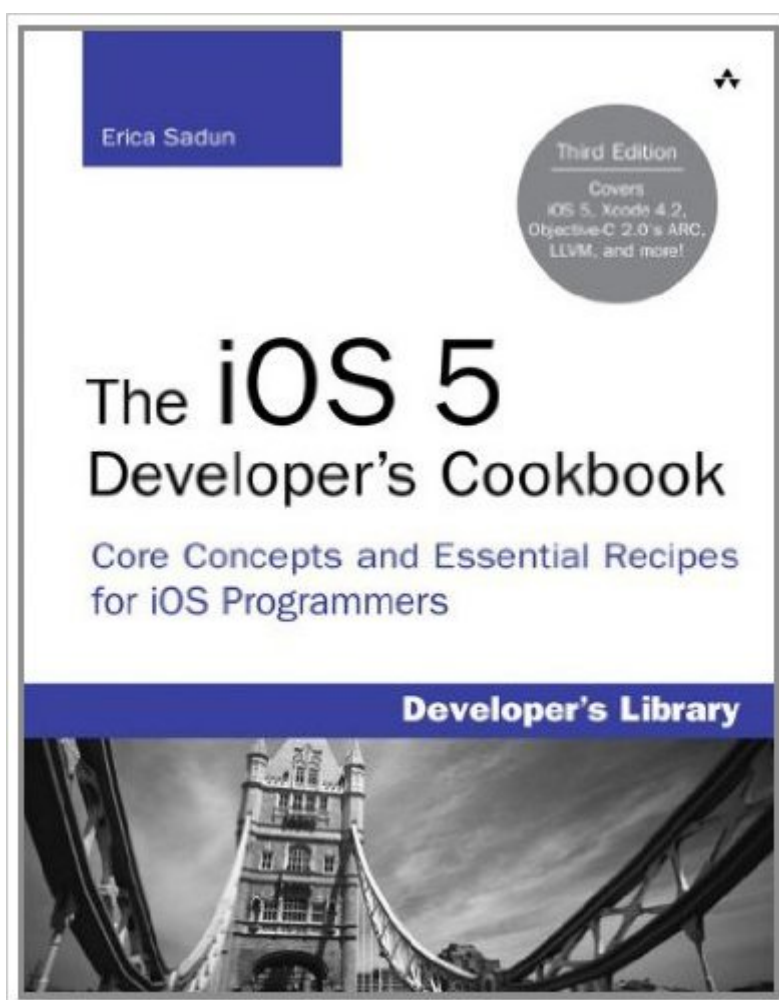


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The iOS 5 Developer's Cookbook: Core Concepts And Essential Recipes For iOS Programmers (Developer's Library)



Synopsis

This is the updated and corrected edition of The iOS 5 Developer's Cookbook. The iOS 5 Developer's Cookbook, Third Edition covers iOS 5, Xcode 4.2, Objective-C 2.0, ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. 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: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

Book Information

File Size: 26701 KB

Print Length: 833 pages

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Addison-Wesley Professional; 3 edition (January 13, 2012)

Publication Date: January 13, 2012

Sold by: Digital Services LLC

Language: English

ISBN-10: 0133047504

ISBN-13: 978-0133047509

ASIN: B006WNDW1I

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #903,529 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #90

inÂ Books > Computers & Technology > Networking & Cloud Computing > Data in the Enterprise > Electronic Data Interchange (EDI) #338 inÂ Books > Computers & Technology > Programming > Apple Programming #1018 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development

Customer Reviews

This book is much more than just a cookbook with a bunch of recipes in it. I have used plenty of cookbooks and they are never readable from cover to cover. I usually just familiarize myself with the recipes that are available, read the ones interesting to me at the time, and throw them on the shelf until I need them. This one I have not been able to put down. The author does a great job of mixing a traditional book with a recipe book. Most chapters contain both background information and recipes. Some chapters are mostly made up of recipes, and the first three chapters contain none to a very few. The first three chapters are dedicated to introducing the iOS SDK, Objective-C, and Xcode. I have listed the chapters below to give you a high level view of the topics covered. Introducing the iOS SDK Objective-C Boot Camp Building Your First Project Designing Interfaces Working with View Controllers Assembling Views and Animations Working with Images Gestures and Touches Building and Using Controls Working with Text Creating and Managing Table Views A Taste of Core Data Alerting the User Device Capabilities Networking This book lives up to the cookbook title. There is tons of code that comes with it and it is all very well organized and usable. The only thing I didn't like was that the author used HelloWorld.xcodeproj for the project name every time. After you open a few projects you have to go to Finder and the actual folder to reopen a specific one because all your shortcuts are HelloWorld.xcodeproj. I do like that the samples are built to run on both the iPad and iPhone, and that they run without the need to tweak them.

The first problem with this book is that the author has written all her snippets to be used in a minimalist app wrapper -- which makes sense except that her wrapper is a highly atypical environment in which to do anything. As a result, every single snippet is pretty much not usable in the form presented. I find myself looking at one of her snippets, having no idea how it's actually supposed to work in context, and then looking it up in Apple's docs (which are sometimes perfect but more likely useless), googling for a tutorial or stackoverflow entry (or looking it up in the Big Nerd Ranch book on iOS programming) and finding a much clearer explanation. If you download the sample project from her github repository it can make things a bit clearer, but this underlines how unusable the book is on its own. Another issue is that her code assumes you're targeting iOS5 even when it's totally unnecessary to make that assumption. E.g. her "Basic Popover" code assumes you're using storyboards. But what if you aren't? Tough luck. Do storyboards make it any simpler? Well, not really. (Erroneous comment removed.) Because the code in the book relies on iOS5 memory allocation rules throughout (not just ARC but the latest additions to it which are only available in iOS5) you cannot use the code to target earlier versions of iOS without a lot of messing around. From a "technical taste" point of view, I think she tends to uncritically use Apple's latest stuff without considering its benefit/cost. (The popover example again -- explaining it in iOS4 terms wouldn't have lost any functionality or made the code more complex.

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