

Fourth Developer Beta Of Ios 11 Launches Iblog

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Foreword. A transformed scientific method. Earth and environment. Health and wellbeing. Scientific infrastructure. Scholarly communication.

Discover all the security risks and exploits that can threaten iOS-based mobile devices iOS is Apple's mobile operating system for the iPhone and iPad. With the introduction of iOS5, many security issues have come to light. This book explains and discusses them all. The award-winning author team, experts in Mac and iOS security, examines the vulnerabilities and the internals of iOS to show how attacks can be mitigated. The book explains how the operating system works, its overall security architecture, and the security risks associated with it, as well as exploits, rootkits, and other payloads developed for it. Covers iOS security architecture, vulnerability hunting, exploit writing, and how iOS jailbreaks work Explores iOS enterprise and encryption, code signing and memory protection, sandboxing, iPhone fuzzing, exploitation, ROP payloads, and baseband attacks Also examines kernel debugging and exploitation Companion website includes source code and tools to facilitate your efforts iOS Hacker's Handbook arms you with the tools needed to identify, understand, and foil iOS attacks.

With every update, Mac OS X grows more powerful, more dependable, and easier to use--and Mac OS X Tiger is no exception. But along with the new features come fresh issues--new areas to troubleshoot, new functionality to unravel, and new glitches waiting to confound even the savviest Mac users. Not to worry. Best-selling author and Mac guru Ted Landau turns his diagnostician's eye on Mac OS X Tiger, arming readers with fix-it knowledge This popular fix-it classic offers more troubleshooting information, tips, and hacks than any other single volume. Chock-full of detailed, understandable advice for maintaining and troubleshooting Mac OS X Tiger, this comprehensive reference is where users will turn before they head to the repair shop. Readers will find solutions for every Mac OS X problem under the sun plus the technical grounding they need to turn a diagnostic eye on their own operating systems. Filled with tips, tools,

and preventive measures, the guide includes in-depth coverage of Library directories and folders, file and font maintenance, crash prevention and recovery, and more.

Creating 3D Game Art for the iPhone with Unity

Developing for the Mac and iOS App Stores

Definitions, Adoptions, Impact, Benefits, Maturity, Vendors

Mac OS X Lion: High-impact Strategies - What You Need to Know

Apple Confidential 2.0

Case Studies

Mobile Design Pattern Gallery

Revolutionize your iPhone and iPad game development with Unity iOS, a fully integrated professional application and powerful game engine, which is quickly becoming the best solution for creating visually stunning games for Apple's iDevices easier, and more fun for artists. From concept to completion you'll learn to create and animate using modo and Blender as well as creating a full level utilizing the powerful toolset in Unity iOS as it specifically relates to iPhone and iPad game development. Follow the creation of "Tater," a character from the author's personal game project "Dead Bang," as he's used to explain vital aspects of game development and content creation for the iOS platform. Creating 3D Game Art for the iPhone focuses on the key principles of game design and development by covering in-depth, the iDevice hardware in conjunction with Unity iOS and how it relates to creating optimized game assets for the iDevices. Featuring Luxology's artist-friendly modo, and Blender, the free open-source 3D app, along side Unity iOS, optimize your game assets for the latest iDevices including iPhone 3GS, iPhone 4, iPad and the iPod Touch. Learn to model characters and environment assets, texture, animate skinned characters and apply advanced lightmapping techniques using Beast in Unity iOS. In a clear, motivating, and entertaining style, Wes McDermott offers captivating 3D imagery, real-world observation, and valuable tips and tricks all in one place - this book is an invaluable resource for any digital artist working to create games for the iPhone and iPad using Unity iOS

A guide to iPad programming provides instructions on building PhotoWheel, a photo management and sharing application, using iOS 5.

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

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.

Learning iPad Programming

Mac OS X and iOS Internals

iPhone Apps Entwicklung für Dummies

iPhone Forensics

Core Concepts and Essential Recipes for iOS Programmers

Professional Android 4 Application Development

Macos Catalina For Senior Citizens

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*.

This title contains the standard edition of *The iOS 5 Developer's Cookbook* PLUS nine additional chapters on advance content. If you already

have the eBook edition of The iOS 5 Developer's Cookbook, you can purchase The iOS 5 Developer's Cookbook: The Additional Recipes (ISBN: 9780133028393), which only contains the extra chapters, at a low cost. In this expanded ebook, best-selling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised her best-selling book to focus on powerful new iOS 5 features, APIs, and frameworks, the latest version of Objective-C, and Apple's breakthrough Xcode 4 toolset. The iOS 5 Developer's Cookbook: Expanded Electronic Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Her tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures, and touch to networking and security. This expanded ebook edition adds chapters on documents and data sharing; the Address Book; iCloud; Core Location and MapKit; Audio, Video, and MediaKit; Push Notifications; Accessibility; In-app purchasing with StoreKit; and GameKit. Whatever your iOS development experience, it will give you all the expert answers and reliable code you'll need to jumpstart any iOS 5 project!

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and 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 latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app Implement the latest iOS features such as Dark Mode and Sign In with Apple Understand how to convert an existing iPad app into a Mac app Design, deploy, and test your iOS applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

Learn Android programming with Kotlin! Learning Android programming can be challenging. Sure, there is plenty of documentation, but the tools and libraries available today for Android are easily overwhelming for newcomers to Android and Kotlin. Android Apprentice takes a different approach. From building a simple first app, all the way to a fully-featured podcast player app, this book walks you step-by-step,

building on basic concepts to advanced techniques so you can build amazing apps worthy of the Google Play Store! Who This Book Is For This book is for anyone interested in writing mobile apps for Android. Though no previous mobile experience is necessary, this book is also a great resource for iPhone developers transitioning from iOS. Topics Covered in Android Apprentice Getting Started: Learn how to set up Android Studio and the Android Emulator. Layouts: Create layouts that can be used for both Activities and Fragments Debugging: No one's perfect! Learn how to dig down and troubleshoot bugs in your apps. Communication: Design separate Activities and communicate and send data between them using Intents. Scrolling Layouts: Learn how to use Recycler Views to make efficient, reusable views that scroll fluidly at a touch. Google Places: Integrate location APIs to bring the magic of maps into your Android apps. Networking: Learn how to access resources on the internet and handle networked responses. Material Design: Make sure your apps conform to modern best practices by using Google's standards of Material Design AndroidX: Learn how to use the AndroidX libraries to support older versions of Android. And much, much more! One thing you can count on: after reading this book, you'll be prepared to write feature-rich apps from scratch and go all the way to submitting them to the Google Play Store! About the Tutorial Team The Tutorial Team is a group of app developers and authors who write tutorials at the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. If you've enjoyed the tutorials we've written in the past, you're in for a treat. The tutorials we've written for this book are some of our best yet - and this book contains detailed technical knowledge you simply won't be able to find anywhere else.

The Fourth Industrial Revolution

The Complete Illustrated, Practical Guide with Tips & Tricks to Maximizing the MacOS Catalina and Troubleshoot Common Problems

Mastering iOS 14 Programming

Get started with building iOS apps with Swift 5 and Xcode 11, 4th Edition

Macos Catalina User Manual

App Savvy

Network World

Everything you need to know to design, code, and build amazing apps Xcode 4 is Apple's newest version of the popular development suite for creating bleeding-edge OS X and iOS apps. Written by an experienced developer and Apple-focused journalist, this book not only covers developing for OS X but also for the entire family of iOS devices, including the iPhone, iPad, and iPod touch. You'll explore the newest tools for compiling, debugging, and finding and fixing common code errors so that you can look forward to improved, smooth-running code that is developed more efficiently than ever. Takes you step-by-step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4, Apple's updated, free, object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today.

Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style

provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

When you're under pressure to produce a well-designed, easy-to-navigate mobile app, there's no time to reinvent the wheel—and no need to. This handy reference provides more than 90 mobile app design patterns, illustrated by 1,000 screenshots from current Android, iOS, and Windows Phone apps. Much has changed since this book's first edition. Mobile OSes have become increasingly different, driving their own design conventions and patterns, and many designers have embraced mobile-centric thinking. In this edition, user experience professional Theresa Neil walks product managers, designers, and developers through design patterns in 11 categories: Navigation: get patterns for primary and secondary navigation Forms: break industry-wide habits of bad form design Tables: display only the most important information Search, sort, and filter: make these functions easy to use Tools: create the illusion of direct interaction Charts: learn best practices for basic chart design Tutorials & Invitations: invite users to get started and discover features Social: help users connect and become part of the group Feedback & Accordance: provide users with timely feedback Help: integrate help pages into a smaller form factor Anti-Patterns: what not to do when designing a mobile app

Mac OS X Lion (version 10.7) is the eighth major release of Mac OS X, Apple's desktop and server operating system for Macintosh computers. Lion is released in July 2011. Apple's homepage and Mac OS X webpages refer to it as OS X Lion, without the "Mac," although Apple's press release for Lion's July release uses both "Mac OS X Lion" and "OS X Lion." A preview of Lion was publicly unveiled at Apple's "Back to the Mac" event on October 20, 2010. It will bring many developments made in Apple's iOS, such as an easily-navigable display of installed applications, to the Mac, and will include support for the Mac App Store, as introduced in Mac OS X Snow Leopard version 10.6.6. On February 24, 2011, the first developer's preview of Lion (11A390) was released to subscribers of Apple's developers program. Other developer previews were subsequently released, with Lion Preview 4 (11A480b) being released at WWDC 2011. Lion achieved Golden Master status on July 1, 2011. This book is your ultimate resource for Mac OS X Lion. Here you will find the most up-to-date information, analysis, background and everything you need to know. In easy to read chapters, with extensive references and links to get you to know all there is to know about Mac OS X Lion right away, covering: Mac OS X Lion, List of Mac OS X

components, Mac OS X, List of Mac OS X technologies, Accessibility Inspector, ACHDS, Activity Monitor, AirDrop (OS X), Apple Help Viewer, Apple Icon Image format, Apple Open Directory, Apple Partition Map, Apple Software Restore, Apple Symbols, Apple-Intel transition, Application bundle, Application Kit, Architecture of Mac OS X, Audio MIDI Setup, Automator (software), Bcfg2, Blued, Bluetooth File Exchange, Bonjour (software), BootX (Apple), Chess (application), Classic Environment, Conflict Resolver, Console (Mac OS X), Crash Reporter (Mac OS X), Darwin (operating system), Defaults (software), Dictionary (software), DigitalColor Meter, Directory Utility, Disk Utility, DiskImageMounter, Apple Disk Image, .DS Store, DVD Player (software), FileVault, Font Book, FSEvents, Grab (software), HFS Plus, Hidden file and hidden directory, History of Mac OS X, I/O Kit, IChat, IChat Server, Image Capture, Installer (Mac OS X), Internet Connect, Internet Explorer 5, ITerm2, Jar Launcher, Keychain (Mac OS), Label (Mac OS), Launchd, Launchpad (Mac OS X), Mac App Store, Mac OS X Leopard, Mac OS X Panther, Mac OS X Public Beta, Mac OS X Server 1.0, Mac OS X v10.0, Mac OS X v10.1, Mac OS X v10.2, Mac OS X Tiger, Mac OS X Snow Leopard, Macintosh Manager, Mail (application), Max (software), Menlo (typeface), Migration Assistant (Apple), Monaco (typeface), Mitch Bradley, NetInfo, Network Utility, New World ROM, ODBC Administrator, OoVoo, Open (process), OSx86, Open Firmware, Package (Mac OS X), Pasteboard server, Photo Booth, Pmset, Podcast Capture, Prebinding, Preference Pane, Printer Setup Utility, Project Builder, Property list, Quartz (graphics layer), Quick Look, Remote Install Mac OS X, Repair permissions, Rhapsody (operating system), Rosetta (software), Safari (web browser), Screen Sharing, ScreenSaverEngine, Mac OS X Server, Apple Software Update, Soviet Unterzoegersdorf, Spaces (software), Sparse image, Speakable items, Spinning wait cursor, System Preferences, System Profiler, SystemStarter, Talking Moose, Target Disk Mode, Apple Terminal, TextClipping, Ultracopier, Uniform Type Identifier, Universal Access, Universal binary, Universal Disk Image Format, Xinetd, XNU, Xprotect This book explains in-depth the real drivers and workings of Mac OS X Lion. It reduces the risk of your technology, time and resources investment decisions by enabling you to compare your understanding of Mac OS X Lion with the objectivity of experienced professionals.

Turning Ideas into iPad and iPhone Apps Customers Really Want

Updated Tips And Tricks To Operate The New IOS 13 On Your Iphone With Repair Guide

SwiftUI Essentials - iOS 14 Edition

Recovering Evidence, Personal Data, and Corporate Assets

Android Apprentice (Fourth Edition)

Unreal Engine 4 Game Development Essentials

Project Management

Kennen Sie das, Sie haben eine gute Idee und würden sie gern als App für Ihr iPhone umsetzen? Dann ist dieses Buch

genau das richtige für Sie. Der Autor Neal Goldstein zeigt Ihnen, wie Sie, auch wenn Sie kein eingefleischter Programmierer sind, eine gute Idee als Applikation für das iPhone programmieren können. Sie lernen, mit dem kostenlosen SDK (Software Development Kit) und der Programmierumgebung XCode Apps zu entwickeln, die genau das tun, was Sie wollen. Außerdem zeigt Goldstein, wie Sie registrierter iPhone Developer werden und Ihre Apps im App Store verkaufen können. Ab jetzt macht Ihr iPhone, was Sie wollen!

Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. About This Book Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Who This Book Is For This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store What You Will Learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store In Detail You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Step by step pr ...

How to Download iOS 13 on iPhone, PC and Mac #1. How to Get iOS 13 Developer Beta June 4th saw the release of iOS 13 developer beta when Apple unveiled it at WWDC, and the later version can on the 19th day of June. Since then, Apple has been trying to get iOS app developers to try out iOS 13 beta versions before it's released to the general public later this year. Here is how to get your hands on the iOS 13 developers' beta version, but you ought to register as an Apple developer, and this costs \$99. Step 1. Login to Apple's developer site to enroll as a developer using your Apple ID. Step 2. Sign into iOS Developer Center, and register your Apple device's UDID. Step 3. Download the iOS 13 developer beta (this file will be in IPSW format), and unzip the file on your PC or Mac while connecting to iTunes. Step 4. Hold down your Shift key (on PC) or Alt key (on Mac) and click "Summary > Check for Update" on iTunes. Select the IPSW file you just

downloaded and iOS 13 developer beta will be installed on your PC/Mac. #2. How to Get iOS 13 Public Beta Would you like to get your hands on iOS 13 before the official release date? It's pertinent to mention that you don't have to expect a perfect user experience when running an iOS public beta version on your iOS device. However, if you want to use iOS 13 beta before the official iOS 13 release date, then you'll need to carefully follow the steps below: Step 1. Go to the Apple Beta Page, and click Sign Up. Step 2. Log in to the Beta Software Program, and click "Enroll your iOS device". Step 3. Open your Safari app and search for "beta.apple.com/profile. Step 4. Download and install the configuration profiles. Step 5. You can check the Settings app to see the beta version under General > Software Update. #3. How to Install iOS 13 Public Beta on Your iPhone or iPad When you get to "Step 5" on how to get iOS 13 public beta, you've downloaded the beta profile, but you still need to install it. Here is how to install the iOS 13 beta on iPhone or iPad. Step 1. Launch the Settings app and go to "General > Software Update > Download and Install". Step 2. Enter your passcode and click "Agree" to Terms and Conditions. Click on Agree again to confirm. Your iPhone or iPad will install iOS 13, and reboot at the end of the installation process. Step 3. Tap "Continue" and enter your Apple ID password. Tap on "Get Started" to complete the process. Additions to iOS 13 Dark Mode - A beautiful new dark color scheme that delivers a great viewing experience especially in low-light environments - Can be scheduled to turn on automatically at sunset, at a certain time, or turned on from Control Center - Four new system wallpapers that automatically switch appearances with Light and Dark Mode Camera & Photos - An all-new Photos tab with a curated view of your library making it easy to find, relive, and share your photos and videos - Powerful new photo editing tools that make it easier to edit, adjust, and review photos at a glance - Video editing with over 30 new tools, including Rotate, Crop, and Enhance - The ability to increase or decrease Portrait Lighting intensity on iPhone XR, iPhone XS and iPhone XS Max - High-Key Light Mono, a new Portrait Lighting effect, for a monochroma

You've developed a killer app for one mobile device—now it's time to maximize your intellectual investment and develop for the full spectrum of mobile platforms and devices. With Cracking iPhone and Android Native Development, you'll learn how to quickly retool between the iPhone and Android platforms and broaden the interest and audience of your app, without working with burdensome and error-prone compatibility layers and toolkits. Cracking iPhone and Android Native Development takes you, the developer, through the same mobile software development project on both platforms, learning the differences between and the relative strengths and weaknesses of each platform as you go. No magic intermediate layers of obfuscation—by the time you get to the end, you'll be an expert at developing for any of the major smartphone platforms using each vendor's preferred toolset and approach. Cracking iPhone and Android Native Development covers the iPhone and Android platforms, two of the hottest mobile device platforms on the market today.

Learning IOS Development

Xcode 4

Cross-Platform Mobile Apps Without the Kludge

iOS 13 Programming for Beginners

The Definitive History of the World's Most Colorful Company

IOS Apprentice

Introduction to Information Retrieval

Features hands-on sample projects and exercises designed to help programmers create iOS applications. This work reveals the unique ascension opportunity available to all of humanity now. Facts and understandable science and astronomy provide the background and essential tools to take readers to the fifth dimension.

The iOS 4 Developer's CookbookCore Concepts and Essential Recipes for iOS ProgrammersAddison-Wesley Professional

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

iOS 10 Programming for Beginners

iOS Hacker's Handbook

Expanded Electronic Edition: Essentials and Advanced Recipes for iOS Programmers

The Fourth Paradigm

Featuring modo and Blender pipelines

Apache Cordova 4 Programming

Activation for Ascension

Between the 18th and 19th centuries, Britain experienced massive leaps in technological, scientific, and economical advancement

Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine

4-Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally,

the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

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

To the Apple's Core

Learn IOS 11 Programming with Swift 4 - Second Edition

Mastering the IOS 13 in 2021

Computerworld

A Hands-on Guide to Building iPad Apps with IOS 5

Microsoft Manual of Style

Learning Cocoa with Objective-C

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students

and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Praise for previous editions of The iPhone Developer's Cookbook "This book would be a bargain at ten times its price! If you are writing iPhone software, it will save you weeks of development time. Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation." -Tim Burks, iPhone Software Developer, TootSweet Software "Erica Sadun's technical expertise lives up to the Addison-Wesley name. The iPhone Developer's Cookbook is a comprehensive walkthrough of iPhone development that will help anyone out, from beginners to more experienced developers. Code samples and screenshots help punctuate the numerous tips and tricks in this book." -Jacqui Cheng, Associate Editor, Ars Technica "We make our living writing this stuff and yet I am humbled by Erica's command of her subject matter and the way she presents the material: pleasantly informal, then very appropriately detailed technically. This is a going to be the Petzold book for iPhone developers." -Daniel Pasco, Lead Developer and CEO, Black Pixel Luminance " "The iPhone Developer's Cookbook should be the first resource for the beginning iPhone programmer, and is the best supplemental material to Apple's own documentation." -Alex C. Schaefer, Lead Programmer, ApolloIM, iPhone Application Development Specialist, MeLLmo, Inc. "Erica's book is a truly great resource for Cocoa Touch developers. This book goes far beyond the documentation on Apple's Web site, and she includes methods that give the developer a deeper understanding of the iPhone OS, by letting them glimpse at what's going on behind the scenes on this incredible mobile platform." -John Zorko, Sr. Software Engineer, Mobile Devices "I've found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code. Erica has an impressive knowledge of the iPhone platform, is a master at describing technical

information, and provides a compendium of excellent code examples.” –John Muchow, 3 Sixty Software, LLC; founder, iPhoneDeveloperTips.com “This book is the most complete guide if you want coding for the iPhone, covering from the basics to the newest and coolest technologies. I built several applications in the past, but I still learned a huge amount from this book. It is a must-have for every iPhone developer.” –Roberto Gamboni, Software Engineer, AT&T Interactive “It’s rare that developer cookbooks can both provide good recipes and solid discussion of fundamental techniques, but Erica Sadun’s book manages to do both very well.” –Jeremy McNally, Developer, entp <https://github.com/> <http://ericasadun.com/>

After more than a decade of living in the shadow of the iPhone, the Mac is having a comeback year in 2019. At WWDC in June, Apple unveiled the next generation of Mac software -- MacOS 10.15 Catalina. With the introduction of the macOS Catalina, there are more features to explore on your Mac such as the Sidecar that lets you use any recent iPad as a second screen. Catalina adds iOS-style features like Screen Time with enhanced parental controls, new dark mode, Apple Arcade, option to unsubscribe directly in the Mail app and lots more. It also replaces the classic iTunes app with its overloaded and confusing interface - with elegant new apps for music, podcasts, and TV. This book is written in simple and clear terms with a step-by-step approach and with tips and tricks that will help you to master the new MacOS Catalina within the shortest period of time. Inside you will discover These Topics: 1. An overview of the new MacOS Catalina features. 2. Getting Started with your MacOS Catalina: How to download and install macOS Catalina 10.15.1 beta 2 to your Mac, How to make an archived backup of your Mac with Time Machine, How to download the macOS Catalina developer beta, How to get started with the macOS Catalina developer beta. 3. Apple Sidecar vs Duet Display indepth guide: 4. How to use voice control: 5. How to use Screen Time: How to share Screen Time on macOS across all devices, How to add a password to Screen Time, How to view app usage in Screen Time on macOS, How to schedule Downtime using Screen Time for macOS, How to set content and privacy using Screen Time for macOS 6. The Music app for Mac: How to use Apple Music in the Music app for Mac, How to manage general settings in the Music app, How to set up parental controls in the Music app; How to reset warnings in the Music app 7. How to sync your iPhone and iPad with your Mac in macOS Catalina: How to sync movies between your iPhone or iPad on macOS Catalina, How to sync TV shows, How to sync podcasts, How to sync audiobooks, How to sync photos, How to sync files to your iPhone or iPad on macOS Catalina. 8. Maximize the Podcasts app on Mac: How to play a podcast in the Podcasts app, How to search for a podcast, How to subscribe to a podcast, How to delete

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Chronicles the best and the worst of Apple Computer's remarkable story.

UI Patterns for Smartphone Apps

A Hands-on Guide to the Fundamentals of IOS Programming

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Learn to Develop iOS Apps Using SwiftUI, Swift 5 and Xcode 12

Build professional-grade iOS 14 applications with Swift 5.3 and Xcode 12.4, 4th Edition

Mac OS X Help Line, Tiger Edition

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC

Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Begin your iOS mobile application development journey with this accessible, practical guide About This Book Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad Explore and use a wide range of Apple development tools to become a confident iOS developer From prototype to App Store—find out how to build an app from start to finish! Who This Book Is For This book is for beginners who want to be able to create iOS applications. If you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store. You do not need any knowledge of Swift or any prior programming experience. What You Will Learn Get to grips with Swift 3 and Xcode, the building blocks of Apple development Get to know the fundamentals of Swift, including variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience See how to prototype your app with Swift's Playgrounds feature Build a responsive UI that looks great on a range of devices Find out how to use CoreLocation to add location services to your app Add push notifications to your app Make your app able to be used on both iPhone and iPad In Detail You want to build iOS applications for iPhone and iPad—but where do you start? Forget sifting through tutorials and blog posts, this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift—the building blocks of modern Apple development—and Playgrounds for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features. You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Created for anyone that wants to build their first iOS application, this book

offers practical, actionable guidance through iOS development. Combining engaging visuals with accessible, step-by-step instruction and explanation, this book will not only develop your understanding, but also show you how to put your knowledge to work.

"This book is a must for anyone attempting to examine the iPhone. The level of forensic detail is excellent. If only all guides to forensics were written with this clarity!"-Andrew Sheldon, Director of Evidence Talks, computer forensics expert With iPhone use increasing in business networks, IT and security professionals face a serious challenge: these devices store an enormous amount of information. If your staff conducts business with an iPhone, you need to know how to recover, analyze, and securely destroy sensitive data. iPhone Forensics supplies the knowledge necessary to conduct complete and highly specialized forensic analysis of the iPhone, iPhone 3G, and iPod Touch. This book helps you: Determine what type of data is stored on the device Break v1.x and v2.x passcode-protected iPhones to gain access to the device Build a custom recovery toolkit for the iPhone Interrupt iPhone 3G's "secure wipe" process Conduct data recovery of a v1.x and v2.x iPhone user disk partition, and preserve and recover the entire raw user disk partition Recover deleted voicemail, images, email, and other personal data, using data carving techniques Recover geotagged metadata from camera photos Discover Google map lookups, typing cache, and other data stored on the live file system Extract contact information from the iPhone's database Use different recovery strategies based on case needs And more. iPhone Forensics includes techniques used by more than 200 law enforcement agencies worldwide, and is a must-have for any corporate compliance and disaster recovery plan.

A new edition of the most popular book of project management case studies, expanded to include more than 100 cases plus a "super case" on the Iridium Project Case studies are an important part of project management education and training. This Fourth Edition of Harold Kerzner's Project Management Case Studies features a number of new cases covering value measurement in project management. Also included is the well-received "super case," which covers all aspects of project management and may be used as a capstone for a course. This new edition: Contains 100-plus case studies drawn from real companies to illustrate both successful and poor implementation of project management Represents a wide range of industries, including medical and pharmaceutical, aerospace, manufacturing, automotive, finance and banking, and telecommunications Covers cutting-edge areas of construction and international project management plus a "super case" on the Iridium Project, covering all aspects of project management Follows and supports preparation for the Project Management Professional (PMP®) Certification Exam Project Management Case Studies, Fourth Edition is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

Beginning IOS Development with Swift

Cracking iPhone and Android Native Development

Data-intensive Scientific Discovery

IOS Auto Layout Demystified

The iOS 4 Developer's Cookbook

The iOS 5 Developer's Cookbook

Beginning Android Development with Kotlin

Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. **Tutorial 1: Bull's Eye.** In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. **Tutorial 2: Checklists.** In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! **Tutorial 3: MyLocations.** In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! **Tutorial 4: StoreSearch.** Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

An in-depth look into Mac OS X and iOS kernels Powering Macs, iPhones, iPads and more, OS X and iOS are becoming ubiquitous. When it comes to documentation, however, much of them are shrouded in mystery. Cocoa and Carbon, the application frameworks, are neatly described, but system programmers

find the rest lacking. This indispensable guide illuminates the darkest corners of those systems, starting with an architectural overview, then drilling all the way to the core. Provides you with a top down view of OS X and iOS Walks you through the phases of system startup—both Mac (EFI) and mobile (iBoot) Explains how processes, threads, virtual memory, and filesystems are maintained Covers the security architecture Reviews the internal Apis used by the system—BSD and Mach Dissects the kernel, XNU, into its sub components: Mach, the BSD Layer, and I/o kit, and explains each in detail Explains the inner workings of device drivers From architecture to implementation, this book is essential reading if you want to get serious about the internal workings of Mac OS X and iOS.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and

**debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, *Apache Cordova API Cookbook* (Addison-Wesley, 2015).
A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics**