

## Ios 7 Programming Cookbook

Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease. Create custom keyboards and extensions. Access users' health-related information with HealthKit. Interact with accessories inside the user's home with HomeKit. Create vibrant and lively user interfaces with UIKit. Dynamics Use the Keychain to protect your sensitive data. Develop multitasking-aware apps. Work with iOS 8's audio and video APIs. Use Event Kit UI to manage calendars, dates, and events. Take advantage of the accelerometer and the gyroscope. Get working examples for implementing gesture recognizers. Retrieve and manipulate contacts and groups from the Address Book. Determine a camera's availability and access the Photo Library.

Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch. Completely updated for iOS 7 and Xcode 5 This book brings together reliable, proven solutions for the heart of day-to-day iOS 7 development. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover all you need to create successful iOS 7 mobile apps with standard APIs and interface elements and take full advantage of iOS 7 graphics, touches, and views. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply in your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the 'how' and 'why' of effective iOS 7 development. All code is fully revised and extensively tested to reflect new iOS 7 features and device capabilities. Coverage includes Creating advanced direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful new ways Creating interfaces that reflect the new iOS 7 design paradigm Implementing new iOS 7 motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio pings, and more Using Xcode modules to easily integrate system frameworks and Headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough iOS 7 Auto Layout constraints system Controlling keyboards, making onscreen elements 'text aware,' and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging the enhanced iOS 7 support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including new iOS 7 text-to-speech Getting started with Core Data-managed data stores Leveraging the powerful iOS 7 networking and web services support Using the new iOS 7 APIs and added flexibility to enhance everything from reliability to text appearance Working around new iOS 7 problems and bugs

Overcome the vexing issues you'll inevitably confront when creating apps for the iPhone, iPad, or iPod touch. By making use of new and revised recipes in this updated cookbook, you'll quickly learn the steps necessary to write complete iOS apps including ways to store and protect data, enhance and animate graphics, manage files and folders, and take advantage of Passbook. Thoroughly updated for iOS 6 SDK, this cookbook shows you how to use hundreds of techniques to solve problems that developers of all levels commonly face. Each recipe includes sample code you can use right away. Use Pass Kit to deliver digitally-signed passes such as loyalty cards Define the layout of UI elements with Cocoa Auto Layout Develop location-aware apps Get working examples for implementing gesture recognizers Use new Objective-C Runtime features Play audio and video files and access the iPod library Retrieve contacts and groups from the Address Book Determine camera availability and access the Photo Library Create multitasking-aware apps Use Event Kit to manage calendars, dates, and events Apply the accelerometer and gyroscope Enhance your work with the iCloud service

Over 100 proven techniques and solutions for app development with Flutter 2.2 and Dart

Swift Cookbook

Flutter Cookbook

Core Concepts and Essential Recipes for iOS Programmers

A Hands-on Guide to the Fundamentals of iOS Programming

Cinder Creative Coding Cookbook

Want to write iOS apps on 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

Completely rewritten in Swift and with more than 50 new recipes, this new edition presents dozens of solutions to common problems that face iOS developers. Thoroughly updated for the iOS 10 SDK, each recipe in the book starts with a problem and offers solutions with example code. You'll also get a comprehensive discussion on how to apply the solutions, including the tradeoffs involved. The recipes in the third edition provide solutions to problems faced by beginners, as well as intermediate and advanced iOS developers.

This book helps you use the open-source Flutter framework for building native mobile apps using Dart. You'll learn about Dart programming and add functionalities to your Android and iOS apps for truly native performance. The book also covers recipes for solving almost any issue that you may face while developing multi-platform applications.

And ConclusionChapter 2. Functions: Function Parameters and Return Value: Void Return Type and Parameters: Function Signature: External Parameter Names: Overloading: Default Parameter Values: Variadic Parameters: Ignored Parameters: Modifiable Parameters: Function In Scope: Recursion: Function As Value: Anonymous Functions: Define-and-Call: Closures: How Closures Improve Code: Function Returning Function: Closure Returning a Captured Variable: Closure Preserving Its Captured Environment: Curried Functions: Chapter 3. Variables and Simple Types: Variable Scope and Lifetime.

Python Network Programming Cookbook

iOS Swift Game Development Cookbook

CSS Cookbook

iOS 15 Programming Fundamentals with Swift

Kickstart Your Mobile App Development Journey by Building iOS Apps with Swift 5.5 and Xcode 13

Boost Asio C++ Network Programming Cookbook

**Find practical, logical, and efficient recipes for building cross-platform apps for iOS 15, macOS, and watchOS using Swift 5.5, Xcode 13, and SwiftUI 3.0** **Key Features:** Apply the declarative programming paradigm to build cross-platform UIs for Apple devices Learn to integrate UIKit, Core Data, Firebase, and Sign in with Apple with SwiftUI Adopt the new SwiftUI 3.0 features to build visually appealing UIs speedily **Book Description:** SwiftUI provides an innovative and simple way to build beautiful user interfaces (UIs) for all Apple platforms, from iOS and macOS through to watchOS and tvOS, using the Swift programming language. In this recipe-based cookbook, you'll cover the foundations of SwiftUI as well as the new SwiftUI 3 features introduced in iOS 15 and explore a range of essential techniques and concepts that will help you through the development process. The cookbook begins by explaining how to use basic SwiftUI components. Once you've learned the core concepts of UI development, such as Views, Controls, Lists, and ScrollView, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems encountered when building SwiftUI apps. **What You Will Learn:** Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid Create widgets to quickly display relevant content at glance Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons Discover modern animation and transition techniques in SwiftUI Add user authentication using Firebase and Sign in with Apple Manage concurrency with Combine and async/await in SwiftUI Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts **Who this book is for:** This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI.

**Over 60 recipes to help you design interactive, smart, and cross-platform GUI applications** **Key Features** Get succinct QT solutions to pressing GUI programming problems in Python Learn how to effectively implement reactive programming Build customized applications that are robust and reliable **Book Description** PyQt is one of the best cross-platform interface toolkits currently available; it's stable, mature, and completely native. If you want control over all aspects of UI elements, PyQt is what you need. This book will guide you through every concept necessary to create fully functional GUI applications using PyQt, with only a few lines of code. As you expand your GUI using more widgets, you will cover networks, databases, and graphical libraries that greatly enhance its functionality. Next, the book guides you in using Qt Designer to design user interfaces and implementing and testing dialogs, events, the clipboard, and drag and drop functionality to customize your GUI. You will learn a variety of topics, such as look and feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. Lastly, the book takes you through how Qt5 can help you to create cross-platform apps that are compatible with Android and iOS. You will learn how to design and applying some of the most useful and fun recipes that will expand your knowledge of GUIs What you will learn Use basic Qt components, such as a radio button, combo box, and sliders Use QMainWindow and sliders to handle different signals generated on mouse clicks Work with different Qt outputs to meet user interface requirements Create custom widgets and set up customizations in your GUI Perform asynchronous I/O operations and thread handling in the Python GUI Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering and implement animation in your GUI Make your GUI application compatible with Android and iOS devices Who this book is for If you're an intermediate Python programmer wishing to enhance your coding skills by writing powerful GUIs in Python using PyQt, this is the book for you.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

**iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers.** With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

Solutions and Examples for iOS Apps

Building responsive and powerful cross-platform applications with PyQt

Reactive Programming with Swift

iOS 10 Swift Programming Cookbook

Over 60 proven recipes for developing better iOS applications with Swift 5.3, 2nd Edition

Objective-C Programming

The Core iOS 6 Developer's Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the "how" and "why" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autoplayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high performance 3D applications for embedded devices

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Declare primitive programming objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing closures Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more! Your Ultimate "How-To" Guide to Java Programming! Legendary programming author Herb Schildt shares some of his favorite programming techniques in this high-powered Java "cookbook," organized for quick reference, each recipe shows how to accomplish a practical programming task. A recipe begins with a list of key ingredients (the classes, methods, and interfaces) followed by step-by-step instructions that show how to assemble them into a complete solution. Detailed discussions explain the how and why behind each step, and a full code example puts the recipe into action. Each recipe ends with a list of options and alternatives that suggest ways to adapt the technique to fit a variety of situations. Whether you're a beginner or an experienced pro, you'll find recipes that are sure to satisfy your Java programming appetite! Topics include: String Handling Regular Expressions File Handling Applets Servlets Swing The Collections Framework Multithreading Formatting Data Learn how to: Find substrings that match a regular expression Use regular expressions to tokenize a string Compress and decompress data files Create a ZIP file Format time and date Use printf() to display formatted data Reverse, rotate, and shuffle a list Use a Comparator with a collection Create a simple Swing application Create a Swing-based applet Create a simple servlet Use a cookie with a servlet Synchronize threads Monitor a thread's state Set and obtain a thread's priority Use JScrollPane to automate scrolling Access a resource using HttpURLConnection Schedule a task for future execution Use reflection to dynamically create an object and call methods Much, much more

Learning iOS Development

Herb Schildt's Java Programming Cookbook

PHP 7 Programming Cookbook

Qt 5 Python GUI Programming Cookbook

iOS 11 Swift Programming Cookbook

iPad iOS 4 Development Essentials - Xcode 4 Edition

This second edition of C# Game Programming Cookbook for Unity 3D expounds upon the first with more details and techniques. With a fresh array of chapters, updated C# code and examples, Jeff W. Murray's book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 2D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in C# suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game's sound in a dedicated audio chapter covering topics such as audio mixers, fading, and audio ducking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, C#-based framework Extensive breakdowns of all the important classes Example projects illustrate and break down common and important Unity C# programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, state machine, and pathfinding behaviors), user interface Canvas management, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced C# programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering C# and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world's largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift. Discover recipes for building feature-rich, reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes, modern design techniques, and popular strategies Key FeaturesUnderstand how closures work and make use of generics with protocols to write flexible codeDiscover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKitGet to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision FrameworkBook Description Swift is an exciting, multi-platform, general-purpose programming language, and with this book, you'll explore the features of its latest version, Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3, its syntax, and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute, and debug your Swift code. As you advance through the chapters, the book will show you how to bundle views and sets, order your data with an array, store key-value pairs with dictionaries, and use property observers. You'll also get to grips with the decision-making and control structures in Swift, examine advanced features such as generics and operators, and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server-side programming, run Swift on Linux, and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications, and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3. What you will learnExplore basic to advanced concepts in Swift 5.3 programmingUnderstand conditional statements, loops, and how to handle errors in SwiftDefine flexible classes and structs using genericsUse advanced operators and create custom onesBuild iOS apps using the powerful features of UIKit or the new SwiftUI frameworkImport your own custom functionality into Swift PlaygroundsRun Swift on Linux and investigate server-side programming with the server-side framework VaporUse Swift to implement machine learning models using CoreML and VisionWho this book is for This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3, along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts will assist in understanding key concepts.

Swift, Xcode, and Cocoa Basics

SwiftUI Cookbook

iOS 8 Swift Programming Cookbook

iOS 6 Programming Cookbook

iOS 7 Programming Cookbook

Programming iOS 14

iOS 7 Programming Cookbook'O'Reilly Media, Inc.'

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Full of easy-to-follow recipes and images that will teach powerful techniques and algorithms, building from basic projects to challenging applications. This book is for artists, designers, and programmers who have previous knowledge of C++, but not necessarily of Cinder.

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

Programming iOS 6

Problem-Solution Approach

The Core iOS Developer's Cookbook

Arduino Cookbook

iPhone Programming

PHP 7: Real World Application Development

iOS 7 Development Recipes: A Problem-Solution Approach is your code reference and guide to developing solutions on the iPad, iPhone, and other iOS 7 SDK devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully and efficiently. The recipes included in this book are wide in scope and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and you will be presented with cutting-edge solutions that bring forth the best that the iOS 7 SDK has to offer. The recipes include: Working with Auto Layout to build flexible UI sizes Building applications that incorporate multimedia Building location-aware apps Understanding best practices for application design and development You'll find this book to be an indispensable reference for all your iOS development.

Provides hands-on sample projects and exercises designed to help programmers create iOS applications.

Provides information and examples on using CSS to format Web pages, covering such topics as Web typography, links, navigation, page layouts, and Web site design.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for XamarinForms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Solutions and Examples for iOS Apps

RxSwift (Fourth Edition)

iOS 9 Swift Programming Cookbook

iOS 15 Programming for Beginners - Sixth Edition

Solutions for iOS Developers

**Completely updated for C# 6.0, the new edition of this bestseller offers more than 150 code recipes to common and not-so-common problems that C# programmers face every day. More than a third of the recipes have been rewritten to take advantage of new C# 6.0 features. If you prefer solutions to general C# language instruction and quick answers to theory, this is your book.**C# 6.0 Cookbook offers new recipes for asynchronous methods, dynamic objects, enhanced error handling, the Roslyn compiler, and more. Here are some of topics covered: Classes and generics Collections, enumerators, and iterators Data type-related problems If you are a novice, you will develop an understanding of the concepts as you progress with this book. What You Will Learn Develop TCP/IP networking client/server applications Administer local machines' IPv4/IPv6 network interfaces Write multi-purpose functionalities web clients for HTTP and HTTPS protocols Perform remote system administration tasks over Telnet and SSH connections Interact with popular websites via web services such as XML-RPC, SOAP, and REST APIs Monitor and analyze major common network security vulnerabilities Develop Software-Defined Networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX Controllers Emulate simple and complex networks with Mininet and its extensions for network and systems emulations Learn to configure and build network systems and Virtual Network Functions (VNF) in heterogeneous deployment environments Explore various Python modules to program the Internet In Detail Python Network Programming Cookbook - Second Edition highlights the major aspects of network programming in Python, starting from writing simple networking clients to developing and deploying complex Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarezation, including

Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarezation, including

**Learn Reactive Programming in Swift with RxSwift!**The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps. This books is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift. Topics Covered in RxSwift: - Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects. - Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers. - Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators. - UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa. - Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. And much, much more! By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

**Use new features of PHP 7 to solve practical, real-world problems faced by PHP developers like yourself every day. About This Book** This course covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks Leverage the potential of PHP for server-side programming, memory management, and Object-Oriented programming to improve your programming productivity This course also illustrates the development of a complete modular application using PHP 7 in detail **Who This Book Is For** If you are an aspiring web developer, mobile developer, or back-end programmer, who has basic experience in PHP programming and wants to develop performance-critical applications, then this course is for you. It will take your PHP programming skills to next level. **What You Will Learn** Solve practical real-world programming problems using PHP 7 Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Improve the overall application security and error handling by taking advantage of classes that implement the new throwable interface Solve practical real-world programming problems using PHP 7 Develop middle-wareclasses that allow PHP developers to gluedifferent open source libraries together seamlessly Define and implement PSR-7 classes Create custom middleware using PSR-7 compliant classes Test and debug your code, and get to know the best practices in Detail PHP 7 comes with a myriad of new features and great tools to optimize your code and make your code perform faster than in previous versions. **Most importantly, it allows you to maintain high traffic on your websites with low-cost hardware and servers through a multithreading web server. This book demonstrates intermediate to advanced PHP techniques with a focus on PHP 7. Each recipe is designed to solve practical, real-world problems faced by PHP developers like yourself every day. About This Book** This course covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks Leverage the potential of PHP for server-side programming, memory management, and Object-Oriented programming to improve your programming productivity This course also illustrates the development of a complete modular application using PHP 7 in detail **Who This Book Is For** If you are an aspiring web developer, mobile developer, or back-end programmer, who has basic experience in PHP programming and wants to develop performance-critical applications, then this course is for you. It will take your PHP programming skills to next level. **What You Will Learn** Solve practical real-world programming problems using PHP 7 Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Use advanced PHP 7 features such as the Abstract Syntax Tree, Uniform Variable Syntax, Scalar Type Hints, Generator Delegation, Anonymous Classes, and the Context Sensitive Lexer Set up a high performance development and production environment for PHP 7 Discover new OOP features in PHP 7 to achieve high performance Discover the new features of PHP 7 that are relevant to modular application development Explore the ins and outs of the Symfony framework Build a set of modules based on the Symfony framework that comprise a simple web shop app In Detail PHP is a great language for developing web applications. It is essentially a server-side scripting language. PHP 7 is the latest version, providing major backward-compatibility breaks and focusing on improved performance and speed. This course follows a learning path which is divided into three modules. Each module is a mini course in its own right, taking your basic PHP programing skills to the next level by showing you intermediate to advanced PHP techniques with a focus on PHP 7. This way, get you equipped with the tools and skills required to develop professional and efficient applications for your websites and enterprises. The first module of the book is a programming cookbook that consists over 80 recipes! Each recipe is designed to solve practical, real-world problems faced by PHP developers like yourself every day. This course also covers new ways of writing PHP code made possible only in version 7. The second module of the course is designed to improve the performance and productivity of your application. We'll introduce you to the concepts of Object-Oriented Programming (OOP) in PHP 7, then shed some light on how to improve the performance of your PHP 7 applications and database.

**Throughout this module you will be introduced to benchmarking tools. With all important concepts of PHP covered up you will move on to third module. In this module you will gain a deep insight into the modular programming paradigm and how to achieve modularity in your PHP code. Modular design techniques help you build readable, manageable, reusable, and more efficient codes. PHP 7, which is a popular open source scripting language, is used to build modular functions for your software. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: PHP 7 Programming Cookbook, Doug Brerer Learning PHP 7 High Performance, Altar Hussain Modular Programming with PHP 7, Branko Ajeze Style and approach This book takes a practical, step-by-step approach with real-world examples that serve as**

**A Best Practice Guide to Solving the Most Common Problems in Using SwiftUI**

iOS 7 Development Recipes

C# 6.0 Cookbook

iOS 9 Programming Fundamentals with Swift

OpenGL ES 3.0 Programming Guide

The Core iOS 6 Developer's Cookbook

Discover practical solutions for a wide range of real-world network programming tasks **About This Book** Solve real-world tasks in the area of network programming, system/networking administration, network monitoring, and more. Familiarize yourself with the fundamentals and functionalities of Software-Defined Networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX Controllers Emulate simple and complex networks with Mininet and its extensions for network and systems emulations Learn to configure and build network systems and Virtual Network Functions (VNF) in heterogeneous deployment environments Explore various Python modules to program the Internet In Detail Python Network Programming Cookbook - Second Edition highlights the major aspects of network programming in Python, starting from writing simple networking clients to developing and deploying complex Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarezation, including

Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarezation, including

**The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numerical systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda**

expressions, extension methods and LINO. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial, programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithms, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINO, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733 More than 80 recipes to help you leverage the various extensibility features available for Microsoft Dynamics and solve problems easily About This Book Customize, configure, and extend the vanilla features of Dynamics 365 to deliver bespoke CRM solutions fit for any organization Implement business logic using point-and-click configuration, plugins, and client-side scripts with MS Dynamics 365 Built a DevOps pipeline as well as Integrate Dynamics 365 with Azure and other platforms Who This Book Is For This book is for developers, administrators, consultants, and power users who want to learn about best practices when extending Dynamics 365 for enterprises. You are expected to have a basic understand of the Dynamics CRM/365 platform. What You Will Learn Customize, configure, and extend Microsoft Dynamics 365 Create business process automation Develop client-side extensions to add features to the Dynamics 365 user interface Set up a security model to securely manage data with Dynamics 365 Develop and deploy clean code plugins to implement a wide range of custom behaviors Use third-party applications, tools, and patterns to integrate Dynamics 365 with other platforms Integrate with Azure, Java, SSIS, PowerBI, and Octopus Deploy Build an end-to-end DevOps pipeline for Dynamics 365 In Detail Microsoft Dynamics 365 is a powerful tool. It has many unique features that empower organisations to bridge common business challenges and technology pitfalls that would usually hinder the adoption of a CRM solution. This book sets out to enable you to harness the power of Dynamics 365 and cater to your unique circumstances. We start this book with a no-code configuration chapter and explain the schema, fields, and forms modeling techniques. We then move on to server-side and client-side custom code extensions. Next, you will see how best to integrate Dynamics 365 in a DevOps pipeline to package and deploy your extensions to the various SDLC environments. This book also covers modern libraries and integration patterns that can be used with Dynamics 365 (Angular, 3 tiers, and many others). Finally, we end by highlighting some of the powerful extensions available. Throughout we explain a range of design patterns and techniques that can be used to enhance your code quality; the aim is that you will learn to write enterprise-scale quality code. Style and approach This book takes a recipe-based approach, delivering practical examples and use cases so that you can identify the best possible approach to extend your Dynamics 365 deployment and tackle your specific business problems. Ready to build stunning apps for iPhone, iPad, and Apple Watch? This cookbook—completely rewritten with all-new material—provides 90 proven solutions for tackling the latest features in iOS 9 and watchOS 2.0. Written exclusively in Apple's Swift language, these code-rich recipes show you how to use dynamic user interfaces, interactive maps, multitasking functionality, Apple's new UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code, available on GitHub, that you can put to work right away. Work with new features in Swift 2, Xcode 7, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Swift to connect with the iOS contacts database Block ads or obtrusive content with Safari Content Blockers Make your app content searchable with Spotlight APIs Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Live up your UI with gravity and turbulence fields Solutions & Examples for iOS Apps The Bulgarian C# Book Creating Mobile Apps with Xamarin.Forms Preview Edition 2 SQL Cookbook The Big Nerd Ranch Guide Simple Solutions for Game Development Problems Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features: Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency and SharePlay Book Description: With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS 15 and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What You Will Learn: Get to grips with the fundamentals of Xcode 13 and Swift 5.5, 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 an app Implement the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for: This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary. A guide to SQL covers such topics as retrieving records, metadata queries, working with strings, data arithmetic, date manipulation, reporting and warehousing, and hierarchical queries. Over 25 hands-on recipes to create robust and highly-efficient cross-platform distributed applications with the Boost.Asio library About This Book Build highly efficient distributed applications with ease Enhance your cross-platform network programming skills with one of the most reputable C++ libraries Find solutions to real-world problems related to network programming with ready-to-use recipes using this detailed and practical handbook Who This Book Is For If you want to enhance your C++ network programming skills using the Boost.Asio library and understand the theory behind development of distributed applications, this book is just what you need. The prerequisite for this book is experience with general C++11 get the most from the book and comprehend advanced topics, you will need some background experience in multithreading. What You Will Learn Boost your working knowledge of one of the most reputable C++ networking libraries—Boost.Asio Familiarize yourself with the basics of TCP and UDP protocols Create scalable and highly-efficient client and server applications Understand the theory behind development of distributed applications Increase the security of your distributed applications by adding SSL support Implement a HTTP client easily Use iostreams, scatter-gather buffers, and timers In Detail Starting with recipes demonstrating the execution of basic Boost.Asio operations, the book goes on to provide ready-to-use implementations of client and server applications from simple synchronous ones to powerful multithreaded scalable solutions. Finally, you are presented with advanced topics such as implementing a chat application, implementing an HTTP client, and adding SSL support. All the samples presented in the book are ready to be used in real projects just out of the box. As well as excellent practical examples, the book also includes extended supportive theoretical material on distributed application design and construction. Style and approach This book is a set of recipes, each containing the statement and description of a particular practical problem followed by code sample providing the solution to the problem and detailed step-by-step explanation. Recipes are grouped by topic into chapters and ordered by the level of complexity from basic to advanced. If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, collection views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color picker, new page control behavior, revised date pickers, and more! Want to brush up on the basics? Pick up iOS 14 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 14, you'll gain a solid, rigorous, and practical understanding of iOS 14 development. C# Game Programming Cookbook for Unity 3D Fundamentals of Computer Programming with C# The iOS 5 Developer's Cookbook Microsoft Dynamics 365 Extensions Cookbook