Free pdf Learning swift building apps for macos ios and beyond (2023)

rise above the basics of xcode app development to implement tools like share buttons and activity view controllers to share document content including parts of documents with other users and with other devices this book fills the gap so that developers with even a fundamental knowledge of ios and swift can implement document creation saving and sharing in their apps since the launch of iphone in 2007 users and developers have struggled with the fact that the file system is hidden fortunately the files app in ios 11 now offers this feature and it is supported by apple apps such as numbers pages and keynote as well as by the few third party apps that support documents by using the standard formats described in this book you can make your app s data shareable to and from other apps like numbers pages and word files also provides an interface to tools such as dropbox and icloud so that users can open and modify documents in them if you combine standard formats such as doc docx jpeg and jpg with dropbox and email you have a simple way to implement and use cross platform sharing to macs pcs and android devices implementing ios and macos documents with the files app provides the combination of skills developers need to build these types of apps working with files and constructing documents iphoneアプリの開発効率がアップする 開発環境のスマートな使い方がわかる ios iphone ipad ipod touch mac os xなどのアプリ開発に必須 this is the ebook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book in ios and macostm performance tuning marcel weiher drills down to the code level to help you systematically optimize cpu memory i o graphics and program responsiveness in any objective c cocoa or cocoatouch program this up to date guide focuses entirely on performance optimization for macos and ios drawing on 25 years of experience optimizing apple device software weiher identifies concrete performance problems that can be discovered empirically via measurement then based on a deep understanding of fundamental principles he presents specific techniques for solving them weiher presents insights you won t find anywhere else most of them applying to both macos and ios development throughout he reveals common pitfalls and misconceptions about apple device performance explains the realities and helps you reflect those realities in code that performs beautifully understand optimization principles measurement tools pitfalls and techniques recognize when to carefully optimize and when it isn t worth your time balance performance and encapsulation to create efficient object representations communication data access and computation avoid mistakes that slow down objective c programs and hinder later optimization fix leaks and other problems with memory and resource management address i o issues associated with drives networking serialization and sqlite code graphics and uis that don t overwhelm limited ios device resources learn what all developers need to know about swift performance この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません swiftuiは swiftのために設計された swiftのための全く新しいui開発用フレームワークです 従来のフレームワークの知識は役に立たないため 初心者もベテランも同じスタートラインに立つことになります 本書は swiftuiの基本からswift独自のオブジェクト指向まで 188のサンプルプログラムを使いながらハンズオン形式で学ぶ入門書です 文法に不安がある人も 巻末の swift基礎文法入門で復習すれば安心です greatly expanded and updated from jonathan levin s original mac os x and ios internals to the apple s core this new edition is now two volumes with volume 1 an expanded treatment of user mode and volume 2 the kernel in volume 1 user mode levin details mac os x and ios for power users beyond where the documentation leaves off it covers the architecture of os x and ios including the user experience layer filesystems frameworks and libraries os x and ios technologies and in particular the parts that are built on bsd executables and binaries process and thread internals including updates to 64 bit ipc in os x and ios with explanations of unix mach and xpc details on the objective c and new swift runtime environments process tracing and debugging with dtrace and kdebug boot panic and shutdown launchd and the gui shells all new coverage of icloud and networking protocols all new coverage of os x and ios security along with volume 2 the kernel this is the definitive documentation of the inner workings of apple operating systems for system level developers kernel hackers and power users 新しいios macos用ユーザーインタフェース開発フレームワークswiftuiの使い方をミニプログラム形式で学びます effectively manage apple devices anywhere from a handful of macs at one location to thousands of iphones across many locations this book is a comprehensive guide for supporting mac and ios devices in organizations of all sizes you ll learn how to control a fleet of macos clients using tools like profile manager apple device enrollment program dep and apple remote desktop then integrate your mac clients into your existing microsoft solutions for file sharing print sharing exchange and active directory authentication without having to deploy additional mac specific middle ware or syncing between multiple directory services apple macos and ios system administration shows how to automate the software installation and upgrade process using the open source munki platform and provides a scripted out of the box experience for large scale deployments of macos endpoints in any organization finally you ll see how to provision and manage thousands of ios devices in a standardized and secure fashion with device restrictions and over the air configuration what you ll learnintegrate macos and ios clients into enterprise microsoft environmentsuse apple s volume purchase program to manage app installations and share pools of apps across multiple usersmass deploy ios devices with standard configurationsremotely manage a fleet of macos devices using apple s remote desktopwho this book is for system or desktop administrators in enterprise organizations who need to integrate macos or ios clients into their existing it infrastructure or set up a new infrastructure for an apple environment from scratch get valuable hands on experience with swift 3 the latest version of apple s programming language with this practical guide skilled programmers with little or no knowledge of apple development will learn how to code with swift 3 by developing three complete tightly linked versions of the notes application for the os x ios and watchos platforms in the process you ll learn swift s fundamentals including its syntax and features along with the basics of the cocoa cocoatouch and watchkit frameworks this book teaches you how to use common design patterns for swift how to structure an application for apple s platforms and how to submit working apps to the app store divided into four distinct parts this book includes swift 2 basics learn swift s basic building blocks and features for object oriented development os x app development set up the document model build out features and sync data with icloud ios app development use multimedia contacts location notifications and icloud files to build a fully featured ios notes app advanced app extensions build an apple watch app and learn how to debug monitor and test all three of your swift apps an in depth look into mac os x and ios kernels powering macs iphones ipads and more os x and ios are becoming ubiquitous when it comes to documentation however much of them are shrouded in mystery cocoa and carbon the application frameworks are neatly described but system programmers find the rest lacking this indispensable guide illuminates the darkest corners of those systems starting with an architectural overview then drilling all the way to the core provides you with a top down view of os x and ios walks you through the phases of system startup both mac efi and mobile iboot explains how processes threads virtual memory and filesystems are maintained covers the security architecture reviews the internal apis used by the system bsd and mach dissects the kernel xnu into its sub components mach the bsd layer and i o kit and explains each in detail explains the inner workings of device drivers from architecture to implementation this book is essential reading if you want to get serious about the internal workings of mac os x and ios xamarinは アプリを開発する言語をc に統一して iosアプリとandroidアプリを同時に開発することを可能にします visual studioに iosアプリ開発用のxamarin ios androidアプリ開発用のxamarin android さらにそれぞれのuiを同時に作成できるxamarin formsを導入することで よりシームレスに開発できる環境が整えられます 共通化するロジック部分は 本書で扱うようにxamarin formsのportable class libraryを使う方法もあれば c のコードのまま共有するという方法もあります コードが全く同じであれば 複数のプラットフォームであってもテストは1回で済み 機能を拡張するときも共通化してある部分に手を入れればそれぞれのプラットフォームで同時に機能拡張を行えます 本書は2014年6月に発行した書籍 c によるios android windowsアプリケーション開発入門 を基に 内容をvisual studio 2017での開発環境用に刷新したものです 本書ではxamarin ios xamarin androidと比較しながらモバイルアプリの開発方法を解説する構成にしています xamarin formsではwindowsのuwp universal windows platform の開発もできるのですが 実装上の観点から ios androidと共通の仕様のサンプルを作成して解説することはしていません 簡潔に付録でuwpについての説明をしてあります learn how to run your ios apps on macos using catalyst catalyst allows you to take code that you ve written for ios devices and run it on macos opening up a whole new platform and a new universe of users that you can reach using your existing code and knowledge but there are differences in the platforms you need to know these differences to make great macos apps reading and understanding all the official apple documentation and even knowing where to look can be challenging and time consuming this is where catalyst by tutorials comes in in this book you ll learn how to take an ios app to macos the easy way by following fun and easy to read tutorials who this book is for this book is for any developer who wants to learn how to use catalyst to apply ios skills to developing apps for macos topics covered in catalyst by tutorials multi window support learn how to support multiple app windows on ipad and mac drag and drop copy and move images in your app using drag and drop api menus context menus are new to ipad but on mac they re essential learn how to create context menus and the main menu for your mac app keyboard shortcuts learn how to give your users a productivity boost with keyboard shortcuts preferences give your users control over settings in your apps with preferences mouse one of the main differences in ios and mac apps is mouse support learn how this difference impacts your catalyst app toolbar touchbar give your app some extra polish by supporting these mac only ui elements distribution once you have your mac app you ll learn what s different from ios in getting that app to your users one thing you can count on after reading this book you ll be prepared to take advantage of all that catalyst has to offer learn to run your ios apps on macos using catalyst catalyst allows you to take code that you ve written for ios devices and run it on macos opening up a whole new platform and a new universe of users that you can reach using your existing code and knowledge but there are differences in the platforms you need to know these differences to make great macos apps in this book you ll learn how to take an ios app to macos the easy way by following fun and easy to read tutorials who this book is for this book is for any developer who wants to learn how to use catalyst to apply ios skills to developing apps for macos topics covered in catalyst by tutorials drag and drop copy and move images in your app using drag and drop api multi window support learn how to support multiple app windows on ipad and mac menus context menus are new to ipad but on mac they re essential learn how to create context menus and the main menu for your mac app keyboard shortcuts learn how to give your users a productivity boost with keyboard shortcuts preferences give your users control over settings in your apps with preferences mouse one of the main differences between ios and mac apps is mouse support learn how this difference impacts your catalyst app toolbar and touchbar give your app some extra polish by supporting these mac only ui elements distribution once you have your mac app you ll learn to roll out your app to testers using testflight finally you ll learn what s different from ios in getting that app to your users one thing you can count on after reading this book you ll be prepared to take advantage of all that catalyst has to offer apple 新osの新機能を徹底解説 遅くならないmacの作り方 特集 表紙 松井愛莉 インスタグラムには横位置で写真を投稿するのがこだわりです 巻頭特集 wwdc 2016詳細レポ 4つのosがアップグレード apple製品がさらに進化する 米国時間6月13日 アップルの世界開発者会議 wwdc 2016 が開催された 初日に行われた基調講演 keynote では ティム クックceoをはじめとするアップル社の幹部が登壇 世界中から集まった開発者ならびにネット経由の視聴者に向けて アップルのこれからの未来を語った 今年のメイントピックは4つのos watchos tvos macos そしてiosだ watch os 最大7倍のアプリ起動 新しいui uxでapple watchが変わる tvos iphoneとテレビとの連係強化でapple tvがホームの主役に macos sierra os x改め siri搭載で新時代へ macがiphone ipadとさらにつながる ios 10 史上最大のアップデート 標準アプリが機械学習でさらに賢く そのリリースは今秋 その前に 何がいったい新しくなったのか この特集でチェックしておこう 第1特集 遅くならないmac の作り方 買ったばかりのサクサクなmacに あっという間に戻せるって知ってた macのなんだか動作がもたつく 壊れているわけではないんだけれど 買ってきた時とくらべてなんだか動きが遅い そんなこと ありますよね ご安心ください 動きの遅いモッサリmacも 定期的なメンテナンスとちょっとした気づかいで あっという間にサクサクmacに生まれ変わります この特集ではmacが遅くなる 原因 から その 状態 そしてその 回復と 維持 について丁寧に解説しています モッサリmacにお悩みの方は ぜひご覧ください 第2特集 プロが使うiphoneカメラ 本気撮影 の舞台裏 世界で一番使われているカメラ といわれるiphone その性能は年々向上し 今や プライベートで撮るスナップ写真 以上のものを撮影できるようになっています クリエイティブの第一線で活躍するプロフェッショナル達へのインタビューを行い iphoneカメラの実力 その魅力に迫りました 映画 シン ゴジラ 樋口真嗣監督スペシャルインタビュー apple広告キャンペーン 日本人クリエイターに聞いた撮影のコツ 本格撮影を可能にする専用ツール解説 トピック 地域コミュニティの1つとなる新デザインのapple store誕生 新プロトコル nvme 採用でmacbookが加速する 投資の神様 も見込んだブランド企業appleの底ヂカラ メモリカードの価格はなぜ日本では高いのか 知られざるios 10の目玉機能 iphone ipadでraw撮影に対応ピックアップ連載 定番ソフト自由自在 ドキュメント作成にしっかり使えるテキストエディット macとiphone共存 共栄 icloudを連係させて メモ を賢く使いこなす 快発会社パップル 連載100回記念 アップルストアで3万円のお買い物 macの媚薬 秋まで待てない macosシエラを先取り ビジネスとアップル 企業戦略をも明確化したipadによるリフォーム提案 macの知恵の実 マウスのクリック操作はもういらないのか learn macos development you re an experienced ios developer and have always wanted to develop a native macos app but you have no idea where to begin never fear macos by tutorials is here to guide you you ll be creating your own beautiful macos apps in no time who this book is forthis book is for developers with some experience developing for ios and who are familiar with swift xcode and swiftui topics covered in macos by tutorialsbuilding a native app use swiftui to build a complete beautiful native macos app with full multiple window support planning and prototyping learn how to plan and prototype data models once you re happy with the prototype you ll incorporate your model into a full featured app making menu bar apps learn how to build an app that lives solely in the macos menu bar creating document based apps learn how to build an app that manages its own document type building a gui front end see how to create a graphical user interface for a system command line command building services and shortcuts explore how to enable automation in your app so it can be used from the services menu and the shortcuts app distributing your app explore the options available for distributing your macos apps one thing you can count on after reading this book you ll be prepared to create and distribute your own native macos apps xcodeを使う上で知っておくと開発効率が向上する操作や設定を解説するtips集です get valuable hands on experience with swift the open source programming language developed by apple with this practical guide skilled programmers with little or no knowledge of apple development will learn how to code with the latest version of swift by developing a working ios app from start to finish you ll begin with swift programming basics including guidelines for making your code swifty and learn how to work with xcode and its built in interface builder then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies you ll also tune and test the app for performance and manage the app s presence in the app store divided into four parts this book includes swift 4 basics learn swift s basic building blocks and the features of object oriented development building the selfiegram app build model objects and the ui for your selfie app and add location support user settings and notifications polishing selfiegram create a theme and support for sharing and add custom views image overlays and localization beyond app development debug and performance test with xcode automate chores with fastlane and user test the app with testflight now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads this concise book shows you how to use apple s grand central dispatch gcd to simplify programming on multicore ios devices and mac os x managing your application s resources on more than one core isn t easy but it s vital apps that use only one core in a multicore environment will slow to a crawl if you know how to program with cocoa or cocoa touch this guide will get you started with gcd right away with many examples to help you write high performing multithreaded apps package your code as block objects and invoke them with gcd understand dispatch queues the pools of threads managed by gcd use different methods for executing ui and non ui tasks create a group of tasks that gcd can run all at once instruct gcd to execute tasks only once or after a delay discover how to construct your own dispatch queues now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads this concise book shows you how to use apple s grand central dispatch gcd to simplify programming on multicore ios devices and mac os x managing your application s resources on more than one core isn t easy but it s vital apps that use only one core in a multicore environment will slow to a crawl if you know how to program with cocoa or cocoa touch this guide will get you started with gcd right away with many examples to help you write high performing multithreaded apps package your code as block objects and invoke them with gcd understand dispatch queues the pools of threads managed by gcd use different methods for executing ui and non ui tasks create a group of tasks that gcd can run all at once instruct gcd to execute tasks only once or after a delay discover how to construct your own dispatch queues explore the internals of apple s operating system with unprecedented detail volume i of the os trilogy covers the user mode realms of darwin operating systems macos ios tvos and watchos explaining what happens behind the scenes of processes memory management binary formats and more iphoneアプリの作成から配布まで かんたんプログラミングでビジネスチャンスを掴む ios sdk objective c xcode超入門 ゲーム好きな人々を中心に愛用され続けているコミュニケーションツールが discord ディスコード です 米国で行われたz世代のお気に入りブランド調査では instagram tiktokを抑え 堂々の1位となるなど 1 若い世代に圧倒的な支持を得ているツールでもあります 近年 ユーザー数も順調に伸び続け 2022年には世界のユーザー数が3億9000万人 月間アクティブユーザーが1億5000万人を突破しており 2 既存のsnsやchatツールに代わるものとして大きな注目を集めています 本書は ゲーム好きはもちろん むしろ discordって何 という一般の方に向けて このツールの活用法を図解を交えてくわしく解説する 初のガイド本 として刊行されました これを読めば discordの使い方で迷うことはぐっと減ることでしょう

参加 ビジネス 職場 での活用方法 コミュニティ運営 データベース活用など discordの多様な使われ方についても多数紹介しています 本書を読めば discordの使い方 コミュニティへの参加や運営のコツ 企業での活用事例まで 皆さんが知りたいことがすべて分かるはずです 出所 1 adweek where gen z and millennials split on brand love 調べ 2 influencer marketing hub the latest discord statistics servers revenue data and more 調べ 発行 インプレス 基本操作からiosとの連携まで この一冊でmacを使いこなす 2014年10月にリリースされたmacの最新os os x yosemite ヨセミテ の操作解説書です 同じapple製品のiphoneが人気なこともあり macユーザーが増え osのシェアも伸びています yosemiteでは iphoneやipadとの連係がより強化され 自宅でも外出先でも ますます便利に使えるようになりました 直感的にわかりやすいインターフェースはそのままに デザインや機能面がiosに近づき iphoneユーザーにとって使いやすい環境ができています 本書はmacのすべてを知るための188のワザを詰め込みました 最新機能はもちろん macの基本 メールやカレンダーなどのアプリ操作 itunesやicloudの使い方 iphoneやipadとの連携 windowsとの併用方法などをしっかり解説 いろいろな端末で音楽を聴くための方法や 写真や動画の加工も解説していますので プライベートでもビジネスでも使えること間違いなしです ボリュームたっぷりで 初めてmacを購入した人から 新機能を知りたいユーザーまで 幅広く読んでいただける内容になっています 目的別リファレンスつきで たくさんある機能の中から 今知りたい ことを調べやすくしました ポケットサイズなので 自宅や職場に置くだけでなく mac bookのお供にも最適です 著者について mac愛好会 本書制作のために結成された 執筆 制作のプロフェッショナル集団 本電子書籍は同名出版物を底本として作成しました 記載内容は印刷出版当時のものです 印刷出版再現のため電子書籍としては不要な情報を含んでいる場合があります 印刷出版とは異なる表記 表現の場合があります 予めご了承ください プレビューにてお手持ちの電子端末での表示状態をご確認の上 商品をお買い求めください 翔泳社 this comprehensive mobile app development course covers the fundamentals of ios and android app development providing a detailed exploration of both platforms the course begins with an introduction to the basics of mobile app development and then moves on to setting up the development environment using xcode for ios and android studio for android the course covers crucial topics such as mobile app design utilizing ui ux principles for both ios and android platforms and implementing responsive design furthermore students will learn swift programming for ios and java and kotlin for android app development the course dives into project planning and management user authentication and security working with apis and web services database management testing and debugging mobile apps publishing and monetizing apps and analyzing user feedback additionally it explores cross platform development using react native and discusses future trends in mobile app development such as ai iot integration and ar vr development the course concludes by suggesting next steps for refining app development skills and exploring advanced topics while also highlighting potential career opportunities in mobile app development leverage the best techniques provided by apple to build apps with maximum privacy for your users this book explores not only the how to steps for implementing privacy in your apps but also answers workflow questions about what information you actually need do you need full access to a device s contacts do you need to have location services enabled in the background constantly this book explains how to selectively enable services and how to make apps that can continue to function even when the user refuses to share data understanding the needs of your users and the expectations of apple in reviewing your app will make better apps you ll see how to ensure that you make it through the app store review quickly and without the need to go back and develop privacy protocols that should have been in place to begin with not only is developing with privacy in mind good from a moral standpoint but it also helps you create leaner apps that set themselves up for less potential data breaches and issues later on in distribution while a basic understanding of app creation is expected no deep understanding of cocoa touch or swift will be required as code will point to the apple documentation what you ll learn important apis and how they affect privacy work with the camera siri maps and other common ios services and hardware effectively allow notifications and advertising without affecting privacy who this book is for app builders interested in creating apps that respects their user s privacy users willing to learn about the technicalities behind apps that respect or not their privacy apple continues its cadence of yearly releases ios 16 ipados 16 watchos 9 and macos ventura are packed with a slew new features the biggest change for ios is the new customizable lock screen complete with widgets for ipados and macos there is a new window management feature called stage manager health gets some improvements with new medication tracking including scheduling and notifications if you use photos there is now a new shared photo library option sometimes you need to quickly escape a situation if that is the case the new safety check feature will quickly remove access to your apps location and apple id account for those who like to run there are new measurements as well as ways of racing against yourself with a new race route function if you like to compete in triathlons you can use the new multisport exercise to seamlessly move between sports for developers is a whole new weatherkit framework that utilizes the existing async await features and has a rest api swiftui apple s swift only ui framework continues to evolve with a whole framework of its own swift charts these topics are just some of the topics covered in ios 16 ipados 16 watchos 9 and macos ventura the information contained within provides details about all of the new features of each operating system and has something for everyone no matter what level of expertise この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません flutterは 互換性のないiphoneとandroidのスマホアプリをたった一度のコーディングで出力できる最新のクロス開発フレームワークです ほかのフレームワークと比べると開発効率が高く dart言語によるコードが高速などの特徴があります 本書は googleの開発したクロス開発フレームワーク flutter のインストールから アプリ開発に必要な機能をひと通り解説した入門書です あなたも最新の開発環境を体験しましょう 2013年10月に発売されたmacos os x mavericks マーベリックス の解説書籍です mavericksには 200以上の新機能が搭載されています 電子書籍アプリ ibooks 地図アプリ マップ 予定と予定の間の移動時間も推測できる カレンダー twitterなどのsnsとより連携を深めた safari 強化された 通知機能 タブやタグの機能を備えた新しい finder など ざっと見ただけでも便利で楽しそうなアプリや機能がいっぱいです macで写真 動画 音楽を楽しむアプリケーションのiphoto imovie garagebandも もちろんos x mavericks対応の最新バージョンを取り上げています さらに iosデバイス iphone ipod touch ipad や複数のパソコンの連携についてもていねいに解説しています 住所や写真データなどが どのデバイスでも最新の状態で利用できる便利さは素晴らしいものです 新機能を含むほとんどの機能を 画面写真とステップバイステップの解説でわかりやすく説明しました 初めてmacに触れる人 以前のmac osからのアップグレードユーザー windowsからのスイッチユーザー すべてのmavericksユーザーにおすすめです contents chapter1 os x mavericksの基本 chapter2 finderウインドウの操作 chapter3 dock mission control dashboardの操作 chapter4 文字の入力 chapter5 ファイル フォルダ操作 chapter6 webの利用 chapter7 メールの利用 chapter8 付属アプリケーションの利用 chapter9 os xを使いやすくするには chapter10 os xをもっと活用するには chapter11 ほかのデバイスと連携するには chapter12 iphone imovie garagebandの活用 learn how to code for the imac mac mini mac pro and macbook using swift apple s hottest programming language fully updated to cover the new macbook touch bar macos programming for absolute beginners will not only teach complete programming novices how to write macos programs but it can also help experienced programmers moving to the mac for the first time you will learn the principles of programming how to use swift and xcode and how to combine your knowledge into writing macos programs if you ve always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you ll want to learn swift swift is your gateway to both mac and ios app development while being powerful and easy to learn at the same time and macos programming for absolute beginners is the perfect place to start add it to your library today what you ll learn div master the basic principles of object oriented programming use xcode the main programming tool used for both macos and ios development see what makes swift unique and powerful as a programming language and why you should learn it create macos programs using swift and xcode apply interface principles that follow apple s human interface guidelines take advantage of the new touch bar who this book is for people who want to learn programming for the first time and for experienced programmers wanting to learn xcode and the mac for the first time この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません 私たちはパソコン用 スマホ用 自宅用 職場用など 複数のメールアドレスを使い分けています しかし パソコンにきたメールはスマホから見えませんし 職場にきたメールの返事を自宅から書くこともできません 本書は 複数のメールアドレスをまとめて使えるgmailの入門書です これから始める人や 始めてみたものの使いこなせなかった人の 困った が解消します また 機種変時に以前のメールが読めなくなる問題も解決します now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads this concise book shows you how to use apple s grand central dispatch gcd to simplify programming on multicore ios devices and mac os x managing your application u2019 s resources on more than one core isn t easy but it s vital apps that use only one core in a multicore environment will slow to a crawl if you know how to program with cocoa or cocoa touch this guide will get you started with gcd right away with many examples to help you write high performing multithreaded apps package your code as block objects and invoke them with gcd understand dispatch queues u2014 the pools of threads managed by gcd use different methods for executing ui and non ui tasks create a group of tasks that gcd can run all at once instruct gcd to execute tasks only once or after a delay discover how to construct your own dispatch queues presents lessons offering step by step instructions on using core data to build data driven applications for ios devices and mac os x computers net 6から使用可能になった net maui multi platform app ui は 従来のxamarin formsの後継となるマルチプラットフォームアプリを開発するためのフレームワークで android ios windows macos対応のアプリをc を使って開発できます 従来のxamarin formsでは net standardという機能限定版のクラスライブラリしか使用できませんでしが net mauiでは net 6で使用可能な完全なクラスライブラリが使用できるようになりました さらに これまでは開発できなかったmacosのアプリも開発できるよう[illegible]し [illegible]書[illegible] net maui

を利用した ios androidなどのマルチプラットフォーム対応の共通アプリケーションの作り方を解説します 6章では 従来のxamarin formsではサポートされていなかったmvu model view update モデルという新たな開発パターンについても言及します 後半では プラットフォーム特有の操作 データベースやファイル操作など を利用したアプリの開発を解説します 11章では 加速センサー gps カメラ qrコードの利用方法を説明します maui自体はユーザーインターフェイスの機能しか持たないのですが モバイルアプリを作成するときにapiの利用や内部でのデータベース sqlite の利用が必須となるため 周辺技術も含めて解説しています この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません iphoneでここまでできる 楽器の経験がなくてもiphoneやipadをピアノやギターのように 演奏したり 曲を録音したい そんな願いを叶えるios版garageband 携帯性に優れ 場所を選ばずに楽器演奏や曲作りが できます タッチパネルを生かした操作により 楽器がはじめて の方でも本格的な演奏が可能です さらに ジャムセッション機能 により仲間とのセッションすることもできます 本書では ミュージシャンでもある著者が 基本的な 使い方から録音 編集機能 ミキシングといった音楽制作ソフト の基本的な使い方から応用までじっくりと説明しています 最新ios ipados対応 audio can affect the human brain in the most powerful and profound ways using apple s core audio you can leverage all that power in your own mac and ios software implementing features ranging from audio capture to real time effects mp3 playback to virtual instruments web radio to voip support the most sophisticated audio programming system ever created core audio is not simple in learning core audio top mac programming author chris adamson and legendary core audio expert kevin avila fully explain this challenging framework enabling experienced mac or ios programmers to make the most of it in plain language adamson and avila explain what core audio can do how it works and how it builds on the natural phenomena of sound and the human language of audio next using crystal clear code examples they guide you through recording playback format conversion audio units 3d audio midi connectivity and overcoming unique challenges of core audio programming for ios coverage includes mastering core audio s surprising style and conventions recording and playback with audio queue synthesizing audio perform effects on audio streams capturing from the mic mixing multiple streams managing file streams converting formats creating 3d positional audio using core midi on the mac leveraging your cocoa and objective c expertise in core audio s c based environment and much more when you ve mastered the black arts of core audio you can do some serious magic this book will transform you from an acolyte into a true core audio wizard この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません swiftの2回目のバージョンアップであるswift 3では 仕様の整理や新機能が追加されました 本書は プログラミング経験者を対象に swift 3を使用してiosアプリを開発するにあたって必要な知識を基礎から応用までしっかりと学べる最短教科書です シンプルなブラウザアプリづくりで基本をつかみ 豊富なリファレンスでui部品の使いこなし方もマスターできます また 地図 gps sns連携など実用的なアプリ開発のノウハウもわかります

Implementing IOS and MacOS Documents with the Files App

2019

rise above the basics of xcode app development to implement tools like share buttons and activity view controllers to share document content including parts of documents with other users and with other devices this book fills the gap so that developers with even a fundamental knowledge of ios and swift can implement document creation saving and sharing in their apps since the launch of iphone in 2007 users and developers have struggled with the fact that the file system is hidden fortunately the files app in ios 11 now offers this feature and it is supported by apple apps such as numbers pages and keynote as well as by the few third party apps that support documents by using the standard formats described in this book you can make your app s data shareable to and from other apps like numbers pages and word files also provides an interface to tools such as dropbox and icloud so that users can open and modify documents in them if you combine standard formats such as doc docx jpeg and jpg with dropbox and email you have a simple way to implement and use cross platform sharing to macs pcs and android devices implementing ios and macos documents with the files app provides the combination of skills developers need to build these types of apps working with files and constructing documents

Xcode 4入門for iOS/Mac OS X

2011-10

iphoneアプリの開発効率がアップする 開発環境のスマートな使い方がわかる ios iphone ipad ipod touch mac os xなどのアプリ開発に必須

iOS and macOS Performance Tuning

2017-02-24

this is the ebook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book in ios and macostm performance tuning marcel weiher drills down to the code level to help you systematically optimize cpu memory i o graphics and program responsiveness in any objective c cocoa or cocoatouch program this up to date guide focuses entirely on performance optimization for macos and ios drawing on 25 years of experience optimizing apple device software weiher identifies concrete performance problems that can be discovered empirically via measurement then based on a deep understanding of fundamental principles he presents specific techniques for solving them weiher presents insights you won t find anywhere else most of them applying to both macos and ios development throughout he reveals common pitfalls and misconceptions about apple device performance explains the realities and helps you reflect those realities in code that performs beautifully understand optimization principles measurement tools pitfalls and techniques recognize when to carefully optimize and when it isn t worth your time balance performance and encapsulation to create efficient object representations communication data access and computation avoid mistakes that slow down objective c programs and hinder later optimization fix leaks and other problems with memory and resource management address i o issues associated with drives networking serialization and sqlite code graphics and uis that don t overwhelm limited ios device resources learn what all developers need to know about swift performance

iOS/macOS UIフレームワーク SwiftUIプログラミング

2020-05-30

この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません swiftuiは swiftのために設計された swiftのための全く新しいui開発用フレームワークです 従来のフレームワークの知識は役に立たないため 初心者もベテランも同じスタートラインに立つことになります 本書は swiftuiの基本からswift独自のオブジェクト指向まで 188のサンプルプログラムを使いながらハンズオン形式で学ぶ入門書です 文法に不安がある人も 巻末の swift基礎文法入門 で復習すれば安心です

Mac OS X and iOS Internals

2015-07-07

greatly expanded and updated from jonathan levin s original mac os x and ios internals to the apple s core this new edition is now two volumes with volume 1 an expanded treatment of user mode and volume 2 the kernel in volume 1 user mode levin details mac os x and ios for power users beyond where the documentation leaves off it covers the architecture of os x and ios including the user experience layer filesystems frameworks and libraries os x and ios technologies and in particular the parts that are built on bsd executables and binaries process and thread internals including updates to 64 bit ipc in os x and ios with explanations of unix mach and xpc details on the objective c and new swift runtime environments process tracing and debugging with dtrace and kdebug boot panic and shutdown launchd and the gui shells all new coverage of icloud and networking protocols all new coverage of os x and ios security along with volume 2 the kernel this is the definitive documentation of the inner workings of apple operating systems for system level developers kernel hackers and power users

iOS/macOS UIﾌﾚｰﾑﾜｰｸSwiftUIﾌﾟﾛｸﾞﾗﾐﾝｸﾞ

2020-05

新しいios macos用ユーザーインタフェース開発フレームワークswiftuiの使い方をミニプログラム形式で学びます

Apple macOS and iOS System Administration

2020-05-01

effectively manage apple devices anywhere from a handful of macs at one location to thousands of iphones across many locations this book is a comprehensive guide for supporting mac and ios devices in organizations of all sizes you ll learn how to control a fleet of macos clients using tools like profile manager apple device enrollment program dep and apple remote desktop then integrate your mac clients into your existing microsoft solutions for file sharing print sharing exchange and active directory authentication without having to deploy additional mac specific middle ware or syncing between multiple directory services apple macos and ios system administration shows how to automate the software installation and upgrade process using the open source munki platform and provides a scripted out of the box experience for large scale deployments of macos endpoints in any organization finally you ll see how to provision and manage thousands of ios devices in a standardized and secure fashion with device restrictions and over the air configuration what you ll learnintegrate macos and ios clients into enterprise microsoft environmentsuse apple s volume purchase program to manage app installations and share pools of apps across multiple usersmass deploy ios devices with standard configurationsremotely manage a fleet of macos devices using apple s remote desktopwho this book is for system or desktop administrators in enterprise organizations who need to integrate macos or ios clients into their existing it infrastructure or set up a new infrastructure for an apple environment from scratch

Learning Swift

2017-03-30

get valuable hands on experience with swift 3 the latest version of apple s programming language with this practical guide skilled programmers with little or no knowledge of apple development will learn how to code with swift 3 by developing three complete tightly linked versions of the notes application for the os x ios and watchos platforms in the process you ll learn swift s fundamentals including its syntax and features along with the basics of the cocoa cocoatouch and watchkit frameworks this book teaches you how to use common design patterns for swift how to structure an application for apple s platforms and how to submit working apps to the app store divided into four distinct parts this book includes swift 2 basics learn swift s basic building blocks and features for object oriented development os x app development set up the document model build out features and sync data with icloud ios app development use multimedia contacts location notifications and icloud files to build a fully featured ios notes app advanced app extensions build an apple watch app and learn how to debug monitor and test all three of your swift apps

Mac OS X and iOS Internals

2012-11-05

an in depth look into mac os x and ios kernels powering macs iphones ipads and more os x and ios are becoming ubiquitous when it comes to documentation however much of them are shrouded in mystery cocoa and carbon the application frameworks are neatly described but system programmers find the rest lacking this indispensable guide illuminates the darkest corners of those systems starting with an architectural overview then drilling all the way to the core provides you with a top down view of os x and ios walks you through the phases of system startup both mac efi and mobile iboot explains how processes threads virtual memory and filesystems are maintained covers the security architecture reviews the internal apis used by the system bsd and mach dissects the kernel xnu into its sub components mach the bsd layer and i o kit and explains each in detail explains the inner workings of device drivers from architecture to implementation this book is essential reading if you want to get serious about the internal workings of mac os x and ios

［*iOS/Android*対応］*HTML5*ハイブリッドアプリ開発［実践］入門

2013-12-25

xamarinは アプリを開発する言語をc に統一して iosアプリとandroidアプリを同時に開発することを可能にします visual studioに iosアプリ開発用のxamarin ios androidアプリ開発用のxamarin android さらにそれぞれのuiを同時に作成できるxamarin formsを導入することで よりシームレスに開発できる環境が整えられます 共通化するロジック部分は 本書で扱うようにxamarin formsのportable class libraryを使う方法もあれば c のコードのまま共有するという方法もあります コードが全く同じであれば 複数のプラットフォームであってもテストは1回で済み 機能を拡張するときも共通化してある部分に手を入れればそれぞれのプラットフォームで同時に機能拡張を行えます 本書は2014年6月に発行した書籍 c によるios android windowsアプリケーション開発入門 を基に 内容をvisual studio 2017での開発環境用に刷新したものです 本書ではxamarin ios xamarin androidと比較しながらモバイルアプリの開発方法を解説する構成にしています xamarin formsではwindowsのuwp universal windows platform の開発もできるのですが 実装上の観点から ios androidと共通の仕様のサンプルを作成して解説することはしていません 簡潔に付録でuwpについての説明をしてあります

Xamarinプログラミング入門 C#によるiOS、Androidアプリケーション開発の基本

2017-10-05

learn how to run your ios apps on macos using catalyst catalyst allows you to take code that you ve written for ios devices and run it on macos opening up a whole new platform and a new universe of users that you can reach using your existing code and knowledge but there are differences in the platforms you need to know these differences to make great macos apps reading and understanding all the official apple documentation and even knowing where to look can be challenging and time consuming this is where catalyst by tutorials comes in in this book you ll learn how to take an ios app to macos the easy way by following fun and easy to read tutorials who this book is for this book is for any developer who wants to learn how to use catalyst to apply ios skills to developing apps for macos topics covered in catalyst by tutorials multi window support learn how to support multiple app windows on ipad and mac drag and drop copy and move images in your app using drag and drop api menus context menus are new to ipad but on mac they re essential learn how to create context menus and the main menu for your mac app keyboard shortcuts learn how to give your users a productivity boost with keyboard shortcuts preferences give your users control over settings in your apps with preferences mouse one of the main differences in ios and mac apps is mouse support learn how this difference impacts your catalyst app toolbar touchbar give your app some extra polish by supporting these mac only ui elements distribution once you have your mac app you ll learn what s different from ios in getting that app to your users one thing you can count on after reading this book you ll be prepared to take advantage of all that catalyst has to offer

Catalyst by Tutorials (First Edition): Bringing IOS Apps to the Mac

2019-12-02

learn to run your ios apps on macos using catalyst catalyst allows you to take code that you ve written for ios devices and run it on macos opening up a whole new platform and a new universe of users that you can reach using your existing code and knowledge but there are differences in the platforms you need to know these differences to make great macos apps in this book you ll learn how to take an ios app to macos the easy way by following fun and easy to read tutorials who this book is for this book is for any developer who wants to learn how to use catalyst to apply ios skills to developing apps for macos topics covered in catalyst by tutorials drag and drop copy and move images in your app using drag and drop api multi window support learn how to support multiple app windows on ipad and mac menus context menus are new to ipad but on mac they re essential learn how to create context menus and the main menu for your mac app keyboard shortcuts learn how to give your users a productivity boost with keyboard shortcuts preferences give your users control over settings in your apps with preferences mouse one of the main differences between ios and mac apps is mouse support learn how this difference impacts your catalyst app toolbar and touchbar give your app some extra polish by supporting these mac only ui elements distribution once you have your mac app you ll learn to roll out your app to testers using testflight finally you ll learn what s different from ios in getting that app to your users one thing you can count on after reading this book you ll be prepared to take advantage of all that catalyst has to offer

Mac OS X and iOS Internals

2015-11-23

apple 新osの新機能を徹底解説 遅くならないmacの作り方 特集 表紙 松井愛莉 インスタグラムには横位置で写真を投稿するのがこだわりです 巻頭特集 wwdc 2016詳細レポ 4つのosがアップグレード apple製品がさらに進化する 米国時間6月13日 アップルの世界開発者会議 wwdc 2016 が開催された 初日に行われた基調講演 keynote では ティム クックceoをはじめとするアップル社の幹部が登壇 世界中から集まった開発者ならびにネット経由の視聴者に向けて アップルのこれからの未来を語った 今年のメイントピックは4つのos watchos tvos macos そしてiosだ watch os 最大7倍のアプリ起動 新しいui uxでapple watchが変わる tvos iphoneとテレビとの連係強化でapple tvがホームの主役に macos sierra os x改め siri搭載で新時代へ macがiphone ipadとさらにつながる ios 10 史上最大のアップデート 標準アプリが機械学習でさらに賢く そのリリースは今秋 その前に 何がいったい新しくなったのか この特集でチェックしておこう 第1特集 遅くならないmac の作り方 買ったばかりのサクサクなmacに あっという間に戻せるって知ってた macのなんだか動作がもたつく 壊れているわけではないんだけれど 買ってきた時とくらべてなんだか動きが遅い そんなこと ありますよね ご安心ください 動きの遅いモッサリmacも 定期的なメンテナンスとちょっとした気づかいで あっという間にサクサクmacに生まれ変わります この特集ではmacが遅くなる 原因 から その 状態 そしてその 回復 と 維持 について丁寧に解説しています モッサリmacにお悩みの方は ぜひご覧ください 第2特集 プロが使うiphoneカメラ 本気撮影 の舞台裏 世界で一番使われているカメラ といわれるiphone その性能は年々向上し 今や プライベートで撮るスナップ写真 以上のものを撮影できるようになっています クリエイティブの第一線で活躍するプロフェッショナル達へのインタビューを行い iphoneカメラの実力 その魅力に迫りました 映画 シン ゴジラ 樋口真嗣監督スペシャルインタビュー apple広告キャンペーン 日本人クリエイターに聞いた撮影のコツ 本格撮影を可能にする専用ツール解説 トピック 地域コミュニティの1つとなる新デザインのapple store誕生 新プロトコル nvme 採用でmacbookが加速する 投資の神様 も見込んだブランド企業appleの底ヂカラ メモリカードの価格はなぜ日本では高いのか 知られざるios 10の目玉機能 iphone ipadでraw撮影に対応 ピックアップ連載 定番ソフト自由自在 ドキュメント作成にしっかり使えるテキストエディット macとiphone共存 共栄 icloudを連係させて メモ を賢く使いこなす 快発会社パップル 連載100回記念 アップルストアで3万円のお買い物 macの媚薬 秋まで待てない macosシエラを先取り ビジネスとアップル 企業戦略をも明確化したipadによるリフォーム提案 macの知恵の実 マウスのクリック操作はもういらないのか

Catalyst by Tutorials (Third Edition)

2022-05-31

learn macos development you re an experienced ios developer and have always wanted to develop a native macos app but you have no idea where to begin never fear macos by tutorials is here to guide you you ll be creating your own beautiful macos apps in no time who this book is forthis book is for developers with some experience developing for ios and who are familiar with swift xcode and swiftui topics covered in macos by tutorialsbuilding a native app use swiftui to build a complete beautiful native macos app with full multiple window support planning and prototyping learn how to plan and prototype data models once you re happy with the prototype you ll incorporate your model into a full featured app making menu bar apps learn how to build an app that lives solely in the macos menu bar creating document based apps learn how to build an app that manages its own document type building a gui front end see how to create a graphical user interface for a system command line command building services and shortcuts explore how to enable automation in your app so it can be used from the services menu and the shortcuts app distributing your app explore the options available for distributing your macos apps one thing you can count on after reading this book you ll be prepared to create and distribute your own native macos apps

Mac Fan 2016年8月号

2016-06-29

xcodeを使う上で知っておくと開発効率が向上する操作や設定を解説するtips集です

MacOS by Tutorials (First Edition)

2022-04-12

get valuable hands on experience with swift the open source programming language developed by apple with this practical guide skilled programmers with little or no knowledge of apple development will learn how to code with the latest version of swift by developing a working ios app from start to finish you ll begin with swift programming basics including guidelines for making your code swifty and learn how to work with xcode and its built in interface builder then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies you ll also tune and test the app for performance and manage the app s presence in the app store divided into four parts this book includes swift 4 basics learn swift s basic building blocks and the features of object oriented development building the selfiegram app build model objects and the ui for your selfie app and add location support user settings and notifications polishing selfiegram create a theme and support for sharing and add custom views image overlays and localization beyond app development debug and performance test with xcode automate chores with fastlane and user test the app with testflight

iOS/macOSﾌﾟﾛｸﾞﾗﾏのためのXcode時短開発ﾃｸﾆｯｸ

2017-02

now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads this concise book shows you how to use apple s grand central dispatch gcd to simplify programming on multicore ios devices and mac os x managing your application s resources on more than one core isn t easy but it s vital apps that use only one core in a multicore environment will slow to a crawl if you know how to program with cocoa or cocoa touch this guide will get you started with gcd right away with many examples to help you write high performing multithreaded apps package your code as block objects and invoke them with gcd understand dispatch queues the pools of threads managed by gcd use different methods for executing ui and non ui tasks create a group of tasks that gcd can run all at once instruct gcd to execute tasks only once or after a delay discover how to construct your own dispatch queues

Learning Swift

2018-03-27

now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads this concise book shows you how to use apple s grand central dispatch gcd to simplify programming on multicore ios devices and mac os x managing your application s resources on more than one core isn t easy but it s vital apps that use only one core in a multicore environment will slow to a crawl if you know how to program with cocoa or cocoa touch this guide will get you started with gcd right away with many examples to help you write high performing multithreaded apps package your code as block objects and invoke them with gcd understand dispatch queues the pools of threads managed by gcd use different methods for executing ui and non ui tasks create a group of tasks that gcd can run all at once instruct gcd to execute tasks only once or after a delay discover how to construct your own dispatch queues

Concurrent Programming in Mac OS X and IOS

2011-05-31

explore the internals of apple s operating system with unprecedented detail volume i of the os trilogy covers the user mode realms of darwin operating systems macos ios tvos and watchos explaining what happens behind the scenes of processes memory management binary formats and more

Concurrent Programming in Mac OS X and iOS

2011-05-24

iphoneアプリの作成から配布まで かんたんプログラミングでビジネスチャンスを掴む ios sdk objective c xcode超入門

OS Internals

2016-10-24

ゲーム好きな人々を中心に愛用され続けているコミュニケーションツールが discord ディスコード です 米国で行われたz世代のお気に入りブランド調査では instagram tiktokを抑え 堂々の1位となるなど 1 若い世代に圧倒的な支持を得ているツールでもあります 近年 ユーザー数も順調に伸び続け 2022年には世界のユーザー数が3億9000万人 月間アクティブユーザーが1億5000万人を突破しており 2 既存のsnsやchatツールに代わるものとして大きな注目を集めています 本書は ゲーム好きはもちろん むしろ discordって何 という一般の方に向けて このツールの活用法を図解を交えてくわしく解説する 初のガイド本 として刊行されました これを読めば discordの使い方で迷うことはぐっと減ることでしょう また本書では 友達との交流やファンコミュニティ参加 ビジネス 職場 での活用方法 コミュニティ運営 データベース活用など discordの多様な使われ方についても多数紹介しています 本書を読めば discordの使い方 コミュニティへの参加や運営のコツ 企業での活用事例まで 皆さんが知りたいことがすべて分かるはずです 出所 1 adweek where gen z and millennials split on brand love 調べ 2 influencer marketing hub the latest discord statistics servers revenue data and more 調べ 発行 インプレス

はじめての**iOS**アプリプログラミング入門決定版

2012-07

基本操作からiosとの連携まで この一冊でmacを使いこなす 2014年10月にリリースされたmacの最新os os x yosemite ヨセミテ の操作解説書です 同じapple製品のiphoneが人気なこともあり macユーザーが増え osのシェアも伸びています yosemiteでは iphoneやipadとの連係がより強化され 自宅でも外出先でも ますます便利に使えるようになりました 直感的にわかりやすいインターフェースはそのままに デザインや機能面がiosに近づき iphoneユーザーにとって使いやすい環境ができています 本書はmacのすべてを知るための188のワザを詰め込みました 最新機能はもちろん macの基本 メールやカレンダーなどのアプリ操作 itunesやicloudの使い方 iphoneやipadとの連携 windowsとの併用方法などをしっかり解説 いろいろな端末で音楽を聴くための方法や 写真や動画の加工も解説していますので プライベートでもビジネスでも使えること間違いなしです ボリュームたっぷりで 初めてmacを購入した人から 新機能を知りたいユーザーまで 幅広く読んでいただける内容になっています 目的別リファレンスつきで たくさんある機能の中から 今知りたい ことを調べやすくしました ポケットサイズなので 自宅や職場に置くだけでなく mac bookのお供にも最適です 著者について mac愛好会 本書制作のために結成された 執筆 制作のプロフェッショナル集団 本電子書籍は同名出版物を底本として作成しました 記載内容は印刷出版当時のものです 印刷出版再現のため電子書籍としては不要な情報を含んでいる場合があります 印刷出版とは異なる表記 表現の場合があります 予めご了承ください プレビューにてお手持ちの電子端末での表示状態をご確認の上 商品をお買い求めください 翔泳社

Discord活用ガイド 基本操作＆サーバー設営＆活用事例が丸ごとわかる本

2023-07-06

this comprehensive mobile app development course covers the fundamentals of ios and android app development providing a detailed exploration of both platforms the course begins with an introduction to the basics of mobile app development and then moves on to setting up the development environment using xcode for ios and android studio for android the course covers crucial topics such as mobile app design utilizing ui ux principles for both ios and android platforms and implementing responsive design furthermore students will learn swift programming for ios and java and kotlin for android app development the course dives into project planning and management user authentication and security working with apis and web services database management testing and debugging mobile apps publishing and monetizing apps and analyzing user feedback additionally it explores cross platform development using react native and discusses future trends in mobile app development such as ai iot integration and ar vr development the course concludes by suggesting next steps for refining app development skills and exploring advanced topics while also highlighting potential career opportunities in mobile app development

ポケット百科DX Mac OS X Yosemite 知りたいことがズバッとわかる本

2014-12-10

leverage the best techniques provided by apple to build apps with maximum privacy for your users this book explores not only the how to steps for implementing privacy in your apps but also answers workflow questions about what information you actually need do you need full access to a device s contacts do you need to have location services enabled in the background constantly this book explains how to selectively enable services and how to make apps that can continue to function even when the user refuses to share data understanding the needs of your users and the expectations of apple in reviewing your app will make better apps you ll see how to ensure that you make it through the app store review quickly and without the need to go back and develop privacy protocols that should have been in place to begin with not only is developing with privacy in mind good from a moral standpoint but it also helps you create leaner apps that set themselves up for less potential data breaches and issues later on in distribution while a basic understanding of app creation is expected no deep understanding of cocoa touch or swift will be required as code will point to the apple documentation what you ll learn important apis and how they affect privacy work with the camera siri maps and other common ios services and hardware effectively allow notifications and advertising without affecting privacy who this book is for app builders interested in creating apps that respects their user s privacy users willing to learn about the technicalities behind apps that respect or not their privacy

Mobile App Development (IOS/Android) Course

2024-03-11

apple continues its cadence of yearly releases ios 16 ipados 16 watchos 9 and macos ventura are packed with a slew new features the biggest change for ios is the new customizable lock screen complete with widgets for ipados and macos there is a new window management feature called stage manager health gets some improvements with new medication tracking including scheduling and notifications if you use photos there is now a new shared photo library option sometimes you need to quickly escape a situation if that is the case the new safety check feature will quickly remove access to your apps location and apple id account for those who like to run there are new measurements as well as ways of racing against yourself with a new race route function if you like to compete in triathlons you can use the new multisport exercise to seamlessly move between sports for developers is a whole new weatherkit framework that utilizes the existing async await features and has a rest api swiftui apple s swift only ui framework continues to evolve with a whole framework of its own swift charts these topics are just some of the topics covered in ios 16 ipados 16 watchos 9 and macos ventura the information contained within provides details about all of the new features of each operating system and has something for everyone no matter what level of expertise

最新iOSプログラミング徹底解説

2015-01-13

この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません flutterは 互換性のないiphoneとandroidのスマホアプリをたった一度のコーディングで出力できる最新のクロス開発フレームワークです ほかのフレームワークと比べると開発効率が高く dart言語によるコードが高速などの特徴があります 本書は googleの開発したクロス開発フレームワーク flutter のインストールから アプリ開発に必要な機能をひと通り解説した入門書です あなたも最新の開発環境を体験しましょう

Karma-based API on Apple Platforms

2019-08-30

2013年10月に発売されたmacos os x mavericks マーベリックス の解説書籍です mavericksには 200以上の新機能が搭載されています 電子書籍アプリ ibooks 地図アプリ マップ 予定と予定の間の移動時間も推測できる カレンダー twitterなどのsnsとより連携を深めた safari 強化された 通知機能 タブやタグの機能を備えた新しい finder など ざっと見ただけでも便利で楽しそうなアプリや機能がいっぱいです macで写真 動画 音楽を楽しむアプリケーションのiphoto imovie garagebandも もちろんos x mavericks対応の最新バージョンを取り上げています さらに iosデバイス iphone ipod touch ipad や複数のパソコンの連携についてもていねいに解説しています 住所や写真データなどが どのデバイスでも最新の状態で利用できる便利さは素晴らしいものです 新機能を含むほとんどの機能を 画面写真とステップバイステップの解説でわかりやすく説明しました 初めてmacに触れる人 以前のmac osからのアップグレードユーザー windowsからのスイッチユーザー すべてのmavericksユーザーにおすすめです contents chapter1 os x mavericksの基本 chapter2 finderウインドウの操作 chapter3 dock mission control dashboardの操作 chapter4 文字の入力 chapter5 ファイル フォルダ操作 chapter6 webの利用 chapter7 メールの利用 chapter8 付属アプリケーションの利用 chapter9 os xを使いやすくするには chapter10 os xをもっと活用するには chapter11 ほかのデバイスと連携するには chapter12 iphone imovie garagebandの活用

iPhone & iOSアプリプログラミングパーフェクトマスター

2013-02

learn how to code for the imac mac mini mac pro and macbook using swift apple s hottest programming language fully updated to cover the new macbook touch bar macos programming for absolute beginners will not only teach complete programming novices how to write macos programs but it can also help experienced programmers moving to the mac for the first time you will learn the principles of programming how to use swift and xcode and how to combine your knowledge into writing macos programs if you ve always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you ll want to learn swift swift is your gateway to both mac and ios app development while being powerful and easy to learn at the same time and macos programming for absolute beginners is the perfect place to start add it to your library today what you ll learn div master the basic principles of object oriented programming use xcode the main programming tool used for both macos and ios development see what makes swift unique and powerful as a programming language and why you should learn it create macos programs using swift and xcode apply interface principles that follow apple s human interface guidelines take advantage of the new touch bar who this book is for people who want to learn programming for the first time and for experienced programmers wanting to learn xcode and the mac for the first time

IOS 16, IPadOS 16, MacOS Ventura, and WatchOS 9 for Users and Developers

2022-09-10

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Android/iOSクロス開発フレームワーク Flutter入門

2019-02-01

now that multicore processors are coming to mobile devices wouldn t it be great to take advantage of all those cores without having to manage threads this concise book shows you how to use apple s grand central dispatch gcd to simplify programming on multicore ios devices and mac os x managing your application u2019 s resources on more than one core isn t easy but it s vital apps that use only one core in a multicore environment will slow to a crawl if you know how to program with cocoa or cocoa touch this guide will get you started with gcd right away with many examples to help you write high performing multithreaded apps package your code as block objects and invoke them with gcd understand dispatch queues u2014 the pools of threads managed by gcd use different methods for executing ui and non ui tasks create a group of tasks that gcd can run all at once instruct gcd to execute tasks only once or after a delay discover how to construct your own dispatch queues

Mac OS X Mavericksマスターブック

2013-12-14

presents lessons offering step by step instructions on using core data to build data driven applications for ios devices and mac os x computers

macOS Programming for Absolute Beginners

2017-02-28

net 6から使用可能になった net maui multi platform app ui は 従来のxamarin formsの後継となるマルチプラットフォームアプリを開発するためのフレームワークで android ios windows macos対応のアプリをc を使って開発できます 従来のxamarin formsでは net standardという機能限定版のクラスライブラリしか使用できませんでしが net mauiでは net 6で使用可能な完全なクラスライブラリが使用できるようになりました さらに これまでは開発できなかったmacosのアプリも開発できるようになりました 本書の前半では net mauiを利用した ios androidなどのマルチプラットフォーム対応の共通アプリケーションの作り方を解説します 6章では 従来のxamarin formsではサポートされていなかったmvu model view update モデルという新たな開発パターンについても言及します 後半では プラットフォーム特有の操作 データベースやファイル操作など を利用したアプリの開発を解説します 11章では 加速センサー gps カメラ qrコードの利用方法を説明します maui自体はユーザーインターフェイスの機能しか持たないのですが モバイルアプリを作成するときにapiの利用や内部でのデータベース sqlite の利用が必須となるため 周辺技術も含めて解説しています

はじめてのGmail入門 Windows10/8/7/iOS/Android対応

2016-02-01

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IOS WEB API masshu appu nyumon

2011-06

audio can affect the human brain in the most powerful and profound ways using apple s core audio you can leverage all that power in your own mac and ios software implementing features ranging from audio capture to real time effects mp3 playback to virtual instruments web radio to voip support the most sophisticated audio programming system ever created core audio is not simple in learning core audio top mac programming author chris adamson and legendary core audio expert kevin avila fully explain this challenging framework enabling experienced mac or ios programmers to make the most of it in plain language adamson and avila explain what core audio can do how it works and how it builds on the natural phenomena of sound and the human language of audio next using crystal clear code examples they guide you through recording playback format conversion audio units 3d audio midi connectivity and overcoming unique challenges of core audio programming for ios coverage includes mastering core audio s surprising style and conventions recording and playback with audio queue synthesizing audio perform effects on audio streams capturing from the mic mixing multiple streams managing file streams converting formats creating 3d positional audio using core midi on the mac leveraging your cocoa and objective c expertise in core audio s c based environment and much more when you ve mastered the black arts of core audio you can do some serious magic this book will transform you from an acolyte into a true core audio wizard

Concurrent Programming in Mac OS X and IOS

2011

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Sams Teach Yourself Core Data for Mac and IOS in 24 Hours

2012

.NET MAUIによるマルチプラットフォームアプリ開発 □iOS、Android、Windows、macOS対応アプリをC#で開発

2023-01-15

はじめよう！ 楽しくマスターする GarageBand iOS/iPadOS版

2023-01-25

Learning Core Audio

2012-04-03

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2017-02-20

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