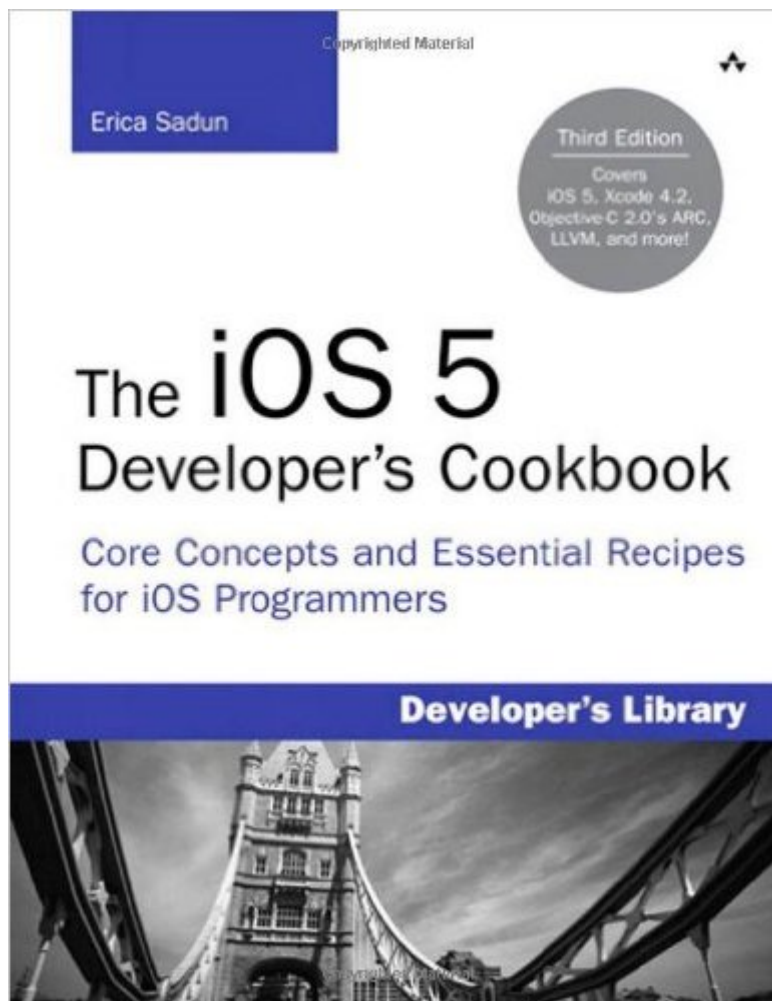# The IOS 5 Developer's Cookbook: Core Concepts And Essential Recipes For IOS Programmers (3rd Edition) (Developer's Library)

Synopsis

This is the updated and corrected edition ofThe iOS 5 Developer's Cookbook. Â The iOS 5 Developerâ ™s Cookbook, Third Edition Â Covers iOS 5, Xcode 4.2, Objective-C 2.0â ™s ARC, LLVM, and more! Â 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. Â The iOS 5 Developerâ ™s Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges youâ ™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 isnâ ™t just cut-and-paste: Using her examples, Sadun fully explains both the â œhowâ • and â œwhyâ • of effective iOS 5 development. Â Sadunâ ™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 gesturesâ ”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

Book Information

Product Dimensions: 7 x 1.6 x 9 inches

Shipping Weight: 2.8 pounds

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (16 customer reviews)

Best Sellers Rank: #1,503,223 in Books (See Top 100 in Books)   #85 inÂ Books > Computers & Technology > Networking & Cloud Computing > Data in the Enterprise > Electronic Data Interchange (EDI)   #320 inÂ Books > Computers & Technology > Programming > Apple Programming   #952 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development

Customer Reviews

This book is much more than just a cookbook with a bunch of recipes in it. I have used plenty of cookbooks and they are never readable from cover to cover. I usually just familiarize myself with the recipes that are available, read the ones interesting to me at the time, and throw them on the shelf until I need them. This one I have not been able to put down.The author does a great job of mixing a traditional book with a recipe book. Most chapters contain both background information and recipes. Some chapters are mostly made up of recipes, and the first three chapters contain none to a very few. The first three chapters are dedicated to introducing the iOS SDk, Objective-C, and Xcode.I have listed the chapters below to give you a high level view of the topics covered.Introducing the iOS SDKObjective-C Boot CampBuilding Your First ProjectDesigning InterfacesWorking with View ControllersAssembling Views and AnimationsWorking with ImagesGestures and TouchesBuilding and Using ControlsWorking with TextCreating and Managing Table ViewsA Taste of Core DataAlerting the UserDevice CapabilitiesNetworkingThis book lives up to the cookbook title. There is tons of code that comes with it and it is all very well organized and usable. The only thing I didn't like was that the author used HelloWorld.xcodeproj for the project name every time. After you open a few projects you have to go to Finder and the actual folder to reopen a specific one because all your shortcuts are HelloWorld.xcodeproj. I do like that the samples are built to run on both the iPad and iPhone, and that they run without the need to tweak them.

The first problem with this book is that the author has written all her snippets to be used in a minimalist app wrapper -- which makes sense except that her wrapper is a highly atypical environment in which to do anything. As a result, every single snippet is pretty much not usable in the form presented. I find myself looking at one of her snippets, having no idea how it's actually supposed to work in context, and then looking it up in Apple's docs (which are sometimes perfect

but more likely useless), googling for a tutorial or stackoverflow entry (or looking it up in the Big Nerd Ranch book on iOS programming) and finding a much clearer explanation. If you download the sample project from her github repository it can make things a bit clearer, but this underlines how unusable the book is on its own.Another issue is that her code assumes you're targeting iOS5 even when it's totally unnecessary to make that assumption. E.g. her "Basic Popover" code assumes you're using storyboards. But what if you aren't? Tough luck. Do storyboards make it any simpler? Well, not really. (Erroneous comment removed.) Because the code in the book relies on iOS5 memory allocation rules throughout (not just ARC but the latest additions to it which are only available in iOS5) you cannot use the code to target earlier versions of iOS without a lot of messing around.From a "technical taste" point of view, I think she tends to uncritically use Apple's latest stuff without considering its benefit/cost. (The popover example again -- explaining it in iOS4 terms wouldn't have lost any functionality or made the code more complex.

The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (3rd Edition) (Developer's Library) Android 6 for Programmers: An App-Driven Approach (3rd Edition) (Deitel Developer Series) iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition The iOS Apprentice (Fourth Edition): Beginning iOS Development with Swift 2 An Illustrated Guide for z/Architecture Assembler Programmers: A compact reference for application programmers Delphi Nuts & Bolts for Experienced Programmers: For Experienced Programmers The Essential Java Class Reference for Programmers (3rd Edition) Book 1: Diving In - iOS App Development for Non-Programmers Series: The Series on How to Create iPhone & iPad Apps Book 2: Flying With Objective-C - iOS App Development for Non-Programmers: The Series on How to Create iPhone & iPad Apps iOS 9 App Development Essentials: Learn to Develop iOS 9 Apps Using Xcode 7 and Swift 2 iOS Programming: Starter Guide: What Every Programmer Needs to Know About iOS Programming Canning And Preserving Cookbook: 100+ Mouth-Watering Recipes of Canned Food: (Canning and Preserving Cookbook, Best Canning Recipes) (Home Canning Recipes, Pressure Canning Recipes) Master Your Risk Management Concepts: Essential PMPÃ Â® Concepts Simplified (Ace Your PMPÃ Â® Exam Book 10) Master Your Procurement Management Concepts: Essential PMPÃ Â® Concepts Simplified (Ace Your PMPÃ Â® Exam Book 11) Master Your Human Resource Management Concepts: Essential PMPÃ Â® Concepts Simplified (Ace Your PMPÃ Â® Exam Book 8) Master Your Integration Management Concepts: Essential PMPÃ Â® Concepts Simplified (Ace Your PMPÃ Â® Exam Book 3) Master Your Stakeholder Management Concepts: Essential PMPÃ Â® Concepts Simplified (Ace Your

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