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IPHONE PROGRAMMING

THE BIG NERD RANCH GUIDE

Addison-Wesley Professional Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

ANDROID PROGRAMMING

THE BIG NERD RANCH GUIDE

Pearson Technology Group 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. Android Programming: The Big Nerd Ranch Guide, 3/e is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android bootcamps, 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 4.4 (KitKat) through Android 7.0 (Nougat) and beyond. 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.

ANDROID PROGRAMMING

THE BIG NERD RANCH GUIDE

Addison-Wesley Professional 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: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

SWIFT PROGRAMMING

THE BIG NERD RANCH GUIDE

Pearson Technology Group 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.

KOTLIN PROGRAMMING

THE BIG NERD RANCH GUIDE

Pearson Technology Group Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

OBJECTIVE-C PROGRAMMING

THE BIG NERD RANCH GUIDE

Pearson Education Includes a detachable visual reference guide sheet for Xcode 5 in back of book.

FRONT-END WEB DEVELOPMENT

THE BIG NERD RANCH GUIDE

Pearson Technology Group 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.

COCOA PROGRAMMING FOR OS X

THE BIG NERD RANCH GUIDE

Pearson Education 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 <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

KOTLIN PROGRAMMING

THE BIG NERD RANCH GUIDE

Pearson Professional Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

FRONT-END WEB DEVELOPMENT

THE BIG NERD RANCH GUIDE

Big Nerd Ranch Guides The action in software development has shifted from packaged software to Software-as-a-Service (SAAS) built with front-end web development tools. All over the world, companies are desperate to hire software professionals with these new skills; job placement services are scrambling to find candidates. Front-End Web Development: The Big Nerd Ranch Guide brings together all the crucial JavaScript, HTML5, and CSS3 skills that experienced developers need to succeed in modern front-end development. Writing for programmers coming from older platforms or different web paradigms, two Big Nerd Ranch boot camp trainers get you up-to-speed fast on tools and best practices you need right now. Each chapter guides you through essential concepts and APIs for front-end web development, as you build example applications that have been carefully crafted and refined through real-world instruction at Big Nerd Ranch's programming boot camps. Step by step, Chris Aquino and Todd Gandee show you how to create rich web experiences, modern websites, and outstanding web/mobile apps. You'll learn how to: Implement responsive UIs Access remote web services Architect apps with Ember.js Debug and test your code with cutting-edge development tools Harness Node.js and today's powerful npm open-source modules And much more This is the newest title in the Big Nerd Ranch Press series, straight from the world-class programming trainers at The Big Nerd Ranch.

SWIFT PROGRAMMING

THE BIG NERD RANCH GUIDE

Big Nerd Ranch Guides Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. 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 4 DEVELOPER'S COOKBOOK, THE: CORE CONCEPTS AND ESSENTIAL RECIPES FOR IOS PROGRAMMERS

Addison-Wesley Professional

IOS PROGRAMMING

Big Nerd Ranch Guides Updated for Xcode 11, Swift 5, and iOS 13, 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 know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS training and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the iOS platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned.

LEARNING IOS DEVELOPMENT

A HANDS-ON GUIDE TO THE FUNDAMENTALS OF IOS PROGRAMMING

Addison-Wesley Professional Features hands-on sample projects and exercises designed to help programmers create iOS applications.

ANDROID PROGRAMMING

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin 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 in Kotlin compatible with Android 5.0 (Lollipop) through Android 8.1 (Oreo) and beyond. 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. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions provided in the book have changed. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errata/4eAddendum.pdf>.

ADVANCED MAC OS X PROGRAMMING

THE BIG NERD RANCH GUIDE

Addison-Wesley Professional 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.

COCOA PROGRAMMING FOR MAC OS X

Addison-Wesley Professional Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

MORE COCOA PROGRAMMING FOR MAC OS X

Take your Cocoa programming to the next level - and take your apps further than ever before! *Empowers Cocoa developers with powerful new techniques: from Spotlight and QuickLook support to unit testing and automated updates. *Reveals Cocoa secrets that can't be found in Apple's documentation. *Part of a new series of Mac development guides from Aaron Hillegass and the legendary Mac experts at The Big Nerd Ranch, the worldwide leader in professional training for Mac developers! There's a fast growing audience of Mac OS X developers who are getting comfortable with Apple's Cocoa framework and now want to take their skills to the next level. Many of them began with Aaron Hillegass's classic book, Cocoa Programming for Mac OS X . Now, in Cocoa 2: The Big Nerd Ranch Guide, Hillegass and colleague Juan Pablo Claude show experienced Cocoa developers how to build Cocoa applications that work better and do more than ever before. Starting from a basic sample application, developers will walk through adding powerful new functionality, one step at a time. As they do, they'll master valuable Cocoa tips and tricks that can't be found in any other book. The authors' detailed, example-rich coverage includes: *Uncovering the secrets of Cocoa's text system - and making the most of it. *Incorporating support for Spotlight, Quick Look, AppleScript, and other advanced OS X platform technologies. *Providing more effective help and accessibility features. *Delivering applications as packages. *Implementing automatic updates via Sparkle. *Using unit testing to deliver more reliable code. *Incorporating graphics and animations into your software, and much more This title is part of the brand-new Big Nerd Ranch Press series: the world's best books on Mac and iPhone development, straight from the world's #1 Mac programming trainers - Aaron Hillegass and Big Nerd Ranch!.

OBJECTIVE-C PROGRAMMING

THE BIG NERD RANCH GUIDE

Addison-Wesley Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

PROGRAMMING IN OBJECTIVE-C

Addison-Wesley Professional Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

ARE YOU READY FOR SUMMER?

Lerner Digital™ Audisee® eBooks with Audio combine professional narration and text highlighting for an engaging read aloud experience! The days are hot and sunny. Flowers are in bloom. Ducks swim with their babies behind them. People play baseball and go swimming. Do you know what season is here? It's summer! What else happens in summer? Read this book to find out!

THE SUMMER I BECAME A NERD

Entangled: Teen On the outside, seventeen-year-old Madelyne Summers looks like your typical blond cheerleader—perky, popular, and dating the star quarterback. But inside, Maddie spends more time agonizing over what will happen in the next issue of her favorite comic book than planning pep rallies with her squad. That she's a nerd hiding in a popular girl's body isn't just unknown, it's anti-known. And she needs to keep it that way. Summer is the only time Maddie lets her real self out to play, but when she slips up and the adorable guy behind the local comic shop's counter uncovers her secret, she's busted. Before she can shake a pom-pom, Maddie's whisked into Logan's world of comic conventions, live-action role-playing, and first-person-shooter video games. And she loves it. But the more

she denies who she really is, the deeper her lies become...and the more she risks losing Logan forever.

ANDROID PROGRAMMING

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin 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 in Kotlin compatible with Android 5.0 (Lollipop) through Android 8.1 (Oreo) and beyond. 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. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions provided in the book have changed. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errata/4eAddendum.pdf>.

ANDROID PROGRAMMING

PUSHING THE LIMITS

John Wiley & Sons Unleash the power of the Android OS and build the kinds of brilliant, innovative apps users love to use. If you already know your way around the Android OS and can build a simple Android app in under an hour, this book is for you. If you're itching to see just how far you can push it and discover what Android is really capable of, it's for you. And if you're ready to learn how to build advanced, intuitive, innovative apps that are a blast to use, this book is definitely for you. From custom views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, ace Android developer, Erik Hellman, delivers expert tips, tricks and little-known techniques for pushing the Android envelope so you can: Optimize your components for the smoothest user experience possible. Create your own custom Views. Push the boundaries of the Android SDK. Master Android Studio and Gradle. Make optimal use of the Android audio, video and graphics APIs. Program in Text-To-Speech and Speech Recognition. Make the most of the new Android maps and location API. Use Android connectivity technologies to communicate with remote devices. Perform background processing. Use Android cryptography APIs. Find and safely use hidden Android APIs. Cloud-enable your applications with Google Play Services. Distribute and sell your applications on Google Play Store. Learn how to unleash the power of Android and transform your apps from good to great in **Android Programming: Pushing the Limits**.

PYTHON PROJECTS

John Wiley & Sons A guide to completing Python projects for those ready to take their skills to the next level. Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more. Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

IOS PROGRAMMING

THE BIG NERD RANCH GUIDE, THIRD EDITION

Addison-Wesley Professional 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 NSRegularExpression. Using the Model-View-Controller-Store design pattern.

MAKE A NERDY LIVING

Sterling Turn your obsession into your profession! This funny, information-packed guide shows you how to transform your nerdy passion into a lucrative career . . . and satisfying life. "How can I make a living at this?" Many nerds ask themselves this question--and now they have an answer. Filled with humor and real-life advice, this entertaining guide explores how you can actually get paid for nerdy passions that range from live-streaming video and prop making to writing and cosplay. Along with general tips for newcomers and in-depth advice for the more experienced, interviews with stars reveal how geeks, gamers, and fans successfully turned their dreams into reality.

HEAD FIRST ANDROID DEVELOPMENT

"O'Reilly Media, Inc." What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

KOTLIN IN ACTION

Simon and Schuster Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM. Writing clean and idiomatic code. Combining Kotlin and Java. Domain-specific languages. About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

IPHONE APP DEVELOPMENT: THE MISSING MANUAL

"O'Reilly Media, Inc." Anyone with programming experience can learn how to write an iPhone app. But if you want to build a great app, there's a lot more to it than simple coding: you also need to know how design and market your creation. This easy-to-follow guide walks you through the entire process, from sketching out your idea to promoting the finished product. Get to know the tools for developing your iPhone app. Design a great app before you start coding. Build a complex app with Xcode and Interface Builder. Decide how to brand your app--then beta-test that brand in the real world. Learn the inside scoop on how to get your app into the App Store. Promote your product, track sales, and build a strong customer following.

RAILS ANTI-PATTERNS

BEST PRACTICE RUBY ON RAILS REFACTORING

Addison-Wesley Professional The Complete Guide to Avoiding and Fixing Common Rails 3 Code and Design Problems As developers worldwide have adopted the powerful Ruby on Rails web framework, many have fallen victim to common mistakes that reduce code quality, performance, reliability, stability, scalability, and maintainability. Rails™ AntiPatterns identifies these widespread Rails code and design problems, explains why they're bad and why they happen—and shows exactly what to do instead. The book is organized into concise, modular chapters—each outlines a single common AntiPattern and offers detailed, cookbook-style code solutions that were previously difficult or impossible to find. Leading Rails developers Chad Pytel and Tammer Saleh also offer specific guidance for refactoring existing bad code or design to reflect sound object-oriented principles and established Rails best practices. With their help, developers, architects, and testers can dramatically improve new and existing applications, avoid future problems, and establish superior Rails coding standards throughout their organizations. This book will help you understand, avoid, and solve problems with Model layer code, from general object-oriented programming violations to complex SQL and excessive redundancy. Domain modeling, including schema and database issues such as normalization and serialization. View layer tools and conventions. Controller-layer code, including RESTful code. Service-related APIs, including timeouts, exceptions, backgrounding, and response codes. Third-party code, including plug-ins and gems. Testing, from test suites to test-driven development processes. Scaling and deployment. Database issues, including migrations and validations. System design for “graceful degradation” in the real world.

HEAD FIRST KOTLIN

A BRAIN-FRIENDLY GUIDE

O'Reilly Media What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

HOW TO BUILD ANDROID APPS WITH KOTLIN

A HANDS-ON GUIDE TO DEVELOPING, TESTING, AND PUBLISHING YOUR FIRST APPS WITH ANDROID

Packt Publishing Ltd Master the fundamentals of Android programming and apply your skills to create scalable and reliable apps using industry best practices Key Features Build apps with Kotlin, Google's preferred programming language for Android development Unlock solutions to development challenges with guidance from experienced Android professionals Improve your apps by adding valuable features that make use of advanced functionality Book Description Are you keen to get started building Android 11 apps, but don't know where to start? How to Build Android Apps with Kotlin is a comprehensive guide that will help kick-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. Moving ahead, you'll get to grips with testing, learn how to keep your architecture clean, understand how to persist data, and gain basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bite-size exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin. What you will learn Create maintainable and scalable apps using Kotlin Understand the Android development lifecycle Simplify app development with Google architecture components Use standard libraries for dependency injection and data parsing Apply the repository pattern to retrieve data from outside sources Publish your app on the Google Play store Who this book is for If you want to build your own Android applications using Kotlin but are unsure of how to begin, then this book is for you. To easily grasp the concepts in this book, it is recommended that you already have a basic understanding of Kotlin, or experience in a similar programming language and a willingness to brush up on Kotlin before you start.

THE IOS 5 DEVELOPER'S COOKBOOK

CORE CONCEPTS AND ESSENTIAL RECIPES FOR IOS PROGRAMMERS

Addison-Wesley ***This is the updated and corrected edition of The iOS 5 Developer's Cookbook.*** The iOS 5 Developer's Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

THE CORE IOS 6 DEVELOPER'S COOKBOOK

Addison-Wesley The Core iOS 6 Developer's Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the "how" and "why" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

PROCEEDING OF FIFTH INTERNATIONAL CONFERENCE ON MICROELECTRONICS, COMPUTING AND COMMUNICATION SYSTEMS

MCCS 2020

Springer Nature This book presents high-quality papers from the Fifth International Conference on Microelectronics, Computing & Communication Systems (MCCS 2020). It discusses the latest technological trends and advances in MEMS and nanoelectronics, wireless communication, optical communication, instrumentation, signal processing, image processing, bioengineering, green energy, hybrid vehicles, environmental science, weather forecasting, cloud computing, renewable energy, RFID, CMOS sensors, actuators, transducers, telemetry systems, embedded systems and sensor network applications. It includes papers based on original theoretical, practical and experimental simulations, development, applications, measurements and testing. The applications and solutions discussed here provide excellent reference material for future product development.

THE DEFINITIVE GUIDE TO MONGODB

A COMPLETE GUIDE TO DEALING WITH BIG DATA USING MONGODB

Apress The Definitive Guide to MongoDB, Third Edition, is updated for MongoDB 3 and includes all of the latest MongoDB features, including the aggregation framework introduced in version 2.2 and hashed indexes in version 2.4. The Third Edition also now includes Python. MongoDB is the most popular of the "Big Data" NoSQL database technologies, and it's still growing. David Hows from 10gen, along with experienced MongoDB authors Peter Membrey and Eelco Plugge, provide their expertise and experience in teaching you everything you need to know to become a MongoDB pro.

THE LOVE HYPOTHESIS

Penguin The Instant New York Times Bestseller and TikTok Sensation! As seen on THE VIEW! A BuzzFeed Best Summer Read of 2021 When a fake relationship between scientists meets the irresistible force of attraction, it throws one woman's carefully calculated theories on love into chaos. As a third-year Ph.D. candidate, Olive Smith doesn't believe in lasting romantic relationships--but her best friend does, and that's what got her into this situation. Convincing Anh that Olive is dating and well on her way to a happily ever after was always going to take more than hand-wavy Jedi mind tricks: Scientists require proof. So, like any self-respecting biologist, Olive panics and kisses the first man she sees. That man is none other than Adam Carlsen, a young hotshot professor--and well-known ass. Which is why Olive is positively floored when Stanford's reigning lab tyrant agrees to keep her charade a secret and be her fake boyfriend. But when a big science conference goes haywire, putting Olive's career on the Bunsen burner, Adam surprises her again with his unyielding support and even more unyielding...six-pack abs. Suddenly their little experiment feels dangerously close to combustion. And Olive discovers that the only thing more complicated than a hypothesis on love is putting her own heart under the microscope.

LEARN ANDROID STUDIO

BUILD ANDROID APPS QUICKLY AND EFFECTIVELY

Apress Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

METAL PROGRAMMING GUIDE

COMPREHENSIVE TUTORIAL AND REFERENCE VIA SWIFT

Addison-Wesley Professional Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE