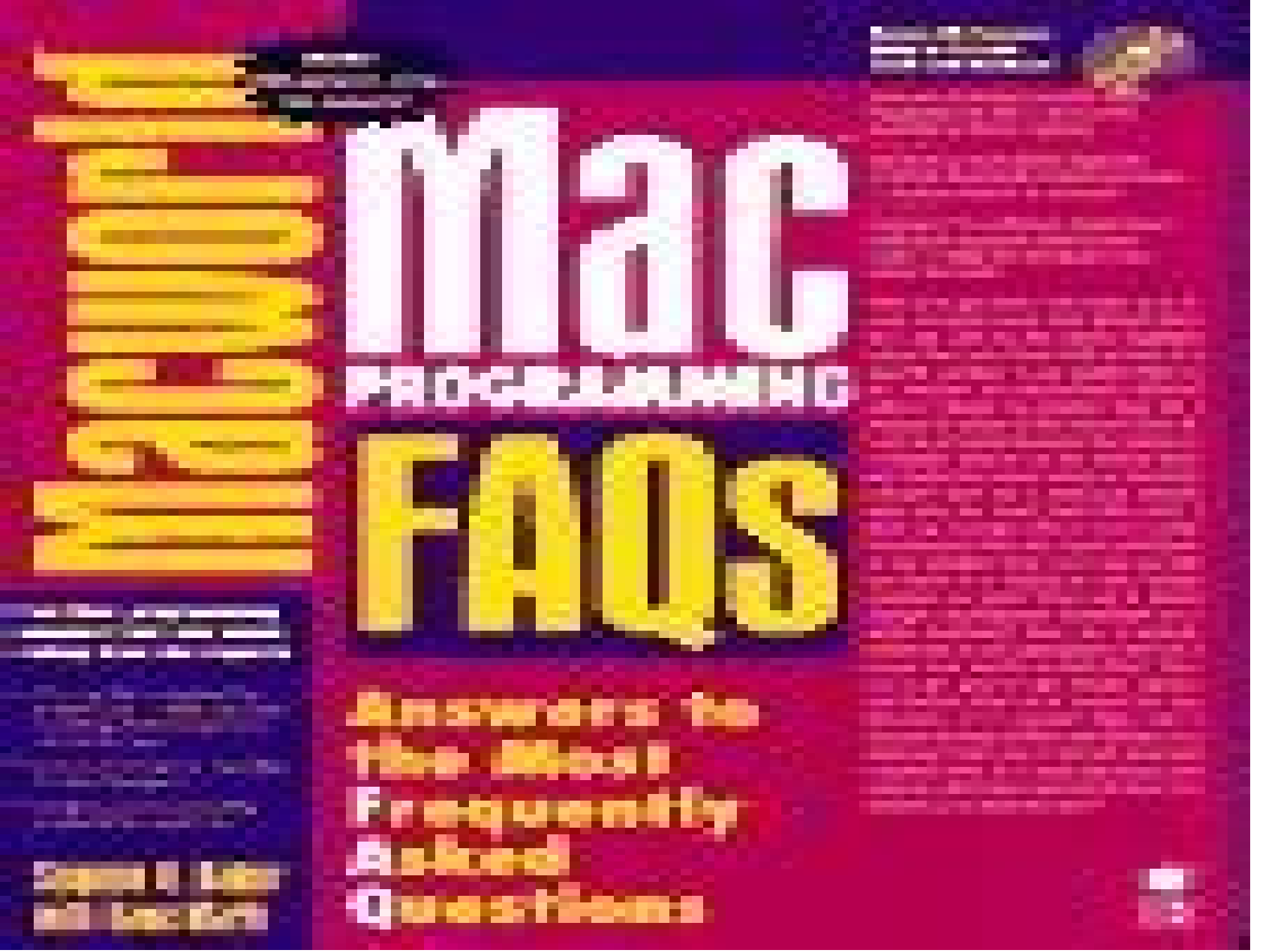
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Mac Programming Faqs

Mark G. Sobell,Peter Seebach

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Macworld Mac Programming FAQs Stephen H. Baker,Dave Mark,1996 Rather than looking through book after book or spending time hunting for solutions in online forums programmers can find in print and in a searchable database on the CD ROM answers to the Mac programmer s 400 most common questions Prepared by programmers who have carefully researched the most typical problems this book lays out answers that help Mac programmers hurdle over the most common obstacles they encounter **OpenGL Programming Guide** Dave Shreiner,Graham Sellers,John Kessenich,Bill Licea-Kane,2013-03-19 Includes Complete Coverage of the OpenGL Shading Language Today s OpenGL software interface enables programmers to produce extraordinarily high quality computer generated images and interactive applications using 2D and 3D objects color images and programmable shaders OpenGL Programming Guide The Official Guide to Learning OpenGL Version 4 3 Eighth Edition has been almost completely rewritten and provides definitive comprehensive information on OpenGL and the OpenGL Shading Language This edition of the best selling Red Book describes the features through OpenGL version 4 3 It also includes updated information and techniques formerly covered in OpenGL Shading Language the Orange Book For the first time this guide completely integrates shader techniques alongside classic functioncentric techniques Extensive new text and code are presented demonstrating the latest in OpenGL programming techniques OpenGL Programming Guide Eighth Edition provides clear explanations of OpenGL functionality and techniques including processing geometric objects with vertex tessellation and geometry shaders using geometric transformations and viewing matrices working with pixels and texture maps through fragment shaders and advanced data techniques using framebuffer objects and compute shaders New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline including geometry and tessellation shaders Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance **OpenCL Programming Guide** Aaftab Munshi,Benedict Gaster,Timothy G. Mattson,Dan Ginsburg,2011-07-07 Using the new OpenCL Open Computing Language standard you can write applications that access all available programming resources CPUs GPUs and other processors such as DSPs and the Cell B E processor Already implemented by Apple AMD Intel IBM NVIDIA and other leaders OpenCL has outstanding potential for PCs servers handheld embedded devices high performance computing and even cloud systems This is the first comprehensive authoritative and practical guide to OpenCL 1 1 specifically for working developers and software architects Written by five leading OpenCL authorities OpenCL Programming Guide covers the entire specification It reviews key use cases shows how OpenCL can express a wide range of parallel algorithms and offers complete reference material on both the API and OpenCL C programming language Through complete case studies and downloadable code examples the authors show how to write

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GUIs help you create functional data products using Python to inform general users of data who don t work within Python First there was IBM SPSS then there was R and now there s Python Statistical software is getting more aggressive let authors Frederick Kaefer and Paul Kaefer help you tame it with Introduction to Python Programming for Business and Social Science Applications **Sams Teach Yourself Xcode 4 in 24 Hours** John Ray,2012-06-17 In just 24 sessions of one hour or less Sams Teach Yourself Xcode 4 in 24 Hours will help you achieve breakthrough productivity with Apple s new Xcode 4 3 development environment for OS X and iOS devices Every lesson introduces new concepts and builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Xcode 4 development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode 4 3 Master the MVC design pattern at the heart of iOS and OS X development Use Xcode project templates to get a head start on advanced application features Efficiently use the Xcode Code Editor and get fast contextually aware answers with the built in help system Use iOS Storyboards to visually describe an application s workflow Get started with Core Data to simplify data management and data driven user interfaces Use frameworks and libraries to package functionality and promote time saving code reuse Use Git and Subversion source control for managing distributed projects Prepare Unit tests and use the Xcode debugger to keep your projects error free Package your apps for the App Store Use the command line Xcode tools for scripting and build automation *Android: App Development & Programming Guide: Learn In A Day!* Os Swift,2015-12-09 Learn to Program Android Apps in Only a Day Android Programming Guide Android App Development Learn in a Day teaches you everything you need to become an Android App Developer from scratch It explains how you can get started by installing Android Studio and learning to use the Android SDK Manager Can you really create an app in just a day Yes you can With Android Programming Guide Android App Development Learn in a Day you ll learn to create OMG Andriod This app is similar to the Hello World program that many beginners create when learning new computer languages Soon you ll have your very own app that greets you by name Can you create an app and try it out on your personal Android device Absolutely Learn to run your app on emulators and devices and how to put personal touches on your app You ll learn how to update your apps with the Android SDK Manager use XML and add buttons and listeners Order your copy TODAY iPhone SDK 3 Programming Maher Ali,2009-07-23 Get the expert guidance you need to begin building native applications for Apple s new iPhone 3G as well as the iPod Touch Apple s iPhone is the hottest mobile device on the planet More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year Apple s iPhone SDK has been updated and includes more than one thousand new APIs that developers will want to get their hands on iPhone SDK 3 Programming shows you how

to build great applications for the iPhone and iPod Touch Inside veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective C and Cocoa programming and then guides you through building programs with Apple s iPhone SDK 3 Covers the complete application development process and highlights all the key device features including the camera location awareness and more Completely revised and redesigned with more than 100 new pages of content iPhone s new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective C language and Cocoa frameworks that new iPhone developers need With this advanced resource you ll get the expert guidance you need to begin building native applications for Apple s new iPhone 3G as well as the iPod Touch

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