Big Nerd Ranch Guide

This updated and expanded
second edition of the Android
Programming: The Big Nerd
Ranch Guide (Big Nerd Ranch
Guides) provides a user-friendly
introduction to the subject Taking
a clear structural framework, it
guides the reader through the
subject's core elements. A
flowing writing style combines
with the use of illustrations and
diagrams throughout the text to
ensure the reader understands
even the most complex of
concepts. This succinct and

enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business.

Thought-provoking and accessible in approach, this updated and expanded second edition of the iOS Programming: The Big Nerd Ranch Guide provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams

throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on

the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the CUDA software platform team, shows programmers how

to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory

Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA. http://developer.nvidia.com/object/cuda-by-example.html

Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you

unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in

Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside

Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties

Making optionals second nature
Demystifying initializers
Effortless error handling
Generics Putting the pro in
protocol-oriented programming
Iterators, sequences, and
collections Understanding map,
flatMap, and compactMap
Asynchronous error handling
with Result Protocol extensions
Swift patterns Delivering quality
Swift code Where to Swift from
here
Swift Programming
Front-End Web Development
Swift in Depth
An Introduction to General-
Purpose GPU Programming,
Portable Documents

Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC

2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at https://github.com/bignerdra nch/cocoa-programming-for-osx-5e/blob/master/Swift2.md.

Learn to write apps for some of today's hottest technologies, including the iPhone and iPad (using iOS), as well as the Mac (using OS X). It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac: For OS X and iOS, Second Edition updates a best selling book and is an extensive, newly updated guide to Objective-C. Objective-C is a powerful,

object-oriented extension of C, making this update the perfect follow-up to Dave Mark's bestselling Learn C on the Mac. Whether you're an experienced C programmer or you're coming from a different language such as C++ or Java, leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective-C in your apps! A complete course on the basics of Objective-C using Apple's newest Xcode tools An introduction to object-oriented programming Comprehensive coverage of new topics like blocks, GCD, ARC, class extensions, as well as inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non-C programmers to get off the ground even faster

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Android Programming: The Big Nerd

Ranch Guide is an introductory Android
book for programmers with Java
experience. Based on Big Nerd Ranch's
popular Android Bootcamp course, this
guide will lead you through the wilderness
using hands-on example apps combined
with clear explanations of key concepts
and APIs. This book focuses on practical
techniques for developing apps compatible
with Android 4.1 (Jelly Bean) and up,
including coverage of Lollipop and
material design. Write and run code every
step of the way, creating apps that
integrate with other Android apps,
download and display pictures from the
web, play sounds, and more. Each chapter
and app has been designed and tested to
provide the knowledge and experience you
need to get started in Android
development. Big Nerd Ranch specializes
in developing and designing innovative
applications for clients around the world.

Our experts teach others through our
books, bootcamps, and onsite training.
Whether it's Android, iOS, Ruby and Ruby
on Rails, Cocoa, Mac OS X, JavaScript,
HTML5 or UX/UI, we've got you covered.
The Android team is constantly improving
and updating Android Studio and other
tools. As a result, some of the instructions
we provide in the book are no longer
correct. You can find an addendum
addressing breaking changes at: https://git
hub.com/bignerdranch/AndroidCourseRes
ources/raw/master/2ndEdition/Errata/2eAd
dendum.pdf.
The Big Nerd Ranch Guide, 3rd Edition
Programming iOS 14
React Programming
The Big Nerd Ranch Guide
*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 is for developers looking to step into the sometimes frightening world of iPhone and iPad app development. Written as the companion to Objective-C , this e-book guides you from creating a simple, single page application to managing assets

in a complex, multi-scene application. Advanced features such as localizing application UI, and working with the Audio Toolbox and AVAudioPlayer frameworks are also covered. If you're looking for the fastest way to get up and running with iOS development, forget about the 1,500+ pages of documentation in the iOS Developer Library. This is the only resource you need.This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of

illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business. Includes a detachable visual reference guide sheet for Xcode 5 in back of book. Thought-provoking and accessible in approach, this updated and expanded second edition of the Android Programming: The Big Nerd Ranch Guide (2nd Edition) provides a user-friendly

introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press Head First Kotlin

iOS 14 Programming for Beginners
Android Programming
Objective-C Programming
Updated for Xcode 11, Swift 5, and iOS 13, iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS training and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant

and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the iOS platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin experience. Based on Big Nerd Ranch's popular Android Bootcamp, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts

and APIs. This book focuses on practical techniques for developing apps in Kotlin compatible with Android 7.0 through Android 12L and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, store data in databases, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. New in the fifth edition, this guide will introduce you to Jetpack Compose, Android's modern UI toolkit.

The comprehensive developer guide

to the latest Android featuresand capabilities Professional Android, 4th Edition shows developers how toleverage the latest features of Android to create robust andcompelling mobile apps. This hands-on approach provides in-depthcoverage through a series of projects, each introducing a newAndroid platform feature and highlighting the techniques and bestpractices that exploit its utmost functionality. The exercisesbegin simply, and gradually build into advanced Androiddevelopment. Clear, concise examples show you how to quicklyconstruct real-world mobile applications. This book is your guide to smart, efficient,

effective Androiddevelopment. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Androidapps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Playservices This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Android Programming: The Big Nerd Ranch Guide, 3/e is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android bootcamps, this

guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.4 (KitKat) through Android 7.0 (Nougat) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. For OS X and iOS

iPhone Programming
How Millennials Became the
Burnout Generation
The Big Nerd Ranch Guide (Big
Nerd Ranch Guides)
Winner of a 2012 Jolt Productivity
Award! Updated and expanded to
cover iOS 5 and Xcode 4.3, iOS
Programming: The Big Nerd Ranch
Guide leads you through the essential
concepts, tools, and techniques for
developing iOS applications. After
completing this book, you will have the
understanding, the know-how, and the
confidence you need to tackle iOS
projects of your own. Based on Big
Nerd Ranch's popular iOS Bootcamp
course and its well-tested materials
and methodology, this best-selling
guide teaches iOS concepts and
coding in tandem. The result is

instruction that is relevant and useful. Throughout the book, the authors clearly explain what's important to know and share their insights into the larger context of the iOS platform. This gives you a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned. Here are some of the topics covered: Xcode 4.3, Instruments, and Storyboards ARC, strong and weak references, and retain cycles Interfacing with iCloud Handling touch events and gestures Tool bars, navigation controllers, and split view controllers Localization and Internationalization Block syntax and use Background execution and multi-tasking Saving/loading data: Archiving and Core Data Core Location and Map Kit Communicating with web services

Working with XML, JSON, and
NSRegularExpression Using the
Model-View-Controller-Store design
pattern

An incendiary examination of burnout
in millennials--the cultural shifts that
got us here, the pressures that sustain
it, and the need for drastic change
In Android Programming, Ryan
Hodson provides a useful overview of
the Android application lifecycle.
Topics ranging from creating a UI to
adding widgets and embedding
fragments are covered, and he
provides plenty of links to Android
documentation along the way. Each
chapter is conveniently summarized to
ensure you get the most out of reading
the book, and summaries include
helpful suggestions for expanding your
abilities in this growing app market.
This updated and expanded second

edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to

create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, collection views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos

authorization Reduced accuracy
location Color picker, new page control
behavior, revised date pickers, and
more! Want to brush up on the basics?
Pick up iOS 14 Programming
Fundamentals with Swift to learn about
Swift, Xcode, and Cocoa. Together
with Programming iOS 14, you'll gain
a solid, rigorous, and practical
understanding of iOS 14 development.
Big English 4 Pupils Book Stand Alone
Kotlin Programming
RESTful Java with JAX-RS
Get started with building iOS apps with
Swift 5.3 and Xcode 12, 5th Edition
**Through this guide's
carefully constructed
explanations and
examples, you will
develop an
understanding of Swift**

grammar and the elements of effective Swift style - all thoroughly revised for Swift 5.3 and Xcode 12. Based on Big Nerd Ranchs popular Swift training and its well-tested materials and methodology, this guide teaches concepts and coding through hands-on exercises. You will explore Swift features in Xcode playgrounds, and you will end by building sample apps for the command line and for macOS and iOS. After

**working through the book, you will have the skills to confidently dive into learning app development for Apple platforms like iOS and macOS.
Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.
Front-end development targets the browser, putting your applications**

in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you

through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how

to build modern websites and web applications. Learn how to design and develop distributed web services in Java using RESTful architectural principals and the JAX-RS specification in Java EE 6. With this hands-on reference, you'll focus on implementation rather than theory, and discover why the RESTful method is far better than technologies like CORBA and SOAP. It's easy to get started with services based on the REST architecture. RESTful Java

with JAX-RS includes a technical guide that explains REST and JAX-RS, how they work, and when to use them. With the RESTEasy workbook that follows, you get step-by-step instructions for installing, configuring, and running several working JAX-RS examples using the JBoss RESTEasy implementation of JAX-RS. Work on the design of a distributed RESTful interface, and develop it in Java as a JAX-RS service Dispatch HTTP requests in JAX-RS, and

learn how to extract information from them Deploy your web services within Java Enterprise Edition using the Application class, Default Component Model, EJB Integration, Spring Integration, and JPA Discover several options for securing your web services Learn how to implement RESTful design patterns using JAX-RS Write RESTful clients in Java using libraries and frameworks such as java.net.URL, Apache HTTP Client, and

RESTEasy Proxy
A Brain-Friendly Guide
The Big Nerd Ranch Guide
(2nd Edition)
The Food Lab: Better
Home Cooking Through
Science
CUDA by Example

*This 6 level course in American
English aims to make sure that every
student has the tools they need to
succeed in English with fun topics and
activities that motivate students to
learn*

*This updated and expanded second
edition of the Objective-C
Programming: The Big Nerd Ranch
Guide (2nd Edition) (Big Nerd Ranch
provides a user-friendly introduction
to the subject Taking a clear*

structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business. Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear

explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin. What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer.

This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Ios Programming
Head First Android Development
The Busy Coder's Guide to Advanced Android Development
IOS Programming

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's

learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services A Localization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling,

New Zealand, Developer of
BubbleWrap
What will you learn from this book?
Head First Kotlin is a complete
introduction to coding in Kotlin. This
hands-on book helps you learn the
Kotlin language with a unique method
that goes beyond syntax and how-to
manuals and teaches you how to think
like a great Kotlin developer. You'll
learn everything from language
fundamentals to collections, generics,
lambdas, and higher-order functions.
Along the way, you'll get to play with
both object-oriented and functional
programming. If you want to really
understand Kotlin, this is the book for
you. Why does this book look so
different? Based on the latest research
in cognitive science and learning
theory, Head First Kotlin uses a
visually rich format to engage your

mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published Key FeaturesExplore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and

App ClipsBook Description If you're
looking to work and experiment with
powerful iOS 14 features such as
widgets and App Clips to create your
own apps, this iOS programming guide
is for you. The book offers a
comprehensive introduction for
experienced programmers who are
new to iOS, taking you through the
entire process of learning the Swift
language, writing your own apps, and
publishing them on the App Store.
Fully updated to cover the new iOS 14
features, along with Xcode 12 and
Swift 5.3, this fifth edition of iOS 14
Programming for Beginners starts with
an introduction to the Swift
programming language and shows you
how to accomplish common
programming tasks with it. You'll then
start building the user interface (UI) of
a complete real-world app using the

storyboards feature in the latest
version of Xcode and implement the
code for views, view controllers, data
managers, and other aspects of
mobile apps. The book will also help
you apply iOS 14 features to existing
apps and introduce you to SwiftUI, a
new way to build apps for all Apple
devices. Finally, you'll set up testers
for your app and understand what you
need to do to publish your app on the
App Store. By the end of this book,
you'll not only be well versed in writing
and publishing applications, but you'll
also be able to apply your iOS
development skills to enhance existing
apps. What you will learnGet to grips
with the fundamentals of Xcode 12
and Swift 5.3, the building blocks of
iOS developmentUnderstand how to
prototype an app using
storyboardsDiscover the Model-View-

Controller design pattern and how to implement the desired functionality within an appImplement the latest iOS features, such as widgets and App ClipsConvert an existing iPad app into an Apple Silicon Mac appDesign, deploy, and test your iOS applications with design patterns and best practicesWho this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 14 features will also find this book useful.

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to

your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With

ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

Professional Android

Swift Essentials

The Big Nerd Ranch Guide, Third
Edition

Advanced Mac OS X Programming

Whether you are a seasoned
Objective-C developer or new to
the Xcode platform, Swift
Essentials will provide you with
all you need to know to get
started with the language. Prior
experience with iOS development
is not necessary, but will be
helpful to get the most out of the
book.

This is the eBook of the printed
book and may not include any
media, website access codes, or
print supplements that may come
packaged with the bound book.
Through the authors' carefully
constructed explanations and
examples, you will develop an

understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift. Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through

building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And

with an effi cient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java

developers. About the Author
Dmitry Jemerov and Svetlana
Isakova are core Kotlin
developers at JetBrains. Table of
Contents PART 1 -
INTRODUCING KOTLIN Kotlin:
what and why Kotlin basics
Defining and calling functions
Classes, objects, and interfaces
Programming with lambdas The
Kotlin type system PART 2 -
EMBRACING KOTLIN Operator
overloading and other
conventions Higher-order
functions: lambdas as parameters
and return values Generics
Annotations and reflection DSL
construction
A New York Times Bestseller
Winner of the James Beard
Award for General Cooking and
the IACP Cookbook of the Year

Award "The one book you must have, no matter what you're planning to cook or where your skill level falls."—New York Times Book Review Ever wondered how to pan-fry a steak with a charred crust and an interior that's perfectly medium-rare from edge to edge when you cut into it? How to make homemade mac 'n' cheese that is as satisfyingly gooey and velvety-smooth as the blue box stuff, but far tastier? How to roast a succulent, moist turkey (forget about brining!)—and use a foolproof method that works every time? As Serious Eats's culinary nerd-in-residence, J. Kenji López-Alt has pondered all these questions and more. In The Food Lab, Kenji focuses on the

science behind beloved American dishes, delving into the interactions between heat, energy, and molecules that create great food. Kenji shows that often, conventional methods don't work that well, and home cooks can achieve far better results using new—but simple—techniques. In hundreds of easy-to-make recipes with over 1,000 full-color images, you will find out how to make foolproof Hollandaise sauce in just two minutes, how to transform one simple tomato sauce into a half dozen dishes, how to make the crispiest, creamiest potato casserole ever conceived, and much more.

Cocoa Programming for OS X Cocoa Programming for Mac OS

X
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iOS Programming
*Auto Layout re-imagines the way
developers create user
interfaces. It provides a flexible
and powerful system that
describes how views and their
content relate to each other and
to the windows and superviews
they occupy. In contrast to older
design approaches, this
technology offers incredible
control over layout with a wider
range of customization than
frames, springs, and struts can
express. In this guide, Erica
Sadun, bestselling author of The
Core iOS 6 Developer's
Cookbook and The Advanced*

*iOS 6 Developer's Cookbook ,
helps readers learn how to use
Auto Layout effectively, even
masterfully, by providing an
abundance of examples
alongside plenty of explanations
and tips. Instead of struggling
with class documentation, you
learn in simple steps how the
system works and why it's far
more powerful than you first
imagined. You read about
common design scenarios and
discover best practices that
make Auto Layout a pleasure
rather than a chore to use. Sadun
includes examples of non-
obvious ways to use Auto Layout
to build interactive elements,
animations, and other features*

beyond what you might normally lay out in Interface Builder to help expand the reader's design possibilities. With this book you will learn The basic concepts that form the foundation of Auto Layout How to create clear and satisfiable rules of your layout, called constraints How to work effectively with the Interface Builder Layout What visual constraints look like, how to work with them, and how they are used in your projects How to debug constraints How to design interfaces when working with Auto Layout Effective solutions to the most common real-world problems and challenges Approximately 238 pages. For

related content by author Erica Sadun, see The Core iOS 6 Developer's Cookbook , and The Advanced iOS 6 Developer's Cookbook .
Can't Even
Kotlin in Action
IOS Auto Layout Demystified