



Quick answers to common problems

iOS and OS X Network Programming Cookbook

Over 50 recipes to develop network applications in both the iOS and OS X environment

Jon Hoffman

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iOS and OS X Network Programming Cookbook Jon Hoffman, 2014-01-22 This book follows a recipe based approach that will heavily focus on the code and how to integrate the samples with the reader's projects. Each recipe consists of one or more methods that you can put directly into your app and use. This book is ideal for developers that want to create network applications for the Apple OS X or iOS platforms. All examples are written in Objective C using XCode as the IDE. Knowledge of Objective C and X Code is essential.

IOS and OS X Network Programming Cookbook Jon Hoffman, 2014

iOS Game Programming Cookbook Bhanu Birani, Chhavi Vaishnav, 2015-03-25 This book is for developers who are willing to explore iOS game programming in depth. Good knowledge level and understanding of iOS game development will be an added advantage. You should already have a working installation of Xcode and Sprite kit.

PhpStorm Cookbook Mukund Chaudhary, Ankur Kumar, 2014-12-29 If you are a competent PHP developer who knows the basics of PhpStorm and intends to gain better knowledge of PhpStorm by learning and implementing pro level practices, techniques and solutions, then this book is for you. It is assumed that you already have a working installation of the software setup.

Swift: Developing iOS Applications Andrew J Wagner, Giordano Scalzo, Jon Hoffman, 2016-08-31 Unleash the power of Swift and discover the skills required to build incredible robust iOS applications. About This Book Write expressive, understandable and maintainable Swift 2 code with this hands-on course. Unveil the complex underpinnings of Swift to turn your app ideas into reality. Specialize in developing real iOS apps and 2D and 3D video games using Swift and CocoaPods. Dive deep into protocol extensions, learn new error handling model and use featured Swift design patterns to write more efficient code. Who This Book Is For This course would be for app developers who are new to developing for iOS or OSX and are trying to get grips with Swift for the first time. What You Will Learn From a solid understanding of the Swift 2 language. Get to know the practical aspects of how a computer program actually works. Understand the paradigms used by Apple's frameworks so you are not intimidated by them. Create a server in Swift to deliver JSON data to an iOS app. Take advantage of CocoaPods to use third party libraries. Build games with SpriteKit and SceneKit. Develop an app running on the cloud to act as an API server for your client's apps. Dive into the core components of Swift 2 including operators, collections, control flow and functions. Create and use classes, structures and enums including object oriented topics such as inheritance, protocols and extensions. Develop a practical understanding of subscripts, optionals and closures. Master Objective C interoperability with mix and match. Access network resources using Swift. Implement various standard design patterns in the Swift language. In Detail The Swift Developing iOS Applications course will take you on a journey to become an efficient iOS and OS X developer with the latest trending topic in town. Right from the basics to the advanced level topics, this course would cover everything in detail. We'll embark on our journey by dividing the learning path into four modules. Each of these modules are a mini course in their own right and as you complete each one you'll gain key skills and be ready for the material in the next module. The first module is like a step by

step guide to programming in Swift 2 Each topic is separated into compressible sections that are full of practical examples and easy to understand explanations Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2 By the end of this module you ll have a basic understanding of Swift 2 and its functionalities The second module will be the an easy to follow guide filled with tutorials to show you how to build real world apps The difficulty and complexity level increases chapter by chapter Each chapter is dedicated to build a new app beginning from a basic and unstyled app through to a full 3D game The last two chapters show you how to build a complete client server e commerce app right from scratch You ll be able to build well designed apps effectively use AutoLayout develop videogames and build server apps The third and the last module of our course will take an example based approach where each concept covered is supported by example code to not only give you a good understanding of the concept but also to demonstrate how to properly implement it Style and approach This course includes all the resources that will help you jump into the app development This course covers all the important aspects Swift application development and is divided into individual modules so that you develop your skill after the completion of a module and get ready for the next Through this comprehensive course you ll learn how to use Swift programming with hands on examples from scratch to finish

Mastering Swift Jon Hoffman,2015-06-29 Swift is Apple s new innovative and user friendly development language which is packed with modern features to make programming easier fun and flexible This book begins by giving you a solid Introduction to the Swift programming language so you can quickly begin developing applications using this interesting language It also covers advanced topics such as Objective C interoperability ARC closures and concurrency Each concept covered is backed up with example code and demonstrates how to properly execute it Next you will be taught about all of the advanced features of Swift and its interaction with Apple s APIs and libraries You ll then learn to interact with REST based web services using Swift We will conclude the book by getting equipped to design and build applications using established design patterns

Forthcoming Books Rose Arny,1997 **Concurrent Programming in Mac OS X and iOS** Vandad Nahavandipoor,2011-05-24 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

Cocoa Recipes for Mac OS X Bill Cheeseman,2010-04-26 Completely

revised edition now covering Snow Leopard Springing from the original Vermont Recipes Web site where many of today's Cocoa developers got their start Cocoa Recipes for Mac OS X Second Edition is a programming cookbook that shows you how to create a complete Mac OS X application In this updated edition author Bill Cheeseman employs a practical step by step method for building a program from start to finish using the Cocoa frameworks He begins by creating the project using Xcode and designing and building the user interface with Interface Builder and then he fills in the details expected of any working application such as managing documents and windows setting up the main menu and configuring controls Later recipes show you how to add important features such as a preferences window printing a Help book and AppleScript support The book concludes with a discussion of deployment of your finished product and steps you can take to explore additional features Equipped with the expertise and real world techniques in this book programmers with some knowledge of C and Objective C can quickly master the craft of writing Cocoa programs for Mac OS X Written for C and Objective C programmers who want to tap the extraordinary power and flexibility designed into the Cocoa frameworks as well as for experienced Cocoa developers looking to extend their skills By following the book's recipes for creating a complete Cocoa application readers can retrace the same steps to write any document based Cocoa program Includes the latest techniques for writing Cocoa applications for Mac OS X v10.6 Snow Leopard Project source files are available on the Web at www.peachpit.com/cocoarecipes

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