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iPhone Apps Entwicklung für Dummies Neal Goldstein, 2011-09-06 Setzen Sie Ihre Ideen für eine iPhone Applikation um Schritt für Schritt Anleitungen zeigen Ihnen wie Sie mit der Programmierumgebung XCode von Apple Apps programmieren und wie Sie sie anschließend im App Store verkaufen können *iPhone Anwendungsentwicklung für Einsteiger* Michael Kain, 2009-10-12 Mit der Präsentation des iPhone ist Apple ein Coup gelungen der die Handy Welt durcheinander gewirbelt hat Noch bedeutender als das Smartphone selbst war jedoch die Präsentation des App Store der mit der G3 Version des iPhone in den iTunes Store eingebunden wurde Seit Sommer 2008 können Entwickler weltweit am Erfolg des iPhone partizipieren und ihre eigenen Applikationen für das fortschrittlichste aller Mobiltelefone entwickeln Dieses Buch führt Sie Schritt für Schritt in die Entwicklung eigener Applikationen ein Kapitel für Kapitel werden die Grundlagen der APIs an Beispielen aufgezeigt und anschaulich erklärt Nutzen Sie dieses Buch als Leitfaden und Sie vermeiden Fehler Für Einsteiger in die Anwendungsentwicklung mit dem iPhone Gute Grundkenntnissen in der Programmierung werden vorausgesetzt

iPhone 7: An Easy Guide to the Best Features Michael Galleso, 2017-01-05 Everything you have heard about the iPhone 7 and 7 Plus are here and is true Your new iPhone 7 and 7 Plus has no head jack and if your phone falls in water it will not get damaged so easily The camera is magnificent you will be able to do things with your new phone that you would never be doing before with an Android phone Unboxing your iPhone 7 When you eventually purchased your IPHONE 7 and you open the box you will see 1 main plug adaptor 1 lightning USB cable 1 set of earpods that comes with in line remote 1 iPhone 7 handset 1 lightning jack adaptor 3 5mm and I information pack attached with a SIM removal tool Assembling To assemble your iPhone 7 you first need to take out the SIM removal tool Proceed by lifting the phone tray out along with its contents A small metal ring is inside the pack known as the SIM removal tool Use the Sim removal tool to eject the SIM card tray

More iPhone 3 Development David Mark, Jeff LaMarche, 2010-03-25 Interested in iPhone development Want to learn more Whether you're a self taught iPhone development genius or have just made your way through the pages of Beginning iPhone 3 Development we have the perfect book for you More iPhone 3 Development Tackling iPhone SDK 3 digs deeper into Apple's latest SDK Best selling authors Dave Mark and Jeff LaMarche explain concepts as only they can covering topics like Core Data peer to peer networking using GameKit and network streams working with data from the web MapKit in application e mail and more All the concepts and APIs are clearly presented with code snippets you can customize and use as you like in your own apps If you are going to write a professional iPhone app you'll want to get your arms around Core Data and there's no better place to do so than in the pages of this book The book continues right where Beginning iPhone 3 Development left off with a series of chapters devoted to Core Data the standard for persistence that Apple introduced to iPhone with SDK 3 Jeff and Dave carefully step through each of the Core Data concepts and show you techniques and tips specifically for writing larger applications offering a breadth of coverage you won't find anywhere else The Core Data

coverage alone is worth the price of admission But there s so much more This book covers a variety of networking mechanisms from GameKit s relatively simple Bluetooth peer to peer model to the addition of Bonjour discovery and network streams through the complexity of accessing files via the web Dave and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications Whether you are a relative newcomer to iPhone development or an old hand looking to expand your horizons there s something for everyone in More iPhone 3 Development Note A few of the apps in this book demonstrate technologies not yet supported by the simulator To run them on your iPhone or iPod touch you ll need to join one of Apple s paid iPhone developer programs [The IOS Game Programming Collection \(Collection\)](#) Michael Daley, Rod Strougo, Ray Wenderlich, 2011-12-30 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 *The New iPad Fully Loaded* Alan Hess, 2012-05-14

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