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# ios5 In The Enterprise Develop And Design

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SharePoint 2013 User's Guide

IOS 5 Essentials

Auditing Corporate Surveillance Systems

Beginning iOS 5 Development

Developing Enterprise IOS Applications

Creating iOS 5 Apps

Professional iOS Network Programming

My iPod touch (covers iPod touch running iOS 5)

Enterprise Mobility Strategy & Solutions

iOS 5 in the Enterprise

Bring Your Own Devices (BYOD) Survival Guide

Sams Teach Yourself iOS 5 Application Development in 24 Hours

More iOS 6 Development

iOS Hacker's Handbook

iPhone and iPad Apps for Absolute Beginners, iOS 5 Edition

Your iPad 2 at Work (covers iPad 2 running iOS 5)

IOS 5 in the Enterprise

iPod touch Made Simple, iOS 5 Edition

Beginning iOS 5 Application Development

Programming IOS 5

Aifōn apuri o purodyūsu aiōesu esudīkē faibu

iOS 4 Developer's Cookbook, The: Core Concepts and Essential Recipes for iOS Programmers

Beginning iPhone Development with Swift 3

Foundation iPhone App Development

Learning IOS Development

Breakthrough Business Analysis

IOS 8 SDK Development

Sams Teach Yourself iPad 2 in 10 Minutes (covers iOS 5)

Pro iOS 5 Augmented Reality

Android Wearable Programming

Learn cocos2d Game Development with iOS 5

The IOS 5 Developer's Cookbook

Protecting Mobile Networks and Devices

Beginning iOS 5 Games Development

Learning IPad Programming

Pro iOS 5 Tools

Information Technology, Development, and Social Change

iOS 5 Recipes

Apple Watch App Development

## iPhone and iPad App 24-Hour Trainer

*ios5 In The Enterprise  
Develop And Design*

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### **VALENTINE LACEY**

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#### SharePoint 2013 User's Guide Apress

Want to get started building applications for iPhone or iPad with Apple's newest iOS 4 development tools? Erica Sadun's *The iOS 4 Developer's Cookbook* brings together all the expert guidance and proven code you'll need. Completely updated through iOS 4.3, it covers the tools (Xcode 4 and Interface Builder), the language (Objective-C 2.0), and all elements common to typical iOS apps. Sadun presents single-task recipes for common iOS development tasks, including designing and organizing effective user interfaces, responding to users, supporting gestures and multitouch, working with images, accessing local data with Core Data, managing table views, and connecting to the Internet. You get cut-and-paste convenience: freely reuse any of her source code in your own applications and tweak as needed--everything's fully documented to make it easy. Each chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. You'll find everything you need to jumpstart any iOS 4 project--and create high-value apps fast!

*IOS 5 Essentials* Cambridge University Press

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology

you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 5.0 and up Learn to navigate the Xcode 4.2+ development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Visually design and code interfaces using Xcode Storyboards, Segues, and the iOS Object Library Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Email, Web Views, and Google Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking

applications Trace and debug your applications as they run Covers iOS 5, Xcode 4.2+, Storyboards, iPhone, iPad, and More! Additional files and updates available online

<http://teachyourselfios.com>

**Auditing Corporate Surveillance Systems** Sams Publishing

Build real-world applications for the Apple Watch platform using the WatchKit framework and Swift 2.0 About This Book Find out how to download and install the Xcode development tools before learning about Xcode playgrounds and the Swift programming language Discover everything you need to know about the WatchKit platform architecture, its classes, as well its limitations This book introduces you to the very latest mobile platform with hands-on instructions so you can build your very own Apple Watch apps Who This Book Is For This book is for developers who are interested in creating amazing apps for the Apple Watch platform. Readers are expected to have no prior experience of programming. What You Will Learn Navigate within the WatchKit interface using the page-based, modal, and hierarchical navigation techniques Work with context menus to allow your users to interact with the Apple Watch and respond to their actions to perform a task Use the MapKit framework to display a map within the WatchKit interface to track the user's current location Build effective user interfaces for the WatchKit platform and integrate iCloud capabilities to synchronize data between the iOS app and the WatchKit UI Design your apps for the Apple Watch platform by adhering to the set of User Interface design guidelines set out by Apple Reinforce image caching to display animations within the Apple Watch user interface Explore WatchKit tables, which

allow your users to purchase groceries and pay for them using Apple Pay Analyze the new layout system to ensure that your Apple Watch apps work with various screen sizes In Detail Wearable are the next wave of mobile technology and with the release of Apple's WatchKit SDK, a whole new world of exciting development possibilities has opened up. Apple Watch App Development introduces you to the architecture and possibilities of the Apple Watch platform, as well as an in-depth look at how to work with Xcode playgrounds. Benefit from a rapid introduction to the Swift programming language so you can quickly begin developing apps with the WatchKit framework and the Xcode Development IDE. Get to grips with advanced topics such as notifications, glances, iCloud, Apple pay, closures, tuples, protocols, delegates, concurrency, and using Swift Playgrounds, with each concept is backed up with example code that demonstrates how to properly execute it. Finally, discover how to package and deploy your Watch application to the Apple AppStore. By the end of this book, you will have a good understanding of how to develop apps for the Apple Watch platform, and synchronize data using iCloud between the wearable and the iOS device. Style and approach This book takes a step-by-step approach to developing applications for the Apple Watch using the Swift programming language and the WatchKit UI. Each topic is explained in a conversational and easy-to-follow style.

**Beginning iOS 5 Development** Apress  
 iPhone  
 iPhone  
 iPhone

**Developing Enterprise IOS Applications** Routledge

Do you know that organizations and IT departments scramble to devise a good strategy for enterprise mobility? Surprisingly, only half of them have well-defined mobile strategies, confirms a recent survey of over six hundred companies by IBM. Now this is where a handbook for enterprise mobility can be instrumental for CIOs, CTOs, and IT decision-makers who look for creating robust enterprise mobile strategies and solutions. This book shares some of the practical cases related with enterprise mobility, which will be relevant and resourceful for enterprises seeking to get through their own obstacles and setbacks. It is divided into four major sections comprised of following: 1. The Mobility Revolution 2. Enterprise Mobility in the Workplace 3. The Scope of Enterprise Mobility 4. Other Aspects of Enterprise Mobility These sections further unfold into thirteen chapters. This book should also help you explore and understand the key aspects like mobile device management (MDM), BYOD, and mobile security. Precisely, it could be no less than a handbook for CIOs, CTOs, and organizations who want to enable enterprise mobility effectively.

#### **Creating iOS 5 Apps** Apress

Building on your knowledge of how to write basic applications, Pro iOS 5 Tools: Xcode, Instruments and Build Tools shows how to take your apps from promising to real, and from good to great, by using numerous performance and debugging techniques and tools found in Xcode, Apple's Integrated Development Environment (IDE), Interface Builder and more. You will start by studying an alpha-stage iOS app and learning how you can use the tools provided in the iOS developer's toolbox, plus popular third-party tools, to take an app to a final product and ready to ship.

Your own app development will never be the same again! Learn the tools available to all iOS developers: Xcode, Instruments, network diagnostic tools and version control Techniques for debugging by using Instruments, as well as the new features available in newest version of Xcode Performance tuning techniques and workflow enhancements [Professional iOS Network Programming](#) Sams Publishing

Augmented reality takes the real world and through the use of graphics, sound and other effects allows you to enhance the environment. It makes a game more real. Your social media app puts you where want to be or go. Pro iOS 5 Augmented Reality walks you through the foundations of building an augmented reality application for the iPhone or iPad. From using MapKit, to the accelerometer and magnetometer, to integrating facial recognition and Facebook data, you'll learn the building blocks of creating augmented reality applications. Case studies are included in this one-of-a-kind book and you'll learn how to create augmented reality apps that unleash the full potential of the on-board sensors and camera. This book complements other iOS game or social media apps development books available from Apress. After reading Pro iOS 5 Augmented Reality, you'll be able to build augmented reality rich media apps or integrate all the best augmented reality techniques and tools into your existing apps.

#### [My iPod touch \(covers iPod touch running iOS 5\)](#) "O'Reilly Media, Inc."

Each chapter will take you through a new major feature of iOS 5. You will learn how to integrate each feature into your applications. If you ever wanted to learn about the latest features of iOS 5 and learn how to incorporate Twitter,

iCloud and Core Image framework effects functionality into your applications, then this book is for you. You should have a good knowledge of programming experience with Objective-C, and have used Xcode 4. iPhone programming experience is not required. *Enterprise Mobility Strategy & Solutions* John Wiley & Sons

An all-in-one tutorial for planning, developing, and launching iPhone and iPad apps The number of applications in the Apple app store is growing at a staggering rate. Want to get in the game, but don't know iOS? This book-and-DVD package will help! With even little or no prior programming experience, you can learn the code necessary to build an app by following the how-to instructions in this book-and-video combo. Comprised of clear, no-nonsense lessons, the book walks you through each tutorial and then encourages you to work through simple exercises so that you can immediately apply what you just learned. These lessons are backed by video demonstrations on the accompanying DVD to further illustrate the instruction and drive home the main points. In addition, the book's appendices contain helpful information such as obtaining a device UDID, testing, and distributing an app and also lists common reasons why applications are rejected, so you can prepare to take precautionary measures to avoid these instances. Introduces iOS and helps you set up a development environment Highlights the basics of object-oriented programming principles as well as key objective-C concepts Examines Cocoa touch and the Cocoa touch framework, including using various classes in the UIKit and Foundation frameworks Looks at advanced concepts such as tab bars, web views, the

Accelerometer, Google maps, Core Location, and more With this book-and-video package, you'll learn how to plan, create, and launch apps for the iPhone and iPad that are ready for submission to the App Store! Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at wrox.com using a link provided in the interior of the e-book.

**iOS 5 in the Enterprise** Packt Publishing Ltd

This book will introduce you to the very popular Android Wear platform with hands-on instructions for building Android Wear applications. You will start with an introduction to the architecture of Android, followed by an in-depth look at the design of Android applications and user interfaces using Android Studio. You will see how to create basic and custom notifications for your apps, and synchronize data from the wearable device with the handheld mobile device. More advanced topics such as intents, the Gradle build configuration and the implementation of build variants, and packaging and deploying from a single project code base are also covered. By the end of this book, you will have a good understanding of wearable programming, and be confident enough to write programs for building Android applications that run on Android Wear.

**Bring Your Own Devices (BYOD)**

**Survival Guide** Partridge Publishing

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a

friendly, easy-to-follow style, *Beginning iPhone Development with Swift 3* offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

**What You Will Learn**  
 Develop your own bestselling iPhone and iPad apps  
 Utilize Swift playgrounds  
 Display data in Table Views  
 Draw to the screen using Core Graphics  
 Use iOS sensor capabilities to map your world  
 Get your app to work with iCloud and more  
**Who This Book is For** Anyone who wants to start developing for iPhone and iPad.

*Sams Teach Yourself iOS 5 Application Development in 24 Hours* Berrett-Koehler Publishers

This book offers the perfect hands-on introduction to iOS development, covering everything your students need to know about Objective-C, Xcode, and modern iOS user interface development. With sample projects and end-of-chapter exercises, this book is ideal for classroom instruction. The authors get

started fast with Objective-C, covering basic syntax, memory management, Foundation Classes, development paradigms, blocks, threads, and more. Next, they show how to use Xcode and related tools to build projects, instrument and efficiently debug code, and deploy apps. In the next part, they turn to interfaces, covering design, content construction, View Controllers, Views, Animations, Touch, Table Views, and even a taste of Core Data.

**More iOS 6 Development** Addison-Wesley Professional

iOS development is a real pleasure, that is until you have to try and integrate the freewheeling development style of iOS with the realities of enterprise software deployment. This book leads you through the steps needed to create successful applications in the enterprise, both for internal consumption and sale to end users. You'll learn the pitfalls of concurrent project development, how to interface Objective-C applications to legacy backend systems, how to create unit tests and code metrics, how to implement automated Xcode builds, and more. The Apple App Store is a great marketplace, but do you know how it can bite enterprise developers in the rear? How do you maintain iOS applications for the long term? If you are developing iOS applications in a corporate setting, you need to read this book.

*iOS Hacker's Handbook* CRC Press

*Learning iPad Programming* walks you through the process of building PhotoWheel (free on the App Store), a photo management and sharing app that leverages every aspect of iOS 5. With PhotoWheel, you can organize your favorite photos into albums, share photos with family and friends, view them on your TV using AirPlay and an Apple TV, and most importantly, gain

hands-on experience with building an iPad app. As you build PhotoWheel, you'll learn how to take advantage of the latest features in iOS 5 and Xcode, including Storyboarding, Automatic Reference Counting (ARC), and iCloud. Best of all, you'll learn how to extend the boundaries of your app by communicating with web services. If you want to build apps for the iPad, *Learning iPad Programming* is the one book to get. As you build PhotoWheel, you'll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective-C, and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode's new Storyboard feature to quickly prototype a functional UI, and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views, and use view controllers to perform custom view transitions Add AirPrint, email, and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today! Share your photos with friends and upload to iCloud, all while learning how to build the app.

**iPhone and iPad Apps for Absolute Beginners, iOS 5 Edition** John Wiley & Sons

Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

[Your iPad 2 at Work \(covers iPad 2 running iOS 5\)](#) Apress

In this book, readers will learn to how manage iOS in business settings, from small to large, using Apple's iOS

configuration and management utilities. The first half of the book provides a strong foundation of managing iOS devices, looking at the various methods of management, from the simple to the complex. The second half of the book covers advanced topics, such as server setup.

*IOS 5 in the Enterprise* Peachpit Press Covers iOS5 Sams Teach Yourself iPad™ 2 in 10 Minutes, Third Edition offers straightforward, practical answers when you need fast results. By working through 10-minute lessons, you'll learn everything you need to use your iPad 2 to get online, get apps, use the Web, manage email, books, photos, music, video—anything! Each compact lesson zeroes in on essential techniques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Use FaceTime for personal video phone calls and conferences Take photos and make video clips with the front-facing and rear-facing cameras Manage settings for the iPad 2 and customize it to suit your needs Hook up to external devices such as a camera, a presentation screen, TV, or HDTV Use Safari to access the Web, including your bookmarked and favorite sites Use the Mail app to read, send, and manage your email Manage personal information with the Calendar, Contacts, and Notes apps Subscribe to and read digital versions of magazines and newspapers Watch videos, TV shows, and movies on your iPad 2 Use iBooks and the iBooks Store to browse, buy, download, and read digital books Get and play music on the iPad 2 from iTunes and other sources Use Messages to have real-time text

discussions with friends and family Learn about new features to iOS 5, including iCloud, Photo Booth, and more Category: iPad Covers: Apple Digital Media User Level: Beginning

*iPod touch Made Simple, iOS 5 Edition*  
Apress

iOS 5 Recipes: A Problem-Solution Approach is your guide to developing solutions on iPad, iPhone, and other iOS 5 devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope, and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and will be presented with cutting-edge solutions that bring forth the best that the iOS 5 SDK has to offer. The recipes include: Working with Interface Builder in the latest version of Xcode Building applications that incorporate animation and multimedia Building location-aware apps Understanding best practices for application design and development You'll find iOS 5 Recipes: A Problem-Solution Approach to be an indispensable reference for all of your iOS development.

### **Beginning iOS 5 Application Development** SCC

The speed and cost effectiveness of new information technology has prompted many to view these innovations as a panacea for social and economic development. However, such a view flies in the face of continuing inequities in education, health, food, and

infrastructure. This volume explores these issues – along with questions of access, privilege, literacy, training, and the environmental and health effects of information technologies in the developing world – arguing that a higher level of development does not always result from a higher level of technologization.

*Programming IOS 5* Packt Publishing Ltd

The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple's iPhone and iPad, first you need to know how to use the tools--iPhone's new iOS 5 operating system and SDK, and the new xCode toolset that come with it. This full-color book is the perfect starting point. Beginning developers, you'll get a solid introduction to the new xCode 4 and Objective-C and find everything you need to quickly build your first app. The book thoroughly covers all the new iOS 5 features, including new multitasking, location-based services, notification system, cloud-based features, and much more. Written by bestselling Wrox author, Wei-Meng Lee, this is an ideal book for beginning developers Helps eager developers quickly start building apps for the iPhone, iPad, and iPod Touch Introduces iOS 5, xCode 4, Objective-C, and the basics you need to create your first Apple device app Covers a host of new iOS 5 capabilities, including new multitasking, new location-based services, and a new notification system Shows you how to work with iOS 5's cloud-based features for online storage of music, photos, and video Full-color and full of information, Beginning iOS 5 Application Development is the ultimate guide for beginning Apple developers.