

Learning Core Data For Ios A Hands On Guide To Building Core Data Applications

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Learning Core Data for iOS Tim Roadley

2013-11-01 Get Started Fast with iOS 7 Core

Data App Development Covers iOS 7 and Xcode

5 This is the first Core Data book to fully reflect Apple's latest platform innovations, including its dramatic recent improvements to iCloud support. Hands-on from start to finish, it teaches you step-by-step as you create a modern data-driven iOS app using Storyboards, ARC, iOS 7, and Xcode 5. Tim Roadley introduces new patterns and best practices designed to overcome the frustrations of Core Data development. One step at a time,

you'll build and extend your skills--even mastering advanced techniques such as complex model migration, deep copy, background processing, and integration with Dropbox, StackMob, and iCloud. Downloadable versions of this book's main project are provided with each chapter, so you can see exactly what your app project should look like--and get cookbook-style code for your own projects. Chapter exercises help you explore even further, whether you're a self-learner or a student in an iOS development course. If you're an experienced iOS developer, this guide brings together all the skills, tools, code, and patterns

you need to add powerful data management capabilities to any app--quickly, easily, and painlessly. Coverage includes the following:

- Understanding Core Data Adding Core Data to an existing project
- Designing, upgrading, and migrating data models (automatically and manually with progress indication)
- Populating views with data, including table-views and picker-views
- Preloading a “default data” persistent store from XML
- Deep-copying from one persistent store to another
- Performance tuning with Instruments, using large photos as the example
- Background processing, using thumbnail generation as the

- example Efficient search
- Seamlessly backing up and restoring with Dropbox
- Stable integration with iCloud--with full support for multiple accounts, seeding, and de-duplication
- Web service integration with StackMob

IOS Apprentice Matthijs Hollemans 2014-12-01

Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is

written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a

simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core

Location, Core Data, Map Kit, and much more!
Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Beginning iOS 14 & Swift App Development Greg Lim 2020-10-27 In this book, we take you on a

fun, hands-on and pragmatic journey to learning iOS 14 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 & 2 - Working with Xcode and Swift to build a BMI calculator app. Chapter 3 - Build a Quotes app using Table View Chapter 4 - Create a To Do List app (create, read, update

and delete to-do items) Chapter 5 - Implement data persistency to our To Do List app using Core Data Chapter 6 - Improve our To Do List app by adding images and swipe deletion Chapter 7 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 - Build a image detection app using machine learning Chapter 9 - Create an Augmented Reality app with ARKit Chapter 10 - Publish our app on to the App store Chapter 11 - SwiftUI Chapter 12 - Widgets Chapter 13 - App Clips Chapter 14 - Dark Mode Chapter 15 - Porting your iOS App to the Mac with Project Catalyst

Chapter 16 - In-App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.

Machine Learning for iOS Developers Abhishek Mishra 2020-02-12 Harness the power of Apple iOS machine learning (ML) capabilities and learn the concepts and techniques necessary to be a successful Apple iOS machine learning practitioner! Machine learning (ML) is the science of getting computers to act without being explicitly programmed. A branch of Artificial Intelligence (AI), machine learning techniques offer ways to identify trends, forecast behavior, and make recommendations. The Apple iOS Software Development Kit (SDK) allows developers to integrate ML services, such as speech recognition

and language translation, into mobile devices, most of which can be used in multi-cloud settings. Focusing on Apple's ML services, *Machine Learning for iOS Developers* is an up-to-date introduction to the field, instructing readers to implement machine learning in iOS applications. Assuming no prior experience with machine learning, this reader-friendly guide offers expert instruction and practical examples of ML integration in iOS. Organized into two sections, the book's clearly-written chapters first cover fundamental ML concepts, the different types of ML systems, their practical uses, and the

potential challenges of ML solutions. The second section teaches readers to use models—both pre-trained and user-built—with Apple’s CoreML framework. Source code examples are provided for readers to download and use in their own projects. This book helps readers: Understand the theoretical concepts and practical applications of machine learning used in predictive data analytics Build, deploy, and maintain ML systems for tasks such as model validation, optimization, scalability, and real-time streaming Develop skills in data acquisition and modeling, classification, and regression. Compare traditional vs. ML

approaches, and machine learning on handsets vs. machine learning as a service (MLaaS) Implement decision tree based models, an instance-based machine learning system, and integrate Scikit-learn & Keras models with CoreML Machine Learning for iOS Developers is a must-have resource software engineers and mobile solutions architects wishing to learn ML concepts and implement machine learning on iOS Apps.

[The iOS Apprentice](#) Matthijs Hollemans 2013-12
Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Objective-C, or

to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. Everybody likes games, so you'll start with building a simple but fun iPhone game named Bull's Eye. It will teach you the basics of iPhone programming, and the other tutorials will build on what you learn there.

Each tutorial in this book describes a new app in full detail, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store! Tutorial 1: Bull's Eye. In the first tutorial in the series, you'll start off by building a complete game from scratch called "Bull's Eye." In the process, you'll learn how to use Xcode, Interface Builder, and Objective-C in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn

about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial in the series, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what we'll do in this final tutorial of the series. We'll make a stylish app that lets you search for products on the iTunes store using HTTP

requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

IPad Application Development Jesse Feiler 2011

"In this VTC course, author Jesse Feiler provides hands on guidance in learning how to be a developer for iPad. You will learn how to use Xcode 4, which is a major rewrite of Xcode and is a new paradigm for developing software. This course identifies the major components of the UI and shows you how to program them. In addition,

you will learn about iOS SDK component for data storage and display, including Core Data and table views. Jesse even demonstrates how to use the simulator to test your iOS apps using your Mac (Please note that Xcode is Mac only software, so in order to develop iOS apps, you will need a Mac). Start learning to build apps now by clicking the movie links below!" --Resource description page.

iOS SDK Programming A Beginners Guide James Brannan 2011-01-31 Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical

resource. iOS SDK Programming: A Beginner's Guide shows you how to use Objective-C and Apple's new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. You'll learn how to take advantage of the iPad's larger display and the new features of iOS

4.2. By the end of this book, you'll be ready to create the next bit hit in the iTunes App Store!

Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

Learning iOS Programming Alasdair Allan




2013-03-12 Get a rapid introduction to iPhone, iPad, and iPod touch programming. With this easy-to-follow guide, you'll learn how to develop your first marketable iOS application, from opening Xcode to submitting your product to the App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle iOS, this is your book. You'll learn about Objective-C and the core frameworks hands-on by writing several sample iOS applications, giving you the basic skills for building your own applications independently. Packed with code samples, this book is refreshed

and updated for iOS 6 and Xcode 4. Discover the advantages of building native iOS apps Get started with Objective-C and the Cocoa Touch frameworks Dive deep into the table view classes for building user interfaces Handle data input, parse XML and JSON documents, and store data on SQLite Use iOS sensors, including the accelerometer, magnetometer, camera, and GPS Build apps that use the Core Location and MapKit frameworks Integrate Apple's iCloud service into your applications Walk through the process of distributing your polished app to the App Store

Learning iPad Programming Kirby Turner 2012 A

guide to iPad programming provides instructions on building PhotoWheel, a photo management and sharing application, using iOS 5.

iOS 15 Application Development for Beginners

Arpit Kulsreshtha 2021-12-31 Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES  Loaded with core developer tools, including SwiftUI, Xcode, and CoreML.  Covers app architecture, design patterns, and mobile hardware use in app development.  Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is

a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface

Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to

the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN

- Develop practical skills in Swift programming, Xcode, and SwiftUI.
- Learn to work around the database, file handling, and networking while building apps.
- Utilize the capabilities of mobile hardware to include sound, images, and videos.
- Bring machine learning capabilities using the Core ML framework.
- Integrate features such as App Gestures and Core Location into iOS applications.
- Utilize mobile design patterns and maintain a clean

coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS

1. Getting Started with Xcode
2. Swift Fundamentals
3. Classes, Struct, and Enumerations
4. Protocols, Extensions, and Error Handling
5. TabBar, TableView, and CollectionView
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7. Database with SQLite and Core Data
8. File Handling in iOS
- 9.

App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

Learning iPad Programming LiveLessons Kirby Turner 2012 "In Learning iPad Programming LiveLessons, instructor Kirby Turner walks you through the process of building PhotoWheel, a photo management and sharing app that leverages the most common aspects of iOS 5. Each video lesson focuses on the latest features

in iOS 5 and Xcode, including Storyboarding, Core Data, Automatic Reference Counting (ARC), iCloud, and more. If you want to build apps for the iPad, Learning iPad Programming LiveLessons will lead you through each step with visual queues and Kirby's own tips and tricks."-- Resource description page.

Learning IOS Development Maurice Sharp 2013 Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Learning Network Forensics Samir Datt 2016-02-29 Identify and safeguard your network

against both internal and external threats, hackers, and malware attacks About This Book Lay your hands on physical and virtual evidence to understand the sort of crime committed by capturing and analyzing network traffic Connect the dots by understanding web proxies, firewalls, and routers to close in on your suspect A hands-on guide to help you solve your case with malware forensic methods and network behaviors Who This Book Is For If you are a network administrator, system administrator, information security, or forensics professional and wish to learn network forensic to track the intrusions

through network-based evidence, then this book is for you. Basic knowledge of Linux and networking concepts is expected. What You Will Learn Understand Internetworking, sources of network-based evidence and other basic technical fundamentals, including the tools that will be used throughout the book Acquire evidence using traffic acquisition software and know how to manage and handle the evidence Perform packet analysis by capturing and collecting data, along with content analysis Locate wireless devices, as well as capturing and analyzing wireless traffic data packets Implement protocol analysis and

content matching; acquire evidence from NIDS/NIPS Act upon the data and evidence gathered by being able to connect the dots and draw links between various events Apply logging and interfaces, along with analyzing web proxies and understanding encrypted web traffic Use IOCs (Indicators of Compromise) and build real-world forensic solutions, dealing with malware In Detail We live in a highly networked world. Every digital device—phone, tablet, or computer is connected to each other, in one way or another. In this new age of connected networks, there is network crime. Network forensics is the brave

new frontier of digital investigation and information security professionals to extend their abilities to catch miscreants on the network. The book starts with an introduction to the world of network forensics and investigations. You will begin by getting an understanding of how to gather both physical and virtual evidence, intercepting and analyzing network data, wireless data packets, investigating intrusions, and so on. You will further explore the technology, tools, and investigating methods using malware forensics, network tunneling, and behaviors. By the end of the book, you will gain a complete understanding

of how to successfully close a case. Style and approach An easy-to-follow book filled with real-world case studies and applications. Each topic is explained along with all the practical tools and software needed, allowing the reader to use a completely hands-on approach.

Learning iCloud Data Management Jesse Feiler

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 *Machine Learning on IOS with CoreML* Developes Price 2018 Learn what is Machine learning, core ML, create XCode projects and by the end of the course, we create an app for Photo analysis. About This Video Hands-on app building course for iOS apps This course gives you everything

you need to start building a secure high-quality app. In Detail This is the most comprehensive, yet straight-forward course for the mobile application programming. Whether you have never programmed before, already know basic syntax, this course is for you! This course will teach you core data in a practical manner, with every lecture. Learn mobile app building in a way that will advance your career and increase your knowledge, all in a fun and practical way! All the code and supporting files for this course are available at:

<https://github.com/PacktPublishing/Machine-Learning-on-iOS-with-CoreML/>

Downloading the example code for this course: You can download the example code files for all Packt video courses you have purchased from your account at <http://www.PacktPub.com> . If you purchased this course elsewhere, you can visit <http://www.PacktPub.com/support> and register to have the files e-mailed directly to you.

Learning Swift Paris Buttfield-Addison 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
Xcode and Instruments Fundamentals Livelessons
Video Training Brandon Alexander 2013-03-23 3+ Hours of Video Instruction Xcode and Instruments Fundamentals LiveLessons covers how to

develop and debug applications with the Xcode IDE and how to use Instruments to perform sophisticated debugging and performance analysis. Brandon Alexander, developer and author, covers how to use the iOS development toolkit. The first four lessons cover Xcode by showing viewers how to navigate the basic interface, create a new project and use various editors, understand how Xcode organizes the build settings, debug their application with LLDB, and customize Xcode for their workflow. Lessons 5-10 focus on Instruments by showing viewers how to navigate the interface and profile their

application, analyze memory leaks and break retain cycles, analyze general performance and make the application responsive, analyze Core Data performance, analyze power consumption of the application, and use Instruments to drive the application. Table of Contents: Introduction
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usage data Lesson 10: Automation with Instruments Learning objectives 10.1 Automate UI testing 10.2 Combine automation with other Instruments Summary LiveLessons Video Training series publishes hundreds of hands-on, expert-led video tutorials covering a wide selection of technology topics designed to teach you the skills you need to succeed. This professional and personal technology video series features world-leading author instructors published by your trusted technology brands: Addison-Wesley, Cisco Press, IBM Press, Pearson IT Certification, Prentice Hall, Sams, and

Que. Topics include: IT Certification, Programming, Web Development, Mobile Development, Home and Office Technologies, Business and Management, and more. View all LiveLessons on InformIT at http://www.informit.com/imprint/series_detail.aspx?ser=2185116
Learning Core Audio Chris Adamson 2012 Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI connectivity, and audio units.
Learning MonoTouch Michael Bluestein 2011-07-19 Develop State-of-the-Art iPhone/iPad

Apps with MonoTouch and .NET! Are you an experienced C#/ .NET developer who wants to reach the huge iPhone/iPad market? Now, you can create great iOS apps without first mastering Objective-C and Apple's development toolset. With MonoTouch, you can leverage the skills you already have to create powerful apps that can be sold in Apple's App Store or deployed throughout your organization. In Learning MonoTouch, Michael Bluestein helps you get started with MonoTouch fast and make the most of its remarkably robust capabilities. The book first walks you through setting up your MonoTouch

development environment, explaining how MonoTouch abstracts the iOS SDK to permit development against native iOS classes from C#. Through simple examples, you'll start building working apps, establishing a firm foundation for more advanced coding. One step at a time, you'll master increasingly sophisticated cases through practical examples. Bluestein even shows you how to leverage powerful .NET tools in your iOS apps, including LINQ. Coverage includes • Applying common iOS development patterns and techniques in C# • Using MonoTouch to handle memory management and garbage collection •

Structuring MonoTouch apps for the MVC design pattern • Making the most of iOS user interface classes • Leveraging the address book, camera access, email, and iOS media features • Customizing tables and navigation for richer experiences and better performance • Accessing the iOS Core Graphics and Core Animation subsystems • Building iOS location-based applications with Core Location and MapKit • Consuming web services from MonoTouch • Integrating iOS and .NET networking capabilities • Saving data with the ADO.NET provider to SQLite, .NET serialization, and NSUserDefaults

All code samples are available for download at github.com/mikebluestein.

Beginning iOS 13 & Swift App Development Greg Lim 2019-12-04 In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS13 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will

cover: Chapter 1 - Working with Xcode and Swift to build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Create a To Do List app where we create, read, update and delete to-do items Chapter 4 - Implement data persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 - Create an Augmented Reality app

with ARKit Chapter 9 - Publish our app on to the App store Chapter 10 - SwiftUI Chapter 11 - Dark Mode Chapter 12 - Porting your iOS App to the Mac with Project Catalyst The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in

teaching programming in tertiary institutions and he places special emphasis on learning by doing.

Learning Core Data for iOS with Swift Tim

Roadley 2015-12-07 Get Started Fast with Core

Data App Development Using iOS 9, Swift, and

Xcode 7 Core Data is a remarkably mature,

stable, and fast platform for data access, and

Swift is a world-class language for applying it.

Now, there's a complete guide to using Core

Data and Swift together in production apps. Tim

Roadley shows you how to gain the benefits of a

relational database without writing SQL queries,

so you can get more done faster, with less

coding. This book fully reflects Apple's latest iOS

9 platform innovations and teaches Core Data

entirely with Swift examples. It guides you step-

by-step through creating a modern data-driven

iOS app that fully integrates iCloud via CloudKit

for public data sharing. Roadley introduces up-to-

date patterns and best practices designed to

overcome the frustrations of Core Data

development. Each chapter builds on the last,

introducing new topics in the order you'll

implement them and extending your skills simply

and intuitively. Each chapter offers downloadable

project code, along with exercises to help you

explore even further, either as a self-learner or a student in an iOS development course. Roadley even shows how to build helper classes that simplify reuse of his example code. If you're an experienced iOS developer, here are all the Swift skills and resources you need to integrate data into any app—quickly, easily, and painlessly. Coverage includes Understanding what Core Data is and what it can (and can't) do Configuring basic managed object models, and choosing data types Expanding data models without introducing errors Using relationships and entity inheritance to unlock more power Delivering memory-efficient,

high performance table views Enabling users to easily modify managed object attributes Generating persistent stores of preloaded default data Using Deep Copy to copy objects and relationships between persistent stores Optimizing performance by eliminating bottlenecks and offloading intensive tasks to the background Implementing efficient search Integrating diverse iCloud accounts and preferences Mastering advanced iCloud integration, including entity-level seeding and unique object de-dupe Leveraging public CloudKit databases to sync data across users with different iCloud accounts About the

Website All code samples are available for download at timroadley.com.
informit.com/learningseries timroadley.com
Learning Mobile App Development Jakob Iversen
2013-12-17 The Only Tutorial Covering BOTH iOS and Android—for students and professionals alike! Now, one book can help you master mobile app development with both market-leading platforms: Apple’s iOS and Google’s Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master

either platform, or both—and gain a deeper understanding of the issues associated with developing mobile apps. You’ll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you’re new to iOS, you’ll also find an easy, practical introduction to Objective-C, Apple’s native language. All source code for this book, organized by chapter,

is available at

<https://github.com/LearningMobile/BookApps>

Coverage includes Understanding the unique design challenges associated with mobile apps

Setting up your Android and iOS development environments Mastering Eclipse development

tools for Android and Xcode 5 tools for iOS

Designing interfaces and navigation schemes that

leverage each platform's power Reliably

integrating persistent data into your apps Using

lists (Android) or tables (iOS) to effectively

present data to users Capturing device location,

displaying it, and using it in your apps Accessing

hardware devices and sensors Publishing custom

apps internally within an organization Monetizing

your apps on Apple's AppStore or the Google

Play marketplace, as well as other ways of

profiting from app development, such as

consulting and developer jobs

Pro iOS Persistence Michael Privat 2014-12-05

Pro iOS Persistence explains how to build apps in

Objective-C and Swift that persist and use data

most effectively including the popular Core Data

framework. Covering common and advanced

persistence patterns, this book prepares any iOS

developer to store and retrieve data accurately

and efficiently. This book starts by giving you a solid grounding in Core Data, providing a foundation for the rest of the book. With this knowledge, you'll have all you need to master Core Data and power your data-driven applications. You'll see how to work with SQLite and how to create an efficient data model to represent your data. Once you've established your data model, you'll learn how to work with data objects and refine result sets to get the most out of the stored data. The advanced portions of the book begin by showing you how to tune your apps' performance and memory usage, to give

you a truly professional edge. You'll see how to version and migrate your data as well, to ensure your data stays organized and efficient. Finally, the book covers managing table views with NSFetchedResultsController.

Learning Xcode 8 Jak Tiano 2016-11-18 Learn how to use the power of Xcode to turn your next great app idea into a reality About This Book Learn the theory and tools behind app development using Swift 3 and Xcode 8 Build a fully featured iOS app, including a companion app for the Apple Watch Optimize, debug, and ultimately release your app on Test Flight and the

App Store Who This Book Is For This book is intended for programmers looking to get a jump-start into the world of iOS development. Whether you're a young student who has only spent a few months with Java, or a seasoned developer who has spent their career developing for a different platform, all that is expected is a basic understanding of a programming language such as C++, C#, or Java. What You Will Learn Understand the most important features of the Xcode IDE Write Swift 3 code for application data models and view controllers Prepare visual layouts for an iOS application using storyboards,

size classes, and auto-layout Integrate many common technologies into an app, such as multi-touch gestures, CoreData, and notifications Build companion applications for the Apple Watch with watchOS 3 Debug applications using Xcode's suite of debugging tools, and prevent bugs with unit testing Optimize an application using Xcode 8's profiling tools and asset catalogs Distribute a beta application through TestFlight, and a finished application through the App Store In Detail Over the last few years, we've seen a breakthrough in mobile computing and the birth of world-changing mobile apps. With a reputation as one of the

most user-centric and developer-friendly platforms, iOS is the best place to launch your next great app idea. As the official tool to create iOS applications, Xcode is chock full of features aimed at making a developer's job easier, faster, and more fun. This book will take you from complete novice to a published app developer, and covers every step in between. You'll learn the basics of iOS application development by taking a guided tour through the Xcode software and Swift programming language, before putting that knowledge to use by building your first app called “Snippets.” Over the course of the book, you will

continue to explore the many facets of iOS development in Xcode by adding new features to your app, integrating gestures and sensors, and even creating an Apple Watch companion app. You'll also learn how to use the debugging tools, write unit tests, and optimize and distribute your app. By the time you make it to the end of this book, you will have successfully built and published your first iOS application. Style and approach This easy-to-follow guide presents topics in a hands-on lecture format where concepts are introduced and explained, then used in an example as reinforcement. The first third of

the book covers the separate building blocks of development, while the second two thirds cover the development of an app from start to finish.

Learning to Build iOS Apps with Swift Randy Scovil 2015-11-10 This hands-on guide to iOS development with Swift is designed to support programmers with all levels of experience, including those moving from Objective-C or other platforms, and those learning to program for the first time. Whatever your experience, you'll learn hands-on, step-by-step, as you build a wide variety of practical iOS apps. If you're a beginner, modular chapter sidebars concisely introduce all

the core programming concepts you'll need. If you're more experienced, these sections offer a helpful review, often including helpful comparisons with Objective-C and other languages -- and they're designed to be easily "skippable" if you don't need them. You'll start by working on smaller "proof-of-concepts" apps in the earlier chapters of the book before moving on to working on a more extensive project in later chapters. iOS programming instructor Randy Scovil guides you through: Understanding Swift and its advantages Setting up your development environment, and getting started quickly Using

Swift's "Playgrounds" to get instant feedback on your code Working with View Controllers, the MVC pattern, basic and advanced UI Controls, and Storyboards Incorporating interactivity into your app Using navigation and tab bar controllers Mastering Table and Collection Views, from the basics to advanced techniques Getting data via web services, and storing it on a device or in the cloud via CloudKit Implementing Scroll and Touch events Getting started with custom drawing and SpriteKit game development Deploying your app to test devices and to Apple's App Store Throughout, Scovil draws on his experience

teaching iOS developers at all levels of experience. He anticipates and answers your most common questions, and guides you up the learning curve while consistently keeping you engaged with interesting and achievable tasks. The result: a powerful "success cycle" in which your growing skills reinforce your confidence and accelerate your progress. It's the "Swiftest" way to master Swift!

iOS 10 Programming for Beginners Craig Clayton
2016-12-27 Begin your iOS mobile application development journey with this accessible, practical guide About This Book Use Swift 3 and

latest iOS 10 features to build awesome apps for iPhone and iPad Explore and use a wide range of Apple development tools to become a confident iOS developer From prototype to App Store—find out how to build an app from start to finish! Who This Book Is For This book is for beginners who want to be able to create iOS applications. If you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store. You do not need any knowledge of Swift or any prior programming experience. What You Will Learn Get to grips with

Swift 3 and Xcode, the building blocks of Apple development Get to know the fundamentals of Swift, including variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience See how to prototype your app with Swift's Playgrounds feature Build a responsive UI that looks great on a range of devices Find out how to use CoreLocation to add location services to your app Add push notifications to your app Make your app able to be used on both iPhone and iPad In Detail You want to build iOS applications for iPhone and iPad—but where do you start? Forget

sifting through tutorials and blog posts, this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift—the building blocks of modern Apple development—and Playgrounds for beginners, one of the most

popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features. You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything you

need to get your project on the App Store! Style and approach Created for anyone that wants to build their first iOS application, this book offers practical, actionable guidance through iOS development. Combining engaging visuals with accessible, step-by-step instructiona and explanation, this book will not only develop the your understanding, but also show you how to put your knowledge to work.

Beginning IOS 12 & Swift App Development:

Develop IOS Apps with Xcode 10, Swift 4, Core

ML 2, Arkit 2 and More Greg Lim 2019-02-17 In

this book, we take you on a fun, hands-on and

pragmatic journey to learning iOS12 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 - Working with Xcode and Swift to build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Create a To Do List app where we create, read, update and delete to-

do items Chapter 4 - Implement data persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with Core ML 2 and Create ML Chapter 8 - Create an Augmented Reality app with ARKit Chapter 9 - Publish our app on to the App store The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the

material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge.

About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.

Foundation iPhone App Development Nick Kuh
2012-12-30 Taking a hands-on learning approach,
Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK quickly

enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. 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. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build 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. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your

first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to

add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps,

write reusable code and implement best practices for faster productivity and maybe even make some money, too.

The IOS Apprentice Third Edition Matthijs Hollemans 2015-04-15 Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make

your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the

process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner.

Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates.

Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch.

Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

The iOS Apprentice (Fourth Edition) Matthijs Hollemans 2015-09-16 Completely up to date for iOS 9, Xcode 7, and Swift 2.0. Learn iPhone and

iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more

advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental

design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It

is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Learning iOS Programming, 3rd Edition Alasdair Allan 2013

Learning iPad Programming Kirby Turner

2013-05-13 “Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because

the author didn't do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further.” —Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of *Advanced Mac OS X Programming: The Big Nerd Ranch Guide* *Learning iPad Programming, Second Edition*, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's

review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from

app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud syncing techniques. Learn how to Build a fully functional app that uses Core Data and iCloud syncing Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use custom segues to perform custom

view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

Beginning iOS Storyboarding Rory Lewis

2012-12-15 For the beginner who has never programmed, *Beginning iOS Storyboarding* shows how to extract those cool and innovative app ideas you have in your head into a working app ready for sale on the iTunes store by using Apple's new Storyboarding technology. Storyboarding allows you to skip chunks of code by just dragging scenes and segues onto your

Storyboard canvas. A time saver for sure, but it's new! Dr. Rory Lewis, Yulia McCarthy and Stephen Moraco – a best selling Apress author, a former Apple iOS engineering group intern and a successful app developer – have teamed up to bring you this book, Beginning iOS Storyboarding. The three authors have found a beautiful way to lead the beginner into Storyboarding and at the same time show old school coders of Objective-C the new and exquisite methodology of this incredible tool. Even if you're an intermediate or pro-level Objective-C developer, you can still learn the ins and outs of Xcode's new

Storyboarding feature, and find new ways of building and debugging your new Storyboarding app. Yup: This book is also for you, too. In this book, you get the following, beyond learning the fundamentals and classical elements of Storyboarding: Design and build utilities and a location based service app using Storyboarding techniques Design and build a universal app with a rich user interface and user experience (UX) Create a fun game app, and more

The 10 Day iPhone App Bootcamp - New IOS 12 and Xcode Nick Walter 2019 In 10 days' you can have your own app in the App Store! Learn how

to make apps using Swift 4.2' Xcode 10' and iOS 12 About This Video Build real-world apps so that you can easily master the topics we are learning Discover the essentials of Swift 4.2, Xcode 10 and iOS 12 with hands-on practice to build and publish your apps to the App store Use Swift 4 and Xcode 10 to create iOS 12 apps in 10 days In Detail Looking to get started with creating fun and interactive apps? This course will equip you with the skills you need to create an app and submit it to the App Store in just 10 days. While other courses offer 40+ hours of video content, this quick and engaging course keeps it simple

and manageable for beginners. On June 4 2018, Apple announced iOS 12, and the course is based on this latest version. Following a step-by-step approach, you will use Swift 4 and Xcode 10 to create exciting iOS 12 apps. Your ten-day schedule will look like this: Day 1 - Exploring the basics, such as writing your first line of Swift and getting started with Xcode Day 2 - Delving further into Swift and creating a Tip Calculator Day 3 - Learning about Table Views while creating an app to remember jokes - the Joke Bank app Day 4 - Understanding advanced Swift functions, classes, and methods and applying these skills to the

Joke Bank App Day 5 - Creating a functional To-Do List app Day 6 - Adding Core Data to your To-Do app to save your items Day 7 - Adding images to an app and allowing users to take a photo Day 8 - Making a Bitcoin Price Tracker that connects with an API to display real-time Bitcoin prices Day 9 - Using the new Core ML 2 to learn the basics of machine learning Day 10 - Submitting your app to the App Store and learning how to make money with iOS This course can be downloaded easily so you can even use it offline. Downloading the example code for this course: You can download the

example code files for this course on GitHub at the following link:

<https://github.com/PacktPublishing/The-10-Day-iPhone-App-Bootcamp--New-iOS-12-and-Xcode> . If you require support please email:

customer-care@packt.com.

Beginning SwiftUI Greg Lim 2021-05-05 In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 development using SwiftUI. You'll start building your first SwiftUI app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your

time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1: Introduction Chapter 2: Body Mass Index Calculator Chapter 3: To-Do List App Using List Chapter 4: Persistent Data Using Core Data Chapter 5: Extending Core Data to CloudKit Chapter 6: Getting Data from an API: GitHub Users Chapter 7: Machine Learning with Core ML Chapter 8: C.R.U.D. Notes App with Firebase/Firestore Chapter 9: Building Cross Platform Apps in SwiftUI The goal of this book is

to teach you SwiftUI development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing. Follow him at www.greglim.net **Beginning SwiftUI** Greg Lim 2021-03-09 In this

book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 development using SwiftUI. You'll start building your first SwiftUI app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1: Introduction Chapter 2: Body Mass Index Calculator Chapter 3: To Do List App Using List Chapter 4: Persistent Data Using Core Data

Chapter 5: Extending Core Data to CloudKit Chapter 6: Getting Data from an API: GitHub Users Chapter 7: Machine Learning with Core ML Chapter 8: C.R.U.D. Notes App with Firebase/Firestore Chapter 9: Building Cross Platform Apps in SwiftUI The goal of this book is to teach you SwiftUI development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge.

About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing. Follow him at www.greglim.co

Designing Cisco Network Service Architectures (ARCH) Foundation Learning Guide John Tiso
2011-10-31 Designing Cisco Network Service Architectures (ARCH) Foundation Learning Guide, Third Edition, is a Cisco®-authorized, self-paced learning tool for CCDP® foundation learning. This book provides you with the knowledge needed to perform the conceptual, intermediate, and

detailed design of a network infrastructure that supports desired network solutions over intelligent network services, in order to achieve effective performance, scalability, and availability. By reading this book, you will gain a thorough understanding of how to apply solid Cisco network solution models and recommended design practices to provide viable, stable enterprise internetworking solutions. The book presents concepts and examples that are necessary to design converged enterprise networks. Advanced network infrastructure technologies, such as virtual private networks

(VPNs) and other security solutions are also covered. Designing Cisco Network Service Architectures (ARCH) Foundation Learning Guide, Third Edition teaches you the latest development in network design and technologies, including network infrastructure, intelligent network services, and converged network solutions. Specific topics include campus, routing, addressing, WAN services, data center, e-commerce, SAN, security, VPN, and IP multicast design, as well as network management. Chapter-ending review questions illustrate and help solidify the concepts presented in the book.

Whether you are preparing for CCDP certification or simply want to gain a better understanding of designing scalable and reliable network architectures, you will benefit from the foundation information presented in this book. Designing Cisco Network Service Architectures (ARCH) Foundation Learning Guide, Third Edition, is part of a recommended learning path from Cisco that includes simulation and hands-on training from authorized Cisco Learning Partners and self-study products from Cisco Press. To find out more about instructor-led training, e-learning, and hands-on instruction offered by authorized Cisco

Learning Partners worldwide, please visit www.cisco.com/go/authorizedtraining. John Tiso, CCIE No. 5162, CCDP is a Product Manager for Cisco Systems. He holds a B.S. Degree in Computer Science and Mathematics from Adelphi University and a Graduate Citation in Strategic Management from Harvard University. John is a published author, has served as a technical editor for Cisco Press, and has participated as a SME for the CCIE program. Prior to Cisco, he was a senior consultant and architect in the Cisco partner channel. · Learn about the Cisco Enterprise Architecture · Create highly available

campus and data center network designs · Develop optimum Layer 3 designs · Examine advanced WAN services design considerations · Evaluate SAN design considerations · Deploy effective e-commerce module designs · Create effective security services and IPsec and SSL VPN designs · Design IP multicast networks · Understand the network management capabilities within Cisco IOS Software This book is in the Foundation Learning Guide Series. These guides are developed together with Cisco® as the only authorized, self-paced learning tools that help networking professionals build their understanding

of networking concepts and prepare for Cisco certification exams. Category: Cisco Certification Covers: CCDP ARCH 642-874

[UIKit Apprentice \(Second Edition\)](#) raywenderlich Tutorial Team 2021-09-22 Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner! In this book, you will learn how

to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the

process, you'll get familiar with Xcode, UIKit and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit and much more! Tutorial 4: StoreSearch.

Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app, which supports both Dark and Light appearances, for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. **Mastering iOS 14 Programming** Mario Eguiluz Alebicto 2021-03-19 Become a professional iOS developer with the most in-depth and advanced guide to Swift 5.3, Xcode 12.4, ARKit 4, Core ML, and iOS 14's new features **Key Features** Explore the world of iOS app development through practical examples **Understand core iOS**

programming concepts such as Core Data, networking, and the Combine framework. Extend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animations. **Book Description**

Mastering iOS 14 development isn't a straightforward task, but this book can help you do just that. With the help of Swift 5.3, you'll not only learn how to program for iOS 14 but also be able to write efficient, readable, and maintainable Swift code that reflects industry best practices. This updated fourth edition of the iOS 14 book will help you to build apps and get to grips with

real-world app development flow. You'll find detailed background information and practical examples that will help you get hands-on with using iOS 14's new features. The book also contains examples that highlight the language changes in Swift 5.3. As you advance through the chapters, you'll see how to apply Dark Mode to your app, understand lists and tables, and use animations effectively. You'll then create your code using generics, protocols, and extensions and focus on using Core Data, before progressing to perform network calls and update your storage and UI with the help of sample projects. Toward

the end, you'll make your apps smarter using machine learning, streamline the flow of your code with the Combine framework, and amaze users by using Vision framework and ARKit 4.0 features. By the end of this iOS development book, you'll be able to build apps that harness advanced techniques and make the best use of iOS 14's features. What you will learn Build a professional iOS application using Xcode 12.4 and Swift 5.3 Create impressive new widgets for your apps with iOS 14 Extend the audience of your app by creating an App Clip Improve the flow of your code with the Combine

framework Enhance your app by using Core Location Integrate Core Data to persist information in your app Train and use machine learning models with Core ML Create engaging augmented reality experiences with ARKit 4 and the Vision framework Who this book is for This book is for developers with some experience in iOS programming who want to enhance their application development skills by unlocking the full potential of the latest iOS version with Swift. [Learning OpenGL ES for iOS](#) Erik Buck 2012-07-31 Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone,

iPod touch, and iPad OpenGL ES technology underlies the user interface and graphical capabilities of Apple's iPhone, iPod touch, and iPad—as well as devices ranging from video-game consoles and aircraft-cockpit displays to non-Apple smartphones. In this friendly, thorough introduction, Erik M. Buck shows how to make the most of Open GL ES in Apple's iOS environment. This highly anticipated title focuses on modern, efficient approaches that use the newest versions of OpenGL ES, helping you avoid the irrelevant, obsolete, and misleading techniques that litter the Internet. Buck embraces Objective-C and Cocoa

Touch, showing how to leverage Apple's powerful, elegant GLKit framework to maximize your productivity, achieve tight platform integration, and deliver exceptionally polished apps. If you've written C or C++ code and know object-oriented programming basics, this title brings together everything you need to fully master OpenGL ES graphics for iOS—including downloadable examples specifically designed to jumpstart your own projects. Coverage includes • Understanding core OpenGL ES computer graphics concepts and iOS graphics architecture • Integrating Cocoa Touch with OpenGL ES to

leverage the power of Apple's platform • Creating textures from start to finish: opacity, blending, multi-texturing, and compression • Simulating ambient, diffuse, and specular light • Using transformations to render 3D geometric objects from any point of view • Animating scenes by controlling time through application logic • Partitioning data to draw expansive outdoor scenes with rolling terrain • Detecting and handling user interaction with 3D geometry • Implementing special effects ranging from skyboxes to particles and billboards • Systematically optimizing graphics performance • Understanding the essential linear algebra concepts used in computer graphics • Designing and constructing a complete simulation that incorporates everything you've learned