iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition)

By John Ray

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iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) By John Ray

Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More!

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 help you test your knowledge.
Notes present interesting information related to the discussion.
Tips show you easier ways to perform tasks.
Cautions alert you to possible problems and give you advice on how to avoid them.

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• Learn to navigate the Xcode 7.x development environment and install apps on your iDevice
• Get started quickly with Apple's Open Source language: Swift 2.0
• Test code and application logic using the iOS Playground
• Understand the Model-View-Controller (MVC) development pattern
• Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library
• Use Auto Layout and Size Classes to adapt to different screen sizes and orientations
• Build advanced UIs with Tables, Split Views, Navigation Controllers, and more
• Read and write preferences and data, and create System Settings plug-ins
• Use 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
• Use 3D touch to add Peek, Pop, and Quick Actions to your apps
• Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps
• Create universal applications that run on both the iPhone and iPad
• Write background-aware multitasking applications
• Trace, debug, and monitor applications as they run
• Additional files and updates available online

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iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) By John Ray Bibliography

- Sales Rank: #131160 in Books
- Brand: imusti
- Published on: 2016-02-22
- Original language: English
- Number of items: 1
- Dimensions: 8.90" h x 1.40" w x 7.00" l, 3.86 pounds
- Binding: Paperback
- 960 pages

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Editorial Review

About the Author
John Ray currently serves as the Director of the Office of Research Information Systems at The Ohio State University. He has written numerous books for Macmillan/Sams/Que, including *Using TCP/IP: Special Edition*, *Teach Yourself Dreamweaver MX in 21 Days*, *Mac OS X Unleashed*, *My OS X – El Capitan Edition*, and *Sams Teach Yourself iOS 8 Development in 24 Hours*. As a Macintosh user since 1984, he strives to ensure that each project presents the Macintosh with the equality and depth it deserves. Even technical titles such as *Using TCP/ IP* contain extensive information about the Macintosh and its applications and have garnered numerous positive reviews for their straightforward approach and accessibility to beginner and intermediate users.

You can visit John's website at http://teachyourselfios.com or follow him on Twitter at @johnemeryray or #iOSIn24.

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