

main.dart M x

```
lib > main.dart > _HomePageState
40 @override
41 Widget build(BuildContext context) {
42   return Scaffold(
43     backgroundColor: Colors.white,
44     floatingActionButton: selectedService >= 0 ?
45       onPressed: () {},
46       child: Icon(Icons.arrow_forward_ios, size: 24,
47         backgroundColor: Colors.blue,
48       ) : null, // FloatingActionButton
49     body: NestedScrollView(
50       headerSliverBuilder: (BuildContext context,
51         bool isHeaderSliverBuilding) {
52         return <Widget>[
53           SliverToBoxAdapter(
54             child: FadeAnimation(1.2, Padding(
55               padding: EdgeInsets.only(top: 120.0),
56               child: Text(
57                 'Which service \ndo you need?',
58                 style: TextStyle(
59                   fontSize: 40,
60                   color: Colors.grey.shade900,
61                   fontWeight: FontWeight.bold,
62                 ), // TextStyle
63               ), // Text
64             ), // Padding
65           )) // FadeAnimation // SliverToBoxAdapter
66         ]; // <Widget>[]
67       },
68       body: Padding(
69         padding: EdgeInsets.all(20.0),
70         child: Column(
71           mainAxisAlignment: MainAxisAlignment.spaceEvenly,
72           children: [
73             Card(
74               child: Column(
75                 children: [
76                   Icon(Icons.cleaning_tools),
77                   Text('Cleaning')
78                 ],
79               ),
80             Card(
81               child: Column(
82                 children: [
83                   Icon(Icons.wrench),
84                   Text('Plumber')
85                 ],
86               ),
87             Card(
88               child: Column(
89                 children: [
90                   Icon(Icons.electrical_plugs),
91                   Text('Electrician')
92                 ],
93               ),
94             Card(
95               child: Column(
96                 children: [
97                   Icon(Icons.paintbrush),
98                   Text('Painter')
99                 ],
100              ),
101             Card(
102               child: Column(
103                 children: [
104                   Icon(Icons.drill),
105                   Text('Carpenter')
106                 ],
107              ),
108             Card(
109               child: Column(
110                 children: [
111                   Icon(Icons.garden_hoses),
112                   Text('Gardener')
113                 ],
114               ),
115             Card(
116               child: Column(
117                 children: [
118                   Icon(Icons.arrow_right),
119                 ],
120               ),
121           ],
122         ),
123       ),
124     ),
125   );
126 }
```

PROBLEMS 0 OUTPUT DEBUG CONSOLE TERMINAL

~/Developer/@theflutterlover/day35 on master 17:28:23

s []



Ipad App Source Code

Xiang Xie



IPad App Source Code:

Learning iPad Programming Kirby Turner, Tom Harrington, 2013-05-13 Not many books have a single project that lives and evolves through the entire narrative The reason not many books do this is because it is difficult to do well Important toolkit features get shoehorned in weird places because the author didn't do enough up front design time This book though takes you from design to a prototype to the Real Deal And then it goes further Mark Dalrymple cofounder of CocoaHeads the international Mac and iPhone programmer community author of Advanced Mac OS X Programming The Big Nerd Ranch Guide Learning iPad Programming Second Edition will help you master all facets of iPad programming with Apple's newest tools Its in depth hands on coverage fully addresses the entire development process from installing the iOS SDK through coding debugging submitting apps for Apple's review and deployment Extensively updated for Apple's newest iOS features and Xcode 4 x updates this book teaches iPad programming through a series of exercises centered on building PhotoWheel a powerful personal photo library app As you build PhotoWheel you'll gain experience and real world insights that will help you succeed with any iPad development project Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development focusing on features that are specific to iPad You'll find expert coverage of key topics many iOS development books ignore from app design to Core Data You'll also learn to make the most of crucial iOS and Xcode features such as Storyboarding and Automatic Reference Counting ARC and extend your app with web services and the latest iCloud syncing techniques Learn how to Build a fully functional app that uses Core Data and iCloud syncing Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views and use custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today Import manage and share your photos as you learn how to build this powerful app [Learning iOS Penetration Testing](#) Swaroop Yermalkar, 2016-01-07 Secure your iOS applications and uncover hidden vulnerabilities by conducting penetration tests About This Book Achieve your goal to secure iOS devices and applications with the help of this fast paced manual Find vulnerabilities in your iOS applications and fix them with the help of this example driven guide Acquire the key skills that will easily help you to perform iOS exploitation and forensics with greater confidence and a stronger understanding Who This Book Is For This book is for IT security professionals who want to conduct security testing of applications This book will give you exposure to diverse tools to perform penetration testing This book will also appeal to iOS developers who would like to secure their applications as well as security professionals It is easy to follow for anyone without experience of iOS pentesting What You Will Learn Understand the basics of iOS app development deployment security architecture application signing application sandboxing and OWASP TOP 10 for mobile Set up your lab for iOS app pentesting and identify sensitive information stored locally Perform traffic analysis of iOS devices and catch sensitive data being leaked by side channels

Modify an application's behavior using runtime analysis Analyze an application's binary for security protection Acquire the knowledge required for exploiting iOS devices Learn the basics of iOS forensics In Detail iOS has become one of the most popular mobile operating systems with more than 1.4 million apps available in the iOS App Store Some security weaknesses in any of these applications or on the system could mean that an attacker can get access to the device and retrieve sensitive information This book will show you how to conduct a wide range of penetration tests on iOS devices to uncover vulnerabilities and strengthen the system from attacks Learning iOS Penetration Testing discusses the common vulnerabilities and security related shortcomings in an iOS application and operating system and will teach you to conduct static and dynamic analysis of iOS applications This practical guide will help you uncover vulnerabilities in iOS phones and applications We begin with basics of iOS security and dig deep to learn about traffic analysis code analysis and various other techniques Later we discuss the various utilities and the process of reversing and auditing Style and approach This fast paced and practical guide takes a step by step approach to penetration testing with the goal of helping you secure your iOS devices and apps quickly

Your iPad at Work Jason Rich, 2012 Your iPad at Work Second Edition Supercharge your business effectiveness with any model of iPad in the office on the road everywhere Do you have an iPad Put it to work If you're a manager entrepreneur or professional a consultant salesperson or freelancer this book will make you more efficient more effective and more successful Your iPad at Work includes the latest information about the new iPad third generation and iOS 5.1 but also applies to the original iPad and iPad 2 It's packed with easy nontechnical business solutions you can use right now each presented with quick foolproof full color instructions Securely connect your iPad to your network sync your email contacts calendar Office documents and smartphone make the most of iPad's latest productivity apps capture up to the minute news and financial data even discover powerful specialized apps for your job and your industry You already know how much fun your iPad is now discover how incredibly productive it can make you Secure your iPad with passwords and data encryption Connect your iPad to a wireless printer Discover today's most powerful iPad business apps Manage contacts and relationships using your iPad and the VIPorbit app Do your word processing spreadsheet and database management while on the go Access your email and surf the Web from almost anywhere Make winning sales and business presentations from your iPad Read PC and Mac files from Microsoft Office to Adobe PDF Manage your next project from your iPad Use your iPad more efficiently on the road and while traveling Manage your company's social networking presence from your tablet Hold iPad based video conferences and virtual meetings Use your iPad as an ebook reader and find the best new business and productivity books online Reduce your communications costs with FaceTime and Skype Create and distribute iPad content or have a custom app developed for your business Add hardware and accessories that make your iPad even more useful

The Business of iOS App Development Dave Wooldridge, Taylor Pierce, 2014-10-29 Updated and expanded for the new Apple iOS8 The Business of iOS App Development Third Edition shows you how to incorporate marketing and business savvy into

every aspect of the design and development process giving your app the best possible chance of succeeding in the App Store This book is written by experienced developers with business backgrounds taking you step by step through cost effective marketing techniques that have proven successful for professional iOS app creators perfect for independent developers on shoestring budgets No prior business knowledge is required The phenomenal success of the iPhone iPad and the iPod touch have ushered in a gold rush for developers but with well over a million apps in the highly competitive App Store it has become increasingly difficult for new apps to stand out in the crowd Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning This is the book you wish you had read before you launched your first app

Beginning iOS 6 Development David Mark,Jack Nutting,Jeff LaMarche,Fredrik Olsson,2013-05-30 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 6 Development bringing this definitive guide up to date with Apple s latest and greatest iOS 6 SDK as well as with the latest version of Xcode There s coverage of brand new technologies with chapters on storyboards and iCloud for example as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK You ll have everything you need to create your very own apps for the latest iOS devices including the iPhone 4S iPad 2 and the latest iPod touch Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64 bit iOS 6 specific project templates and designed to take advantage of the latest Xcode features Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style Beginning iOS 6 Development offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 6 SDK and then guides you through the creation of your first simple application From there you ll learn how to integrate all the interface elements Apple touch users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more You ll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You ll discover the fine points of application preferences and learn how to localize your apps for multiple languages The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks techniques and enthusiasm for the new SDK from a developer perspective Written in an accessible easy to follow style

Dive Into iOS6 Paul J. Deitel,Harvey Deitel,Abbey Deitel,2012-10-01 The programmer s quick start guide to iOS app development using iOS SDK 6 Cocoa Touch Xcode 4 5 and the latest Objective C version and idioms Dive into iOS 6 programming with this brief introduction for new iOS developers This five chapter e book gets you started developing great iPhone and iPad apps quickly

and publishing them on Apple's App Store. It's ideal for people familiar with object-oriented programming in Java, C++, or Objective-C. An Objective-C background is not required. The three programming chapters include a simple visual programming app and two code-based apps presented using the Deitel's signature app-driven approach. Each technology is discussed in the context of a fully developed iOS app, complete with syntax coloring, code walkthroughs, and sample outputs.

Topics covered in this e-book include: iOS App Development, iOS 6, Xcode 4.5, Interface Builder, Objective-C, Cocoa Touch, iOS Simulator, Storyboarding, Segues, Auto Layout, Accessibility, Internationalization, Application Templates, Universal Apps, Social Framework, iCloud, Key-Value Storage, Automatic Reference Counting, ARC, Collections, iOS Defaults, System GUI, Views, View Controllers, Outlets, Actions, Event Handling.

Fully Developed Apps: Welcome, Tip Calculator, Favorite, Twitter Searches, App Business Issues.

iOS Developer Program: App Store Submitting Apps, iTunes Connect, What Makes a Great App, Monetization Pricing, Free vs. Fee, In-App Purchase, Selling Virtual Goods, Marketing, iAd Network Advertising.

Beginning iOS Game Development Patrick Alessi, 2011-12-20. Covers the fundamentals of iOS game development with information on such topics as Xcode, Objective-C, Cocoa, user interaction, animation, audio, apps, and networking.

iOS 8 for Programmers Paul Deitel, Harvey M. Deitel, Abbey Deitel, 2014-12-15. The professional programmer's Deitel guide to iPhone and iPad app development using iOS 8, Swift™, Xcode 6, and Cocoa Touch. This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel app-driven approach, a variant of Deitel's live code approach. Concepts are presented in the context of complete working iOS apps rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at www.deitel.com/books/iOS8FP1. You'll quickly learn everything you need to start building iOS 8 apps, beginning with a test drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet, public relations, and more.

CompTIA A+ Certification Study Guide, Tenth Edition (Exams 220-1101 & 220-1102) Faithe Wempen, Jane Holcombe, 2019-04-26. A highly effective study system for the CompTIA A+ exams, fully updated for the 2019 versions of the exams. With hundreds of accurate practice questions and hands-on exercises, *CompTIA A+ Certification Study Guide, Tenth Edition* covers Exams 220-1101 (configuring operating systems including Windows 10, Linux, Android, and iOS) and enhanced security and troubleshooting procedures. Online content includes 400 practice questions, video tutorials, and unlimited access to a PDF copy of the book. Contains a coupon for 10% off of the exam fee, a \$42 value. Written by a pair of PC trainers and experienced authors.

Android for Programmers Paul J. Deitel, Harvey Deitel, Abbey Deitel, 2013-12-30. The professional programmer's Deitel guide to smartphone and tablet app development using Android 4.3 and 4.4, the Eclipse-based Android Development

Tools and the new Android Studio Billions of apps have been downloaded from Google Play This book gives you everything you ll need to start developing great Android apps quickly and getting them published on Google Play The book uses an app driven approach each new technology is discussed in the context of seven fully tested Android apps complete with syntax coloring code highlighting code walkthroughs and sample outputs Apps you ll develop include Welcome App Cannon Game Tip Calculator Doodlz Twitter Searches Address Book Flag Quiz The first generation Android phones were released in October 2008 By October 2013 a Strategy Analytics report showed that Android had 81 3% of the global smartphone market share compared to 13 4% for Apple 4 1% for Microsoft and 1% for Blackberry bit ly 1aqIZXf Billions of apps have been downloaded from Google Play There are now more than one billion activated Android devices worldwide and more than 1 5 million Android devices are being activated daily venturebeat com 2013 09 03 android hits 1bactivations and will be called kitkat in nextversion The opportunities for Android app developers are enormous This book presents leading edge computing technologies for professional software developers At the heart of the book is the Deitel app driven approach concepts are presented in the context of complete working Android apps rather than using code snippets The introduction and app test drives at the beginning of each chapter show one or more sample executions The book s source code is available at www.deitel.com/books/androidfp2 The apps in this book were carefully designed to introduce you to key Android features and APIs You ll quickly learn everything you need to start building Android apps beginning with a testdrive of the Doodlz app in Chapter 1 then building your first app in Chapter 2 By the time you reach Chapter 9 you ll be ready to create your own apps for submission to Google Play and other app marketplaces You ll master the Google Play submission process including uploading your apps deciding whether to sell your apps or offer them for free and marketing them using in app advertising social media Internet public relations and more Practical example rich coverage of Android 4 3 and 4 4 Android Development Tools Android Studio Supporting Various Screen Sizes Resolutions Accessibility Internationalization Graphics Activities Fragments Intents Preferences GUIs Layouts Menus Resource Files Lists Adapters Events Touch Gesture Processing Immersive Mode Printing Framework PrintHelper Assets Images Audio View Animation Threading Collections SQLite Database Social sharing via implicit intents Google Play App Publishing Pricing Monetization Marketing In App Advertising In App Billing and more Visit www.deitel.com Download code examples For information on Deitel s Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Join the Deitel social networking communities on Facebook at deitel.com DeitelFan Twitter [deitel](http://deitel.com) Google at google.com DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online e mail newsletter at www.deitel.com/newsletter/subscribe.html The Deitel Developer Series is designed for professional programmers The series presents focused treatments on a growing list of emerging and mature technologies including Android app development iOS app development Java C and NET C C JavaScript Internet and web development and more

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Swift for Programmers Paul J. Deitel, Harvey Deitel, 2015-01-16 The professional programmer s Deitel guide to Apple s new Swift programming language for the iOS and OS X platforms Written for programmers with a background in object oriented programming in a C based language like Objective C Java C or C this book applies the Deitel signature live code approach with scores of complete working real world programs to explore the new Swift language in depth The code examples feature syntax shading code highlighting rich commenting line by line code walkthroughs and live program outputs The book features thousands of lines of proven Swift code and tips that will help you build robust applications Start with an introduction to Swift using an early classes and objects approach then rapidly move on to more advanced topics When you master the material you ll be ready to build industrial strength object oriented Swift applications

About This Book The Swift programming language was arguably the most significant announcement at Apple s 2014 Worldwide Developers Conference Although apps can still be developed in Objective C Apple says that Swift is its applications programming and systems programming language of the future Swift is a contemporary language with simpler syntax than Objective C Because Swift is new its designers were able to include popular programming language features from languages such as Objective C Java C Ruby Python and many others These features include automatic reference counting ARC type inference optionals String interpolation tuples closures lambdas extensions generics operator overloading functions with multiple return values switch statement enhancements and more We ve been able to develop apps more quickly in Swift than with Objective C and the code is shorter clearer and runs faster on today s multi core architectures Swift also eliminates the possibility of many errors common in other languages making your code more robust and secure

Some of these error prevention features include no implicit conversions ARC no pointers required braces around every control statement s body assignment operators that do not return values requiring initialization of all variables and constants before they re used array bounds checking automatic checking for overflow of integer calculations and more You can combine Swift and Objective C in the same app to enhance existing Objective C apps without having to rewrite all the code Your apps will easily be able to interact with the Cocoa Cocoa Touch frameworks which are largely written in Objective C You can also use the new Xcode playgrounds with Swift A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it This allows you to see and hear your code s results as you write it quickly find and fix errors and conveniently experiment with features of Swift and the Cocoa Cocoa Touch frameworks Practical Example Rich Coverage of Classes Objects Methods Properties Initializers Deinitializers Bridging Tuples Array and Dictionary Collections Structures Enumerations Closures ARC Inheritance Polymorphism Protocols Type Methods Type Properties Generics Strings and Characters Operator Overloading Operator Functions Custom Operators Subscripts Access Control Type Casting and Checking Nested Types Nested Methods Optionals Optional Chaining Extensions Xcode Playgrounds Intro to Cocoa Touch with a Fully Coded iOS 8 Tip Calculator App Overflow Operators Attributes Patterns More topics online IMPORTANT NOTE ABOUT XCODE AND SWIFT With Xcode 6 3 and Swift 1 2 Apple introduced several changes in Swift that affect the book s source code Please visit www.deitel.com/books/iOS8FP1 for updated source code The changes do not affect Xcode 6 2 users You can download Xcode 6 2 from developer.apple.com/downloads/index.action you ll have to log in with your Apple developer account to see the list of downloads Visit www.deitel.com Download code examples For information on Deitel s Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel.deitel.com Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter at deitel Google at google.com/DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online e mail newsletter at www.deitel.com/newsletter/subscribe.html

Collection of iPhone App Source Code Inside Xcode Ios,2012-09-29 Use the source code as templates to give you a head start in building your own iPhone apps and have them ready for submittal to the App Store Included in this book are complete source codes for Doctor iPhone App Lawyer iPhone App iTravel iPhone App and Camera Fun iPhone App Great apps for use as templates for training or development Download instructions for the complete source codes inside

CompTIA A+ Certification All-in-One Exam Guide, Tenth Edition (Exams 220-1001 & 220-1002) Mike Meyers,2019-04-16 This bestselling on the job reference and test preparation guide has been fully revised for the new 2019 CompTIA A exam objectives This fully revised and updated resource offers complete coverage of the latest release of CompTIA A exams 220 1001 220 1002 You ll find learning objectives at the beginning of each chapter exam tips practice exam questions and in depth explanations Designed to help you pass the CompTIA A exams with ease this definitive guide also serves as an essential on the job IT reference Covers all

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to take advantage of the latest features in iOS 5 and Xcode including Storyboarding Automatic Reference Counting ARC and iCloud Best of all you'll learn how to extend the boundaries of your app by communicating with web services If you want to build apps for the iPad Learning iPad Programming is the one book to get As you build PhotoWheel you'll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective C and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode's new Storyboard feature to quickly prototype a functional UI and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views and use view controllers to perform custom view transitions Add AirPrint email and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today Share your photos with friends and upload to iCloud all while learning how to build the app

How to Do Everything iPad 2 Joli Ballew, 2011-06-20 Maximize the power of your iPad 2 Master all the versatile and fun features of your iPad 2 using this hands on guide With coverage of both the Wi-Fi and Wi-Fi 3G models How to Do Everything iPad 2 shows you how to configure settings access the Internet use Mail and Safari and download music movies TV shows ebooks apps games and more You'll get tips for taking photos and video with the camera using FaceTime for video chatting navigating with GPS and connecting to social networks This easy to follow book covers it all Set up customize sync and back up your iPad 2 Choose a data plan for your iPad 2 Wi-Fi 3G Connect to Wi-Fi networks and access the web Configure Mail and integrate with various email accounts Download and read books from the iBookstore Stay connected with social networks Find and download apps and games from the App Store Video chat using FaceTime Take view manage and share photos and video Download music movies TV shows podcasts and audiobooks from the iTunes Store Manage your contacts and schedule and keep notes Navigate with Maps Use the accessibility features including VoiceOver and Zoom Secure and troubleshoot your iPad 2

Multimedia: Making It Work, Ninth Edition Tay Vaughan, 2014-05-30 Publisher's Note Products purchased from Third Party sellers are not guaranteed by the publisher for quality authenticity or access to any online entitlements included with the product The Most Complete Up to Date Multimedia Guide Thoroughly updated to cover the latest technologies including mobile multimedia this full color resource prepares you for a successful multimedia career by teaching you the fundamental concepts and required skills Multimedia Making It Work Ninth Edition explains how to integrate text images sound animation and video into compelling projects Multimedia project planning costs design production talent acquisition testing and delivery are also discussed Chapter ending quizzes reinforce key concepts and hands on lab projects allow you to apply your new skills Learn how to Master the essential elements of multimedia including text images sound animation and video Incorporate bitmap vector and 3-D images Record and edit digital audio and use MIDI Create computer generated animations Shoot and edit digital video Select the best hardware software and authoring tools for

your project Determine the scope and cost of a multimedia project n Design produce and test your project Acquire the best content and talent for your budget Design dynamic Web content Create apps for mobile devices including tablets readers and smartphones Deliver multimedia over the Internet in an app store and on CD ROM and DVD Each chapter includes Learning objectives Full color illustrations and screenshots Helpful notes tips and warnings Chapter summaries and key term lists End of chapter quizzes and lab projects This book is intended for students enrolled in an instructor led course and does not provide correct answers for the end of chapter quizzes or access to the instructor s resource materials If you are an instructor please contact your McGraw Hill sales representative for details

[iPad Application Development For Dummies](#)
Neal Goldstein,Tony Bove,2010-04-13 Turn your iPad ideas into amazing apps with this exciting new guide Whether you re app development amateur or programming professional you ll discover how to get in on the App Store development gold rush and start developing for the iPad with this fun and easy guide The iPad offers developers of all levels more opportunities than ever before to be a part of the app development game and this book is your ticket to joining in the fun You ll learn the basics of getting started downloading the SDK using context based design and filling your toolbox Then you ll move on to using Objective C and Xcode to program robust and vibrant apps and games specifically for the mobile platform Offers a plain English guide whether you re a novice or a seasoned developer who is interested in developing iPad applications Covers working with the multitouch interface and in split screen mode Provides useful advice on what applications thrive in the App Store and which have the most potential to turn a profit Includes a companion Web site with source code Packed with helpful advice on the ins and outs of developing great apps for mobile devices iPad Application Development For Dummies gets you started creating cool new apps right away Note Apple s iOS SDK tools are only accessible on Intel powered Mac and MacBook devices

[Black Enterprise](#) ,2010

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