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Einsteigen In Xcode

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REID QUINCY

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Einsteigen in XcodeMehr machen mit dem MacPearson Deutschland GmbHSwift Development with Cocoa"O'Reilly Media, Inc."
Durchstarten mit Swift Carl Hanser Verlag GmbH Co KG
You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn

Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will

reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

1 Brief, 50 Designers, 50 Solutions in Fashion Design
Addison-Wesley Professional

In this important book Niklas Luhmann - one of the leading social thinkers of the late 20th century - analyses the emergence of 'love' as the basis of personal relationships in modern societies. He argues that, while family systems remained intact in the transition from traditional to modern societies, a semantics for love developed to accommodate extra-marital relationships; this semantics was then transferred back into marriage and eventually transformed marriage itself. Drawing on a diverse range of historical and literary sources, Luhmann retraces the emergence and evolution of the special semantics of passionate love that has come to form the basis of modern forms of intimacy and personal relationships. This classic book by Luhmann has been widely recognized as a work of major importance. It is an outstanding contribution to social theory and it provides an original and illuminating perspective on the nature of modern marriage and sexuality.

iPhone Apps programmieren mitp Verlags GmbH & Co. KG
New Yorker essayist Mitchell likes to start with an unimportant hero, but collects all the facts, arranges them to give the desired effects, and usually ends by describing the customs of a

community. The subject of one portrait "is a brassy little man who has made a living for the last forty years by giving an annual ball for the benefit of himself." Mitchell doesn't present him as anything more than a barroom scrounger; but in telling his story, he also gives a picture of New York sporting life. "King of the Gypsies" sets out to describe the spokesman of 38 gypsy families, but it soon becomes a Gibbon's decline and fall of the American gypsies; and it ends with an apocalyptic vision that is not only comic but also more imaginative than recent novels. Reading some of his portraits a second time, you catch an emotion beneath them that resembles Dickens'.--From Malcolm Cowley, The New Republic.

Database Programming with Visual Basic . NET and ADO. NET
"O'Reilly Media, Inc."

h3 Zahlreiche praxisnahe und leicht verständliche Beispiele
Steuerelemente, grafische Oberflächen, Navigation Karten und lokale Benachrichtigungen Einstieg in Core Data und Debugging
/h4 Aus dem Inhalt: Grundlagen von Objective-C Arbeiten mit der Xcode-Entwicklungsumgebung Das MVC-Entwurfsmuster iOS-Steuerelemente Formatierung von Texten und Zahlen Storyboards Referenzen Delegation und Protokolle Navigationselemente Grafische Oberflächen Serialisierung Listen mit Arrays und Dictionaries Debugging Zeichnen mit Core Graphics Multi-Touch mit Gestenerkennung Das Picker-Steuerelement Tabellen Der Collection View Daten bereitstellen für Twitter und Facebook Programmieren mit Blöcken Digitale und analoge Uhren mit Timern Daten suchen und finden Karten und Koordinaten Einstieg in Core Data Lokale Benachrichtigungen Die Entwicklung von Apps für das iPhone wird immer beliebter,

jedoch ist der Einstieg nicht immer einfach. Holger Hinzberg zeigt Ihnen von Grund auf, leicht verständlich und praxisnah, wie Sie Apps mit Objective-C, dem Cocoa Touch Framework und dem iOS SDK erstellen und die dazu nötigen Werkzeuge bedienen. Alle Funktionen werden anhand von Beispielen erläutert. So lernen Sie das Handwerkszeug, das Sie benötigen, um später eigene Apps zu entwickeln. Der Autor stellt dabei die Praxis in den Vordergrund. Alle Beispiele sind so angelegt, dass sie leicht programmiert werden können. Einzelne Methoden lassen sich später einfach nachschlagen. Sie finden zahlreiche voneinander unabhängige Beispiele, an denen gezielt spezielle Technologien und Anwendungsfälle erklärt werden: von einfachen Projekten für die Eingabe von Texten und Zahlen über Checklisten bis hin zu Tabellen mit Master-Detail-Beziehungen. Das Buch richtet sich an Leser, die bereits Erfahrungen in einer anderen objektorientierten Programmiersprache haben. So liegt der Fokus des Buches auf den Besonderheiten von Objective-C und der App-Programmierung. Das Buch ist aktuell zu iOS 7. Als Betriebssystem benötigen Sie OS X 10.8.4 Mountain Lion oder neuer. Mit dem Simulator der kostenlosen Xcode-Software können Sie Ihre neu entwickelten Apps auch ohne iOS-Gerät testen. Ein iPhone, iPad oder iPod touch ist für die Beispiele im Buch nicht erforderlich. Über den Autor: Holger Hinzberg entwickelt seit vielen Jahren Software für Mac und iPhone und hat bereits die Bücher Objective-C und Cocoa Praxiseinstieg sowie Mac-Programmierung für Kids geschrieben.

Modern Objective-C und Cocoa Apress

Twenty-five years after the end of the Cold War, a new Cold War is being waged in our societies. During the Cold War a theoretical

model of man was developed by economists and the military, an egotistical being interested only in his own benefit and in duping his opponents to achieve his ends: a modern homo oeconomicus. After his career in the Cold War ended, he was not scrapped but adapted to the needs of the twenty-first century. He became the ringmaster of a new era of information capitalism. He sought to read, control and influence thoughts; to predict, price and eliminate risks. Today stock-market trading is guided by him. He uses computer algorithms and Big Data to build up detailed pictures of our preferences and then suggest and sell goods to us. The model has become a self-fulfilling prophecy. We are no longer the masters of our own fate. The Game of Life runs without us. Schirmmacher traces the progress of this extreme rationalization of social life from the Cold War games of the 1950s Rand Corporation to the stock-market trading techniques that brought about the financial crash of 2008, showing how these developments were interwoven with the rise of game theory, rational choice theory and neoliberal economics. The state and politics increasingly submitted themselves to the logic of computerized game theory and an economic view of the world, evading real decision-making in the process. In this brave new world individuals, alone in front of their computers, may think they are constructing a reality of their own choosing, but in fact they are being manipulated all along by others who are setting the rules of the game. This international bestseller by one of Germany's most distinguished journalists is a powerful indictment of a way of thinking that has become pervasive and threatens to undermine not only parliaments and constitutions but also the sovereignty of the individual to be the person he or

she wants to be.

Ego Addison-Wesley Professional

This ILT Series course builds on the skills and concepts taught in Excel 2010: Intermediate. Students will work with advanced formulas, as well as lookup functions such as VLOOKUP, MATCH, and INDEX. In addition, students will learn about data validation and database functions such as DSUM. They will learn how to import and export data, and how to query external databases. Finally, students will learn about the analytical features of Excel (such as Goal Seek and Solver), running and recording macros, SmartArt graphics, and conditional formatting with graphics. Course manual comes with CertBlaster exam prep software (download). This course will help students prepare for the Microsoft Office Specialist exam for Excel 2010 (exam 77-882). For comprehensive certification training, students should complete the Basic, Intermediate, and Advanced courses for Excel 2010.

Simulations with NX Ralf Seelig

This book provides the necessary basics to perform simple to complex simulations with Siemens NX software. It is aimed at designers, CAE engineers, and engineering students. Based on NX 9 the following topics are covered in the book: Motion Simulation (MBD), Design Simulation FEA (Nastran), Advanced Simulation (FEA, CFD and EM) and the management of calculation and simulation data (Teamcenter for Simulation). Starting with brief theoretical introductions, each chapter contains learning tasks of increasing difficulty. Most of them are based on the CAD model of the legendary Opel RAK2. The CAD data and calculation results of all exercises can be found online. The exercises can be

done in NX versions 8, 8.5, 9, 10 and probably later versions.

Mehr machen mit dem Mac Axzo Press

Der Autor gibt mit diesem Buch einen wirklich einfachen Einstieg in die Mac-Programmierung und zeigt Schritt für Schritt anhand zahlreicher Beispiele, wie Sie eigene Anwendungen erstellen. Sie erhalten zunächst eine Einführung in die Grundlagen von Objective-C, um dann mit Cocoa Anwendungen mit grafischer Oberfläche programmieren zu können. Auch die iPhone-Programmierung wird behandelt.

Excel 2010 O'Reilly Germany

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.

Newton 2.0 User Interface Guidelines Harvard University Press

Explores the central issues of user interface design, including the problems presented by multimedia applications. It is a unique treasury of ideas and opinions from one of the key thinkers in the industry. It will be required and fascinating reading for all those concerned with the relationship between computers and people.

E-Book-Publishing für Autoren Peachpit Press

Möchten Sie die neue Programmiersprache Swift lernen oder von Objective-C wechseln? Bauen Sie Ihre Apps am liebsten mit der neuesten Technologie und den modernsten Standards? Dann ist "Durchstarten mit Swift" das richtige Buch für Sie. "Durchstarten mit Swift" richtet sich an Umsteiger und Wiedereinsteiger, die bereits Erfahrungen mit der Softwareentwicklung haben, aber auch Einsteiger haben mit diesem Buch die Möglichkeit, eine

Programmiersprache mit modernsten Sprachelemente zu lernen und anzuwenden. "Durchstarten mit Swift" besteht aus 14 Kapiteln, die Sie Schritt für Schritt in die Swift-Grundlagen einführen. Neben einer ausführlichen Einführung in die Arbeits- und Funktionsweise der Entwicklungsumgebung lernen Sie in den ersten Kapiteln die wichtigen Grundlagen zur Programmsteuerung kennen. Anschließend erläutern die erfahrenen Autoren die Sprachelemente, die Swift zu einer der modernsten Programmiersprachen gemacht haben und leuchten nahezu jeden Winkel aus. Sie lernen, wie Sie eigene Funktionen erstellen und abrufen, und wie Sie einfache Datentypen, aber auch komplexe Datenstrukturen, erstellen. Dem Thema Objektorientierung in Swift wurde ein eigenes Kapitel gewidmet, ebenso Optionals und Container sowie Protokolle und Extensions. Generische und funktionale Entwicklung schließen die Vertiefung der modernen Sprachelemente ab. Um das Erlernte in die Praxis umzusetzen, beschreiben die Autoren im Praxisteil des Buches Schritt für Schritt das Erstellen einer eigenen Tracking App. Dabei wird neben einer Einführung in CoreData das Arbeiten mit dem Interface Builder erläutert. Die Tracking App wird abschließend um die Aufzeichnung von GPS-Daten ergänzt, die mit Hilfe von MapKit visualisiert werden. Die Autoren veröffentlichen begleitend und ergänzend zu ihrem Buch auf www.swift-blog.de zahlreiche kostenlose Videotutorials.

Objective-C und Cocoa Greg Lim

The purpose of this book is to give established and new VB developers direction in how to get started developing database applications with VB .NET. Developers will be shown numerous code examples that will illustrate how to program database

driven applications within the .NET Framework. Important topics covered include: Visual Studio development environment, ASP.NET applications, Windows Forms application, using VB.NET with ADO.NET, complex queries, security, COM interop., and application deployment.

Apps für iOS 8 professionell entwickeln "O'Reilly Media, Inc."

Measuring the User Experience was the first book that focused on how to quantify the user experience. Now in the second edition, the authors include new material on how recent technologies have made it easier and more effective to collect a broader range of data about the user experience. As more UX and web professionals need to justify their design decisions with solid, reliable data, Measuring the User Experience provides the quantitative analysis training that these professionals need. The second edition presents new metrics such as emotional engagement, personas, keystroke analysis, and net promoter score. It also examines how new technologies coming from neuro-marketing and online market research can refine user experience measurement, helping usability and user experience practitioners make business cases to stakeholders. The book also contains new research and updated examples, including tips on writing online survey questions, six new case studies, and examples using the most recent version of Excel. Learn which metrics to select for every case, including behavioral, physiological, emotional, aesthetic, gestural, verbal, and physical, as well as more specialized metrics such as eye-tracking and clickstream data Find a vendor-neutral examination of how to measure the user experience with web sites, digital products, and virtually any other type of product or system Discover in-depth

global case studies showing how organizations have successfully used metrics and the information they revealed Companion site, www.measuringux.com, includes articles, tools, spreadsheets, presentations, and other resources to help you effectively measure the user experience

Apple Training Series "O'Reilly Media, Inc."

Autoren und Selbstverleger erhalten in diesem Buch wertvolle Tipps, um ihre E-Books professionell zu gestalten und um das passende E-Publishing-Portal auszuwählen. Entdecken Sie die Unterschiede von E-Book-Formaten wie ePub, Apple's iBooks oder Amazons Kindle. Erfahren Sie in Schritt-für-Schritt-Anleitungen, wie die Herstellung von E-Books funktioniert, welche Werkzeuge Ihnen dabei zur Verfügung stehen und wie Sie E-Books lesefreundlich gestalten können. Kritisch werden iBooks Store, Kindle-Shop, E-Publishing-Portale wie Lulu sowie E-Book-Verlage als Vertriebswege für Autoren vorgestellt. Profitieren Sie von den Praxistipps des Autors zur zielgerichteten Vermarktung, um Ihr Buch zum Bestseller zu machen.

Einsteigen in Xcode SmartBooks

Harness the power of Cocoa's object-oriented software development environment with this book that is completely updated for Mac OS X 10.2. Cocoa has quickly gained recognition as the leading development framework for building OS X applications. Users will understand the common features found in Cocoa's tools: InterfaceBuilder, ProjectBuilder, the GCC compiler and the GDB debugger.

[Building iPhone Apps with HTML, CSS, and JavaScript](#) Sams Publishing

Want to build apps for Android devices? This book is the perfect

way to master the fundamentals. Written by an expert who's taught this mobile platform to hundreds of developers in large organizations, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. You'll build a Twitter-like application throughout the course of this book, adding new features with each chapter. Along the way, you'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Get an overview of the Android platform and discover how it fits into the mobile ecosystem Learn about the Android stack, including its application framework, and the structure and distribution of application packages (APK) Set up your Android development environment and get started with simple programs Use Android's building blocks—Activities, Intents, Services, Content Providers, and Broadcast Receivers Learn how to build basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Get an introduction to Android Interface Definition Language (AIDL) and the Native Development Kit (NDK)

Measuring the User Experience MIT Press

While there are several books on programming for Mac OS X, *Advanced Mac OS X Programming: The Big Nerd Ranch Guide* is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

McSorley's Wonderful Saloon Hanser Publications

Pro Android 3 starts with the basics, giving you a firm foundation in Android development. It then builds on this foundation to teach you how to build real-world and fun mobile applications using the new Android 3.0 SDK. This book covers advanced concepts in detail including maps, geocoding, services, live folders, drag and drop, touchscreens, and the new Android 3.0 features: fragments and ActionBar. Pro Android 3 is uniquely comprehensive: it covers sensors, text to speech, OpenGL, live widgets, search, and the audio and video APIs. Using the code-heavy tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore

and use the Android APIs, including those for media, sensors, and long-running services. And you'll check out what's new with Android 3.0, including the improved UI across all Android platforms, drag and drop, fragment dialogs, and more, giving you the knowledge to create stunning, cutting-edge apps, while keeping you agile enough to respond to changes in the future.

Apps für iOS entwickeln Pearson Deutschland GmbH

The book offers information about the iOS platform. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine.

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