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Objective-C Phrasebook 2011-01-25

objective c phrasebook gives you the code phrases you need to quickly and effectively complete your programming projects with objective c on systems including ios and mac os x concise and accessible easy to carry and easy to use lets you ditch all those bulky books for one portable pocket guide flexible and functional packed with more than 100 customizable code snippets so you can readily code elegant objective c in just about any situation

The Go Programming Language Phrasebook *2012-05-01*

the go programming language phrasebook essential go code and idioms for all facets of the development process this guide gives you the code phrases you need to quickly and effectively complete a wide variety of projects with go today s most exciting new programming language tested easy to adapt code examples illuminate every step of go development helping you write highly scalable concurrent software you ll master go specific idioms for working with strings collections arrays error handling goroutines slices maps channels numbers dates times files networking web apps the runtime and more concise and accessible easy to carry and easy to use ditch all those bulky books for one portable pocket guide flexible and functional packed with more than 100 customizable code snippets quickly create solid go code to solve just about any problem register your book at informit com register for convenient access to downloads updates and corrections as they become available

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Objective-C Phrasebook 2012

offers more than one hundred customizable code phrases for objective c programming projects

Windows Phone 7 for iPhone Developers 2011-08-08

bring your iphone apps and skills to windows phone 7 or build apps for both mobile platforms at once if you ve been developing for the crowded iphone marketplace this book will help you leverage your ios skills on a fast growing new platform windows phone 7 wp7 if you re a net programmer it will help you build advanced wp7 mobile solutions that reflect valuable lessons learned by iphone developers if you re a mobile development manager it offers indispensable insights for planning cross platform projects kevin hoffman guides you through the entire wp7 sdk showing how it resembles apple s ios sdk where it differs and how to build production quality wp7 apps that sell step by step you ll master each technology you ll need including c silverlight and xaml every new concept is introduced along with all the tools and background needed to apply it hoffman s practical insights extend into every facet of wp7 development building user interfaces hardware and device services wp7 s unique application tiles push notifications the phone execution model local storage smart clients mvvm design security social gaming testing debugging deployment and more a pleasure to read and packed with realistic examples this is the most useful windows phone 7 development book you can

find compare apple s objective c and microsoft s c second cousins twice removed apply c object techniques including encapsulation inheritance contracts and interfaces build rich compelling user interfaces based on silverlight xaml and events move from apple s xcode to visual studio 2010 and from interface builder to expression blend leverage hardware and device services including the accelerometer gps photos contacts e mail and sms create dynamic application tiles to appear on the start screen push raw data notifications to running apps understand and use the windows phone 7 phone execution model efficiently store and retrieve data on wp7 phones build smart clients that sync locally stored data with web services manage growing app complexity through separation of concerns and mvvm model view view model use tdd and automated testing to accelerate and streamline development create casual connected games and social apps secure apps without incurring unacceptable tradeoffs successfully deploy apps to the marketplace

Learning iCloud Data Management 2014-01-23

a great read for ios developers who want to learn if icloud is right for their app and dive right in with lots of practical code examples jon bell uxlaunchpad com get hands on mastery of icloud data management for ios 7 and os x mavericks as apps rapidly move into business and the cloud ios and os x developers need new data management techniques in learning icloud data management renowned apple database expert jesse feiler shows you how to use apple s latest apis and technologies to structure and synchronize all forms of data feiler helps you understand the issues implement efficient solutions and deliver highly usable apps that seamlessly synchronize during the round trip between ios and os x and back again this guide walks you through integrating several key apple data management technologies including the address book and calendar apis feiler shows you how to structure data so it s easy to build great cocoa and cocoa touch user interfaces and to quickly incorporate reliable icloud syncing step by step you ll discover how to blend apple s standard application data structures with your own user data to create a feature rich and fully syncable environment coverage includes understanding icloud from the developer s and user s point of view accessing synchronized user calendars and contacts integrating reminders into your apps playing by icloud s user privacy rules applying consistent ios settings and os x preferences across user devices managing persistent storage with core data using xcode project workspaces for shared development adding data to app bundles and resources integrating icloud infrastructure file wrappers documents and data completing the round trip between both ios and os x

Learning IPad Programming *2012*

learning ipad programming walks you through the process of building photowheel free on the app store a photo management and sharing app that leverages every aspect of ios 5 with photowheel you can organize your favorite photos into albums share photos with family and friends view them on your tv using airplay and an apple tv and most importantly gain hands on experience with building an ipad app as you build photowheel you ll learn how to take advantage of the latest features in ios 5 and xcode including storyboarding automatic reference counting arc and icloud best of all you ll learn how to extend the boundaries of your app by communicating with web services if you want to build apps for the ipad learning ipad programming is the one book to get as you build photowheel you ll learn how to install and configure xcode 4 2 on your mac master the basics of objective c and learn about memory management with arc build a fully functional app that uses core data and icloud for photo sharing and synchronization use xcode s new storyboard feature to quickly prototype a functional ui and then extend that ui with code create multitouch gestures and integrate core animation for a unique ui experience build custom views and use view controllers to perform custom view transitions add airprint email and airplay capabilities to your app apply image filters and effects using core image diagnose and fix bugs with instruments prepare your app for submission to the app store download the free version of photowheel from the app store today share your photos with friends and upload to icloud all while learning how to build the app

Learning Quartz Composer *2013*

create amazing real time motion graphics with quartz composer apple s quartz composer makes it amazingly easy to create real time graphics of all kinds for screensavers animations kiosk art film effects dashboard widgets graphically rich apps and more but few content creators use qc because they ve had practically no useful help until now in this book dvd bundle two renowned vjs who ve pushed this tool to the limit show you how to do it too you needn t be a technical expert graham robinson and surya buchwald introduce each concept through a hands on project with videos demonstrating every step they start extremely simple offering beautiful visual feedback and encouraging you to freely explore the video and text work together to help you build mastery fast as you create everything from data driven effects to compelling live performance visuals coverage includes mastering quartz composer s powerful interface grabbing live inputs from music or cameras for unique interaction and improvisation outputting video files for everything from smartphone screens to hd video edits using built in image filters to add visual effects creating organic motion with lfos interpolation and trackballs fixing problems and figuring out what you did wrong making rain fire and other cool stuff with particles integrating midi musical instruments and other audio resources mastering lighting and timelines building richer environments with replication iteration and 3d modeling pushing the boundaries with secret patches coreimage filters and glsl if you re a motion graphics designer filmmaker vj artist interactive programmer cocoa developer or any other type of maker this book will guide you from acolyte to wizard in no time and it just might be the most fun instructional you ll ever read 0321636945 9780321636942 learning quartz composer a hands on guide to creating motion graphics with quartz composer package consists of 013308776x 9780133087765 learning quartz composer a hands on guide to creating motion graphics with quartz composer 0321857577 9780321857576 learning quartz composer dvd a hands on guide to creating motion graphics with quartz composer 0321857585 9780321857583 learning quartz composer book component a hands on guide to creating motion graphics with quartz composer

Learning Core Audio *2012*

the only guide to apple s powerful audio programming framework core audio by two renowned mac audio experts introduces all the essential concepts of mac and iphone audio programming task based coverage explains everything from playing files to digital effects with detailed sample cod

Learning IOS Development 2014

this book offers the perfect hands on introduction to ios development covering everything your students need to know about objective c xcode and modern ios user interface development with sample projects and end of chapter exercises this book is ideal for classroom instruction the authors get started fast with objective c covering basic syntax memory management foundation classes development paradigms blocks threads and more next they show how to use xcode and related tools to build projects instrument and efficiently debug code and deploy apps in the next part hey turn to interfaces covering design content construction view controllers views animations touch table views and even a taste of core data

Go *2016-06*

k r c google go

Rust *2018-08*

rust

C□□FAQ *2004-02-07*

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Exceptional C++ *2000-11*

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Building embedded Linux systems *2003-11*

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The Lancet *1914*

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