

Ios 7 Programming Cookbook

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad.

iOS 13 Programming for Beginners is a popular introductory guide on learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features of iOS 13, you will be up to speed with writing your first iOS app with this practical guide.

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

iOS 9 Programming Fundamentals with Swift

Swift Cookbook

Unleash Multicore Performance with Grand Central Dispatch

Cinder Creative Coding Cookbook

Solutions and Examples for IOS Apps

Over 60 proven recipes for developing better iOS applications with Swift 5.3, 2nd Edition

Programming IOS 6

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services

ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Over 25 hands-on recipes to create robust and highly-efficient cross-platform distributed applications with the Boost.Asio library About This Book Build highly efficient distributed applications with ease Enhance your cross-platform network programming skills with one of the most reputable C++ libraries Find solutions to real-world problems related to network programming with ready-to-use recipes using this detailed and practical handbook Who This Book Is For If you want to enhance your C++ network programming skills using the Boost.Asio library and understand the theory behind development of distributed applications, this book is just what you need. The prerequisite for this book is experience with general C++11. To get the most from the book and comprehend advanced topics, you will need some background experience in multithreading. What You Will Learn Boost your working knowledge of one of the most reputable C++ networking libraries—Boost.Asio Familiarize yourself with the basics of TCP and UDP protocols Create scalable and highly-efficient client and server applications Understand the theory behind development of distributed applications Increase the security of your distributed applications by adding SSL support Implement a HTTP client easily Use iostreams, scatter-gather buffers, and timers In Detail Starting with recipes demonstrating the execution of basic Boost.Asio operations, the book goes on to provide ready-to-use implementations of client and server applications from simple synchronous

ones to powerful multithreaded scalable solutions. Finally, you are presented with advanced topics such as implementing a chat application, implementing an HTTP client, and adding SSL support. All the samples presented in the book are ready to be used in real projects just out of the box. As well as excellent practical examples, the book also includes extended supportive theoretical material on distributed application design and construction. **Style and approach** This book is a set of recipes, each containing the statement and description of a particular practical problem followed by code sample providing the solution to the problem and detailed step-by-step explanation. Recipes are grouped by topic into chapters and ordered by the level of complexity from basic to advanced.

iOS 5 Programming Cookbook

Creating Mobile Apps with Xamarin.Forms Preview Edition 2

IOS 6 Programming Cookbook

Building responsive and powerful cross-platform applications with PyQt

Android Application Development Cookbook

C++17 STL Cookbook

A Hands-on Guide to the Fundamentals of IOS Programming

iOS 7 Development Recipes: A Problem-Solution Approach is your code reference and guide to developing solutions on the iPad, iPhone, and other iOS 7 SDK devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and you will be presented with cutting-edge solutions that bring forth the best that the iOS 7 SDK has to offer. The recipes include: Working with Auto Layout to build flexible user interfaces that adapt to different screen sizes Building applications that incorporate multimedia Building location-aware apps Understanding best practices for application design and development You'll find this book to be an indispensable reference for all your iOS development.

Discover practical solutions for a wide range of real-world network programming tasks About This Book Solve real-world tasks in the area of network programming, system/networking administration, network monitoring, and more. Familiarize yourself with the fundamentals and functionalities of SDN Improve your skills to become the next-gen network engineer by learning the various facets of Python programming Who This Book Is For This book is for network engineers, system/network administrators, network programmers, and even web application developers who want to solve everyday network-related problems. If you are a novice, you will develop an understanding of the concepts as you progress with this book. What You Will Learn Develop TCP/IP networking client/server applications Administer local machines' IPv4/IPv6 network interfaces Write multi-purpose efficient web clients for HTTP and HTTPS protocols Perform remote system administration tasks over Telnet and SSH connections Interact with popular websites via web services such as XML-RPC, SOAP, and REST APIs Monitor and analyze major common network security vulnerabilities Develop Software-Defined Networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX Controllers Emulate simple and complex networks with Mininet and its extensions for network and systems emulations Learn to configure and build network systems and Virtual Network Functions (VNF) in heterogeneous deployment environments Explore various Python modules to program the Internet In Detail Python Network Programming Cookbook - Second Edition highlights the major aspects of network programming in Python, starting from writing simple networking clients to developing and deploying complex Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. **Style and approach** This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarization, including Software-Defined Networking (SDN), Network Functions Virtualization (NFV), and orchestration. We learn to configure and deploy enterprise network platforms, develop applications on top of them with Python. Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores without having to manage threads? This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify programming on multicore iOS devices and Mac OS X. Managing your application's resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl. If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps. Package your code as block objects and invoke them with GCD Understand dispatch queues—the pools of threads managed by GCD Use different methods for executing UI and non-UI tasks Create a group of tasks that GCD can run all at once Instruct GCD to execute tasks only once or after a delay Discover how to construct your own dispatch queues

Overcome the vexing issues you'll inevitably confront when creating apps for the iPhone, iPad, or iPod touch. By making use of new and revised recipes in this updated cookbook, you'll quickly learn the steps necessary to write complete iOS apps—including ways to store and protect data, enhance and animate graphics, manage files and folders, and take advantage of Passbook. Thoroughly updated for iOS 6 SDK, this cookbook shows you how to use hundreds of techniques to solve problems that developers of all levels commonly face. Each recipe includes sample code you can use right away. Use Pass Kit to deliver digitally-signed passes such as loyalty cards Define the layout of UI elements with Cocoa Auto Layout Develop location-aware apps Get working examples for implementing gesture recognizers Use new Objective-C Runtime features Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Use Event Kit to manage calendars, dates, and events Apply the accelerometer and gyroscope Enhance your app with the iCloud service

Solutions and Examples for iOS Apps

PHP 7 Programming Cookbook

IOS 15 Programming Fundamentals with Swift

Get started with building iOS apps with Swift 5 and Xcode 11, 4th Edition

Solutions & Examples for iPhone, iPad, and iPod Touch Apps

iPhone Programming

Python Parallel Programming Cookbook

Master efficient parallel programming to build powerful applications using Python About This Book Design and implement efficient parallel software Master new programming techniques to address and solve complex programming problems Explore the world of parallel programming with this book, which is a go-to resource for different kinds of parallel computing tasks in Python, using examples and topics covered in great depth Who This Book Is For Python Parallel Programming Cookbook is intended for software developers who are well versed with Python and want to use parallel programming techniques to write powerful and efficient code. This book will help you master the basics and the advanced of parallel computing. What You Will Learn Synchronize multiple threads and processes to manage parallel tasks Implement message passing communication between processes to build parallel applications Program your own GPU cards to address complex problems Manage computing entities to execute distributed computational tasks Write efficient programs by adopting the event-driven programming model Explore the cloud technology with Django and Google App Engine Apply parallel programming techniques that can lead to performance improvements In Detail Parallel programming techniques are required for a developer to get the best use of all the computational resources available today and to build efficient software systems. From multi-core to GPU systems up to the distributed architectures, the high computation of programs throughout requires the use of programming tools and software libraries. Because of this, it is becoming increasingly important to know what the parallel programming techniques are. Python is commonly used as even non-experts can easily deal with its concepts. This book will teach you parallel programming techniques using examples in Python and will help you explore the many ways in which you can write code that allows more than one process to happen at once. Starting with introducing you to the world of parallel computing, it moves on to cover the fundamentals in Python. This is followed by exploring the thread-based parallelism model using the Python threading module by synchronizing threads and using locks, mutex, semaphores queues, GIL, and the thread pool. Next you will be taught about process-based parallelism where you will synchronize processes using message passing along with learning about the performance of MPI Python Modules. You will then go on to learn the asynchronous parallel programming model using the Python asyncio module along with handling exceptions. Moving on, you will discover distributed computing with Python, and learn how to install a broker, use Celery Python Module, and create a worker. You will also understand the StarCluster framework, Pycsp, Scoop, and Disco modules in Python. Further on, you will learn GPU programming with Python using the PyCUDA module along with evaluating performance limitations. Next you will get acquainted with the cloud computing concepts in Python, using Google App Engine (GAE), and building your first application with GAE. Lastly, you will learn about grid computing concepts in Python and using PyGlobus toolkit, GFTP and GASS COPY to transfer files, and service monitoring in PyGlobus. Style and approach A step-by-step guide to parallel programming using Python, with recipes accompanied by one or more programming examples. It is a practically oriented book and has all the necessary underlying parallel computing concepts.

Jazz up your iPhone and iPad apps with some slick graphics and animation—and keep users from looking elsewhere. This short and concise book shows developers with even little Cocoa programming experience how to create impressive graphics and animation effects with relatively easy coding. Learn how to incorporate smooth animations and draw images in your apps to achieve the classy look you want. The recipes in this book include step-by-step instructions and simple code solutions that you can put to work right away. Learn basic concepts for adapting to different screen sizes Construct, set, and use colors Draw text, images, lines, and rectangles Add shadows to shapes Create and draw gradients Learn how to animate and scale, rotate, or move views

Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

Over 100 proven techniques and solutions for app development with Flutter 2.2 and Dart

RxSwift (Fourth Edition)

A Learner's Guide to Creating Objective-C Applications for the iPhone and iPad

Python Network Programming Cookbook

93 Recipes for Building Winning Apps

Boost.Asio C++ Network Programming Cookbook

iPhone iOS4 Development Essentials - Xcode 4 Edition

Over 90 recipes that leverage the powerful features of the Standard Library in C++17 About This Book Learn the latest features of C++ and how to write better code by using the Standard Library (STL). Reduce the development time for your applications. Understand the scope and power of STL features to deal with real-world problems. Compose your own algorithms without forfeiting the simplicity and elegance of the STL way. Who This Book Is For This book is for intermediate-to-advanced C++ programmers who want to get the most out of the Standard Template Library of the newest version of C++: C++ 17. What You Will Learn Learn about the new core language features and the problems they were intended to solve Understand the inner workings and requirements of iterators by implementing them Explore algorithms, functional programming style, and lambda expressions Leverage the rich, portable, fast, and well-tested set of well-designed algorithms provided in the STL Work with strings the STL way instead of handcrafting C-style code Understand standard support classes for concurrency and synchronization, and how to put them to work Use the filesystem library addition available with the C++17 STL In Detail C++ has come a long way and is in use in every area of the industry. Fast, efficient, and flexible, it is used to solve many problems. The upcoming version of C++ will see programmers change the way they code. If you want to grasp the practical usefulness of the C++17 STL in order to write smarter, fully portable code, then this book is for you. Beginning with new language features, this book will help you understand the language's mechanics and library features, and offers insight into how they work. Unlike other books, ours takes an implementation-specific, problem-solution approach that will help you quickly overcome hurdles. You will learn the core STL concepts, such as containers, algorithms, utility classes, lambda expressions, iterators, and more, while working on practical real-world recipes. These recipes will help you get the most from the STL and show you how to program in a better way. By the end of the book, you will be up to date with the latest C++17 features and save time and effort while solving tasks elegantly using the STL. Style and approach This recipe-based guide will show you how to make the best use of C++ together with the STL to squeeze more out of the standard language

Swift 5.3 is a powerful and accessible programming language that offers a variety of features to build robust mobile, desktop, and server-side applications and machine learning models. This book will help you gain a solid understanding of Swift programming using focused recipes for building Swift apps efficiently.

Your Ultimate "How-To" Guide to Java Programming! Legendary programming author Herb Schildt shares some of his favorite programming techniques in this high-powered Java "cookbook." Organized for quick reference, each recipe shows how to accomplish a practical programming task. A recipe begins with a list of key ingredients (the classes, methods, and interfaces) followed by step-by-step instructions that show how to assemble them into a complete solution. Detailed discussions explain the how and why behind each step, and a full code example puts the recipe into action. Each recipe ends with a list of options and alternatives that suggest ways to adapt the technique to fit a variety of situations. Whether you're a beginner or an experienced pro, you'll find recipes that are sure to satisfy your Java programming appetite! Topics include: String Handling Regular Expressions File Handling Applets Servlets Swing The Collections Framework Multithreading Formatting Data Learn how to: Find substrings that match a regular expression Use regular expressions to tokenize a string Compress and decompress data files Create a ZIP file Format time and date Use printf() to display formatted data Reverse, rotate, and shuffle a list Use a Comparator with a collection Create a simple Swing application Create a Swing-based applet Create a simple servlet Use a cookie with a servlet Synchronize threads Monitor a thread's state Set and obtain a thread's priority Use JScrollPane to automate scrolling Access a resource using HttpURLConnection Schedule a task for future execution Use reflection to dynamically create an object and call methods Much, much more

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated

cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

Solutions & Examples for IOS Apps

IOS 9 Swift Programming Cookbook

Solutions for iOS Developers

iOS Swift Game Development Cookbook

Learn Objective-C on the Mac

Graphics and Animation on IOS

Solutions & Examples for iPhone, iPad, and iPod touch Apps

Now you can overcome the vexing, real-life issues you confront when creating apps for the iPhone, iPad, or iPod Touch. By making use of more than 100 new recipes in this updated cookbook, you'll quickly learn the steps necessary for writing complete iOS apps, whether they're as simple as a music player or feature a complex mix of animations, graphics, multimedia, a database, and iCloud storage. If you're comfortable with iOS SDK, this cookbook will teach you how to use hundreds of iOS techniques. Each recipe provides a clear solution with sample code that you can use right away. Use different approaches to construct a user interface Develop location-aware apps Get working examples for implementing gesture recognizers Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Maintain persistent storage in your apps Use Event Kit to manage calendars and events Learn capabilities of the Core Graphics framework Access the accelerometer and gyroscope Take advantage of the iCloud service

Quick fixes to your common C# programming problems, with a focus on C# 6.0 About This Book Unique recipes for C#, that places it in its real-world context. You will be able to get yourself out of any coding-corner you've backed yourself into. All code samples available through GitHub to bring C#. In line with modern development workflows, written to the latest specification of C# 6.0. Who This Book Is For The book is aimed at developers who have basic familiarity with C# programming and will know the VS 2015 environment. What You Will Learn Write better and less code to achieve the same result as in previous versions of C#. Generate tests from the Code Contracts for mission critical methods. Integrate code in Visual Studio with GitHub. Create a web application in Azure. Design and build a microservice architecture Demystify the Rx library using Reactive extensions Write high performing codes in C# and understanding multi-threading. Security and Debugging. Implement Code Contracts on code in Visual Studio. In Detail During your application development workflow, there is always a moment when you need to get out of a tight spot. Through a recipe-based approach, this book will help you overcome common programming problems and get your applications ready to face the modern world. We start with C# 6, giving you hands-on experience with the new language features. Next, we work through the tasks that you perform on a daily basis such as working with strings, generics, and lots more. Gradually, we move on to more advanced topics such as the concept of object-oriented programming, asynchronous programming, reactive extensions, and code contracts. You will learn responsive high performance programming in C# and how to create applications with Azure. Next, we will review the choices available when choosing a source control solution. At the end of the book, we will show you how to create secure and robust code, and will help you ramp up your skills when using the new version of C# 6 and Visual Studio Style and Approach Unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 6 and Visual Studio Enterprise 2015 in a concise and technically correct manner.

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Ready to build stunning apps for iPhone, iPad, and Apple Watch? This cookbook—completely rewritten with all-new material—provides 90 proven solutions for tackling the latest features in iOS 9 and watchOS 2.0. Written exclusively in Apple's Swift language, these code-rich recipes show you how to use dynamic user interfaces, interactive maps, multitasking functionality, Apple's new UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code, available on GitHub, that you can put to work right away. Work with new features in Swift 2, Xcode 7, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Swift to connect with the iOS contacts database Block ads or obtrusive content with Safari Content Blockers Make your app content searchable with Spotlight APIs Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

IOS 7 Programming Cookbook

Problem-Solution Approach

IOS 4 Programming Cookbook

iOS 7 Development Recipes

Qt5 Python GUI Programming Cookbook

Swift, Xcode, and Cocoa Basics

Concurrent Programming in Mac OS X and IOS

Learn to write apps for some of today's hottest technologies, including the iPhone and iPad (using iOS), as well as the Mac (using OS X). It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac: For OS X and iOS, Second Edition updates a best selling book and is an extensive, newly updated guide to Objective-C. Objective-C is a powerful, object-oriented extension of C, making this update the perfect follow-up to Dave Mark's bestselling Learn C on the Mac. Whether you're an experienced C programmer or you're coming from a different language such as C++ or Java, leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective-C in your apps! A complete course on the basics of Objective-C using Apple's newest Xcode tools An introduction to object-oriented programming Comprehensive coverage of new topics like blocks, GCD, ARC, class extensions, as well as inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non-C programmers to get off the ground even faster

Learn Reactive Programming in Swift with RxSwift!The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps. This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift. Topics Covered in RxSwift:- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.- Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers.- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.- UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa.- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. And much, much more! By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

Full of easy-to-follow recipes and images that will teach powerful techniques and algorithms, building from basic projects to challenging applications. This book is for artists, designers, and programmers who have previous knowledge of C++, but not necessarily of Cinder.

This book helps you use the open-source Flutter framework for building native mobile apps using Dart. You'll learn about Dart programming and add functionalities to your Android and iOS apps for truly native performance. The book also covers recipes for solving almost any issue that you may face while developing multi-platform applications.

Flutter Cookbook

The Core iOS Developer's Cookbook

Reactive Programming with Swift

Learning IOS Development

The Big Nerd Ranch Guide

Core Concepts and Essential Recipes for IOS Programmers

Herb Schildt's Java Programming Cookbook

The Core iOS 6 Developer's Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the "how" and "why" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views

Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support Details steps for writing complete iOS 6 applications, and outlines hundreds of techniques for solving problems commonly faced by developers. Over 80 recipes that will take your PHP 7 web development skills to the next level! About This Book This is the most up-to-date book in the market on PHP It covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks The recipe-based approach will allow you to explore the unique capabilities that PHP offers to web programmers Who This Book Is For If you are an aspiring web developer, mobile developer, or backend programmer, then this book is for you as it will take your PHP programming skills to next level. Basic knowledge of PHP programming is assumed. What You Will Learn Use advanced PHP 7 features, such as the Abstract Syntax Tree, Uniform Variable Syntax, Scalar Type Hints, Generator Delegation, Anonymous Classes, and the Context Sensitive Lexer Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Improve the overall application security and error handling by taking advantage of classes that implement the new throwable interface Solve practical real-world programming problems using PHP 7 Develop middle-wareclasses that allow PHP developers to gluedifferent open source libraries together seamlessly Define and Implement PSR-7 classes Create custom middleware using PSR-7 compliant classes Test and debug your code, and get to know the best practices In Detail PHP 7 comes with a myriad of new features and great tools to optimize your code and make your code perform faster than in previous versions. Most importantly, it allows you to maintain high traffic on your websites with low-cost hardware and servers through a multithreading web server. This book demonstrates intermediate to advanced PHP techniques with a focus on PHP 7. Each recipe is designed to solve practical, real-world problems faced by PHP developers like yourself every day. We also cover new ways of writing PHP code made possible only in version 7. In addition, we discuss backward-compatibility breaks and give you plenty of guidance on when and where PHP 5 code needs to be changed to produce the correct results when running under PHP 7. This book also incorporates the latest PHP 7.x features. By the end of the book, you will be equipped with the tools and skills required to deliver efficient applications for your websites and enterprises. Style and approach This book takes a recipe-based approach, with real-world examples that can serve as building blocks for a larger application. Each recipe is self-contained with no external dependencies. This book follows a problem-solution strategy so you understand how to deal with various scenarios you may encounter while using PHP 7 in your daily activities.

And ConclusionChapter 2. Functions; Function Parameters and Return Value; Void Return Type and Parameters; Function Signature; External Parameter Names; Overloading; Default Parameter Values; Variadic Parameters; Ignored Parameters; Modifiable Parameters; Function In Function; Recursion; Function As Value; Anonymous Functions; Define-and-Call; Closures; How Closures Improve Code; Function Returning Function; Closure Setting a Captured Variable; Closure Preserving Its Captured Environment; Curried Functions; Chapter 3. Variables and Simple Types; Variable Scope and Lifetime.

iOS 8 Swift Programming Cookbook

iOS 10 Swift Programming Cookbook

iOS 13 Programming for Beginners

Simple Solutions for Game Development Problems

The iOS 5 Developer's Cookbook

iOS 11 Swift Programming Cookbook

A Beginner's Guide to Core Graphics and Core Animation

The best place to start iOS application development The Core iOS Developer's Cookbook provides ready-to-use code solutions for common iOS challenges, providing recipes that help you master the core technology at the heart of iOS. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS graphics, touches, and views. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply to your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the "how" and "why" that underscore effective and successful iOS development. Coverage includes Creating direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio cues, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough Auto Layout constraints system Controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging enhanced iOS support for social media activities, including Flickr and Vimeo Implementing VoiceOver

accessibility, including text-to-speech Getting started with Core Data-managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Head First iPhone and iPad Development

For OS X and iOS

C# Game Programming Cookbook for Unity 3D

C# Programming Cookbook

The Core iOS 6 Developer's Cookbook

iOS 6 Programming Cookbook

Over 60 recipes to help you design interactive, smart, and cross-platform GUI applications Key Features Get succinct QT solutions to pressing GUI programming problems in Python Learn how to effectively implement reactive programming Build customized applications that are robust and reliable Book Description PyQt is one of the best cross-platform interface toolkits currently available; it's stable, mature, and completely native. If you want control over all aspects of UI elements, PyQt is what you need. This book will guide you through every concept necessary to create fully functional GUI applications using PyQt, with only a few lines of code. As you expand your GUI using more widgets, you will cover networks, databases, and graphical libraries that greatly enhance its functionality. Next, the book guides you in using Qt Designer to design user interfaces and implementing and testing dialogs, events, the clipboard, and drag and drop functionality to customize your GUI. You will learn a variety of topics, such as look and feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. Lastly, the book takes you through how Qt5 can help you to create cross-platform apps that are compatible with Android and iOS. You will be able to develop functional and appealing software using PyQt through interesting and fun recipes that will expand your knowledge of GUIs What you will learn Use basic Qt components, such as a radio button, combo box, and sliders Use QSpinBox and sliders to handle different signals generated on mouse clicks Work with different Qt layouts to meet user interface requirements Create custom widgets and set up customizations in your GUI Perform asynchronous I/O operations and thread handling in the Python GUI Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering and implement animation in your GUI Make your GUI application compatible with Android and iOS devices Who this book is for If you're an intermediate Python programmer wishing to enhance your coding skills by writing powerful GUIs in Python using PyQT, this is the book for you.

This second edition of C# Game Programming Cookbook for Unity 3D expounds upon the first with more details and techniques. With a fresh array of chapters, updated C# code and examples, Jeff W. Murray's book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 2D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in C# suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game's sound in a dedicated audio chapter covering topics

such as audio mixers, fading, and audio ducking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, C#-based framework Extensive breakdowns of all the important classes Example projects illustrate and break down common and important Unity C# programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, target chasing and line-of-sight patrolling behaviors), user interface Canvas management and fading, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced C# programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering C# and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world's largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

A must-have collection of ready-to-use Android recipes! The popularity of Google Android devices is seemingly unstoppable and the Android 4 release offers, for the first time, a single OS solution for building both phone and tablet applications. With that exciting information in mind, veteran author Wei-Meng Lee presents you with 100 unique recipes that you can apply today in order to discover solutions to some of the most commonly encountered problems that exist in Android programming. Covering the scope of multiple Android releases up through Android 4, this reference features a task description, followed by the solution(s) available, and a standalone project file that illustrates the use of the recipe. Formatting each recipe to be standalone, Wei-Meng Lee allows you to jump into the relevant recipe to find a solution to specific challenges. Identifies and describes a programming task, provides a step-by-step solution, and presents a full-code solution ready for download Covers multiple Android releases Addresses such topics as user interfaces, telephony and messaging, networking, Google maps, location-based services, persisting data, leveraging hardware features, and more Android Application Development Cookbook is your solution to discovering...solutions!