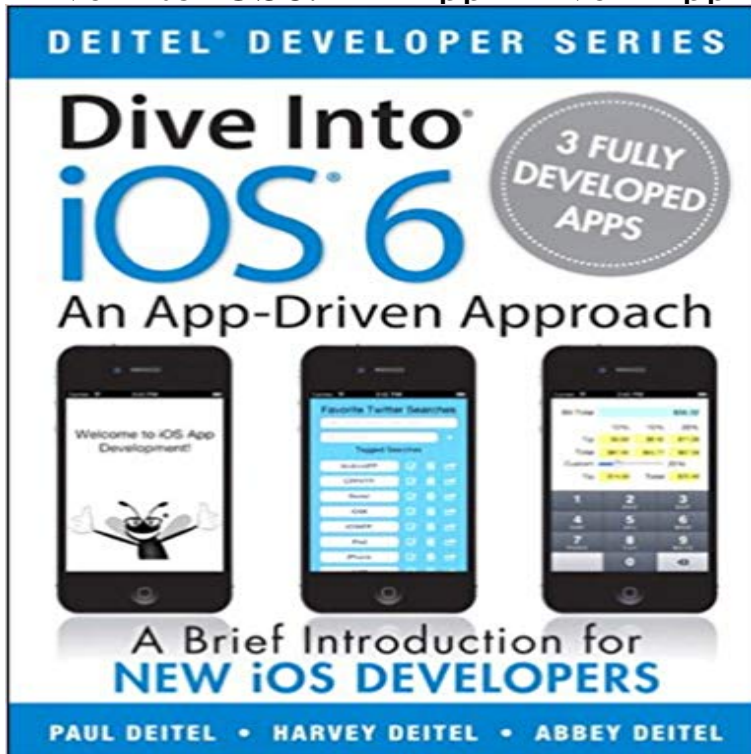


Dive Into iOS6: An App-Driven Approach



The programmers quick-start guide to iOS app development using iOS SDK 6, Cocoa Touch, Xcode 4.5 and the latest Objective-C version and idioms! Dive into iOS 6 programming with this brief introduction for new iOS developers! This five-chapter e-book gets you started developing great iPhone and iPad apps quickly and publishing them on Apples App Store. Its ideal for people familiar with object-oriented programming in Java, C++, C# or Objective-C (an Objective-C background is not required). The three programming chapters include a simple visual programming app and two code-based apps presented using the Deitels signature app-driven approach each technology is discussed in the context of a fully developed iOS app, complete with syntax coloring, code walkthroughs and sample outputs. Topics covered in this e-book include: iOS App Development iOS 6, Xcode 4.5, Interface Builder, Objective-C, Cocoa Touch, iOS Simulator Storyboarding, Segues, Auto Layout, Accessibility, Internationalization Application Templates, Universal Apps Social Framework, iCloud Key-Value Storage, Automatic Reference Counting (ARC), Collections, iOS Defaults System GUI, Views, View Controllers, Outlets, Actions, Event Handling Fully Developed Apps Welcome, Tip Calculator, Favorite Twitter Searches App Business Issues iOS Developer Program, App Store, Submitting Apps, iTunes Connect What Makes a Great App Monetization, Pricing (Free vs. Fee), In-App Purchase, , Selling Virtual Goods Marketing, iAd Network, Advertising

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