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SAMS Teach Yourself

the iBook

Gene Steinberg

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Sams Teach Yourself Mac OS X in 24 Hours John Ray, Robyn Ness, 2003 Underneath the colorful interface of Mac OS X is a powerful complicated operating system based on BSD Unix And Mac users of all kinds need help both in figuring out how to run OS X and in understanding how it worked and how to get the most out of it In late Summer 2002 Apple is expected to release a new version of OS X code named Jaquar that will add some end user features like iChat and that will improve OS X s stability The second edition of Sams Teach Yourself Mac OS X in 24 Hours helps new users to understand how the new OS different from the traditional Mac OS as well as Windows functions and how to use it successfully The book also explores how to use the native OS X applications that ship with the product **Sams Teach Yourself Core Data for** Mac and IOS in 24 Hours Jesse Feiler, 2012 In just 24 sessions of one hour or less start using Core Data to build powerful data driven apps for iOS devices and Mac OS X computers Using this book s straightforward step by step approach you ll discover how Apple's built in data persistence framework can help you meet any data related requirement from casual to enterprise class Beginning with the absolute basics you ll learn how to create data models build interfaces interact with users work with data sources and table views and even get started with iCloud Every lesson 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 Core Data development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Learn how to Start writing database apps fast with Xcode 4 s powerful tools and templates Master the Objective C features and patterns Core Data relies upon Understand Core Data's goals components and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch use and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers segmented controls action sheets and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud enabled devices Jesse Feiler is a leading expert on Apple database development Feiler has worked with databases since the 1980s writing about technologies that have since evolved into Core Data His database clients have included Federal Reserve Bank of New York Young Rubicam and many small and nonprofit organizations His recent books include Data Driven iOS Apps for iPad and iPhone with FileMaker Pro Bento by

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learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6 x development environment Prepare your system and iDevice for efficient development Get started guickly with Apple s new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Seques Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as they run 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 Swift in 24 Hours, Sams Teach Yourself BJ

Miller, 2014-11-26 In just 24 lessons of one hour or less Sams Teach Yourself Swift in 24 Hours helps you build next generation OS X and iOS apps with Apple s new Swift programming language This book s straightforward step by step approach helps you quickly master Swift's core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you ll be applying advanced features such as extensions closures protocols and generics Every lesson 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 Swift development tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow modify execution paths and iterate code Perform complex actions with functions Work with higher order functions and closures Harness the power of structs enums classes and class inheritance Customize initializers of classes structs and enums Implement instance methods type methods and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics chaining and other advanced features Interoperate with Objective C code Interact with user interfaces Take advantage of Swift's Standard Library features and functions Who Should Read this Book Beginner intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit **Application Development in 24 Hours, Sams Teach Yourself** John Ray, 2016-02-04 Covers iOS 9 1 and up Xcode 7 x iPhone iPad and More In just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iPhone and iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson 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 iOS development tasks Quizzes and Exercises help you test your knowledge Notes present interesting information related to the discussion Tips show you easier ways to perform tasks 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 7 x Learn to navigate the Xcode 7 x development environment and install apps on your iDevice Get started quickly with Apple s Open Source language Swift 2 0 Test code and application logic using the iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Seques Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope

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Decoding Sams Teach Yourself The Ibook In 24 Hours: Revealing the Captivating Potential of Verbal Expression

In an era characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its power to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "Sams Teach Yourself The Ibook In 24 Hours," a mesmerizing literary creation penned by way of a celebrated wordsmith, readers set about an enlightening odyssey, unraveling the intricate significance of language and its enduring impact on our lives. In this appraisal, we shall explore the book is central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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