

Ios 6 By Tutorials Raywenderlich

IOS Animations by Tutorials Fourth Edition Raywenderlich Com Team,Marin Todorov.2017-11-16 This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations--Back cover.

Core Data by Tutorials Second Edition Raywenderlich Com Team,Aaron Douglas,Saul Mora.2016-04-12 Updated for Xcode 7.3 and Swift 2.2 Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

SwiftUI by Tutorials (First Edition): Declarative App Development on the Apple Ecosystem Antonio Bello,Phil Laszkowicz,Bill Morefield.2019-12-02 Master SwiftUI! Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. The latest addition to the Apple toolkit - SwiftUI - will help you do just that. This book contains everything you need to know about this exciting and new UI toolkit. You'll build four apps as you learn to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI. It starts with a basic introduction of the toolkit and its features, with later chapters teaching you more complex concepts like testing and animations. Topics Covered in SwiftUI by Tutorials Understanding & Integrating Swift UI: Gain an overview of the SwiftUI features that will teach you to build great apps quickly. The Apple Ecosystem: Learn the differences between Apple's platforms when dealing with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and Catalyst. Controls & User Input: Learn about controls such as UITextField, UIButton, UISwitch, UISlider, UIPickerView and more. Testing & Debugging: Learn how to create user interface tests and debug your app. Drawing Custom Graphics & Using Animations: Create drawings, graphics, animations and even view transitions in SwiftUI. Complex Interfaces: Use existing custom controls from SwiftUI to build even more complex interfaces in Swift. One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

IOS Games by Tutorials raywenderlich.com Tutorial Team.2014 Beginning 2D iOS game development with Swift--Page 1 of cover.

Cocoa Design Patterns Erik Buck,Donald Yacktman.2009-09-01 "Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him." -Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, you'll find it remarkably elegant, consistent, and simple. Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Apple's tools, it's important to have a firm grasp of MVC right from the start. The book's midsection is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them! Cocoa Design Patterns painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. Cocoa Design Patterns clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.

3D Apple Games by Tutorials Raywenderlich Com Team,Chris Language.2016-12-30 Learn How to Make 3D iOS Games! Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: Scene Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Breakout, Marble Madness, and Crossy Road! Topics Covered in 3D iOS Games by Tutorials: Scene Kit: Get to know the basics with your first Scene Kit game project. Nodes: Use nodes with geometry and cameras to construct a 3D scene. Physics: Unleash the power of the built-in physics engine. Render Loop: Learn how you can leverage the Render Loop for updates. Particle Systems: Create massive explosions with the built-in 3D Particle Engine. Scene Editor: Create stunning 3D scenes with the built-in Scene Kit Editor. Cameras: Learn how to move the viewpoint around your game. Lights: Learn how to illuminate your games with different types of lights. Primitives: Construct an entire game with just primitive shapes. Collision Detection: Learn how to detect when your game objects collide. Materials: Unleash reality, and learn about all the various types of textures. Reference Nodes: Leverage the power of reference nodes to build massive scenes. Transitions: Learn how to transition from one scene to another. Actions: Add animation with the built-in Action Editor. And much more, including: Shadows, Motion Control, Advanced Collision Detection Techniques and Audio.

WatchOS With SwiftUI by Tutorials (Second Edition) Kodeco Team,Scott Grosch.2023-04-12 Learn & Master watchOS with SwiftUI!watchOS with SwiftUI by Tutorials is here to help you learn all you need to know about Apple Watch development using the new declarative SwiftUI framework for building modern and engaging user interfaces. Learn all the main concepts by building different watchOS apps that implement all of these functionalities. In this book, you will cover most of the concepts required to master watchOS development.Who This Book is ForThis book is for beginner and intermediate developers who wish to know how to develop watchOS apps in a declarative and modern way by implementing SwiftUI.Topics Covered in watchOS With SwiftUI by Tutorials:watchOS app project structure: Apple Watch has a slightly different project structure compared to iOS. So you will learn those differences.Use the Digital Crown in your apps: Build the famous Pong videogame but for watchOS and learn how the Digital Crown can enhance your users experience.Watch Connectivity: The Watch Connectivity framework will show you the different ways you can transfer data between iOS and watchOS apps.Snapshots: Snapshots provide a way for users to quickly view the state of an app showing updated and relevant information.Notifications: watchOS offers support for several different types of notifications and allows you to customize them to the individual needs of your watch app.watchOS app Lifecycle: Find out about the Apple Watch Lifecycles and how it transitions between states while extending current runtime sessions.Complications: Complications are small elements that appear on the user's selected watch face and provide quick access to frequently used data from within your app.Watch Face sharing: You can easily share your own custom Watch Faces through your iOS device or via web.Signing in with Apple Watch: Sign in with Apple to allow simple and straight-forward registration and authentication.HealthKit:

Implement HealthKit in your WatchOS app to track health-related information and take advantage of Apple Health capabilities. One thing you can count on: after reading this book, you'll be prepared to develop professional Apple Watch apps with SwiftUI.

Advanced iOS App Architecture (Third Edition) Josh Berlin, raywenderlich Tutorial Team, Rene Cacheaux. 2020-09 Apply Different Architectures to Your Codebase! Advanced iOS App Architecture guides you through building one real-world app written in different architectures to give you hands-on and practical experience working in different architectures. This book will also guide you through the theory you need to gain a solid foundation of architecture concepts so that you can make your own informed decisions on how to use them in your codebase. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and are looking to build apps using defined architectures, making apps cleaner and easier to maintain. Topics Covered in Advanced iOS App Architecture Navigating Architecture Topics: Learn the theory behind various architectures to help inform which works best for you in different situations you may face. Managing Dependencies: Learn how to manage dependencies both internally and externally within your app. MVVM Architecture: Explore the history of the MVVM architecture and begin building KOOBER - the book's project app - using MVVM principles. Redux Architecture: Explore the history of the Redux architecture and continue building KOOBER using Redux principles. Elements Architecture: Explore the history of the Elements architecture and continue building KOOBER using Elements principles. SwiftUI: Explore SwiftUI and find out how to adapt existing application architectures for use with SwiftUI. After reading this book, you'll have the knowledge to decide which types of architecture components suit your apps and you'll have a deep understanding of the covered architectures. About the iOS Architecture Team The architecture team is a group of seasoned developers who work for large multi-national companies who deal with large and diverse code bases on a daily basis. The knowledge procured over years of development is now being transferred to you through book. We hope you enjoy the book and, hopefully, you'll apply some of the architectures you've learned to your own apps
SwiftUI by Tutorials (Fourth Edition) raywenderlich Tutorial Team, Antonio Bello, Bill Morefield, Sarah Reichelt, Audrey Tam. 2021-11-11 Learn & Master SwiftUI! Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. SwiftUI will help you do just that. Learn all the main concepts through an easy-to-follow tutorials where you'll build apps that teach you to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS. Who This Book Is For? This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI. Topics Covered in SwiftUI by Tutorials? SwiftUI Overview: Learn SwiftUI features, as well as the differences between Apple's platforms with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and even Catalyst. Testability: See how to apply UI Testing to your SwiftUI apps in this very simple, yet powerful course. Controls & User Input: Learn about controls such as TextField, Button, Toggle, Slider, Stepper, pickers and many more. State & Data Flow: Learn how to bind data to the UI, about reactive updates to the UI through state management, and in-depth usage of the attributes related to SwiftUI. Accessibility: Learn how to navigate your app with VoiceOver on an iOS device and use the SwiftUI Accessibility API attributes to improve your app's accessible UI. Drawing Custom Graphics & Animations: Create drawings, graphics, animations and even view transitions in SwiftUI. macOS: Learn how to create a document-based Mac app and later start with an existing iOS app and learn how to re-use code, views and assets for creating a macOS app. One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

More iOS 6 Development David Mark, Jeff LaMarche, Alex Horovitz, Kevin Kim. 2013-04-03 Interested in iPhone and iPad apps development? Want to learn more? Whether you're a self-taught iPhone and iPad apps development genius or have just made your way through the pages of Beginning iOS 6 Development, we have the perfect book for you. More iOS 6 Development: Further Explorations of the iOS SDK digs deeper into Apple's latest iOS 6 SDK. Bestselling authors Dave Mark, Alex Horovitz, Kevin Kim and Jeff LaMarche explain concepts as only they can—covering topics like Core Data, peer-to-peer networking using GameKit and network streams, working with data from the web, MapKit, in-application e-mail, and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps. If you are going to write a professional iPhone or iPad app, you'll want to get your arms around Core Data, and there's no better place to do so than in the pages of this book. The book continues right where Beginning iOS 6 Development leaves off, with a series of chapters devoted to Core Data, the standard for Apple persistence. Dave, Alex, Kevin and Jeff carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won't find anywhere else. The Core Data coverage alone is worth the price of admission. But there's so much more! More iOS 6 Development covers a variety of networking mechanisms, from GameKit's relatively simple Bluetooth peer-to-peer model, to the addition of Bonjour discovery and network streams, through the complexity of accessing files via the web. Dave, Alex, Kevin, and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications. The enhanced multitasking, threading, memory management and more are important. Apps are getting more and more complex, including sophisticated game apps that offer virtual or augmented reality experiences and new mapping views that take advantage of sensors and other APIs in the newest iOS 6 SDK. Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, there's something for everyone in More iOS 6 Development.

iOS Apprentice Fifth Edition Raywenderlich Com Team, Matthijs Hollemans. 2016-12-14 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, 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.

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Core Data by Tutorials Raywenderlich Com Team, Aaron Douglas, Saul Mora. 2018-10-25 Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode

tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.

Core Data by Tutorials Third Edition Raywenderlich Com Team,Aaron Douglas,Saul Mora.2016-12-26 Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File/New Project and write a Core Data app from scratch!

NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system.

Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching.

NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and

Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

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...

IOS Animations by Tutorials (Seventh Edition) raywenderlich Tutorial Team,Marin Todorov.2022-03-22 Make Delightful Animations with Swift!There's no denying it: creating animations is one of the most enjoyable parts of iOS development. Animations are fun to create, they breathe life into your user interface, and they make your app a delight to use. In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great. Who This Book Is For This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations. Topics Covered in iOS Animations by Tutorials: SwiftUI: Learn how to bring this exciting new technology to life. View Animations: Learn how to animate views: size, position, color, and more. Springs: Make your animations bounce with realistic spring behavior. Transitions: Add subtle transitions when you add or remove subviews. Keyframe Animations: Learn how to make complex animations with precise multi-stage timing. Animation and Auto Layout: Learn how to animate with Auto Layout by animating constraints. Layer Animations: Dive deeper and use layer animation for more advanced techniques. Shapes and Masks: Learn how to use shapes and layer masks for cool effects. Gradient Animations: Make moving gradients like the slide to unlock screen. Stroke and Path Animations: Animate lines moving over time along a path. 3D Animations: Rotate, translate, and scale your layers over time in three dimensions.

iOS 6 Programming Pushing the Limits Rob Napier,Mugunth Kumar.2012-11-20 Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform.

Concurrency by Tutorials (Second Edition) raywenderlich Tutorial Team,Scott Grosch.2019-10

iOS Programming for .NET Developers Josh Smith.2012-07-14

2D Apple Games by Tutorials Second Edition Raywenderlich Com Team,Caroline Begbie, Mike Berg.2017-11-16 Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, using Apple's built-in 2D game framework: SpriteKit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a racing game! Topics Covered in 2D Apple Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the easy way using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use SpriteKit's built-in camera to control your view. Labels: Learn how to display text for lives, score and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding Juice Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including bonus chapters on augmented reality in ARKit and creating your own 2D game art!

Machine Learning by Tutorials (Second Edition) raywenderlich Tutorial Team,Alexis Gallagher,Matthijs Hollemans,Audrey Tam,Chris LaPollo.2020-05-19 Learn Machine Learning! Machine learning is one of those topics that can be daunting at first blush. It's not clear where to start,

what path someone should take and what APIs to learn in order to get started teaching machines how to learn. This is where Machine Learning by Tutorials comes in! In this book, we'll hold your hand through a number of tutorials, to get you started in the world of machine learning. We'll cover a wide range of popular topics in the field of machine learning, while developing apps that work on iOS devices. Who This Book Is For This book is for the intermediate iOS developer who already knows the basics of iOS and Swift development, but wants to understand how machine learning works. Topics covered in Machine Learning by Tutorials CoreML: Learn how to add a machine learning model to your iOS apps, and how to use iOS APIs to access it. Create ML: Learn how to create your own model using Apple's Create ML Tool. Turi Create and Keras: Learn how to tune parameters to improve your machine learning model using more advanced tools. Image Classification: Learn how to apply machine learning models to predict objects in an image. Convolutional Networks: Learn advanced machine learning techniques for predicting objects in an image with Convolutional Neural Networks (CNNs). Sequence Classification: Learn how you can use recurrent neural networks (RNNs) to classify motion from an iPhone's motion sensor. Text-to-text Transform: Learn how to use machine learning to convert bodies of text between two languages. By the end of this book, you'll have a firm understanding of what machine learning is, what it can and cannot do, and how you can use machine learning in your next app!

SwiftUI Apprentice (First Edition) Audrey Tam Tam, raywenderlich Tutorial Team, Caroline Begbie. 2021-05-26 Learn iOS Development Using SwiftUI You've heard about Apple's hot new declarative user interface SDK - SwiftUI - and are ready to try your hand at iOS development. But, you have no idea where to begin. SwiftUI Apprentice to the rescue! This book will guide you through the first steps of your journey as you learn to build beautiful iOS apps. Who This Book Is For This book is for developers who are new to iOS and SwiftUI who are looking for a step-by-step path to learning. Topics Covered in SwiftUI Apprentice Using Xcode: Learn how to use Xcode - Apple's integrated development environment - to code, build and debug your iOS apps. Planning and Prototyping: Learn how to plan and prototype apps using SwiftUI. Once you're happy with the prototype, you'll fill out the implementation into a full-featured app with a beautiful, professionally-designed user interface. Managing Assets: Discover how to manage app assets, such as colors and images, so your app looks good on all iOS devices from the smallest iPod Touch to the largest iPad. SwiftUI Data Flow: See how to manage data within a SwiftUI app so the user interface updates automatically as that data changes. Data Persistence: Explore multiple strategies for persisting an app's data. Understand the pros and cons of several approaches so you can decide the best solution for your own apps. Networking: Learn to access REST APIs so your app can use internet resources to enhance your app's user experience. One thing you can count on: After reading this book, you'll be prepared to create your own iOS apps using SwiftUI.

Watchos by Tutorials Second Edition Raywenderlich Com Team, Ryan Nystrom, Jack Wu. 2016-12-26 Make Apple Watch apps with Swift 3! With the announcement of watchOS 3, Apple is clearly striving to make the Apple watch as independent of your iPhone as possible. Now you can build apps that interact even more deeply with the rich features and hardware features of watchOS 3. In this book, you'll learn how to make native apps for watchOS 3 the quick and easy way: through a series of fun and easy-to-read tutorials. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift 3 development but want to learn how to make Apple Watch apps for watchOS 3. Topics Covered in watchOS 3 by Tutorials Hello, Apple Watch!: Dive straight in and build your first watchOS 2 app. Designing Great Watch Apps: Make your apps stand out from the rest by making them glanceable, actionable and responsive. Layout: Learn the layout system you'll use to build the interfaces for your watchOS apps. Tables: Tables are the staple ingredient of almost any watchOS app - learn how to use them! Digital Crown and Gesture Recognition: Explore the rich set of physical interactions with the Watch, including the Digital Crown, pan gestures and force touch! Snapshot API: Glances are out, snapshots are in. Learn how to make your app appear in the new Dock and update the icon dynamically! Notifications: Get a complete overview of what watchOS has to offer - support for several different types of notifications! Complications: Learn how to make small elements of your app visible on the watch face. And much more: Audio and Video, Core Motion, Handoff, HealthKit, Core Location, Networking, Haptic Feedback, and more! One thing you can count on: after reading this book you'll have all the experience necessary to build rich and engaging apps for Apple's new Apple Watch platform.

iOS 5 by Tutorials: Volume 1 (2nd Edition) Ray Wenderlich, Steve Baranski, Adam Burkepile, Jacob Gundersen, Matthijs Hollemans, Felipe Laso Marsetti, Cesare Rocchi, Marin Todorov. 2013-02-08 This is Volume 1 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although the book focuses on APIs introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 1 covers the following APIs: ARC: Learn how to successfully migrate to ARC - and worry a lot less about memory management. Storyboards: Learn how to make your apps more quickly with the new Storyboards feature. iCloud: Learn how to store your app's data in the cloud and share across devices. GLKit: Learn how to use GLKit to make OpenGL ES 2.0 programming much easier. UIKit Customization: Learn how to completely customize the look and feel of your apps. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

Core Data by Tutorials (Eighth Edition) raywenderlich Tutorial Team, Aaron Douglas, Matthew Morey, Saul Morrow, Pietro Rea. 2020-11-20 Learn Core Data With Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSObject Subclasses: Learn how to create your own subclasses of NSObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. Core Data and CloudKit: Learn how to synchronize Core Data across all of a user's devices.

iOS 11 by Tutorials Raywenderlich Com Team, Jawwad Ahmad, Jerry Beers. 2017-11-16 Learn the New iOS 11 APIs! iOS 11 introduces lots of great APIs and other changes, from the brand new Drag and Drop, to augmenting your world with ARKit, to expanding your app's horizons with machine learning in CoreML. Reading and understanding all the official Apple documentation on these changes can be time-consuming -- and confusing. This is where iOS 11 by Tutorials comes to the rescue! In this book, you'll learn the new iOS 11 APIs the quick and easy way: by following fun and easy-to-read tutorials. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn the new APIs introduced in iOS 11. Topics Covered in iOS 11 by Tutorials ARKit: Learn how to use ARKit to place 3D objects in your users' environment. CoreML: Explore using CoreML to analyze text: identifying its language, detecting sentiments, and much more. Then, turn to the

Vision framework and learn how to do face detection and object classification. Drag and Drop: Learn how to use the new Drag and Drop API, moving items around within a single app and sharing them with other apps. Swift 4: Discover the enhancements in Swift 4, and its support in Foundation, such as the new Codable protocol, improvements to Dictionaries, and one-sided ranges. Layout and UIKit: Learn all about the new UI paradigms, including large titles, integrated search bars, and layout safe areas. PDFKit: Create PDFs using native Apple support, complete with thumbnails, markup, and forms. MusicKit: Give your users their music right in your app using the new MusicKit framework. And much more, including password autofill, dynamic type, and document based apps. One thing you can count on: after reading this book, you'll be prepared to take advantage of all the improvements iOS 11 has to offer!

Metal by Tutorials (Third Edition): Beginning Game Engine Development With Metal Caroline Begbie, Raywenderlich Tutorial Team, Marius Horga. 2022-04-05 Build your own low-level game engine in Metal! This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. Who This Book Is For: This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. Topics Covered in Metal by Tutorials: The Rendering Pipeline: Take a deep dive through the graphics pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces: Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Shading: Understand how vertex and fragment shaders work. Textures & Materials: Design textures and surfaces for micro detail. Multipass Rendering: Add shadows with advanced lighting effects. Tile-based Deferred Rendering: Take full advantage of your Apple GPU with this rendering technique. GPU-Driven Rendering: Move the rendering setup to the GPU. Tessellation: Discover how to use tessellation to add a higher level of detail using fewer resources. Environment: Add realistic skies and water to your scenes. Particle Systems: Learn how to make stunning visual effects using GPU compute shaders. Character Animation: Bring your 3D models to life with joints and animation. Raytracing: Learn how to perform raytracing on the GPU. Advanced Lighting & Shadows: Discover signed distance fields and render beautiful shadows. Performance Optimization: Tune up your game with Xcode's new tools. After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

Swift Apprentice (Seventh Edition) Eli Ganim, Pup & Cosmin Pup & Matt Galloway. 2021-10-26 Learn How to Program with Swift 5.5! Swift is the easiest way to get started developing on Apple's platforms: iOS, iPadOS, macOS, watchOS and tvOS. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in. Who This Book Is For: This book is for complete beginners to Swift. No prior programming experience is necessary! Topics Covered in The Swift Apprentice: Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Basic types: Numbers and strings are the basic kinds of data in any app - learn how to use them in Swift. Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection types: Discover the many ways Swift offers to store and organize data into collections. Protocols & protocol-oriented programming: Define protocols to make your code more interface-based and compositional. Advanced topics: Learn how to create custom operators, organize your code, write tests, manage memory, serialize your types, concurrency and so much more. After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

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...

iOS 6 by Tutorials: Ray Wenderlich, Adam Burkepile, Charlie Fulton, Matt Galloway, Jacob Gundersen, Kauserali Hafizji, Matthijs Hollemans, Felipe Laso Marsetti, Marin Todorov, Brandon Trebitowski. 2013-02-08 This is Volume 2 of a 2-Volume book. iOS 6 introduces a ton of great new APIs and technologies that all iOS developers should learn - from Auto Layout to Collection Views to Passbook and more. In fact, there's so much new stuff that learning it all via the official API docs can be time consuming and difficult - especially when you're trying to do a job at the same time! This is where iOS 6 by Tutorials comes to the rescue! In this book, you will be able to learn these new topics in a much quicker and easier way - by following fun and easy-to-read tutorials! This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 6. iOS 6 by Tutorials Volume 2 covers the following APIs: Social Framework: Learn how to share data to social frameworks and access the Facebook API! Challenges with GameKit: Learn how to send challenges to friends in your game! Attributed Strings: Learn how to fully customize the look of your text with attributed strings! State Preservation and Restoration: Learn how to make your app pick up where it left off. What's new with Cocoa Touch: Learn about viewDidLoad deprecation, autorotation mods, and more. What's New with Storyboards: Learn about segue unwinding, view controller containment, and more. What's New with UI Customization: Learn about the new UI customization options in iOS 6! What's New with MapKit: Learn about MapKit changes and improved Maps integration. What's New with EventKit: Learn about the new ability to view and edit reminders programmatically. What's New with Core Image: Learn about the new iOS 6 filters and video filtering! Bonus: Automated Testing: Learn how to configure automated unit and UI testing in your app! Bonus: Accessibility: Learn how to make your iOS apps accessible to those with disabilities. Bonus: Secrets of Info.plist: Learn everything you ever wanted to know about Info.plist! The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 6, and you'll be ready to use these new technologies right away in your apps!

IOS Games by Tutorials Ray Wenderlich, Mike Berg, Tom Bradley. 2013-09 Learn to program games using Apple's new framework: Sprite Kit! - Cover.

iOS 5 by Tutorials: Volume 2 (2nd Edition) Ray Wenderlich, Steve Baranski, Adam Burkepile, Jacob Gundersen, Matthijs Hollemans, Felipe Laso Marsetti, Cesare Rocchi, Marin Todorov. 2013-02-06 This is Volume 2 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This

new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although the book focuses on APIs introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 2 covers the following APIs: Twitter Integration: Learn how to use the new built-in Twitter integration support in iOS 5. Newsstand: Learn how to make a magazine-style app that is integrated with the new Newsstand app. UINavigationController: Learn how to make your view controllers transition with page curls. Turn-Based Gaming: Learn how to make turn-based games easily with the new Game Center API. Core Image: Learn how to use the new Core Image framework to apply filters to your app's images. View Controller Containment: Learn how to contain view controllers inside others - the right way. Working with JSON in iOS 5: Learn how to use the new built-in JSON parsing and writing support. UIKit Particle Systems: Learn how to make neat particle effects in UIKit. Using the iOS Dictionary: Learn how to integrate the iOS 5 dictionary directly in your apps. New AddressBook APIs: Learn about the new social profile, vCards, and more. New Location APIs: Learn how forward and reverse geocoding just got a lot easier. New Game Center APIs: Learn about the new notification banner, player photos, and more. New Calendar APIs: Learn about the new calendar chooser and custom calendars. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

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...

UIKit Apprentice (Second Edition) raywenderlich Tutorial Team,Fahim Farook,Matthijs Hollemans.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.

IOS 6 by Tutorials: Ray Wenderlich,Kauserali Hafizji.2013-02-07 This is Volume 1 of a 2-Volume book. iOS 6 introduces a ton of great new APIs and technologies that all iOS developers should learn - from Auto Layout to Collection Views to Passbook and more. In fact, there's so much new stuff that learning it all via the official API docs can be time consuming and difficult - especially when you're trying to do a job at the same time! This is where iOS 6 by Tutorials comes to the rescue! In this book, you will be able to learn these new topics in a much quicker and easier way - by following fun and easy-to-read tutorials! This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 6. iOS 6 by Tutorials Volume 1 covers the following APIs: Modern Objective-C: Learn how the new syntax can make your code cleaner and easier to read. Auto Layout: Learn how to make your views easier to localize and more adaptable to different sizes.

UICollectionView: Learn how to easily display your data in a grid or your own custom layouts! Passbook: Learn how to create your own passes on your own server and modify them at runtime! In-App Purchases: Learn how to make a completely dynamic server-based In-App Purchasing system! The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 6, and you'll be ready to use these new technologies right away in your apps!

Apple Augmented Reality by Tutorials (Second Edition) raywenderlich Tutorial Team,Chris Language.2022-02-23 Learn Augmented Reality!Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket.Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands-on experience using Apple frameworks and technologies like Reality Composer, RealityKit, and ARKitWho This Book Is ForThis book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform.Topics Covered in Apple AR by TutorialsAR Quick Look: Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers.Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences.Reality Converter & PBR Materials: Discover how PBR materials can add a level of realism to your AR objects, and how to use Reality Converter to convert, view, customize and create USDZ content.RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app.Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial expressions using blend shapes.ARKit: Get a complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit.Raycasting & Physics: Learn about raycasting, 2D hit-testing and the SpriteKit physics engine as you add more features and functionality to your game.ECS & Collaborative Experiences: Build a collaborative AR experience and learn how to create and manage a multipeer connection.Object Capture: Learn how to create realistic 3D models from real-life objects with photogrammetry.After reading this book, you'll have a deep understanding of the technologies and frameworks used to create powerful, immersive AR experiences for the Apple platform.**Catalyst by Tutorials (Third Edition)** raywenderlich Tutorial Team,Marin Bencevic,Nick Bonatsakis,Andy Pereira.2022-05-31 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!

IOS 5 by Tutorials Steve Baranski,Ray Wenderlich,Jacob Gunderson,Matthijs Hollemans,Felipe Laso Marsetti,Cesare Rocchi,Marin Todorov.2012-04 This is Volume 1 of a 2-Volume book. iOS 5 is one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the new APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help you get up-to-speed with the new iOS 5 APIs in the quickest and easiest way - via tutorials! This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 1 covers the following APIs: ARC: Learn how to successfully migrate to ARC - and worry a lot less about memory management. Storyboards: Learn how to make your apps more quickly with the new Storyboards feature. iCloud: Learn how to store your app's data in the cloud and share across devices. GLKit: Learn how to use GLKit to make OpenGL ES 2.0 programming much easier. UIKit Customization: Learn how to completely customize the look and feel of your apps. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

IOS 10 by Tutorials Raywenderlich Com Team,Sam Davies,Jeff Rames.2016-12-14 Learn the New iOS 10 APIs! iOS 10 introduces lots of great APIs and other changes, from exciting developments in Message Apps, to the long-awaited SiriKit, to improvements in Memory Debugging. There's also new Source Editor extensions, additional Measurement and Unit types, and Photography updates for taking and editing Live Photos. Reading and understanding all the official Apple documentation on these changes can be time-consuming - and confusing. This is where iOS 10 by Tutorials comes to the rescue! In this book, you'll learn the new iOS 10 APIs the quick and easy way: by following fun and easy-to-read tutorials. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn the new APIs introduced in iOS 10. Topics Covered in iOS 10 by Tutorials Swift 3: Learn about the new, cleaner, Swift 3 syntax, how The Grand Renaming affects your projects, and much more. Debugging Improvements: Dive into debugging with new tools to analyze memory issues as well as threading problems and race conditions. Source Editor Extensions: Extend the usefulness of Xcode's editor through custom extensions. Fun with Messaging: Create your own custom sticker packs and multiplayer games to use in Messages. Interact with Siri: Leverage SiriKit and the new Speech Recognition API to enable voice interactions in your apps. Core Data Updates: Learn how Core Data improvements make your code just a little easier to write. Photography Updates: Discover how to take Live Photos right from your app and apply creative filters. Search Integration Use Location data, Spotlight search continuation and location-based suggestions in your apps. And much more, including cell prefetching, 3D Touch, and haptic feedback! One thing you can count on: after reading this book, you'll be prepared to take advantage of all the improvements iOS 10 has to offer!

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