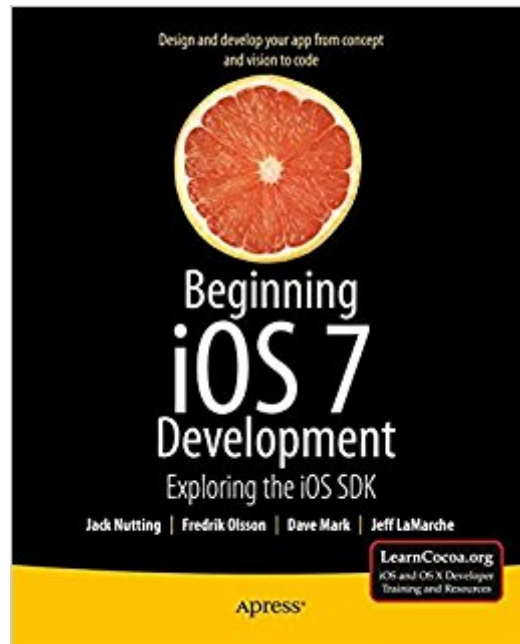# Beginning IOS 7 Development: Exploring The IOS SDK

Synopsis

The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. Thereâ ™s coverage of brand-new technologies, including a new chapter on Apple's Sprite Kit framework for game development, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 7-specific project templates, and designed to take advantage of the latest Xcode features.Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 7 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 7 SDK, and then guides you though the creation of your first simple application. From there, youâ ™ll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Youâ ™ll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and youâ ™ll learn how to save your data using the iPhone file system. Youâ ™ll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And thereâ ™s much more!

Book Information

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Customer Reviews

Wow, this has been the best text for IOS programming I've read thus far. Let me just say that I looked just about everywhere for a good solid resource for iOS programming starting with the Big Nerd Ranch guide, apple's "Develop apps today" pdf, iOS programming: a modern approach, AppCoda's free tutorial, Ray Wenderlechs IOS guide/help.....all of them failed me at some point in there material.I nearly gave up learning how to program my own apps however, after reading the first the chapters of this book my goodness is so informative, detailed, succinct and slow-and-steady learning. The book explains everything! a feature I appreciate greatly. Granted, even after reading the entire book....you won't be a professional but the fundamentals are taught wonderfully. I am very happy I found this book.One thing you should note is that you should have a working knowledge of computer programming and object oriented programming with Objective-C. or if you know C and have worked with other object oriented languages then you should be fine but if you don't know the other two......you'll be utterly confused with this text.....

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