

<<iOS 4编程Cookbook>>

图书基本信息

书名：<<iOS 4编程Cookbook>>

13位ISBN编号：9787564126858

10位ISBN编号：756412685X

出版时间：2011-5

出版时间：东南大学出版社

作者：娜哈樊迪普尔

页数：617

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

<<iOS 4编程Cookbook>>

内容概要

你能够在iOS平台上创建各种令人赞叹的应用——而且每一种应用都解决了不同的问题。通过《iOS4编程Cookbook(影印版)》的案例，你将不再停留在理论阶段，而是着手解决各种你在为iPhone、iPad和iPod touch编写应用时很有可能面临的令人烦恼的现实问题。每个案例都提供了清晰的解决方案和你可以直接使用的示例代码。

你将会在《iOS4编程Cookbook(影印版)》(作者Vandad Nahavandipoor) 中找到如何使用iOS SDK 4的开发框架和诸如Cocoa、Objective-c、XCode和Intei-face Builder等技术。

无论你对iOS开发的了解有多少，你都会从本书找到你在开发过程中每个阶段——从初始的构思阶段到项目完成——所希望获得的帮助。

<<iOS 4编程Cookbook>>

作者简介

Vandad

Nahavandipoor是伦敦的一家具有全球领先的移动支付解决方案公司的工作人员。

他与世界最大的几家品牌(包括Visa和us银行)一起合作过客户服务移动应用。

Vandad已经有多年用Cocoa、CocoaTouch、Assembly、Delphi和 .NET开发软件的经验。

书籍目录

Preface

1. Working with Objects
 - 1.1 Implementing and Using Custom Objects
 - 1.2 Allocating and Initializing Objects
 - 1.3 Defining Two or More Methods with the Same Name in an Object
 - 1.4 Defining and Accessing Properties
 - 1.5 Managing Properties Manually
 - 1.6 Reusing a Block of Code
 - 1.7 Communicating With Objects
 - 1.8 Invoking the Selectors of an Object Dynamically
 - 1.9 Managing Memory with the iOS SDK
 - 1.10 Managing Untyped Objects
2. Implementing Controllers and Views
 - 2.1 Getting and Using the Application Delegate
 - 2.2 Managing the Views in Your Application
 - 2.3 Creating Your Application's GUI
 - 2.4 Making Your View Controller Available at Runtime
 - 2.5 Using a View in Your Application's GUI
 - 2.6 Managing Master-Detail Views
 - 2.7 Managing Multiple Views
 - 2.8 Incorporating and Using Models in the GUI
 - 2.9 Implementing Navigation Bars
 - 2.10 Switching from One View to Another
 - 2.11 Setting the Title on a Navigation Bar
 - 2.12 Displaying an Image for the Title of the Navigation Bar
 - 2.13 Creating and Managing Buttons on a Navigation Bar
 - 2.14 Removing a View from a Navigation Controller
 - 2.15 Manipulating a Navigation Controller's Array of View Controllers
 - 2.16 Incorporating a Tab Bar into Your Application
 - 2.17 Pop Up Additional Information over iPad UI Elements
3. Constructing and Using Table Views
 - 3.1 Creating a Table View Using Interface Builder
 - 3.2 Creating a Table View Using Code
 - 3.3 Assigning an Event Handler to a Table View Using Interface Builder
 - 3.4 Assigning an Event Handler to a Table View Using Xcode
 - 3.5 Populating a Table View with Data
 - 3.6 Receiving and Handling Table View Events
 - 3.7 Using Different Types of Accessories in a Table View
 - 3.8 Creating Custom Table View Accessories
 - 3.9 Customizing the Appearance of a Table View's Contents
 - 3.10 Displaying Hierarchical Data
 - 3.11 Effectively Managing Memory with Table Views

<<iOS 4编程Cookbook>>

- 3.12 Editing and Moving Data in a Table View
- 3.13 Enabling Swipe Deletion
- 3.14 Grouping Data
- 4. Core Location and Maps
 - 4.1 Creating a Map Using Interface Builder
 - 4.2 Creating a Map Using Code
 - 4.3 Handling the Events of a Map
 - 4.4 Pinpointing a Device's Location
 - 4.5 Displaying Built-in Pins on a Map View
 - 4.6 Displaying Pins with Different Colors on a Map View
 - 4.7 Creating and Displaying Custom Pins on a Map View
 - 4.8 Retrieving Meaningful Addresses Using Spatial Coordinates
 - 4.9 Retrieving Spatial Coordinates Using Meaningful Addresses
- 5. Implementing Gesture Recognizers
 - 5.1 Detecting Swipe Gestures
 - 5.2 Reacting to Rotation Gestures
 - 5.3 Detecting Panning and Dragging Gestures
 - 5.4 Detecting Long Press Gestures
 - 5.5 Responding to Tap Gestures
 - 5.6 Responding to Pinch Gestures
- 6. Networking and XMk
 - 6.1 Opening and Reading a Local XML File
 - 6.2 Parsing an XML File into Objects
 - 6.3 Downloading Files Synchronously
 - 6.4 Downloading Files Asynchronously
 - 6.5 Reading and Parsing Remote XML Files
 - 6.6 Caching Files in Memory
 - 6.7 Caching Files on Disk
- 7. Operations, Threads, and Timers
 - 7.1 Running Tasks Synchronously
 - 7.2 Running Tasks Asynchronously
 - 7.3 Creating a Dependency Between Tasks
 - 7.4 Performing a Task After a Delay
 - 7.5 Performing Periodic Tasks
 - 7.6 Performing Periodic Tasks Efficiently
 - 7.7 Initializing Threads Implicitly
 - 7.8 Exiting Threads and Timers
 - 7.9 Avoiding Memory Leaks in Threads
- 8. Audio and Video ;...
 - 8.1 Playing Audio Files
 - 8.2 Handling Interruptions While Playing Audio Files
 - 8.3 Recording Audio Files
 - 8.4 Handling Interruptions While Recording Audio Files
 - 8.5 Playing Audio over Other Sounds That Are Playing
 - 8.6 Playing Video Files
 - 8.7 Capturing Thumbnails from a Video File Asynchronously
 - 8.8 Accessing the iPod Library in Response to a User Request

9. Address Book

- 9.1 Accessing the Address Book
- 9.2 Retrieving All the People in the Address Book
- 9.3 Retrieving Properties of Address Book Entries
- 9.4 Inserting a Person Entry in the User's Address Book
- 9.5 Inserting a Group Entry in the User's Address Book
- 9.6 Adding Persons to Groups
- 9.7 Searching in the Address Book
- 9.8 Retrieving and Setting a Person's Address Book Image

10. Camera and the Photo Library

- 10.1 Detecting and Probing the Camera
- 10.2 Taking Photos with the Camera
- 10.3 Taking Videos with the Camera
- 10.4 Storing Photos in the Photo Library
- 10.5 Storing Videos in the Photo Library
- 10.6 Retrieving Photos and Videos from the Photo Library
- 10.7 Retrieving Assets from the Assets Library
- 10.8 Editing Videos on an iOS Device

11. Multitasking

- 11.1 Detecting the Availability of Multitasking
- 11.2 Completing a Long-Running Task in the Background
- 11.3 Receiving Local Notifications in the Background
- 11.4 Playing Audio in the Background
- 11.5 Handling Location Changes in the Background
- 11.6 Saving and Loading the State of a Multitasking iOS Application
- 11.7 Handling Network Connections in the Background
- 11.8 Handling Notifications Delivered to a Waking Application
- 11.9 Handling Locale Changes in the Background
- 11.10 Responding to Changes in an Application's Settings
- 11.11 Opting Out of Background Execution

12. Core Data

- 12.1 Creating a Core Data Model with Xcode
- 12.2 Creating and Using Core Data Model Classes
- 12.3 Creating and Saving Data Using Core Data
- 12.4 Loading Data Using Core Data
- 12.5 Deleting Data Using Core Data
- 12.6 Sorting Data Using Core Data
- 12.7 Boosting Data Access in Table Views
- 12.8 Implementing Relationships with Core Data

13. Event Kit

- 13.1 Retrieving the List of Calendars
- 13.2 Adding Events to Calendars
- 13.3 Accessing the Contents of Calendars
- 13.4 Removing Events from Calendars
- 13.5 Adding Recurring Events to Calendars
- 13.6 Retrieving the Attendees of an Event

- 13.7 Adding Alarms to Calendars
- 13.8 Handling Event Changed Notifications
- 13.9 Presenting Event View Controllers
- 13.10 Presenting Event Edit View Controllers
- 14. Graphics
 - 14.1 Drawing Basic Shapes on a Graphics Context
 - 14.2 Drawing Paths on a Graphics Context
 - 14.3 Drawing Images on a Graphics Context
 - 14.4 Capturing the Screen Contents into an Image
 - 14.5 Drawing Text with Core Graphics
- 15. Core Motion
 - 15.1 Detecting the Availability of an Accelerometer
 - 15.2 Detecting the Availability of a Gyroscope
 - 15.3 Retrieving Accelerometer Data
 - 15.4 Detecting a Shake on an iOS Device
 - 15.5 Retrieving Gyroscope Data
- Index

编辑推荐

使用Objective.C类、对象、属性、代理和内存管理使用手势识别器构造用户接口。

使用MapKit和CoreLocationAPI开发位置感知应用。

创建能够播放音频和视频、管理日历和事件、访问联系人和群组或者面向照片库的应用。

使用CoreMotion框架访问加速度计和陀螺仪。

使用CoreData框架维护iOS应用的持久存储。

创建多任务应用，用户可以离开和回到这个应用而不会丢失他们的位置信息”这是为那些严格的iOS程序员准备的终极工具，它将变革你如何基于Objective - C编程。

” — Sushil Shirke iOS开发人员, Monitise plc Vandad Nahatrandipoor是伦敦的一家具有全球领先的移动支付解决方案公司的工作人员。

他与世界最大的几家品牌（包括Visa和us银行）一起合作过客户服务移动应用。

Vandad已经有多年用cocoa、cocoaTouch、Assembly、Delphi和.NET开发软件的经验。

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>