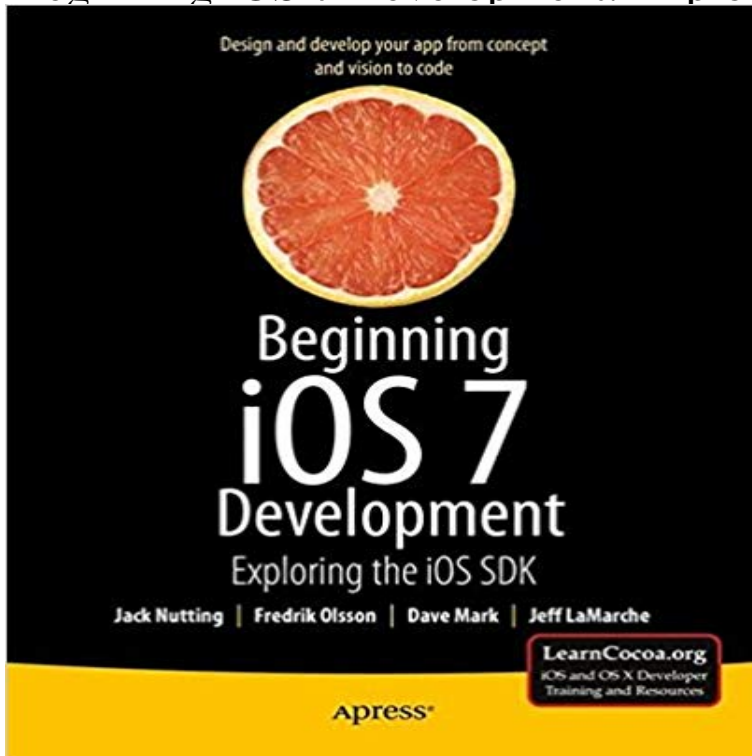


Beginning iOS 7 Development: Exploring the iOS SDK



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 Apples latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. Theres coverage of brand-new technologies, including a new chapter on Apples Sprite Kit framework for game development, as well as significant updates to existing material. Youll 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, youll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Youll 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 youll learn how to save your data using the iPhone file system. Youll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And theres much more!

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