

## Building Iphone And Ipad Electronic Projects Real World Arduino Sensor And Bluetooth Low Energy Apps In Techbasic

*Why simply play music or go online when you can use your iPhone or iPad for some really fun projects, such as building a metal detector, hacking a radio control truck, or tracking a model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware such as Arduino and a Bluetooth Low Energy (LE) Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles Control a candy machine with an iOS device, a micro servo, and a WiFi connection*

*A fully revised and updated edition of the bible of the newspaper industry*

*Presents an introduction to the open-source electronics prototyping platform.*

*Software development today is embracing events and streaming data, which optimizes not only how technology interacts but also how businesses integrate with one another to meet customer needs. This phenomenon, called flow, consists of patterns and standards that determine which activity and related data is communicated between parties over the internet. This book explores critical implications of that evolution: What happens when events and data streams help you discover new activity sources to enhance existing businesses or drive new markets? What technologies and architectural patterns can position your company for opportunities enabled by flow? James Urquhart, global field CTO at VMware, guides enterprise architects, software developers, and product managers through the process. Learn the benefits of flow dynamics when businesses, governments, and other institutions integrate via events and data streams Understand the value chain for flow integration through Wardley mapping visualization and promise theory modeling Walk through basic concepts behind today's event-driven systems marketplace Learn how today's integration patterns will influence the real-time events flow in the future Explore why companies should architect and build software today to take advantage of flow in coming years*

*Real-World Arduino, Sensor, and Bluetooth Low Energy Apps in techBASIC*

*Elements*

*The Big Nerd Ranch Guide*

*Getting Started with Arduino*

*Building iPhone and iPad Electronic Projects*

*Pages, Numbers, and Keynote*

*A Comprehensive Guide to Building, Packaging, and Distribution*

*Building iPhone and iPad Electronic Projects*

*Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing*

*Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7 Programming: Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.*

*Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non programmers - no experience needed! About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with storyboards ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the LioN app Adding*

data to your Lion app Displaying details of your Lion Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LionNs Saving LionNs Making your Lion prettier Working with Auto Layout Search your LionNs  
iOS App Development For Dummies  
Head First iPhone and iPad Development  
Learning Cocoa with Objective-C  
The One Device  
Designed by Apple in California  
Bluetooth LE Projects with Arduino, Raspberry Pi, and Smartphones  
Teach Yourself VISUALLY LinkedIn

This book looks at how to integrate iOS devices into distributed sensors network, both to make use of its own on-board sensors in such networks, but also as a hub. Beyond the discussion of basic client-server architectures, and making use of the existing wireless capabilities, this book examines how to connect iOS devices to microcontroller platforms via serial connections.

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad.

Why simply play music or go online when you can use your iPhone or iPad for some really fun projects, such as building a metal detector, hacking a radio control truck, or tracking a model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware such as Arduino and a Bluetooth Low Energy (LE) Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles Control a candy machine with an iOS device, a micro servo, and a WiFi connection.

The secret history of the invention that changed everything-and became the most profitable product in the world. NATIONAL BESTSELLERShortlisted for the Financial Times Business Book of the Year Award One of the Best Business Books of 2016 - CNBC, Bloomberg, 1-800-CEO-Read "The One Device is a tour de force, with a fast-paced edge and heaps of analytical insight." -Ashlee Vance, New York Times bestselling author of Elon Musk "A stunning book. You will never look at your iPhone the same way again." -Dan Lyons, New York Times bestselling author of Disrupted Odds are that as you read this, an iPhone is within reach. But before Steve Jobs introduced us to "the one device," as he called it, a cell phone was merely what you used to make calls on the go. How did the iPhone transform our world and turn Apple into the most valuable company ever? Veteran technology journalist Brian Merchant reveals the inside story you won't hear from Cupertino-based on his exclusive interviews with the engineers, inventors, and developers who guided every stage of the iPhone's creation. This deep dive takes you from inside One Infinite Loop to 19th century France to WWII America, from the driest place on earth to a Kenyan pit of toxic e-waste, and even deep inside Shenzhen's notorious "suicide factories." It's a firsthand look at how the cutting-edge tech that makes the world work-touch screens, motion trackers, and even AI-made their way into our pockets. The One Device is a roadmap for design and engineering genius, an anthropology of the modern age, and an unprecedented view into one of the most secretive companies in history. This is the untold account, ten years in the making, of the device that changed everything.

Mobile Digital Art

Beginning iPhone and iPad programming

Real-World Arduino, Sensor, and Bluetooth Low Energy Apps in TechBASIC

Build

Developing C# Apps for iPhone and iPad using MonoTouch

The essential guide to creating your first app for the iPhone and iPad

The Associated Press Stylebook 2015

***If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power***

**of iOS – start building the next big app today with help from iOS App Development For Dummies!**

**This first book in the series from Kevin McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.**

**Learn how to create beautiful artwork on your iPad or iPhone. Over 65 expert artists from around the world will show you how they created their original art, from inspiration and conceptualization, to the creation of the final image. Using step-by-step examples and easy-to-follow tutorials, you'll learn how to create stunning images on your iPad or iPhone. Learn more about using the apps you already have, like Brushes, and discover new apps that will enhance your art creation like Sketchbook Mobile, Layers, Collage, Juxtaposer, Hiptamatic, and PhotoFX. Whether you are taking your first steps into digital art, or are an accomplished artist looking to broaden your skill set, Mobile Digital Art covers it all - how to turn photographs into oil paintings, design cartoons from scratch and create beautiful landscape vistas - all on your iPad or iPhone.**

**"A comprehensive guide to building, packaging, and distribution"--Cover.**

**The Connected Apple Family**

**iOS 7 Programming Pushing the Limits**

**iPhone and iPad Apps Marketing**

**The Series on How to Write iPhone and iPad Apps: Diving In**

**A Visual Exploration of Every Known Atom in the Universe**

**Advanced iOS 4 Programming**

**iPhone and iPad Web Design For Dummies**

The ESV Study Bible was created to help people understand the Bible in a deeper way. Combining the best and most recent evangelical Christian scholarship with the highly regarded ESV text, it is the most comprehensive study Bible ever published. The ESV Study Bible features more than 2,750 pages of extensive, accessible Bible resources, including completely new notes, full-color maps, illustrations, charts, timelines, and articles created by an outstanding team of 93 evangelical Christian scholars and teachers. In addition to the 757,000 words of the ESV Bible itself, the notes and resources of the ESV Study Bible comprise an additional 1.1 million words of insightful explanation and teaching-equivalent to a 20-volume Bible resource library all contained in one volume. (Please note this edition does not come with free access to the Online ESV Study Bible resources.)

**\*\*New York Times, Wall Street Journal, and USA Today Bestseller\*\*** Tony Fadell led the teams that created the iPod, iPhone and Nest Learning Thermostat and learned enough in 30+ years in Silicon Valley about leadership, design, startups, Apple, Google, decision-making, mentorship, devastating failure and unbelievable success to fill an encyclopedia. So that's what this book is. An advice encyclopedia. A mentor in a box. Written for anyone who wants to grow at work—from young grads navigating their first jobs to CEOs deciding whether to sell their company—Build is full of personal stories, practical advice and fascinating insights into some of the most impactful products and people of the 20th century. Each quick 5-20 page entry builds on the previous one, charting Tony's personal journey from a product designer to a leader, from a startup founder to an executive to a mentor. Tony uses examples that are instantly captivating, like the process of building the very first iPod and iPhone. Every chapter is designed to help readers with a problem they're facing right now—how to get funding for their startup, whether to quit their job or not, or just how to deal with the jerk in the next cubicle. Tony forged his path to success alongside mentors like Steve Jobs and Bill Campbell, icons of Silicon Valley who succeeded time and time again. But Tony doesn't follow the Silicon Valley credo that you have to reinvent everything from scratch to make something great. His advice is unorthodox because it's old school. Because Tony's learned that human nature doesn't change. You don't have to reinvent how you lead and manage—just what you make. And Tony's ready to help everyone make things worth making.

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

"How much do you need to know about electronics to create something interesting, or creatively modify something that already exists? If you're in a technical field such as software development, and don't have much experience with electronics components, this hands-on reference helps you find answers to technical questions quickly. Filling the gap between a beginner's primer and a formal textbook, Practical Electronics: Components and Techniques explores aspects of electronic components and techniques that you would typically learn on the job and from years of experience. Even if you've worked with electronics, or have a background in electronics theory, you're bound to find important information that you may not have encountered before. Among the book's many topics, you'll discover how to: Read the data sheet for an electronic component ; Use a variety of tools involved with electronics work ; Assemble various types of connectors ; Minimize noise and interference on a signal interface circuit. Explore topics not usually covered in theoretical books, and go deeper into practical aspects than a step-by-step, project-oriented approach, with Practical Electronics: Components and Techniques." --

iPhone and iOS Forensics

Anyone Can Create an App

Programming the Accelerometer, Gyroscope, and More

The Secret History of the iPhone

iPhone and iPad App 24-Hour Trainer

EPUB Straight to the Point

Creating ebooks for the Apple iPad and other ereaders

*iPhone and iOS Forensics is a guide to the forensic acquisition and analysis of iPhone and iOS devices, and offers practical advice on how to secure iOS devices, data and apps. The book takes an in-depth look at methods and processes that analyze the iPhone/iPod in an official legal manner, so that all of the methods and procedures outlined in the text can be taken into any courtroom. It includes information data sets that are new and evolving, with official hardware knowledge from Apple itself to help aid investigators. This book consists of 7 chapters covering device features and functions; file system and data storage; iPhone and iPad data security; acquisitions; data and application analysis; and commercial tool testing. This book will appeal to forensic investigators (corporate and law enforcement) and incident response professionals. Learn techniques to forensically acquire the iPhone, iPad and other iOS devices Entire chapter focused on Data and Application Security that can assist not only forensic investigators, but also application developers and IT security managers In-depth analysis of many of the common applications (both default and downloaded), including where specific data is found within the file system*

*The Elements has become an international sensation, with over one million copies in-print worldwide. The highly-anticipated paperback edition of The Elements is finally available. An eye-opening, original collection of gorgeous, never-before-seen photographic representations of the 118 elements in the periodic table. The elements are what we, and everything around us, are made of. But how many elements has anyone actually seen in pure, uncombined form? The Elements provides this rare opportunity. Based on seven years of research and photography, the pictures in this book make up the most complete, and visually arresting, representation available to the naked eye of every atom in the universe. Organized in order of appearance on the periodic table, each element is represented by a spread that includes a stunning, full-page, full-color photograph that most closely represents it in its purest form. For example, at -183°C, oxygen turns from a colorless gas to a beautiful pale blue liquid. Also included are fascinating facts, figures, and stories of the elements as well as data on the properties of each, including atomic weight, density, melting and boiling point, valence, electronegativity, and the year and location in which it was discovered. Several additional photographs show each element in slightly altered forms or as used in various practical ways. The element's position on the periodic table is pinpointed on a mini rendering of the table and an illustrated scale of the element's boiling and/or melting points appears on each page along with a density scale that runs along the bottom. Packed with interesting information, this combination of solid science and stunning artistic photographs is the perfect gift book for every sentient creature in the universe. Includes a tear-out poster of Theodore Gray's iconic Photographic Periodic Table!*

*This book is where your adventures with Bluetooth LE begin. You'll start your journey by getting familiar with your hardware options: Arduino, BLE modules, computers (including Raspberry Pi!), and mobile phones. From there, you'll write code and wire circuits to connect off-the-shelf sensors, and even go all the way to writing your own Bluetooth Services. Along the way you'll look at lightbulbs, locks, and Apple's iBeacon technology, as well as get an understanding of Bluetooth security-- both how to beat other people's security, and how to make your hardware secure.*

*How can you make your iPad or iPhone app stand out in the highly competitive App Store? While many books simply explore the technical aspects of iPad and iPhone app design and development, App Savvy also focuses on the business, product, and marketing elements critical to pursuing, completing, and selling your app -- the ingredients for turning a great idea into a genuinely successful product. Whether you're a designer, developer, entrepreneur, or just someone with a unique idea, App Savvy explains every step in the process, with guidelines for planning a solid concept, engaging customers early and often, developing your app, and launching it with a bang. Author Ken Yarmosh details a proven process for developing successful apps, and presents numerous interviews with the App Store's most prominent publishers. Learn about the App Store and how Apple's mobile devices function Follow guidelines for vetting and researching app ideas Validate your ideas with customers -- and create an app they'll be passionate about Assemble your development team, understand costs, and establish a workable process Build your marketing plan while you develop your application Test your working app extensively before submitting it to the App Store Assess your app's performance and keep potential buyers engaged and enthusiastic*

*Head First iPhone Development*

*Practical Electronics*

*Make: Bluetooth*

*A Learner's Guide to Creating Objective-C Applications for the iPhone and iPad*

*App Savvy*

*Objective-C Programming*

*iOS App Development for Non-Programmers - Book 1*

Almost overnight, EPUB has become the favored standard for displaying digital text on ereaders. The EPUB specification is a powerful method for creating gorgeous ebooks for EPUB-capable readers like iPad, Nook, and Kindle. Alas, it is far from perfect, with frustrating limitations, sketchy documentation, and incomplete creation tools. This extensively researched guide to creating EPUB files by Elizabeth Castro shows you how to prepare EPUB files, make the files look great on the screen, work around EPUB weaknesses, and fix common errors. In this essential book, Liz shares her hard-earned wisdom for how to: Create EPUB files from existing Microsoft Word or Adobe InDesign files, or from scratch. Tweak EPUB files to take full advantage of the power of EPUB in each respective ereader. Control line lengths, indents, and margins. Insert images and sidebars and wrap text around them. Create links to external sources and cross-references to internal ones. Add video to ebooks for the iPad.

Most of us know how to use an iPhone for some activities and a Mac for others, but the experience is much richer when our Apple products work together. Bypass the frustration of wrangling your devices and tap into Apple's hardware and software ecosystem. From streaming movies across devices to sharing music, apps, and calendars between friends and family members, Apple's products are designed to work together, to your and your family's benefit. Jeff and Dan show you how to Set up Family Sharing and designate a Family Organizer Share music, movies, and apps among family members Manage passwords and stay safe, including tips on creating good passwords and using Touch ID Share essential information, including calendars, contacts, reminders, maps, and files Control a family member's screen time longdistance troubleshooting Back up your irreplaceable data, whether it's on iOS devices (iCloud and iTunes) or your Mac (Time Machine) Be smart (and safe!) and create a bootable Mac backup for your newest member of the Apple family, the Apple Watch, and learn how it will extend your current devices Packed with full-color images and step-by-step instructions, this invaluable guide will quickly get your Apple devices and apps working to their full potential for your family.

A guide to the Pages, Numbers, and Keynote productivity apps for Mac covers such topics as iOS versions of the apps, the similarities in the interfaces and tools, and workflows using iCloud Drive and Apple certification exam topics.

Explore how to use ARKit to create iOS apps and learn the basics of augmented reality while diving into ARKit specific topics. This book reveals how augmented reality allows you to view the screen as a window into a virtual world.

device, aim the camera at a nearby scene, and view both the real items in that scene as well as a graphic image overlaid on to that scene. You'll start by accessing the camera and teaching your around its device. You'll then see how to position nodes and create augmented reality shapes and textures. Next you'll have your creations interact with their environment by programming work detecting planes, measuring distance, and applying virtual force. Finally you'll learn how to hit test and troubleshoot your applications to ensure they interact with the real world around them sea Apple's software framework for creating augmented reality apps on iOS devices such as the iPhone and iPad. Unlike virtual reality that creates an entirely artificial world for the user to view and ARKit for iPhone and iPad will show you how augmented reality places artificial items in an actual scene displayed by an iOS device's camera. What You'll Learn Access the camera Use ARKit's hit tracked geometry Apply and combine real world and virtual physics Who This Book Is For Programmers familiar with the basics of Swift programming who want to dive into developing iOS applica Components and Techniques

An Unorthodox Guide to Making Things Worth Making

Flow Architectures

Programming IOS 6

Essential IOS Build and Release

Developing Mobile Applications for Apple iPhone, iPad, and iPod touch

*With Advanced iOS 4 Programming, developers have the expert guidance they need to create amazing applications for Apple's iPhone, iPad, and iPod touch. Inside, veteran mobile developer Dr. Maher Ali begins with a foundation introduction to Objective C and Cocoa Touch programming, and then guides readers through building apps with Apple's iPhone SDK 4 - including coverage of the major categories of new APIs and building apps for the new Apple iPad. This book concentrates on illustrating GUI concepts programmatically, allowing readers to fully appreciate the complete picture of iOS 4 development without relying on Interface Builder. In addition, Interface Builder is covered in several chapters. Advanced iOS 4 Programming delves into more advanced topics going beyond the basics of iOS 4 development, providing comprehensive coverage that will help you get your apps to the App Store quicker. Key features include: Objective-C programming language and runtime Interface Builder Building advanced mobile user interfaces Collections Cocoa Touch Core Animation and Quartz 2D Model-view-controller (MVC) designs Developing for the iPad Grand Central Dispatch Parsing XML documents using SAX, DOM, and TouchXML Working with the Map Kit API Remote and Local Push Notification Blocks (closures) in Objective-C Building advanced location-based applications Developing database applications using the SQLite engine GameKit framework*

*Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.*

*Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read book that shows you how to get your idea from your head to the iTunes store!*

*"Programming the accelerometer, gyroscope, camera, and magnetometer"--Cover.*

*Developing for the Mac and iOS App Stores*

*Secrets to Selling Your iPhone and iPad Apps*

*Using the iPad and iPhone as Creative Tools*

*A Learner's Guide to Creating Objective-C Applications for the iPhone*

*Augmented Reality App Development for iOS*

*ESV Study Bible*

*Basic Sensors in IOS*

*Provides information on using the iPhone SDK tools to create effective applications.*

*The Easy, Complete, Step-by-Step Guide to Marketing Your iPhone/iPad Apps! There are huge profits to be made in selling iPhone and iPad apps! But with more than 180,000 + apps now available, just getting your app into the App Store is no longer enough. You need to market it effectively. Don't know much about marketing? Don't worry: This book gives you all the tools you'll need. Top iPhone and iPad apps marketing consultant Jeffrey Hughes walks you through building a winning marketing plan, positioning highly competitive apps, choosing your message, building buzz, and connecting with people who'll actually buy your app. With plenty of examples and screen shots, this book makes iPhone and iPad apps marketing easy! You'll Learn How To Identify your app's unique value, target audience, and total message Understand the App Store's dynamics and choose the right strategy to cut through clutter Set the right price for your app Get App Store and third-party reviewers to recommend your apps Write effective press releases for your apps and time your publicity for maximum effectiveness Blog about your app and*

get the attention of influential bloggers Use Facebook, Twitter, and other social media to generate word-of-mouth buzz Use promotions and cross-marketing, just like professional marketers do Build an audience that will buy your next app, too!

Developing C# Applications for iPhone and iPad using MonoTouch shows you how to use your existing C# skills to write apps for the iPhone and iPad. Fortunately, there's MonoTouch, Novell's .NET library that allows C# developers to write C# code that executes in iOS. Furthermore, MonoTouch allows you to address all the unique functions of the iPhone, iPod Touch, and iPad. And the big plus: You needn't learn any Objective-C to master MonoTouch! Former Microsoft engineer and published app-store developer Bryan Costanich shows you how to use the tools you already know to create native apps in iOS using C# and the .NET Base Class Libraries. The magic is in Novell's implementation of Apple's Cocoa libraries in MonoTouch. You'll master the same elegant and rich Cocoa environment, but without the need to learn a new programming language. Developing C# Applications for iPhone and iPad using MonoTouch takes you from your first "Hello, World" example through the major APIs and features of iOS. The coverage is comprehensive and makes use of frequent examples, complete with sample code you can download and reuse to create your own powerful and playful apps.

Investigation, Analysis and Mobile Security for Apple iPhone, iPad and iOS Devices

IOS Sensor Apps with Arduino

Beginning ARKit for iPhone and iPad

Discover the Rich Apple Ecosystem of the Mac, iPhone, iPad, and Apple TV

Develop Advance Applications for Apple iPhone, iPad, and iPod Touch

Wiring the iPhone and iPad Into the Internet of Things

Turning Ideas into iPad and iPhone Apps Customers Really Want