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Android Programming 2015-08-01

android programming the big nerd ranch guide is an introductory android book for programmers with java experience based on big nerd ranch s popular android bootcamp course this guide will lead you through the wilderness using hands on example apps combined with clear explanations of key concepts and apis this book focuses on practical techniques for developing apps compatible with android 4.1 jelly bean and up including coverage of lollipop and material design write and run code every step of the way creating apps that integrate with other android apps download and display pictures from the web play sounds and more each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in android development big nerd ranch specializes in developing and designing innovative applications for clients around the world our experts teach others through our books bootcamps and onsite training whether it s android ios ruby and ruby on rails cocoa mac os x javascript html5 or ux ui we ve got you covered the android team is constantly improving and updating android studio and other tools as a result some of the instructions we provide in the book are no longer correct you can find an addendum addressing breaking changes at github.com/bignerdranch/androidcourseresources/raw/master/2ndedition/errata_2eaddendum.pdf

Front-End Web Development 2016-07-26

front end development targets the browser putting your applications in front of the widest range of users regardless of device or operating system this guide will give you a solid foundation for creating rich web experiences across platforms focusing on javascript css3 and html5 this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices each chapter of this book will guide you through essential concepts and apis as you build a series of applications you will implement responsive uis access remote web services build applications with ember.js and more you will also debug and test your code with cutting edge development tools and harness the power of node.js and the wealth of open source modules in the npm registry after working through the step by step example projects you will understand how to build modern websites and web applications

Objective-C 2012-10-10

ios os x c objective c os x10.8 mountain lion ios 5.1 xcode4.4

Objective-C Programming 2013-11-20

want to write ios apps or desktop mac applications this introduction to programming and the objective c language is your first step on the journey from someone who uses apps to someone who writes them based on big nerd ranch s popular objective c bootcamp objective c programming the big nerd ranch guide covers c objective c and the common programming idioms that enable developers to make the most of apple technologies compatible with xcode 5 ios 7 and os x mavericks 10.9 this guide features short chapters and an engaging style to keep you motivated and moving forward at the same time it encourages you to think critically as a programmer here are some of the topics covered using xcode apple s documentation and other tools programming basics variables loops functions etc objects classes methods and messages pointers addresses and memory management with arc properties and key value coding kvc class extensions categories classes

from the foundation framework blocks delegation target action and notification design patterns key value observing kvo runtime basics

Swift Programming 2016-11-23

this is the ebook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book through the authors carefully constructed explanations and examples you will develop an understanding of swift grammar and the elements of effective swift style this book is written for swift 3 0 and will also show you how to navigate xcode 8 and get the most out of apple s documentation throughout the book the authors share their insights into swift to ensure that you understand the hows and whys of swift and can put that understanding to use in different contexts after working through the book you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using swift

iOS Programming 2012-03-16

winner of a 2012 jolt productivity award updated and expanded to cover ios 5 and xcode 4 3 ios programming the big nerd ranch guide leads you through the essential concepts tools and techniques for developing ios applications after completing this book you will have the understanding the know how and the confidence you need to tackle ios projects of your own based on big nerd ranch s popular ios bootcamp course and its well tested materials and methodology this best selling guide teaches ios concepts and coding in tandem the result is instruction that is relevant and useful throughout the book the authors clearly explain what s important to know and share their insights into the larger context of the ios platform this gives you a real understanding of how ios development works the many features that are available and when and where to apply what you ve learned here are some of the topics covered xcode 4 3 instruments and storyboards arc strong and weak references and retain cycles interfacing with icloud handling touch events and gestures tool bars navigation controllers and split view controllers localization and internationalization block syntax and use background execution and multi tasking saving loading data archiving and core data core location and map kit communicating with web services working with xml json and nsregexexpression using the model view controller store design pattern

iOS Programming 2011-06-22

in this book the world s leading apple platform development trainers offer a complete practical hands on introduction to iphone and ipad programming the authors walk through all the apple tools and technologies needed to build successful iphone ipad ipod touch apps including the ios 4 3 sdk the objective c language xcode 4 foundation framework and the classes that make up the ios ui framework the many topics covered in this book include easily setting up elegant efficient user interfaces with uikit creating effective visuals animation and effects with core graphics and core animation making the most of the ios multi touch event handling and accelerometer data building location aware ios applications utilizing core location and mapkit localizing applications for international use creating applications that capture audio and play media storing data in files or with core data new chapters added to this edition include ipad friendly interfaces including uipopovercontroller and uisplitviewcontroller blocks and categories instruments and xcode s static analyzer uiwebview and connecting with web servers push notifications ios programming also includes a handy xcode quick reference card that lists xcode 4 s most commonly used keyboard shortcuts

Kotlin Programming 2021-10-05

kotlin is a statically typed programming language designed to interoperate with java and fully supported by google on the android operating system it is also a multiplatform language that can be used to write code that can be shared across platforms including macos ios windows and javascript based on big nerd ranch s popular kotlin essentials course this guide shows you how to work effectively with kotlin through hands on examples and clear explanations of key kotlin concepts and foundational apis written for kotlin 1 5 this book will also introduce you to jetbrains intellij idea development environment whether you are an experienced developer or are learning your first programming language and whether you are interested in kotlin for android server side or multiplatform projects the authors will guide you from first principles to advanced kotlin usage by the end of this book you will be empowered to create reliable concise applications in kotlin

Android Programming 2022-07-25

previous edition atlanta big nerd ranch 2019

Cocoa Programming for OS X 2015-04-16

covering the bulk of what you need to know to develop full featured applications for os x this edition is updated for os x yosemite 10 10 xcode 6 and swift written in an engaging tutorial style and class tested for clarity and accuracy it is an invaluable resource for any mac programmer the authors introduce the two most commonly used mac developer tools xcode and instruments they also cover the swift language basic application architecture and the major design patterns of cocoa examples are illustrated with exemplary code written in the idioms of the cocoa community to show you how mac programs should be written after reading this book you will know enough to understand and utilize apple s online documentation for your own unique needs and you will know enough to write your own stylish code this edition was written for xcode 6 3 and swift 1 2 at wwdc 2015 apple announced xcode 7 and swift 2 both of which introduce significant updates that along with some changes to cocoa for os x 10 11 affect some of the exercises in this book we have prepared a companion guide listing the changes needed to use xcode 7 to work through the exercises in the book it is available at github com bignerdranch cocoa programming for osx 5e blob master swift2 md

Android Programming 2017-07

in android programming ryan hodson provides a useful overview of the android application lifecycle topics ranging from creating a ui to adding widgets and embedding fragments are covered and he provides plenty of links to android documentation along the way each chapter is conveniently summarized to ensure you get the most out of reading the book and summaries include helpful suggestions for expanding your abilities in this growing app market this updated and expanded second edition of book provides a user friendly introduction to the subject taking a clear structural framework it guides the reader through the subject s core elements a flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts this succinct and enlightening overview is a required reading for all those interested in the subject we hope you find this book useful in shaping your future career business

your future career business

Advanced Mac OS X Programming 2011

in android programming ryan hodson provides a useful overview of the android application lifecycle topics ranging from creating a ui to adding widgets and embedding fragments are covered and he provides plenty of links to android documentation along the way each chapter is conveniently summarized to ensure you get the most out of reading the book and summaries include helpful suggestions for expanding your abilities in this growing app market this updated and expanded second edition of book provides a user friendly introduction to the subject taking a clear structural framework it guides the reader through the subject s core elements a flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts this succinct and enlightening overview is a required reading for all those interested in the subject we hope you find this book useful in shaping your future career business

Ios Programming 2017-07-16

react is today s most popular open source javascript library for front end web application development react programming the big nerd ranch guide helps programmers with experience in html css and javascript master react through hands on examples based on big nerd ranch s popular react essentials bootcamp this guide illuminates key concepts with realistic code guiding you step by step through building a starter app and a complete production ready app both crafted to help you quickly leverage react s remarkable power use react to write reliable declarative code create carts and other e commerce features optimize performance and gain experience with component and end to end testing along the way you will learn to use tools like create react app functional components hooks eslint react router websockets the react testing library and cypress

Android Programming 2017-07-12

android programming the big nerd ranch guide is an introductory android book for programmers with java experience based on big nerd ranch s popular android bootcamp this guide will lead you through the wilderness using hands on example apps combined with clear explanations of key concepts and apis this book focuses on practical techniques for developing apps compatible with android oreo and android p write and run code every step of the way using android studio to create apps that integrate with other apps download and display pictures from the web play sounds and more each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in android development

React Programming 2023-03-24

react programming the big nerd ranch guide is an introductory react book for programmers with javascript experience based on big nerd ranch s popular react essentials bootcamp this guide will lead you through the wilderness using hands on example apps combined with clear explanations of key concepts and apis this book focuses on practical techniques for developing apps compatible with react 18 write and run code every step of the way using create react app to create apps that integrate with other apps download and display pictures from the web play sounds and more each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in react development

almost 30 years author alex langley provides essential advice for growth and survival for the modern geek including the top five games to play on your phone while listening to boring graduation speeches there are also quotes and anecdotes from classic geek gods such as bill gates sheldon cooper felicia day weird al yankovic and dr who that inspire all geeks to embrace not only your iphones and xboxes but who you are let s face it sometimes being the smartest person in the room isn t enough and when it s not the geek handbook can help you ll discover basics on social interaction both online and off fashion just because you can wear socks and sandals doesn t mean you should making friends making dinner making babies warning signs your appliances might secretly be plotting against you geeky charities that give a 1 to your light side score geek girls tips on interacting with or becoming one of these burgeoning beauties so get your geek on and keep it on with the geek handbook

Swift Programming 2020-10-21

since the launch of the app store games have been the hottest category of apps for the iphone ipod touch and ipad that means your best chance of tapping into the iphone ipad gold rush is to put out a killer game that everyone wants to play and talk about while many people think games are hard to build they can actually be quite easy and learning ios game programming is your perfect beginner s guide michael daley walks you through every step as you build a killer 2d game for the iphone in learning ios game programming you ll learn how to build a 2d tile map game sir lamorak s quest the spell of release which is free in the app store you can download and play the game you re going to build while you learn about the code and everything behind the scenes daley identifies the key characteristics of a successful iphone game and introduces the technologies terminology and tools you will use then he carefully guides you through the whole development process from planning storylines and game play all the way through testing and tuning download the free version of sir lamorak s quest from the app store today while you learn how to build the game in this book coverage includes planning high level game design components and difficulty levels using game loops to make sure the right events happen at the right time rendering images creating sprite sheets and building basic animations using tile maps to build large game worlds from small reusable images creating fire explosions smoke sparks and other organic effects delivering great sound via openal and the iphone s media player providing game control via iphone s touch and accelerometer features crafting an effective intuitive game interface building game objects and entities and making them work properly detecting collisions and ensuring the right response to them polishing testing debugging and performance tuning your game learning ios game programming focuses on the features concepts and techniques you ll use most often and helps you master them in a real world context this book is 100 useful and 100 practical there s never been an iphone game development book like it

Rails Way 2008-12

the only tutorial covering both ios and android for students and professionals alike now one book can help you master mobile app development with both market leading platforms apple s ios and google s android perfect for both students and professionals learning mobile app development is the only tutorial with complete parallel coverage of both ios and android with this guide you can master either platform or both and gain a deeper understanding of the issues associated with developing mobile apps you ll develop an actual working app on both ios and android mastering the entire mobile app development lifecycle from planning through licensing and distribution each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses if you re new to ios you ll also find an easy practical introduction to objective c apple s native language all source code for this book organized by chapter is available at github com learningmobile bookapps coverage includes understanding the unique

design challenges associated with mobile apps setting up your android and ios development environments mastering eclipse development tools for android and xcode 5 tools for ios designing interfaces and navigation schemes that leverage each platform s power reliably integrating persistent data into your apps using lists android or tables ios to effectively present data to users capturing device location displaying it and using it in your apps accessing hardware devices and sensors publishing custom apps internally within an organization monetizing your apps on apple s appstore or the google play marketplace as well as other ways of profiting from app development such as consulting and developer jobs

Programowanie w języku Kotlin 2019

this is the ebook version of the printed book if the print book includes a cd rom this content is not included within the ebook version written by the trainers at the big nerd ranch the worldwide leader in professional training for mac developers this book provides a hands on guide to learning how to program for the iphone and ipod touch coverage includes an overview of objective c the core language you ll use to program for the iphoney overview of the xcode toolshow to work with the iphone sdk s uikit framework and cocoa touchbuild apps that use mapkit and corelocation as well as th

More Cocoa Programming for Mac OS X 2013-02-04

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

The Big Rolling Nerd 2009-11-01

you've heard about pair programming's benefits: fewer bugs, improved skills, and faster delivery. But what happens when you want to pair with someone in another city, country, or even hemisphere? With the right tools, you won't have to relocate. In this book, you'll learn techniques used by the most productive remote programmers in the industry to pair with anyone on the globe on any kind of project. You'll use collaborative editors, screen sharing, secure networking, and virtualization to create a remote pairing environment that feels as if your partner is sitting right next to you.

Age of the Geek 2017-10-29

The Geek Handbook 2012-10-24

Learning iOS Game Programming 2010-09-03

Learning Mobile App Development 2013-12-17

iPhone Programming 1900

iOS 10 Programming for Beginners 2016-12-27

Remote Pairing 2013-12-02

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