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This is Volume 2 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although

the book focuses on APIs introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 2 covers the following APIs: Twitter Integration: Learn how to use the new built-in Twitter integration support in iOS 5. Newsstand: Learn how to make a magazine-style app that is integrated with the new Newsstand app. UIPageViewController: Learn how to make your view controllers transition with page curls. Turn-Based Gaming: Learn how to make turn-based games easily with the new Game Center API. Core Image: Learn how to use the new Core Image framework to apply filters to your app's images. View Controller Containment: Learn how to contain view controllers inside others - the right way. Working with JSON in iOS 5: Learn how to use the new built-in JSON parsing and writing support. UIKit Particle Systems: Learn how to make neat particle effects in UIKit. Using the iOS Dictionary: Learn how to integrate the iOS 5 dictionary directly in your apps. New AddressBook APIs: Learn about the new social profile, vCards, and more. New Location APIs: Learn how forward and reverse geocoding just got a lot easier. New Game Center APIs: Learn about the new notification banner, player photos, and more. New Calendar APIs: Learn about the new calendar chooser and custom calendars. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

"Learn to program games using Apple's new framework: Sprite Kit!"--Cover.

Learn Machine Learning!Machine learning is one of those topics that can be daunting at first blush. It's not clear where to start, what path someone should take and what APIs to learn in order to get started teaching machines how to learn.This is where Machine Learning by Tutorials comes in! In this book, we'll hold your hand through a number of tutorials, to get you started in the world of machine learning. We'll cover a wide range of popular topics in the field of machine learning, while developing apps that work on iOS devices.Who This Book Is ForThis books is for the intermediate iOS developer who already knows the basics of iOS and Swift development.but wants to understand how machine learning works.Topics covered in Machine Learning by TutorialsCoreML: Learn how to add a machine learning model to your iOS apps, and how to use iOS APIs to access it.Create ML: Learn how to create your own model using Apple's Create ML Tool.Turi Create and Keras: Learn how to tune parameters to improve your machine learning model using more advanced tools.Image Classification: Learn how to apply machine learning models to predict objects in an image.Convolutional Networks: Learn advanced machine learning techniques for predicting objects in an image with Convolutional Neural Networks (CNNs).Sequence Classification: Learn how you can use recurrent neural networks (RNNs) to classify motion from an iPhone's motion sensor.Text-to-text Transform: Learn how to use machine learning to convert bodies of text between two languages.By the end of this book, you'll have a firm understanding of what machine learning is, what it can and cannot do, and how you can use machine learning in your next app!

This is Volume 1 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although the book focuses on APIs introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 1 covers the following APIs: ARC: Learn how to successfully migrate to ARC - and worry a lot less about memory management. Storyboards: Learn how to make your apps more quickly with the new Storyboards feature. iCloud: Learn how to store your app's data in the cloud and share across devices. GLKit: Learn how to use GLKit to make OpenGL ES 2.0 programming much easier. UIKit Customization: Learn how to completely customize the look and feel of your apps. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns, you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know. Who This Book Is For Whether you're a beginner, intermediate or advanced iOS developer, this book is for you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this book, you'll be well-prepared to use design patterns in your own apps!

Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Five tutorials, five apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps

that you can sell on the App Store.

Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, using Apple's built-in 2D game framework: SpriteKit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a racing game! Topics Covered in 2D Apple Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use SpriteKit's built-in camera to control your view. Labels: Learn how to display text for lives, score and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including bonus chapters on augmented reality in ARKit and creating your own 2D game art!

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you though the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'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. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

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