphics that help you understand how code works. The book uses Python in its examples. Here are some books that will get you up to speed with this language: With this head start, there are a lot of great books that explain how to use Objective-C using Xcode on the Mac. Cocoa Design Patterns by Erik Buck and Don Yacktman “ A fantastic overview of the different approaches the Cocoa frameworks take to solve common programming problems. I frequently find myself using this as a reference when confronted with the eternal question: As I said in my last post, the source code for Safety Light and the book are meant to go hand-in-hand. Again, the text goes into detail about why they were chosen and how they can save you time and effort. It covers not just the technology behind the iPhone OS platform, but the daily life of an iPhone developer“something far more difficult to put into words. Craig has been there since day one, and is now sharing some of his best tricks “! Beginners will quickly get rolling, and even veterans will learn interesting things from the mind of a proven master.

DOWNLOAD PDF IPHONE APP DEVELOPMENT BOOK

Chapter 4 : Develop and host in AppStore Audio Book Application | iPad | iPhone | Mobile App Development

The sample app in the book exercises many of the different user interface items we see in iPhone apps. The code is written in Objective-C, which took a while to understand even with 20 years of C++ experience.

Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. Day 2 is all about Storyboarding: Day 3 begins with table views and data population. Day 5 kicks off with code and methods to add in-app social network marketing to your app. Table of Contents Day 1: Design and Planning of our App: Provisioning our App for Development Chapter 3: Developing a Blackjack Game Day 2: Storyboarding the User Interface Chapter 5: Views, Controls, Camera, Action! Working with Data Chapter 7: Data Persistence with Core Data Chapter 9: Make Your Apps Lickable Day 4: Importing Birthdays from the Address Book Chapter Settings and Local Notifications Day 5: The Finishing Touches Chapter Submitting our App Book Details.

Chapter 5 : iOS App to book concert tickets - repost | Cocoa | iPhone | Mobile App Development | Objective-C

iOS 10 App Development Essentials is a great resource for anyone that's looking to graduate from writing code to making apps. Like the Swift Pocket Reference book above, there's plenty of content here that will help newcomers get started with Swift, but it's more of a reference book than a beginners' guide.

Chapter 6 : iPhone App Development: The Missing Manual

Read a free sample or buy App Development with Swift by Apple Education. You can read this book with Apple Books on your iPhone, iPad, iPod touch, or Mac.

Chapter 7 : Simple iPhone Game Addition to Book App | iPhone | Mobile App Development

iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs.

Chapter 8 : 5 Books to Help You Become an iOS App Developer | iPhone and iOS App UI Design Templates

Mobile App Development & iPhone Projects for \$ - \$ With a number of iPhone apps already for sale, we are looking for a new programmer to assist us in adding a crossword puzzle game to our iPhone and iPad book apps.

Chapter 9 : 10 Books All Budding iOS App Developers Need

Mobile App Development & Android Projects for \$ - \$ Need an experienced iOS and Android developer that has animated children's story books before. Possible work other than animating the characters will include but not limited to creating a puzzle from.