



# Beginning iOS programming : building and deploying iOS Applications /

Harris, Nick,  
author

Wrox,  
2014

Electronic books

Monografía

iOS 7 changed everything-get up to speed! iOS 7 is a major shift in the look and feel of apps-the first major sea change since the iPhone was first introduced. For apps to blend in with the new UI, each needs a complete redesign. Beginning iOS Programming: Building and Deploying iOS Applications starts at the beginning-including an introduction to Objective C-and gives you the skills you need to get your apps up and running. Author Nick Harris has extensive experience developing for iOS and provides a solid background for teaching the building blocks of app development

<https://rebiunoda.pro.baratznet.cloud:28443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vMjczMjc5MDM>

**Título:** Beginning iOS programming building and deploying iOS Applications Nick Harris

**Editorial:** Indianapolis Ind. Wrox 2014

**Descripción física:** 1 online resource illustrations (some color)

**Mención de serie:** Wrox : Programmer to Programmer

**Nota general:** Includes index

**Contenido:** Beginning iOS Programming: Building and Deploying iOS Applications; Copyright; About the Author; Credits; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; What You Need to Use This Book; Conventions; Source Code; Errata; P2P. Wrox.Com; Chapter 1: Building a Real-World iOS App: Bands; Introducing Bands; Getting Started; Scoping the App; Defining the Features; Creating a Development Plan; Summary; Chapter 2: Introduction to Objective-C; Exploring the History of Objective-C; Explaining the Basics; Learning About Objects and Classes Instantiating ObjectsManaging Memory; Introducing Automatic Reference Counting; Adding Properties to a Class; Explaining Strings; Using Basic Data Structures; Discussing Advanced Concepts; Explaining the Model-View-Controller Design Pattern; Learning About Protocols and Delegates; Using Blocks; Handling Errors; Summary; Chapter 3: Starting a New App; Creating a New App in Xcode; Discussing Xcode Templates; Learning About Bundle Identifiers; Exploring the Xcode Project Layout; Discussing the UIKit Framework; Discussing the Main Storyboard; Adding a Label to a

Storyboard Exploring Interface BuilderSetting Attributes; Exploring the Inspectors; Aligning UI Objects; Running in the Simulator; Choosing a Device; Learning to Test on All Device Sizes; Learning About Auto Layout; Discussing Auto Layout Basics; Testing Rotation; Exploring Application Settings; Setting Version and Build Numbers; Setting Supported Rotation Orientations; Setting the App Icon; Setting Launch Images; Running on a Device; Summary; Chapter 4: Creating a User Input Form; Introducing the Band Model Object; Creating the Band Model Object; Creating Enumerations Adding Properties to the Band Model ObjectBuilding an Interactive User Interface; Learning About IBOutlet; Using UITextField and UITextFieldDelegate; Using UITextView and UITextViewDelegate; Using UIButton and IBAction; Using UIStepper; Using UISegmentedControl; Using UISwitch; Saving and Retrieving Data; Implementing the NSCoder Protocol; Saving Data; Retrieving Saved Data; Deleting Saved Data; Summary; Chapter 5: Using Table Views; Exploring Table Views; Learning About Tables; Learning About Cells; Implementing the Bands Data Source; Creating the Band Storage; Adding Bands Displaying BandsImplementing Sections and Index; Adding Section Headers; Showing the Section Index; Editing Table Data; Enabling Edit Mode; Deleting Cells and Data; Modifying Data; Summary; Chapter 6: Integrating the Camera and Photo Library in iOS Apps; Adding an Image View and Gesture Recognizer; Enabling User Interactions with a UIImageView; Learning About Gesture Recognizers; Selecting a Picture from the Photo Library; Learning About UIImagePickerController; Determining Device Capabilities; Allowing Picture Editing; Saving Band Images; Deleting Band Images

**Copyright/Depósito Legal:** 871635813 876043692 966398009

**ISBN:** 9781118841600 electronic bk.) 1118841603 electronic bk.) 9781118841440 electronic bk.) 1118841441 electronic bk.) 1306473179 electronic bk.) 9781306473170 electronic bk.) 9781118841471

**Materia Título preferido:** iOS (Electronic resource) IOS (Electronic resource)

**Materia:** Application software- Development iPhone (Smartphone)- Programming iPad (Computer)- Programming iPod touch (Digital music player)- Programming Mobile computing COMPUTERS- Programming- Open Source COMPUTERS- Software Development & Engineering- General COMPUTERS- Software Development & Engineering- Tools Application software- Development Mobile computing

**Enlace a formato físico adicional:** Print version Harris, Nick. Beginning iOS Programming. Hoboken [New Jersey] : Wiley, 2014 9781118841471

**Punto acceso adicional serie-Título:** Programmer to programmer

---

## Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es