

*Up to date for iOS 9,  
Xcode 7, and Swift 2!*

# iOS Animations by Tutorials

SECOND EDITION

iOS 9 & Swift 2 Edition



By Marin Todorov

# Ios By Tutorials Second Edition

**Raywenderlich Com Team,Chris  
Language**



## **IOS By Tutorials Second Edition:**

*IOS Games by Tutorials* Ray Wenderlich, Mike Berg, Tom Bradley, PH., 2015-04-24 Updated for Swift 1 2 Learn how to make iOS games using Apple's built-in 2D game framework Sprite 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 game iOS Games by Tutorials covers the following topics 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 Sprite Kit actions Scenes and Transitions Make multiple screens in your app and move between them 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 Accelerometer Learn how to control your game through tilting your device UIKit Combine the power of UIKit with the Sprite Kit framework Mac Learn how to port your games to the Mac Tile Maps Make games that use tile maps Scrolling Make levels that scroll across the screen And much more including Fonts and text saving and loading games and six bonus downloadable chapters 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 you will have made 5 complete mini games from scratch from zombie action to space shooter to top-down racer

*Catalyst by Tutorials (Second Edition)* raywenderlich Tutorial Team, Marin Bencevic, Nick Bonatsakis, Andy Pereira, 2020-10 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 Multi Window Support Learn how to support multiple app windows on iPad and Mac Drag and Drop Copy and move images in your app using Drag and Drop API 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 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: Volume 1 \(2nd Edition\)\*](#) Ray Wenderlich, Steve Baranski, Adam Burkepile, Jacob Gunderson, 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 [\*3D Apple Games by Tutorials Second Edition\*](#) Raywenderlich Com Team, Chris Language, 2017-11-16 Learn how to make 3D games in Swift using Apple's built-in 3D game framework SceneKit 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 Marble Madness and Crossy Road Back cover [\*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

*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 UIPageViewController 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

**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 For This 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

*The iOS Game Programming Collection (Collection)* Michael Daley, Rod Strougo, Ray Wenderlich, 2011-12-30 The iOS Game Programming Collection consists of two bestselling eBooks Learning iOS Game Programming A Hands On Guide to Building Your First iPhone Game Learning Cocos2D A Hands on Guide to Building iOS Games with Cocos2D Box2D and Chipmunk Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they actually can be quite easy and this collection is your perfect beginner's guide Learning iOS Game Programming walks you through every step as you build a 2D tile map game Sir Lamorak's Quest The Spell of Release which is free in the App Store You can download and play the game you're going to build while you learn about the code You learn the key characteristics of a successful iPhone game and important terminology and tools you will use Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you'll learn everything you need to know about Cocos2D so you can create

the next killer iOS game This collection helps you Plan high level game design components and difficulty levels Use game loops to make sure the right events happen at the right time Render images create sprite sheets and build animations Use tile maps to build large game worlds from small reusable images Create fire explosions smoke sparks and other organic effects Deliver great sound via OpenAL and the iPhone s media player Provide game control via iPhone s touch and accelerometer features Craft an effective intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish test debug and performance tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

*iPod touch Made Simple, iOS 5 Edition* Martin Trautschold,Rene Ritchie,2012-04-28 The new iOS 5 driven iPod touch devices are much more than just music These have all the features of a PDA including email calendar Google Maps the App Store and even phone capabilities as well as the ability to watch movies and play your favorite games all packed into Apple s sleek design With iPod touch Made Simple iOS 5 Edition you ll learn how to take advantage of all these features and more now available using the new iOS 5 Packed with over 1 000 visuals and screenshots this book will help you master all the functions of the iPod touch devices that run iOS 5 and teach you time saving techniques and tips along the way Written by two successful smartphone trainers and authors this is the go to guide for the iPod touch

*Learn cocos2d Game Development with iOS 5* Steffen Itterheim,Andreas Lw,2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5 This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile game development including sprite batching texture atlases parallax scrolling touch and accelerometer input How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d related tools and libraries How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries including cocos3d and Lua Best of all Learn cocos2d Game Development with iOS 5 will have you making games right from the very start It guides you step by step through the creation of sample games These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker texture atlas PhysicsEditor physics collision shapes Particle Designer particle effects Glyph Designer bitmap fonts and others This book offers a rock solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code It also details alternative

implementations identifies the best free and commercial tools for cocos2d game development features coverage of the author s improved cocos2d game engine Kobold2D and even helps you enhance your game s marketability on the App Store

**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

**Mobile Design Pattern Gallery** Theresa Neil,2014-04-23 When you re under pressure to produce a well designed easy to navigate mobile app there s no time to reinvent the wheel This concise book provides a handy reference to 70 mobile app design patterns illustrated by more than 400 screenshots from current iOS Android BlackBerry WebOS Windows Mobile and Symbian apps User experience professional Theresa Neil Designing Web Interfaces walks you through design patterns in 10 separate categories including anti patterns Whether you re designing a simple iPhone application or one that s meant to work for every popular mobile OS on the market

**iOS SDK Programming A Beginners Guide** James A. Brannan,Blake Ward,2011-01-31 Essential Skills Made Easy Develop test and debug iPhone iPad and iPod touch applications with help from this practical resource iOS SDK Programming A Beginner s Guide shows you how to use Objective C and Apple s new Xcode 4 development environment with an integrated easy to use Interface Builder You ll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls Setting application preferences and storing application data are also covered The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone iPod touch and iPad You ll learn how to take advantage of the

iPad's larger display and the new features of iOS 4.2 By the end of this book you'll be ready to create the next big hit in the iTunes App Store

**Designed for Easy Learning Key Skills Concepts** Chapter opening lists of specific skills covered in the chapter

**Try This** Hands on exercises that show you how to apply your skills

**Notes** Extra information related to the topic being covered

**Tips** Helpful reminders or alternate ways of doing things

**Cautions** Errors and pitfalls to avoid

**Annotated Syntax** Example code with commentary that describes the programming techniques being illustrated

**IOS Animations by Tutorials Second Edition** Marin Todorov, 2015-09-23

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

Up to date with iOS 9 Xcode 7 and Swift 2

**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**

- View Animations** Start with the basics by learning 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

And much more including Particle emitters frame animations and third party animation libraries

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

**IOS Test-Driven Development (Second Edition)** Joshua Greene, raywenderlich Tutorial Team, Mike Katz, 2022-01-18

Learn how to test iOS Applications

**iOS Test Driven Development** introduces you to a broad range of concepts with regard to not only writing an application from scratch with testing in mind but also applying these concepts to already written applications which have little or no tests written for their functionality

**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 write code which is both testable and maintainable

**Topics Covered in iOS Test Driven Development**

- The TDD Cycle** Learn the concepts of Test Driven Development and how to implement these concepts within an iOS application
- Test Expressions and Expectations** Learn how to test both synchronous code using expressions and asynchronous code using expectations
- Test RESTful Networking** Write tests to verify networking endpoints and the ability to

mock the returned results Test Authentication Write tests which run against authenticated endpoints Legacy Problems Explore the problems legacy applications written without any unit tests or without thought of testing the code Breaking Dependencies into Modules Learn how to take dependencies within your code and compartmentalize these into their own modules with their own tests Refactoring Large Classes Learn how to refactor large unweilding classes into smaller more manageable and testable classes objects One thing you can count on after reading this book you ll be prepared to write testable applications which you can have confidence in making changes too with the knowledge your tests will catch breaking changes

**Core Data by Tutorials Second Edition** Aaron Douglas,Saul Mora,Matthew Morey,2015-09-30 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 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

**IOS Animations by Tutorials Second Edition** Marin Todorov,2016-04-07 Updated for Xcode 7 3 and Swift 2 3 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 Up to date with iOS 9 Xcode 7.3 and Swift 2.3 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 View Animations Start with the basics by learning 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 And much more including Particle emitters frame animations and third party animation libraries 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

**Tutorials in Operations Research** Institute for Operations Research and the Management Sciences. National Meeting, 2008

**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

**Tvos Apprentice Second Edition**

Raywenderlich Com Team, Michael Katz, Kelvin Lau, 2016-12-20 Learn How to Make tvOS Apps The tvOS Apprentice teaches you everything you need to know to develop great apps for the Apple TV This book teaches you how to make tvOS apps in two different ways via the traditional method using UIKit and via the new Client Server method using TVML For both complete beginners and iOS pros Topics Covered in the tvOS Apprentice Architecture There are two different ways to make apps for the Apple TV learn which is best for you TVML Learn how to use TVML templates to implement beautiful interfaces for the Apple TV TVJS Learn how to use Javascript to manipulate the TVML DOM Traditional Apps Learn how to make traditional app using native libraries Focus Learn how the Focus paradigm works and what it means for your apps Animation Get ready to add some delightful animation to your tvOS apps User Input and the Controller Learn how your app can interact with the new Apple TV remote Video Playback Get your Apple TV app to play video a common requirement for tvOS apps On Demand Resources Learn how to download assets on the fly CloudKit Learn how to use CloudKit on tvOS to store your app s data In App Purchase Monetize your app by allowing users to purchase digital goods tvOS Design Learn how to design your apps to fit in well with the tvOS ecosystem Creating Layered Images Find out how to create a new kind of image specifically for the TV The Top Shelf Show off static and interactive content on the Top Shelf of your Apple TV And Much More Including the new Dark Mode PhotoKit and Multipeer Connectivity

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