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Ego

Apps für iOS 8 professionell entwickeln

PAMELA KAILEY

iOS 11 Programming Fundamentals with Swift "O'Reilly Media, Inc."

In this important book Niklas Luhmann - one of the leading social thinkers of the late 20th century - analyses the emergence of 'love' as the basis of personal relationships in modern societies. He argues that, while family systems remained intact in the transition from traditional to modern societies, a semantics for love developed to accommodate extra-marital relationships; this semantics was then transferred back into marriage and eventually transformed marriage itself. Drawing on a diverse range of historical and literary sources, Luhmann retraces the emergence and evolution of the special semantics of passionate love that has come to form the basis of modern forms of intimacy and personal relationships. This classic book by Luhmann has been widely recognized as a work of major importance. It is an outstanding contribution to social theory and it provides an original and illuminating perspective on the nature of modern marriage and sexuality.

Pro Android 3 Hanser Publications

Pro Android 3 starts with the basics, giving you a firm foundation in Android development. It then builds on this foundation to teach you how to build real-world and fun mobile applications using the new Android 3.0 SDK. This book covers advanced concepts in detail including maps, geocoding, services, live folders, drag and drop, touchscreens, and the new Android 3.0 features: fragments and ActionBar. Pro Android 3 is uniquely comprehensive: it covers sensors, text to speech, OpenGL, live widgets, search, and the audio and video APIs. Using the code-heavy tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media, sensors, and long-running services. And you'll check out what's new with Android 3.0, including the improved UI across all Android platforms, drag and drop, fragment dialogs, and more, giving you the knowledge to create stunning, cutting-edge apps, while keeping you agile enough to respond to changes in the future.

Mehr machen mit dem Mac "O'Reilly Media, Inc."

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist

build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

Programming in Objective-C 2.0 Sams Publishing

Twenty-five years after the end of the Cold War, a new Cold War is being waged in our societies. During the Cold War a theoretical model of man was developed by economists and the military, an egotistical being interested only in his own benefit and in duping his opponents to achieve his ends: a modern homo oeconomicus. After his career in the Cold War ended, he was not scrapped but adapted to the needs of the twenty-first century. He became the ringmaster of a new era of information capitalism. He sought to read, control and influence thoughts; to predict, price and eliminate risks. Today stock-market trading is guided by him. He uses computer algorithms and Big Data to build up detailed pictures of our preferences and then suggest and sell goods to us. The model has become a self-fulfilling prophecy. We are no longer the masters of our own fate. The Game of Life runs without us. Schirrmacher traces the progress of this extreme rationalization of social life from the Cold War games of the 1950s Rand Corporation to the stock-market trading techniques that brought about the financial crash of 2008, showing how these developments were interwoven with the rise of game theory, rational choice theory and neoliberal economics. The state and politics increasingly submitted themselves to the logic of computerized game theory and an economic view of the world, evading real decision-making in the process. In this brave new world individuals, alone in front of their computers, may think they are constructing a reality of their own choosing, but in fact they are being manipulated all along by others who are setting the rules of the game. This international bestseller by one of Germany's most distinguished journalists is a powerful indictment of a way of thinking that has become pervasive and threatens to undermine not only parliaments and constitutions but also the sovereignty of the individual to be the person he or she wants to be.

Swift im Detail Peachpit Press

Möchten Sie die neue Programmiersprache Swift lernen oder von Objective-C wechseln? Bauen Sie Ihre Apps am liebsten mit der neuesten Technologie und den modernsten Standards? Dann ist "Durchstarten mit Swift" das richtige Buch für Sie. "Durchstarten mit Swift" richtet sich an Umsteiger und Wiedereinsteiger, die bereits Erfahrungen mit der Softwareentwicklung haben, aber auch Einsteiger haben mit diesem Buch die Möglichkeit, eine Programmiersprache mit modernsten Sprachelemente zu lernen und anzuwenden. "Durchstarten mit Swift" besteht aus 14 Kapiteln, die Sie Schritt für Schritt in die Swift-Grundlagen einführen. Neben einer ausführlichen Einführung in die Arbeits- und Funktionsweise der Entwicklungsumgebung lernen Sie in den ersten Kapiteln die wichtigen Grundlagen zur Programmsteuerung kennen. Anschließend erläutern die erfahrenen Autoren die Sprachelemente, die Swift zu einer der modernsten Programmiersprachen gemacht haben und leuchten nahezu jeden Winkel aus. Sie lernen, wie Sie eigene Funktionen erstellen und abrufen, und wie Sie einfache Datentypen, aber auch komplexe Datenstrukturen, erstellen. Dem Thema Objektorientierung in Swift wurde ein eigenes Kapitel gewidmet, ebenso Optionals und

Container sowie Protokolle und Extensions. Generische und funktionale Entwicklung schließen die Vertiefung der modernen Sprachelemente ab. Um das Erlernete in die Praxis umzusetzen, beschreiben die Autoren im Praxisteil des Buches Schritt für Schritt das Erstellen einer eigenen Tracking App. Dabei wird neben einer Einführung in CoreData das Arbeiten mit dem Interface Builder erläutert. Die Tracking App wird abschließend um die Aufzeichnung von GPS-Daten ergänzt, die mit Hilfe von MapKit visualisiert werden. Die Autoren veröffentlichen begleitend und ergänzend zu ihrem Buch auf www.swift-blog.de zahlreiche kostenlose Videotutorials.

Hello World! Apress

Autoren und Selbstverleger erhalten in diesem Buch wertvolle Tipps, um ihre E-Books professionell zu gestalten und um das passende E-Publishing-Portal auszuwählen. Entdecken Sie die Unterschiede von E-Book-Formaten wie ePub, Apple's iBooks oder Amazons Kindle. Erfahren Sie in Schritt-für-Schritt-Anleitungen, wie die Herstellung von E-Books funktioniert, welche Werkzeuge Ihnen dabei zur Verfügung stehen und wie Sie E-Books lesefreundlich gestalten können. Kritisch werden iBooks Store, Kindle-Shop, E-Publishing-Portale wie Lulu sowie E-Book-Verlage als Vertriebswege für Autoren vorgestellt. Profitieren Sie von den Praxistipps des Autors zur zielgerichteten Vermarktung, um Ihr Buch zum Bestseller zu machen.

E-Book-Publishing für Autoren Carl Hanser Verlag GmbH Co KG

When a fashion designer creates a collection, their focus is on the personal profile of the individual who will wear their garments. This book explores the creative mind of top fashion designers and asks the question, who would their "It" boy or "It" girl be and what would they wear? In 1 Brief, 50 Designers, 50 Solutions in Fashion Design, fifty designers create their own stylistic definition of what is "it" in fashion. They bring us through their creative process and share with us the final results.

Objective-C und Cocoa SmartBooks

Setzen Sie Ihre Ideen für eine iPhone Applikation um. Schritt-für-Schritt Anleitungen zeigen Ihnen, wie Sie mit der Programmierumgebung XCode von Apple Apps programmieren und wie Sie sie anschließend im App Store verkaufen können.

1 Brief, 50 Designers, 50 Solutions in Fashion Design John Wiley & Sons

SWIFT IM DETAIL // - Für alle, die in Apples neue Programmiersprache einsteigen wollen: iOS-/OS X-Entwickler, (App-)Entwickler aller Couleur, Einsteiger ohne Programmierkenntnisse - Von den Basics bis zu fortgeschrittenen Techniken - Mit zahlreichen Vergleichen zu Objective-C - Code-Beispiele und zusätzliche Infos sind auf der Autorenwebsite abrufbar Dieses Buch ist unentbehrlich für alle, die mit Swift ihre eigenen Apps programmieren wollen. Es eignet sich bestens sowohl für komplette Neueinsteiger als auch für erfahrene Programmierer. Fundiert und praxisnah zeigt es Ihnen von Grund auf, wie Sie alle Facetten und Eigenheiten der Sprache optimal verwenden können. Von der grundlegenden Erstellung von Variablen, Konstanten und Funktionen über die objektorientierte Programmierung mittels Klassen und Methoden bis hin zu Subscripts, Generics und Access Control vermittelt Ihnen Autor Thomas Sillmann sämtliche Sprachmerkmale und Besonderheiten von Swift. Zudem werden an jeweils passender Stelle Vergleiche zwischen Swift und Objective-C angestellt, so dass iOS-/OS X-Entwickler schnell erkennen können, wie sie bestimmte Aufgaben mit Swift angehen und lösen. In einem Extra-Kapitel wird darüber hinaus gezeigt, wie Sie Objective-C- und Swift-Code mischen und bestehende Projekte nach Swift migrieren können. AUS DEM INHALT // Grundlagen:

Variablen, Konstanten, Abfragen, Funktionen // Fundamental Types // Enumerations, Structures & Klassen // Properties & Methoden // Optionals // Initialisierung & Deinitialisierung // Speicherverwaltung // Extensions, Protocols, Generics // Access Control // Swift, Cocoa & Objective-C // Swift & Xcode

American Chew Newnes

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by an expert who's taught this mobile platform to hundreds of developers in large organizations, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. You'll build a Twitter-like application throughout the course of this book, adding new features with each chapter. Along the way, you'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Get an overview of the Android platform and discover how it fits into the mobile ecosystem Learn about the Android stack, including its application framework, and the structure and distribution of application packages (APK) Set up your Android development environment and get started with simple programs Use Android's building blocks—Activities, Intents, Services, Content Providers, and Broadcast Receivers Learn how to build basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Get an introduction to Android Interface Definition Language (AIDL) and the Native Development Kit (NDK)

The Christian Ministry John Wiley & Sons

A guide to getting the most out of Perl covers such topics as productivity hacks, user interaction, data munging, working with modules, object hacks, and debugging.

Xcode 4 Apress

Poetry. "Matthew Lippman's poems know how to love as only a heart knows how to love. Swelling with rage, candor, humor, and empathy, his lyrics embrace vulnerability and grit that navigate the mire that the world lays before us each day. Their music makes singular reconciliations where anxiety and angst are lent a tough and tender grace."—Michael Morse "Reading a Matthew Lippman poem is like encountering an unstoppable force—or forces. One moment you're walking down Broadway next to an old friend who's talking a mile a minute—he's on a tear, he's manic but eminently likable, and his monologue is heating up to the point of combustion. Another moment you're listening to a voiceover spoken by a hardboiled and vaguely hypnagogic private eye. And yet another moment you're at the Tamarack Lodge in a Catskills of long ago listening to a crazed Borscht Belt comedian. And finally you're listening to a mystic intoning prophecies from deep in the reaches of a dream. I love poetry that takes me through such a range of voices, guises, poses, intensities, and diapasons, yet also manages to make me feel that I am in the presence of a truly human and truly real and singular personality. These poems were written by a man who takes much pleasure in moving through this mysterious world in language and in a body. He wants to share this pleasure with us—and that is generous, and as good a reason for writing poems as any I can think of."—Geoffrey Nutter "Matthew's poems wake us up with brutal honesty and humor. If you think poetry has lost touch with everyday life, this book will restore your faith and welcome you back."—Rob MacDonald

Love as Passion John Wiley & Sons

Become a professional iOS developer with the most in-depth and advanced guide to Swift 5.3, Xcode 12.4, ARKit 4, Core ML, and iOS 14's new features Key Features Explore the world of iOS app development through practical examples Understand core iOS programming concepts such as Core Data, networking, and the Combine framework Extend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animations Book Description Mastering iOS 14 development isn't a straightforward task, but this book can help you do just that. With the help of Swift 5.3, you'll not only learn how to program for iOS 14 but also be able to write efficient, readable, and maintainable Swift code that reflects industry best practices. This updated fourth edition of the iOS 14 book will help you to build apps and get to grips with real-world app development flow. You'll find detailed background information and practical examples that will help you get hands-on with using iOS 14's new features. The book also contains examples that highlight the language changes in Swift 5.3. As you advance through the chapters, you'll see how to apply Dark Mode to your app, understand lists and tables, and use animations effectively. You'll then create your code using generics, protocols, and extensions and focus on using Core Data, before progressing to perform network calls and update your storage and UI with the help of sample projects. Toward the end, you'll make your apps smarter using machine learning, streamline the flow of your code with the Combine framework, and amaze users by using Vision framework and ARKit 4.0 features. By the end of this iOS development book, you'll be able to build apps that harness advanced techniques and make the best use of iOS 14's features. What you will learn Build a professional iOS application using Xcode 12.4 and Swift 5.3 Create impressive new widgets for your apps with iOS 14 Extend the audience of your app by creating an App Clip Improve the flow of your code with the Combine framework Enhance your app by using Core Location Integrate Core Data to persist information in your app Train and use machine learning models with Core ML Create engaging augmented reality experiences with ARKit 4 and the Vision framework Who this book is for This book is for developers with some experience in iOS programming who want to enhance their application development skills by unlocking the full potential of the latest iOS version with Swift.

Einsteigen in Xcode A K Peters/CRC Press

The purpose of this book is to give established and new VB developers direction in how to get started developing database applications with VB .NET. Developers will be shown numerous code examples that will illustrate how to program database driven applications within the .NET Framework. Important topics covered include: Visual Studio development environment, ASP.NET applications, Windows Forms application, using VB.NET with ADO.NET, complex queries, security, COM interop., and application deployment.

Beginning iOS 14 & Swift App Development MITP-Verlags GmbH & Co. KG

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate

with C and Objective-C In this edition, catch up on the latest iOS programming features. Multiline strings and improved dictionaries Object serialization Key paths and key-value observing Expanded git integration Code refactoring And more!

SwiftUI Essentials - iOS Edition "O'Reilly Media, Inc."

This book provides the necessary basics to perform simple to complex simulations with Siemens NX software. It is aimed at designers, CAE engineers, and engineering students. Based on NX 9 the following topics are covered in the book: Motion Simulation (MBD), Design Simulation FEA (Nastran), Advanced Simulation (FEA, CFD and EM) and the management of calculation and simulation data (Teamcenter for Simulation). Starting with brief theoretical introductions, each chapter contains learning tasks of increasing difficulty. Most of them are based on the CAD model of the legendary Opel RAK2. The CAD data and calculation results of all exercises can be found online. The exercises can be done in NX versions 8, 8.5, 9, 10 and probably later versions.

Deutsche Nationalbibliographie und Bibliographie der im Ausland erschienenen deutschsprachigen Veröffentlichungen Greg Lim

While there are several books on programming for Mac OS X, *Advanced Mac OS X Programming: The Big Nerd Ranch Guide* is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

IOS Game Development Rockport Publishers

- Für fortgeschrittene iOS-App-Entwickler und für Entwickler, die in die Programmierung für iOS einsteigen wollen - Auf der Website des Autoren: hier finden Sie einige Basisklassen, aufgebaut aus den Code-Beispielen aus dem Buch. - Extra E-Book inside Mit diesem Buch lernen Sie, Problemstellungen bei der Entwicklung von iOS-Apps selbstständig zu lösen und darauf aufbauend eigene innovative Projekte professionell umzusetzen. Das Buch ist kein Kompendium aller Funktionen und Möglichkeiten, die die iOS-Entwicklung bietet. Der Fokus liegt vielmehr auf zwei Aspekten, zum einen: Wie Sie richtig gut funktionierende und stabile Apps speziell für iOS programmieren. Zum anderen: Wie Sie effizient arbeiten, indem Sie von Beginn an sauberen Code schreiben, den Sie mit wenig Aufwand ändern und für andere Projekte wiederverwenden können. Solch klar strukturierter Code erleichtert überdies die Entwicklungsarbeit im Team ungemein. Autor Thomas Sillmann vermittelt Ihnen die notwendigen Zusammenhänge, Methoden und Techniken. Sie sehen, wie die Mechanismen in der App-Entwicklung für iOS im Detail funktionieren. Sie lernen die grundlegende Struktur einer App, spannende Möglichkeiten und Kniffe in der Arbeit mit Xcode sowie wichtige Design Pattern, insbesondere das MVC-Pattern, kennen. Am Ende werden Sie all die Besonderheiten der App-Entwicklung speziell für Apple verstanden haben und für Ihre eigenen Apps in vollem Umfang nutzen können. Code-Beispiele und Tipps helfen Ihnen bei der Umsetzung.

Measuring the User Experience Packt Publishing Ltd

To create successful games for the iPhone family of mobile devices, developers need to know how touch-input, real-time graphics, and sound come together in the iOS environment. *iOS Game Development: Developing Games for iPad, iPhone, and iPod Touch* takes you from the basics of app coding to releasing and marketing your game on the App Store. The book offers a wealth of

previously unpublished information about the iOS platform.

Beginning iOS 13 & Swift App Development: Develop iOS Apps with Xcode 11, Swift 5, Core ML, ARKit and More Pearson Deutschland GmbH

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS13 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 - Working with Xcode and Swift to build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Create a To Do List app where we create, read, update and delete to-do items Chapter 4 - Implement data persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do

List app by adding images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 - Create an Augmented Reality app with ARKit Chapter 9 - Publish our app on to the App store Chapter 10 - SwiftUI Chapter 11 - Dark Mode Chapter 12 - Porting your iOS App to the Mac with Project Catalyst Chapter 13 - In-App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.