

## Ipod Touch 3rd Generation User Guide

The new FileMaker 12 allows you to build unparalleled databases for a wide variety of devices, from Windows and Mac desktops to iPhones and iPad. With 10 million registered customers, FileMaker's users are "average Joes" who are knowledge workers, subject matter experts, and business users from all walks of life. The community extends well beyond the pool of professional software developers. FileMaker's legendary ease-of-use has led to its wide adoption and has allowed non-programmers an avenue into creating sophisticated software solutions. FileMaker 12 Developer's Reference will serve to help bridge the gaps in these people's understanding of FileMaker's hundreds of calculation functions, script steps, and operations. They know FileMaker, they've used it for years, but they need a quick reference, immediately accessible while not interrupting their work on screen. There is no other book like this on the market. All FileMaker books include information on calculation formulas, scripting, etc., but none have expressly focused on giving readers one simple thing: a quick reference to be used in conjunction with their programming efforts. Some books teach, others explain, still others explore specific in-depth topics. This book will appeal to the entire FileMaker Pro community and be a great extension of their library. This edition is updated for the many new features coming with FileMaker 12, including the product's design functionality and the file format, and a new section dedicated to FileMaker Go, which is the iOS client.

Your go-to guide for getting up to speed in Snapseed! In The Photographer's Guide to Using Snapseed, author Rob Sylvan shows you the ins and outs of using Snapseed, the popular photo enhancing and sharing app from Nik Software. After explaining basic Snapseed settings, Sylvan shows how to get photos onto your iOS mobile device, Mac, or Windows computer, and then gives you a guided tour of the Snapseed interface. From there you learn how to use Snapseed's image-editing tools to perform basic adjustments such as cropping, straightening, sharpening, and color correcting your images. He also explains how to create compelling black-and-white images, apply a vintage photo look, add drama and grunge filters, and create cool vignette effects. In this quick, concise ebook you'll learn how to use Snapseed to:

- Edit photos on iOS mobile devices, Macs, and Windows computers
- Rotate, straighten, and crop
- Sharpen and enhance detail
- Create cool framing effects such as blurred or darkened edges
- Apply fun filter effects
- Share your images on Twitter, Facebook, Flickr, Instagram or email
- Print on your own printer

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, 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 life cycle 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

Stop typing and get more done with Dragon Professional Individual voice recognition software Tired of typing, but afraid to take the leap into voice recognition software? No problem! Dragon Professional Individual For Dummies, 5th Edition gives you a great overview of the industry-leading speech recognition software so you can start talking instead of typing in no time at all. With this easy-to-use guide, you'll quickly find out how to use Professional Individual to open documents, write emails and notes, update your Facebook status, and much more. The book includes everything you need to get started, from launching the software and basic dictating to controlling your desktop by voice, and tips for improving accuracy. Available for both Windows and Mac, Dragon Professional Individual is the gold standard for home and professional voice recognition software. Easy to use and much more efficient than typing, the software can take your productivity to the next level. Get an introduction to everything you'll need to know to get started with Dragon Professional Individual voice recognition software Find out how to access documents, write emails, and even update your Facebook status with nothing more than your voice Includes the most updated information on the latest version of the software Offers information for programmers and developers who want to use the software for mobile app development Dragon Professional Individual For Dummies, 5th Edition is your go-to resource to get up and running with this great voice recognition software in no time.

Developing for the Mac and iOS App Stores  
Image Editing on your iPad with PhotoGene

Ditch Your Phone Bill

A DIY Guide to Extending the Life of Your IDevices!

iPhone Portable Genius

iPhone 5 All-in-One For Dummies

**"The iOS Game Programming Collection "consists of two bestselling eBooks: " Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk " Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect beginner's guide. "Learning iOS Game Programming "walks you through every step as you build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. "Learning Cocos2D "walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D's sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games**

iOS that is previously known as iPhone OS is a popular mobile operating system developed and distributed exclusively by Apple Inc for Apple hardware. Recently, this operating system has gained much popularity in the mobile world because of its high modern technology. It's the only operating system in the market that provides power to many company's iDevices.

**Get to know your iPhone with this colorful and easy-to-use guide So you just purchased your first iPhone? Although it seems like everyone has an iPhone these days, it's not a given that you'll instantly know how to use one. And that's where this handy book comes in. Written in the friendly For Dummies style and sporting senior-friendly larger type and full-color illustrations, this book clearly shows you how to use your iPhone, even if it's your first-ever smartphone. Make calls, send e-mail, download videos, read e-books, FaceTime video chat, and discover the wonderful world of apps. It's all here and much more! Covers the iPhone 5, iPhone 4S, and iPhone 4 Includes senior-friendly larger type and full-color illustrations Explains how to use the iPhone in the clear, friendly, easy-to-follow language that has defined the series for two decades Covers iPhone accessibility features, using maps, browsing the web, buying apps, playing music, shooting and sharing video and pictures, texting with iMessage, using Reminders and Newsstand, and of course, making calls iPhone 5 For Seniors For Dummies, 2nd Edition helps you discover the wonders of your smartphone and take advantage of all it has to offer!**

**Offers detailed, illustrated instructions for repairing Apple handheld electronic devices, covering the replacement of components, fixing software failures, and making repairs and changes not intended by the manufacturer.**

**The Unauthorized Guide to iPhone, iPad, and iPod Repair**

**Visual QuickStart Guide**

**Dragon NaturallySpeaking For Dummies**

**iPad Secrets (Covers iPad, iPad 2, and 3rd Generation iPad)**

**Mastering Apple Music**

**Professional Mobile Application Development**

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, iOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Fast and fun to read, this book gives you all the tips, tricks and hidden techniques that you would love to try out on your iPod Touch. It starts by getting everyone up to speed on the basics. Then

quickly moves into the fun stuff, like connecting to a TV, and even how to hack so that you can run applications over the iPod Touch and a whole lot more. If you can do it on the iPod Touch, you will find it here. So whether you just want to be able to use it for music and do emails or web surfing, or you want to take it to the Max, this is the book to show you how.

The Unreal UDK features Epic's award-winning Unreal Engine 3, used to create bestselling games such as Infinity Blade for iOS, and popular console games like Borderlands and Bioshock. Now, you can build your own Unreal game for the iOS platform. Beginning iOS 3D Unreal Games Development covers using the Unreal UDK game creation system to create 3D games for the iOS platform, which includes the iPhone, iPod touch and iPad. Specifically, this book covers: UnrealScript programming language, going beyond the limitations of the visual Kismet scripting language The Unreal UDK code framework, basic UDK tools and other UDK items needed to build a game Various author-created game frameworks are presented and are used to illustrate the UnrealScript programming language and user input methods specific to the iOS mobile platform

Take a bite out of all your iPhone has to offer As easy and intuitive as the iPhone is, it's more complex than most of us realize—and what's better than learning all the insider tips and tricks with the iPhone Portable Genius, 3rd Edition? Whether you're just starting out with your first iPhone or upgrading to a newer model, this full-color guide will have you tapping, swiping, and typing like an Apple genius in no time. You'll find essential information about iOS, Siri, iCloud, and how to use your phone to manage, organize, and navigate your life. Written in clear, no-nonsense language, iPhone Portable Genius, 3rd Edition offers expert tips and tricks that will save you time and hassles—and help you unlock all your device has to offer. Designed for the visual learner, it provides plenty of full-color screenshots that illustrate exactly what you'll see and do on your iPhone. Plus, "Genius Icons" throughout the text highlight smarter, more innovative ways to do what you need to do. So what are you waiting for? Everything you need to truly make the most of your iPhone is here. Connect to a network, configure your settings, and work with iCloud Max out the media features, surf the Web, and check your e-mail Manage your contacts, appointments, e-books, and libraries Sync your apps, photos, music, and more

The iOS Game Programming Collection (Collection)

FileMaker 12 Developers Reference

Dragon Professional Individual For Dummies

My iPod touch (covers iPod touch 4th and 5th generation running iOS 6)

Playstation 3

Trust-based Collective View Prediction

*This is a stunning visual guide to the life and works of entrepreneur Steve Jobs. Easily one of the most influential innovators of the twenty-first century, Steve Jobs has fundamentally shaped the way in which we communicate and, even more broadly, live our lives. In this information-packed graphic biography, Steve Jobs' remarkable talent and genius are explored through bold design and original graphics. Kevin Lynch explores Jobs' journey from savvy salesman, to his rivalry and market competition with Bill Gates, and his shift towards radical innovations in later life. This technological innovator led a fascinating, astounding and ultimately too short life, that irreversibly impacted how we communicate. Steve Jobs is a visual celebration and comprehensive study of "The Maverick" and his work; and a must-have for any fan of Apple products.*

*Learn how to use Apple's iCloud service to share your content across all your Apple devices. This indispensable guide to Apple's iCloud service walks readers how to share their iTunes songs, photos, books, apps, files, email, contacts, and calendars across their PC, Mac, and iOS devices. Readers will learn how to create documents in iWork apps--Pages, Keynote, and Numbers--and edit them on any device, with iCloud keeping the files up to date. Readers will also learn how to back up important information via the cloud.*

*The iPhone has many best-of-class features.The iPhone's is superb set of features. The iPhone is beautifully designed and intuitive to use. Apple introduced the iPhone, combining three products - a revolutionary mobile phone, a widescreen iPod with touch controls, and a breakthrough Internet communications device with desktop-class email, web browsing, searching and maps - into one small and lightweight handheld device. The iPhone introduces an entirely new user interface based on a large multi-touch display and pioneering new software, letting users control the iPhone with just their fingers. The iPhone also ushers in an era of software power and sophistication never before seen in a mobile device, which completely redefines what users can do on their mobile phones. iPhone : Learn to Operate iPhone, this is very easy book on the iPhone. You can understand easily. This book is for everyone. In this book : Section - A, Set Up a New iPhone Section - B, Back Up Your Data Section - C, Siri Section - D, Find My*

*My iPod TouchQue Publishing*

*The Photographer's Guide to Using Snapseed*

*iPhone : Learn to Operate iPhone*

*iPhone 5 For Seniors For Dummies*

*How to Do Everything: iCloud, Second Edition*

*Swift Development with Cocoa*

Ensuring Digital Accessibility through Process and Policy provides readers with a must-have resource to digital accessibility from both a technical and policy perspective. Inaccessible digital interfaces and content often lead to forms of societal discrimination that may be illegal under various laws. This book is unique in that it provides a multi-disciplinary understanding of digital accessibility. The book discusses the history of accessible computing, an understanding of why digital accessibility is socially and legally important, and provides both technical details (interface standards, evaluation methods) and legal details (laws, lawsuits, and regulations). The book provides real-world examples throughout, highlighting organizations that are doing an effective job with providing equal access to digital information for people with disabilities. This isn't a book strictly about interface design, nor is it a book strictly about law. For people who are charged with implementing accessible technology and content, this book will serve as a one-stop guide to understanding digital accessibility, offering an overview of current laws, regulations, technical standards, evaluation techniques, as well as best practices and suggestions for implementing solutions and monitoring for compliance. This combination of skills from the three authors—law, technical, and research, with experience in both corporate, government, and educational settings, is unique to this book, and does not exist in any other book about any aspect of IT accessibility. The authors' combination of skills marks a unique and valuable perspective, and provides insider knowledge on current best practices, corporate policies, and technical instructions. Together, we can ensure that the world of digital information is open to all users. Learn about the societal and organizational benefits of making information technology accessible for people with disabilities Understand the interface guidelines, accessibility evaluation methods, and compliance monitoring techniques, needed to ensure accessible content and technology. Understand the various laws and regulations that require accessible technology Learn from case studies of organizations that are successfully implementing accessibility in their technologies and digital content

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, eBooks, and iPhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

Covers iPod touch 4th and 5th Generation running iOS 6 Step-by-step instructions with callouts to iPod touch photos so that you can see exactly what to do Help when you run into iPod touch problems or limitations Tips and Notes to help you get the most from your iPod touch Full-color, step-by-step tasks walk you through getting and keeping your iPod touch working just the way you want. Learn how to:

- Connect to the Internet, Bluetooth devices, Wi-Fi networks, and other iPod touches, iPhones, and iPads
- Use Siri to get information, write texts and emails, set reminders/appointments, and more just by speaking to your iPod touch 5th Generation
- Customize your iPod touch with folders, wallpaper, sounds, and much more
- Configure and sync your information, and efficiently manage contacts, reminders, and calendars
- Communicate via FaceTime videoconferences, text messages, and email
- Make the most of Safari to browse the Web and Mail to manage all your email from one inbox
- Listen to music, subscribe and listen to podcasts, and watch video—including movies and TV shows
- Capture and edit photos and video
- Use your photos in slideshows, for wallpaper, and your contacts, or share them via email, iCloud, and texts; use PhotoStream to automatically save and share your photos
- Find, download, install, and use awesome iPod touch apps
- Take advantage of iCloud to keep your content and information in sync on all your devices

Apple Music is, to quote the company, "All the ways you love music. All in one place." In non-marketing lingo, Apple Music is built around two major components: iCloud Music Library, which combines your purchased music library and ripped tracks in one place; and the Apple Music streaming catalog, where you can find more than 10 million tracks from artists around the world. These two parts live side by side in the Music app: You can keep each separate by only streaming the Apple Music catalog, or you can add streaming songs to your offline Music library, where they can be mixed into playlists (offline or publicly shareable) or shuffled amongst the rest of your music. Apple Music also offers a massive recommendation and browsing area for its streaming catalog: As you listen to songs in the Music app, Apple collects data about your tastes and drops daily custom-curated playlists in the app for you to listen to, along with a weekly algorithmic "New Music" mix that suggests songs and artists you might like. You can also poke around the entire streaming catalog's array of new music, curated playlists, music videos, and more. Table of Contents Introduction 1. Signing up for Apple Music 2. Setting up Family Sharing 3. Take Charge of Your iTunes Account 4. Controlling your iTunes Genius 5. iTunes Match 6. Digital Rights Management 7. iPhone Music App 8. iTunes

Radio 9. Transfer your iTunes Library from Several PCs 10. Migration 11. Downgrading from iTunes 12 to iTunes 11 12. iTunes Restriction Feature 13. Creating and Using Playlists on iPhone 14. Optimizing your iPhone Storage 15. Creating Playlist in iTunes 16. iTunes Account Purchase Problems 17. Adding Apple Music to Your iCloud Music Library 18. Reset iCloud Music Library 19. Apple Music on iTunes Instead of Matched 20. Updating your iTunes Version 21. Back Up iTunes With External HD 22. Authorize Computers on your iTunes 23. Setting iCloud iOS and iTunes Automatic Downloads 24. Beats 1 25. iTunes on Linux 26. Convert iTunes Music to MP3 27. Uninstall iTunes Without Losing Your Favorite Songs

Data Mining Mobile Devices

Functions, Scripts, Commands, and Grammars

Covers iOS9 and all models of iPhone 6s, 6, and iPhone 5

My iPod Touch

Beginning iOS 3D Unreal Games Development

Programming the Mobile Web

**Sams Teach Yourself iCloud in 10 Minutes** offers straightforward, practical information designed to get you up and running quickly and easily. By working through its 10-minute lessons, you'll learn everything you need to know to effectively use Apple's iCloud online services. Each compact lesson zeroes in on a specific aspect of iCloud, explained through concise and informative descriptions along with accurate and easy to follow step-by-step instructions. You'll quickly become comfortable performing the most important iCloud tasks to make the most of what iCloud offers every day! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Obtain an iCloud account and use your own iCloud website. Configure iCloud services on iPhones, iPads, iPods, Macs, and Windows PCs. Use iCloud with your iTunes music, apps, and books to ensure you have great content on all your devices! Take advantage of iTunes Match to stream your iTunes music wherever you are. Use Photo Stream for instant access to photos you take with an iPhone, iPod touch, or iPad on all your other mobile devices and computers. Have easy access to the same document files on iOS devices and computers so that you can efficiently work whenever and wherever you need to. Use iCloud's great email, calendar, contact, and other tools to automatically have the same information on all your devices. Locate your devices, secure them if they aren't under your control, and protect your data with online backups. Register your book at [informat.com/register](http://informat.com/register) for convenient access to updates and corrections as they become available.

Part media player, portable game console, and breakthrough Internet device, you could say that the iPod touch is one ideal gadget. With this new, full-color edition, bestselling For Dummies author Tony Bove walks you through powering up your iPod touch, personalizing it, establishing a Wi-Fi connection, and synchronizing your data. You'll also explore how to surf the web, rent movies, buy songs, send and receive e-mail, get directions, check stocks, organize photos, watch videos, keep a calendar, and much more. Plus, you'll learn about the new features of iOS 5 and how to access hundreds of thousands of apps that help you do even more with your iPod touch.

Presents an introduction to the features and functions of the iPod Touch, covering such topics as personalization, using iTunes, using Safari to access the Internet, downloading apps, and troubleshooting.

Tips, tricks, and shortcuts for getting the most out of Apple's iPod Touch Packed with authoritative, no-nonsense advice for getting the most out of your iPod touch, this hip and sophisticated guide addresses the most used and desired features of this exciting device. The author covers the most essential skills, tools, and shortcuts you need to know in order to become savvy and confident for accomplishing any task necessary. Featuring a handy trim size, this guide goes where you go, offering accessible, useful information immediately at your fingertips. You'll find the hottest tips coupled with savvy advice on everything from simple tasks like playing movies and music to more advanced topics such as getting the most out of the iPod touch's features and apps. Shares sophisticated advice for getting the most from your iPod touch Uncovers shortcuts, tips, and tricks on the hottest features of the iPod touch Features a handy trim size that makes this essential resource extremely portable Couples savvy advice with critical information on everything from playing movies and music to gaining confidence in uploading and using popular applications This book offers you an abundance of useful tips and techniques for making the most of your iPod touch.

The Ultimate iTunes User Guide

A Biographic Portrait

iPod Touch For Dummies

iCloud

iOS 6 Tips and Tricks + All the Secrets

Sams Teach Yourself iCloud in 10 Minutes

*Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.*

*Speak up and master the latest version of Nuance's Dragon NaturallySpeaking! Dragon NaturallySpeaking is a speech recognition program that lets users dictate into any Windows application, allowing you to access documents, write e-mails, and even update Facebook using only your voice. This new edition covers all the newest updates to Dragon NaturallySpeaking Version 11, including usability enhancements, the user interface, the digital voice recorder, time-saving voice commands, and much more. Aimed at new and inexperienced users who want to get up to date on all that Dragon NaturallySpeaking is capable of, this beginner guide also explains how Dragon NaturallySpeaking can be used in mobile application development to add voice-recognition and productivity tools to your app. Explains the basics of Dragon NaturallySpeaking as a speech recognition program that offers a wealth of possibilities Walks you through formatting your documents, texts, and e-mails Looks at the option of using Dragon NaturallySpeaking for application development Addresses how to dictate into other applications and control your desktop and Windows by voice Offers tutorial for creating your own commands and improving audio input Shares time-saving tips, mistakes to avoid, and the most common issues you may encounter when getting started with Dragon NaturallySpeaking Arm yourself with a copy of this helpful guide and be prepared to breathe fire!*

*Maximize the latest iCloud capabilities This all-new edition of How To Do Everything: iCloud fully covers iCloud's versatile features and offers step-by-step directions on how to use each one, including Shared Photo Streams, the iWork for iCloud apps, and iCloud Keychain. You'll learn how to set up iCloud, transfer and sync app-specific data, documents, files, photos, music, and other content among your computers and iOS mobile devices. Use iCloud with your Mac, iPhone, iPad, iPad mini, and iPod touch Migrate from Apple MobileMe to iCloud Learn new iCloud features, including Shared Photo Streams, iWork for iCloud online apps, iCloud Keychain, and much more Manage your digital music library and iTunes purchases with iCloud Use the Premium iTunes Match service Store and manage your digital photos with My Photo Stream Share your digital images with others using iCloud's Shared Photo Streams Sync files and documents among computers and iOS devices Manage and sync your Safari bookmarks, reading list, and passwords using iCloud and iCloud Keychain Work with iWork for iCloud Learn about other cloud-based services Sync and share apps, app-related data, and eBooks among iOS mobile devices and your computer(s) Back up your iPhone and iPad with iCloud Stream Apple TV content to your HD TV Locate a Lost Mac, iPhone, iPad or iPod touch with iCloud's Find My... feature Manage your iCloud email account Troubleshoot iCloud-related problems*

*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.*

*iPhone 6s Portable Genius*

*Taking Your iPod touch to the Max*

*HWM*

*iPod and iTunes For Dummies*

*Steve Jobs*

*Reaching Users on iPhone, Android, BlackBerry, Windows Phone, and more*

Collective view prediction is to judge the opinions of an active web user based on unknown elements by referring to the collective mind of the whole community. Content-based recommendation and collaborative filtering are two mainstream collective view prediction techniques. They generate predictions by analyzing the text features of the target object or the similarity of users' past behaviors. Still, these techniques are vulnerable to the artificially-injected noise data, because they are not able to judge the reliability and credibility of the information sources. Trust-based Collective View Prediction describes new approaches for tackling this problem by utilizing users' trust relationships from the perspectives of fundamental theory, trust-based collective view prediction algorithms and real case studies. The book consists of two main parts – a theoretical foundation and an algorithmic study. The first part will review several basic concepts and methods related to collective view prediction, such as state-of-the-art recommender systems, sentimental analysis, collective view, trust management, the Relationship of Collective View and Trustworthy, and trust in collective view prediction. In the second part, the authors present their models and algorithms based on a quantitative analysis of more than 300 thousand users' data from popular product-reviewing websites. They also introduce two new trust-based prediction algorithms, one collaborative algorithm based on the second-order Markov random walk model, and one Bayesian fitting model for combining multiple predictors. The discussed concepts, developed algorithms, empirical results, evaluation methodologies and the robust analysis framework described in Trust-based Collective View Prediction will not only provide valuable insights and findings to related research communities and peers, but also showcase the great potential to encourage industries and business partners to integrate these techniques into new applications.

With today's consumers spending more time on their mobiles than on their PCs, new methods of empirical stochastic modeling have emerged that can provide marketers with detailed information about the products, content, and services their customers desire. Data Mining Mobile Devices defines the collection of machine-sensed environmental data pertaining to human social behavior. It explains how the integration of data mining and machine learning can enable the modeling of conversation context, proximity sensing, and geospatial location throughout large communities of mobile users. Examines the construction and leveraging of mobile sites Describes how to use mobile apps to gather key data about consumers' behavior and preferences Discusses mobile mobs, which can be differentiated as distinct marketplaces—including Apple®, Google®, Facebook®, Amazon®, and Twitter® Provides detailed coverage of mobile analytics via clustering, text, and classification AI software and techniques Mobile devices serve as detailed diaries of a person, continuously and intimately broadcasting where, how, when, and what products, services, and content your consumers desire. The future is mobile—data mining starts and stops in consumers' pockets. Describing how to analyze Wi-Fi and GPS data from websites and apps, the book explains how to model mined data through the use of artificial intelligence software. It also discusses the monetization of mobile devices' desires and preferences that can lead to the triangulated marketing of content, products, or services to billions of consumers—in a relevant, anonymous, and personal manner.

An Apps-store best-seller, this five-star photo-editing application has long been a favorite among image-conscious iPad users. In Image Editing on your iPad with PhotoGene, author Rob Sylvan shows you how to use PhotoGene to import, edit, and export your images for the world to see. After explaining basic PhotoGene settings, Sylvan shows how to get photos onto your iPad, before giving you a guided tour of the PhotoGene interface. After giving you a feel for your surroundings, Sylvan explains how to use PhotoGene's image-editing tools to perform basic adjustments such as cropping, rotating, sharpening, and color correcting your images. He also explains how to remove unwanted objects from photos, fix the dreaded red-eye, work with text, create cool vignette effects, frame your photos, apply filters, and more. In this quick, concise, e-guide, you'll learn how to use PhotoGene to: View and edit metadata Color correct your images using the histogram and curves Rotate, straighten, crop, sharpen, and reduce noise Work creatively with text Create cool framing effects such as blurred or darkened edges Apply fun filter effects Export your images to Twitter, Facebook, Flickr, an FTP site, or email Use the Pro Upgrade to apply watermarks and control JPG compression

The four-volume set LNCS 6946-6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2011, held in Lisbon, Portugal, in September 2011. The 47 papers included in the first volume are organized in topical sections on accessibility, affective HCI, computer-mediated communication, computer-supported cooperative work, evaluation, finding and retrieving, fun/aesthetic design, gestures, and HCI in the classroom.

Human-Computer Interaction -- INTERACT 2011

Developing for the Mac and iOS App Stores

Beyond 3D TV

iPod touch Portable Genius

Ensuring Digital Accessibility through Process and Policy

Learning Cocoa with Objective-C

*Outsmart the smartest smartphone around: the iPhone 5! If you want to rock the hottest smartphone in town, get this great guide and find out how to get the very most out of the incredible iPhone. Five, full-color minibooks cover everything you want to know: iPhone basics, how to load your phone with add-ons and amazing apps, using the Siri Personal Assistant to keep your life on track, letting iPhone entertain you, and much more. It's over 600 pages packed with the latest on the latest, including iOS 6. Find a wealth of great ways to use your iPhone at home, at work, or on the go with this fun and easy guide. Covers the iPhone 5, iPhone 4S, and iPhone 4 Five minibooks: Meet the iPhone, Stocking the iPhone with iTunes Apps and Add-Ons, Communications Central, Making Your iPhone Your Personal Assistant, and Letting iPhone Entertain You, walk you through all aspects of using your iPhone Gets you up to speed with the latest iPhone features and functions including the iOS 6 update Explains how to make phone and FaceTime video calls; exchange e-mails, text and multimedia messages; surf the web; buy apps; shoot and share videos; use Maps to get from Point A to Point B; and much more Shares valuable tips on troubleshooting, syncing your device with iCloud, connecting on the go, and keeping your iPhone happy Whether you're an iPhone newbie or already a savvy smartphone star, you'll find something you can use in iPhone 5 All-in-One For Dummies, 2nd Edition.*

*Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation 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 Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world*

*Explains the key features of the iPod and iTunes, including how to customize the device by setting preferences, organize a digital jukebox, copy files, burn an audio CD, preview music tracks, and search for and download songs.*

*13th IFIP TC 13 International Conference, Lisbon, Portugal, September 5-9, 2011, Proceedings*

*iOS Programming For Beginners*

*The Ultimate iOS App Developer's Guide*

*Xcode 4*