Ios Animations By Tutorials Fourth Edition Ios 11 And Swift 4 Edition

Gerald the elephant discovers that there is something worse than a bird on your head-- two birds on your head! Piggie will try to help her best friend.

The Cocoa frameworks are some of the most powerful for creating native OS X apps available today. However, for a first-time Mac developer, just firing up Xcode 4 and starting to browse the documentation can be a daunting and frustrating task. The Objective-C class reference documentation alone would fill thousands of printed pages, not to mention all the other tutorials and guides included with Xcode. Where do you start? Which classes are you going to need to use? How do you use Xcode and the rest of the tools? Learn Cocoa for the Mac, Second Edition, completely revised for OS X Mountain Lion and XCode 4, answers these questions and more, helping you find your way through the jungle of classes, tools, and new concepts so that you can get started on the next great OS X app today. Jack Nutting and Peter Clark are your guides through this forest; Jack and Peter have lived here for years, and will show you which boulder to push, which vine to chop, and which stream to float across in order to make it through. You will learn not only how to use the components of this rich framework, but also which of them fit together, and why. Jack Nutting's approach, combining pragmatic problem-solving with a deep respect for the underlying design philosophies contained within Cocoa, stems from years of experience using these frameworks. Peter Clark will show you which parts of your app require you to jump in and code a solution, and which parts are best served by letting Cocoa take you where it wants you to go. The path over what looks like a mountain of components and APIs has never been more thoroughly prepared for your travels. In each chapter, you'll build an app that explores one or more areas of the Cocoa landscape. With Jack's and Peter's guidance, the steep learning curve becomes a pleasurable adventure. There is still much work for the uninitiated, but by the time you're done, you will be well on your way to becoming a Cocoa master.

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'Grand Slam' is a metaphor is derived from tennis. Cricket, like tennis, depends on surfaces. Winning 6-0 at times is cool, but the best can do 6-2, 6-4 again and again, across continents. Grand Slam Tendulkar is the cricketing equivalent of that! Grand Slam Tendulkar, is essentially the last chapter of "Lessons at Love All Play- Legend Tendulkar Matters" (Amazon ASIN B00H0LABVK, Nov 30 2013).* Re-live a golden era of Indian cricket 2007-11, with match summaries of Indian Cricket Legend Bharat Ratna Sachin Tendulkar and Team India in Tests & ODIs. Tendulkar brought up his third Test Grand Slam, and raised his ODI game, yet again, to help India get to the top in both formats. He had a mind-boggling range of match winning performances, as well as, support contributions—the profile of a tournament winner. Win matches on your day and help your teammates win it on their day! #ItsATeamGame Team India grabbed their #loveAllPlayMoment—the point when a team is ready to compete globally—to get ahead of every other nation. Sehwag, Gambhir, Dravid, Tendulkar, Laxman, Ganguly, Yuvraj, Dhoni, Kumble, Harbhajan, Zaheer Khan, with other young stars- Kohli, Ishant Sharma, Ashwin, Pujara, Rohit Sharma and others - were one heck of an 'Incredible India' combination. Topics covered: • The Test Grand Slam- performing against/in each country • Tendulkar's Test Cycles- 3.5 Grand Slams! • Match summary of every Test series of India 07-11, crediting other legends and young stars. • Tendulkar's amazing '07-11, the numbers which matter! Tendulkar achieved some stunning sequences in consistency, which any other legend, from any era would envy. • India ahead of every Test country - Ranked #1 irrespective of ICC ratings • ODI World Cups- Tendulkar the opener • World Cup Bowling review (since '92) - England and West Indies on top! • India in WC '11- getting the phases and chases right! *This abridged version is for readers, who do not wish to get into sports essays or cricket theory, but want to get directly into the matches. The best lessons are learnt in real games, after all! A synopsis of the earlier sections of the original, is provided with an Appendix for reference. The same hashtag nomenclature is followed. However, rivalries of Tendulkar with other legends- Lara, Ponting, Kallis, the great bolwers of 1990-2000s, and comparative notes related to past legends are in the original only.

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"This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations"--Back cover.

Begin your iOS mobile application development journey with this accessible, practical guide About This Book Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad Explore and use a wide range of Apple development tools to become a confident iOS developer From prototype to App Store—find out how to build an app from start to finish! Who This Book Is For This book is for beginners who want to be able to create iOS applications. If you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store. You do not need any knowledge of Swift or any prior programming experience. What You Will Learn Get to grips with Swift 3 and Xcode, the building blocks of Apple development Get to know the fundamentals of Swift, including variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience See how to prototype your app with Swift's Playgrounds feature Build a responsive UI that looks great on a range of devices Find out how to use CoreLocation to add location services to your app Add push notifications to your app Make your app able to be used on both iPhone and iPad In Detail You want to build iOS applications for iPhone and iPad—but where do you start? Forget sifting through tutorials and blog posts, this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift—the building blocks of modern Apple development—and Playgrounds for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features. You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Created for anyone that wants to build their first iOS application, this book offers practical, actionable guidance through iOS development. Combining engaging visuals with accessible, step-by-step instructiona and explanation, this book will not only develop the your understanding, but also show you how to put your knowledge to work.

Traditional Chinese edition of Don't Let the Pigeon Drive the Bus! by Mo Willems who received the Caldecott Honor for Don't Let the Pigeon Drive the Bus!. Willems is also a Sesame Street writer and NPR cartoonist. In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc.

Simplified Chinese edition of Knuffle Bunny: A Cautionary Tale

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Traditional Chinese edition of Are You Ready to Play Outside? (An Elephant and Piggie Book) by Mo Willem. In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc.
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Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. About This Book Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Who This Book Is For This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store What You Will Learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store In Detail You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Step by step pr
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Build your own low-level game engine in Metal! This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. Who This Book Is For This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. Topics Covered in Metal by Tutorials The Rendering Pipeline: Take a deep dive through the graphics pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces: Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Textures & Materials: Design textures and surfaces for micro detail. Character Animation: Bring your 3D models to life with joints and animation. Tessellation: Discover how to use tessellation to add a greater level of detail using fewer resources. Environment: Add a sky to your scenes and use the sky image for lighting. Instancing & Procedural Generation: Save resources with instancing, and generate scenes algorithmically. Multipass & Deferred Rendering: Add shadows with advanced lighting effects. And more! After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.
Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.
Traditional Chinese edition of If You Give a Mouse an iPhone: A Cautionary Tail
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