Create An Iphone App Like The Flappy Bird A Step By Step Guide Using Swift Goodstartbooks Swift Programming

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Average Joe Shawn Livermore 2020-09-09 The book covers numerous tech entrepreneurial founders and software developers, and the exciting brands or products that they created. It goes deep on a handful of them, narrowly divulging exactly how a few software developers and startup founders created breakthrough tech products like Gmail, Dropbox, Ring, Snapchat, Bitcoin, Groupon, and more. It highlights and unpacks the general hero-worship that the media and our own minds practice about tech founders and tech entrepreneurs. This idealization of tech success can create a paradox, preventing average tech professionals from their own successful journeys. This book provides hard evidence that anyone in tech can create, and anyone on the peripheral of tech can break through to the center where innovation, creativity, and opportunity meet. The anecdotes, stories, evidence, facts, arguments, logic, principles, and techniques provided in this book have helped individuals and businesses engage in slow creation cycles, improve the morale of their development teams, and increased their delivery potential of their technology solutions overall. Average Joe covers: Genius - The systematic deconstruction and debunking of the commonly held assumptions in the tech industry around supreme intelligence, and how that intelligence has been worshipped and sought after, despite the facts. Slow Creation - How to force-manufacture creative ideation. How conscious and subconscious cycles of patterns, details, and secrets can lead to breakthrough innovations, and how those P.D.S. cycles, and systematic mental grappling, can be conjured and repeated on a regular basis. Little-C Creativity - The conscious and miniature moments of epiphany that leak into our active P.D.S. cycles of Slow Creation. Flow - Why it's great, but also - why it's completely unreliable and unnecessary. How to perpetually innovate without relying on a flow state. Team Installation - How teams and companies can engage their

employees in Slow Creation to unlock dormant ideas, stir up creative endeavors, and jumpstart fragile ideas into working products. User Manipulation - How tech products are super-charged with tricks, secret techniques, and neural transmitters like Dopamine, Oxytocin, and Cortisol; how those products leverage cognitive mechanisms and psychological techniques to force user adoption and user behaviors. Contrarianism - How oppositional and backward-thinking leaders create brand-new categories and the products which dominate those categories. Showmanship - How tech players have presented their ideas to the world, conjured up magic, manufactured mystique, and presented compelling stories that have captured their audiences. Sustainable Mystique Triad – A simple model for capturing audiences consistently without relying on hype and hustle.
iPhone App Design for Entrepreneurs - Megan Holstein 2019-03-20
Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll get back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll LearnDesign apps that are impressive, wow users, and most importantly, are easy to

use. Build a business model around an app that turns a profit Determine when its OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

Data Fluency- Zach Gemignani 2014-10-10 A dream come true for those looking to improve their data fluency Analytical data is a powerful tool for growing companies, but what good is it if it hides in the shadows? Bring your data to the forefront with effective visualization and communication approaches, and let Data Fluency: Empowering Your Organization with Effective Communication show you the best tools and strategies for getting the job done right. Learn the best practices of data presentation and the ways that reporting and dashboards can help organizations effectively gauge performance, identify areas for improvement, and communicate results. Topics covered in the book include data reporting and communication, audience and user needs, data presentation tools, layout and styling, and common design failures. Those responsible for analytics, reporting, or BI implementation will find a refreshing take on data and visualization in this resource, as will report, data visualization, and dashboard designers. Conquer the challenge of making valuable data approachable and easy to understand Develop unique skills required to shape data to the needs of different audiences Full color book links to bonus content at juiceanalytics.com Written by well-known and highly esteemed authors in the data presentation community Data Fluency: Empowering Your Organization with Effective Communication focuses on user experience, making reports approachable, and presenting data in a compelling, inspiring way. The book helps to dissolve the disconnect between your data and those who might use it and can help make an impact on the people who are most affected by data. Use Data Fluency today to develop the

skills necessary to turn data into effective displays for decision-making.

Players Making Decisions - Zack Hiwiller 2015-12-09
Game designers today are expected to have an arsenal of multi-disciplinary skills at their disposal in the fields of art and design, computer programming, psychology, economics, composition, education, mythology—and the list goes on. How do you distill a vast universe down to a few salient points? Players Making Decisions brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come. A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions. It is the decision to move right or left, to pass versus shoot, or to develop one's own strategy that makes the game enjoyable to the player. As a game designer, you are never entirely certain of who your audience will be, but you can enter their world and offer a state of focus and concentration on a task that is intrinsically rewarding. This detailed and easy-to-follow guide to game design is for both digital and analog game designers alike and some of its features include: A clear introduction to the discipline of game design, how game development teams work, and the game development process Full details on prototyping and playtesting, from paper prototypes to intellectual property protection issues A detailed discussion of cognitive biases and human decision making as it pertains to games Thorough coverage of key game elements, with practical discussions of game mechanics, dynamics, and aesthetics Practical coverage of using simulation tools to decode the magic of game balance A full section on the game design business, and how to create a sustainable lifestyle within it

Cocos2D Game Development Essentials -

Ben Trengrove 2015-01-23
If you are a game developer with experience in Objective-C and are interested in creating games for iOS or Android, this is the book for you. It will help you to quickly get started with Cocos2D and guide you through the process of creating a game, giving you the essential skills and knowledge you need to do so.

The One Device - Brian Merchant 2017-06-20
The secret history of the invention that changed everything-and became the most profitable product in the world. NATIONAL BESTSELLERShortlisted for the Financial Times Business Book of the Year Award One of the Best Business Books of 2016 - CNBC, Bloomberg, 1-800-CEO-Read "The One Device is a tour de force, with a fast-paced edge and heaps of analytical insight." -Ashlee Vance, New York Times bestselling author of Elon Musk "A stunning book. You will never look at your iPhone the same way again." -Dan Lyons, New York Times bestselling author of Disrupted Odds are that as you read this, an iPhone is within reach. But before Steve Jobs introduced us to "the one device," as he called it, a cell phone was merely what you used to make calls on the go. How did the iPhone transform our world and turn Apple into the most valuable company ever? Veteran technology journalist Brian Merchant reveals the inside story you won't hear from Cupertino-based on his exclusive interviews with the engineers, inventors, and developers who guided every stage of the iPhone's creation. This deep dive takes you from inside One Infinite Loop to 19th century France to WWII America, from the driest place on earth to a Kenyan pit of toxic e-waste, and even deep inside Shenzhen's notorious "suicide factories." It's a firsthand look at how the cutting-edge tech that makes the world work-touch screens, motion trackers, and even AI-made their way into our pockets. The One Device is a roadmap for design and engineering genius, an anthropology of the modern age, and an unprecedented view into

one of the most secretive companies in history. This is the untold account, ten years in the making, of the device that changed everything.

IPhone: The Missing Manual - David Pogue 2017-12-18

iOS 11 for the iPhone includes a host of exciting new features, including a revamped Control Center and all-new powers for some of your favorite apps—Siri, AirPlay 2, Maps, Photos, and Maps. You can even send payment via iMessages and type with one hand! And the best way to learn all of these features is with iPhone: The Missing Manual—a funny, gorgeously illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone master. This easy-to-use book will help you accomplish everything from web browsing to watching videos so you can get the most out of your iPhone. Written by Missing Manual series creator and former New York Times columnist David Pogue, this updated guide shows you everything you need to know about the new features and user interface of iOS 11 for the iPhone.

Exponential Theory Aaron D. Bare 2021-10-12 "A Blueprint for Future Entrepreneurs"-Daymond John, Shark Tank Investor"Innovating Through Extreme Uncertainty"-Ash Maurya, Lean Canvas Creator According to Steve Jobs, "Innovation distinguishes between a leader and a follower." The rise of digital technology in business has made this statement truer now more than ever. Today, businesses can be created, marketed, and ready to interact with customers in the blink of an eye, with nothing more than an internet connection! This accelerated pace of business is wreaking havoc on companies that are "too big to fail," sometimes in a matter of months. Any company or leader that doesn't move at an exponential pace will be crushed by new, massively transformative organizations that are invading new industries every day. Thankfully, guides like Bill Gates, Jeff Bezos, and Elon Musk continue to

provide us a roadmap for navigating this exponential horizon. Exponential Theory provides ten keys of exponential leadership in order to solve climate change, social imbalances, and other wicked problems. It is time for a new generation of leadership—one that is purposeful, conscious, digital, and above all, exponential.

Swift Game Development - Siddharth Shekar 2018-09-28

Embrace the mobile gaming revolution by creating popular iOS games with Swift 4.2 Key FeaturesLearn to create games for iPhone and iPad with the latest Swift Programming languageUnderstand the fundamental concepts of game development like game physics, camera action, sprites, controls, among othersBuild Augmented reality games using ARKit for true performanceBook Description Swift is the perfect choice for game development. Developers are intrigued by Swift and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features – including its new ones for game development. Using SpriteKit, you will learn how to animate sprites and textures. Along the way, you will master physics, animations, and collision effects and how to build the UI aspects of a game. You will then work on creating a 3D game using the SceneKit framework. Further, we will look at how to add monetization and integrate Game Center. With iOS 12, we see the introduction of ARKit 2.0. This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices. In the next section, we will dive into creating Augmented Reality games using SpriteKit and SceneKit. Then, finally, we will see how to create a Multipeer AR project to connect two devices, and send and receive data

back and forth between those devices in real time. By the end of this book, you will be able to create your own iOS games using Swift and publish them on the iOS App Store. What you will learnDeliver powerful graphics, physics, and sound in your game by using SpriteKit and SceneKitSet up a scene using the new capabilities of the scene editor and custom classesMaximize gameplay with little-known tips and strategies for fun, repeatable actionMake use of animations, graphics, and particles to polish your gameUnderstand the current mobile monetization landscapeIntegrate your game with Game CenterDevelop 2D and 3D Augmented Reality games using Apple's new ARKit frameworkPublish your game to the App StoreWho this book is for If you wish to create and publish iOS games using Swift, then this book is for you. No prior game development or experience with Apple ecosystem is needed.

Go Gaming! the Ultimate Guide to the World's Greatest Mobile Games - Scholastic,

Incorporated 2016-12-27
Through games such as Minecraft, The Simpsons: Tapped Out and Clash Of Clans, an increasing number of teenagers are getting their gaming kicks from smart devices rather than consoles. With so many mobile games out there, how will they know which game

Swift 2 By Example - Giordano Scalzo 2016-03-14
Create robust and extensible iOS apps using the advanced features of Swift 2 About This Book Get up to speed with the new features of Swift 2 by following the exhaustive examples in this book Specialize in developing real iOS apps, and 2D and 3D videogames using Swift and Cocoapods Learn how to build server API apps to feed your iOS client apps Who This Book Is For This book is ideal for those who want to learn to develop app in Swift, starting the right way. Whether you are an expert Objective-C programmer or are new to this platform, you'll quickly grasp the code of real world apps, and

discover how to use Swift effectively. Prior experience in development for Apple devices would be helpful, but is not mandatory. What You Will Learn Create a server in Swift to deliver JSON data to an iOS app Take advantage of Cocoapods to use third-party libraries Use a clean and effective architecture to decrease complexity and speed up development Take advantage of the most useful parts of the iOS SDK Build games with SpriteKit and SceneKit Develop an app running on the cloud to act as an API server for your client's apps In Detail Swift is no longer the unripe language it was when launched by Apple at WWDC14, now it's a powerful and ready-for-production programming language that has empowered most new released apps. Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and really flexible. Swift 2 is more powerful than ever; it introduces new ways to solve old problems, more robust error handling, and a new programming paradigm that favours

composition over inheritance. Swift 2 by Example is a fast-paced, practical guide to help you learn how to develop iOS apps using Swift. Through the development of seven different iOS apps and one server app, you'll find out how to use either the right feature of the language or the right tool to solve a given problem. We begin by introducing you to the latest features of Swift 2, further kick-starting your app development journey by building a guessing game app, followed by a memory game. It doesn't end there, with a few more apps in store for you: a to-do list, a beautiful weather app, two games: Flappy Swift and Cube Runner, and finally an ecommerce app to top everything off. By the end of the book, you'll be able to build well-designed apps, effectively use AutoLayout, develop videogames, and build server apps. Style and approach These easy-to-follow tutorials show you how to build real-world apps. The difficulty and complexity level increases chapter by chapter. Each chapter is dedicated to build a

new app, beginning from a basic and unstyled app through to a full 3D game. The last two chapters show you how to build a complete client-server ecommerce app right from scratch.

Vintage Games 2.0 - Matt Barton 2019-05-08 Super Mario Bros. Doom. Minecraft. It's hard to imagine what life would be like today without video games, a creative industry that now towers over Hollywood in terms of both financial and cultural impact. The video game industry caters to everyone, with games in every genre for every conceivable electronic device--from dedicated PC gaming rigs and consoles to handhelds, mobile phones, and tablets. Successful games are produced by mega-corporations, independent studios, and even lone developers working with nothing but free tools. Some may still believe that video games are mere diversions for children, but today's games offer sophisticated and wondrously immersive experiences that no other media can hope to match. Vintage Games 2.0 tells the story of the ultimate storytelling medium, from early examples such as Spacewar! and Pong to the mind blowing console and PC titles of today. Written in a smart and engaging style, this updated 2nd edition is far more than just a survey of the classics. Informed by hundreds of in-depth personal interviews with designers, publishers, marketers, and artists--not to mention the author's own lifelong experience as a gamer--Vintage Games 2.0 uncovers the remarkable feats of intellectual genius, but also the inspiring personal struggles of the world's most brilliant and celebrated game designers-- figures like Shigeru Miyamoto, Will Wright, and Roberta Williams. Ideal for both beginners and professionals, Vintage Games 2.0 offers an entertaining and inspiring account of video game's history and meteoric rise from niche market to global phenomenon. Credit for the cover belongs to Thor Thorvaldson.

Game Changers - Leena Van Deventer 2016-03-01

The videogame scene has evolved from the hobby of boys in bedrooms to a popular pastime for anyone with a smartphone. Many of the old guard resent this mainstreaming of games culture ? and they?ve been anything but welcoming. These trolls have created a climate of fear by abusing and harassing women, minorities and anyone who has dared to speak out against misogyny and other problems in the boys? club industry. Game Changers puts these conflicts under the microscope, in Australia and overseas. The book features exclusive interviews with many key figures working to make the videogame world a safe space, including Anita Sarkeesian and Zoë Quinn, two of the women at the centre of the Gamergate abuse. In 2015, they were asked by the United Nations to lead a panel discussion on the `rising tide of online violence against women and girls?. Authors Dan Golding and Leena van Deventer use their extensive experience in the videogame industry, both as players and professionals, to examine

how games culture is growing, diversifying and changing for the better.
IOS 8 for Programmers Paul J. Deitel 2014-12-16
A guide to app development with iOS 8 using Swift, an Apple programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.
GoPro MAX: How To Use GoPro Max - Jordan Hetrick 2020-07-01
Learn everything you need to know to master your GoPro MAX 360 camera in this guide book from the #1 AMAZON BEST SELLING AUTHOR on how to use GoPro cameras. Written specifically for GoPro Max, this is the perfect guide book for anyone who wants to learn how to use the GoPro Max camera to capture unique 360 and traditional videos and photos. Packed with color images, this book provides clear, step-by-step lessons to get you out there using your GoPro MAX camera to document your life and

your adventures. This book covers everything you need to know about using your GoPro MAX camera. The book teaches you: *how to operate your GoPro Max camera; *how to choose settings for full 360 spherical video; *how you can tap into the most powerful, often overlooked settings for traditional video; *tips for the best GoPro mounts to use with GoPro Max; *vital 360 photography/cinematography knowledge; *simple photo, video and time lapse editing techniques for 360 and traditional output and *the many ways to share your edited videos and photos. Through the SEVEN STEPS laid out in this book, you will understand your camera and learn how to use mostly FREE software to finally do something with your results. This book is perfect for beginners, but also provides in depth knowledge that will be useful for intermediate camera users. Written specifically for the GoPro MAX camera.

Unlimited Replays - William James Gibbons 2018 This book explores the intersections of values and meanings in two types of replay: where video games meet classical music, and vice versa. From the bleeps and bloops of 1980s arcades to the world's most prestigious concert halls, classical music and video games have a long history together. Medieval chant, classical symphonies, postminimalist film scores, and everything in between fill the soundtracks of many video games, while world-renowned orchestras frequently perform concerts of game music to sold-out audiences. Yet combining video games and classical music also presents a challenge to traditional cultural values around these media products. Classical music is frequently understood as high art, insulated from the whims of popular culture; video games, by contrast, are often regarded as pure entertainment, fundamentally incapable of crossing over into art. By delving into the shifting and often contradictory cultural meanings that emerge when classical music meets video games, Unlimited Replays offers a

new perspective on the possibilities and challenges of art in contemporary society. - William Gibbons is Assistant Professor of Musicology at Texas Christian University.

iPad and iPhone For Musicians For Dummies
Ryan C. Williams 2015-02-24
The easy way to use your iPad or iPhone to make amazing music If you are a budding or established musician looking to use your iPad or iPhone as a portable musical instrument, recording studio, or composition tool, then you've come to the right place! iPad and iPhone For Musicians For Dummies explains in plain English how to hook up your preferred instrument to your iPad or iPhone to work on music projects within a plethora of recording apps. You'll also learn how to incorporate both real and MIDI instruments and audio, edit individual tracks, work with effects and chain multiple apps together, and mix and master songs. Thanks to apps such as AmpliTube, AudioBus, and Apple's own GarageBand, musicians can record entire songs in the comfort of their own homes and then mix, master, and distribute them right there on their iPads or iPhones. Packed with tons of step-by-step instructions, this friendly guide shows you how to use your device to go from recording a basic piece of music to creating and uploading complete songs with full instrumentation and multiple tracks, instruments, and effects. Demonstrates how to hook up your guitar or keyboard directly to your iPad or iPhone to record professional-grade tracks Helps musicians get the most out of their iPads or iPhones as portable musical instruments, recording studios, and composition tools Written by an industry expert and former senior writer for IK Multimedia, a leading manufacturer of music apps and hardware accessories for the iOS market Coverage goes beyond GarageBand to include other popular technologies Don't let the limitations and expense of yesterday's home studios keep you from recording awesome

music—let iPad and iPhone For Musicians For Dummies show you how easy it is to record and master your own music right from your living room.

The Self-Taught Developer - Tommy Chheng 2020-12-09
Want a career as a software engineer? Don't want to spend years or the money going to school? Have to write code for your current job? The lessons in this book are all things author Tommy Chheng learned are vital to developers during his career. This book will teach you: * What tools you will need * How to ask the right questions * How to solve a programming problem * The important Computer Science topics * How to get hired

Guinness World Records 2016 - Guinness World Records 2015-09-01
The world's best-selling annual is back and bursting with thousands of amazing new records, never-before-seen images and mind-boggling trivia. And as always, we have a few more surprises in store for you... As well as all your favorite records for talented pets, superhuman achievements, big stuff and extreme vehicles, you'll find show-stopping superlatives from brand-new categories. Topics making their GWR debut include waterfalls, twins, ballooning, apps, lightning, manga, archaeology, drones, and pirates - and that's just for starters! So, get ready for your yearly dose of mind-blowing feats and wonders in Guinness World Records 2016 - the global authority on record-breaking.

Always On - Rory Cellan-Jones 2021-05-13
'Delightfully insightful and intensely readable [...] There is an energy and drama to Rory's writing which nonetheless leaves space for us, the reader, to make up our minds' – Stephen Fry
We live at a time when billions have access to unbelievably powerful technology. The most extraordinary tool that has been invented in the last century, the smartphone, is forcing radical changes in the way we live and work - and unlike

previous technologies it is in the hands of just about everyone. Coupled with the rise of social media, this has ushered in a new era of deeply personal technology, where individuals now have the ability to work, create and communicate on their own terms, rather than wait for permission from giant corporations or governments. At least that is the optimistic view. This book takes readers on a hectic ride through this turbulent era, as related by an author with a ringside seat to the key moments of the technology revolution. We remember the excitement and wonder that came with the arrival of Apple's iPhone with all the promise it offered. We see tech empires rise and fall as these devices send shockwaves through every industry and leave the corporate titans of the analogue era floundering in their wake. We see that early utopianism about the potential of the mobile social revolution to transform society for the better fade, as criminals, bullies and predators poison the well of social media. And we hear from those at the forefront of the tech revolution, including Stephen Hawking, Elon Musk, Tim Berners-Lee, Martha Lane-Fox and Jimmy Wales, to gain their unique insights and predictions for what may be to come. Always On immerses the reader in the most important story of our times – the dramatic impact of hyperconnectivity, the smartphone and social media on everything from our democracy to our employment and our health. The final section of the book draws on the author's own personal experience with technology and medicine, considering how COVID-19 made us look again to computing in our battle to confront the greatest challenge of modern times.

The Attention Merchants - Tim Wu
2017-09-19
From the author of the award-winning The Master Switch, who coined the term "net neutrality"—a revelatory, ambitious and urgent account of how the capture and re-sale of human attention became the defining industry of our time. "Dazzling." —Financial Times Ours is often

called an information economy, but at a moment when access to information is virtually unlimited, our attention has become the ultimate commodity. In nearly every moment of our waking lives, we face a barrage of efforts to harvest our attention. This condition is not simply the byproduct of recent technological innovations but the result of more than a century's growth and expansion in the industries that feed on human attention. Wu's narrative begins in the nineteenth century, when Benjamin Day discovered he could get rich selling newspapers for a penny. Since then, every new medium—from radio to television to Internet companies such as Google and Facebook—has attained commercial viability and immense riches by turning itself into an advertising platform. Since the early days, the basic business model of "attention merchants" has never changed: free diversion in exchange for a moment of your time, sold in turn to the highest-bidding advertiser. Full of lively, unexpected storytelling and piercing insight, The Attention Merchants lays bare the true nature of a ubiquitous reality we can no longer afford to accept at face value.

Swift 2 by Example - Giordano Scalzo 2016-03-14
Create robust and extensible iOS apps using the advanced features of Swift 2About This Book- Get up to speed with the new features of Swift 2 by following the exhaustive examples in this book- Specialize in developing real iOS apps, and 2D and 3D videogames using Swift and Cocoapods- Learn how to build server API apps to feed your iOS client appsWho This Book Is ForThis book is ideal for those who want to learn to develop app in Swift, starting the right way. Whether you are an expert Objective-C programmer or are new to this platform, you'll quickly grasp the code of real world apps, and discover how to use Swift effectively. Prior experience in development for Apple devices would be helpful, but is not mandatory.What You

Will Learn- Create a server in Swift to deliver JSON data to an iOS app- Take advantage of Cocoapods to use third-party libraries- Use a clean and effective architecture to decrease complexity and speed up development- Take advantage of the most useful parts of the iOS SDK- Build games with SpriteKit and SceneKit- Develop an app running on the cloud to act as an API server for your client's appsIn DetailSwift is no longer the unripe language it was when launched by Apple at WWDC14, now it's a powerful and ready-for-production programming language that has empowered most new released apps.Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and really flexible.Swift 2 is more powerful than ever; it introduces new ways to solve old problems, more robust error handling, and a new programming paradigm that favours composition over inheritance.Swift 2 by Example is a fast-paced, practical guide to help you learn how to develop iOS apps using Swift. Through the development of seven different iOS apps and one server app, you'll find out how to use either the right feature of the language or the right tool to solve a given problem.We begin by introducing you to the latest features of Swift 2, further kick-starting your app development journey by building a guessing game app, followed by a memory game. It doesn't end there, with a few more apps in store for you: a to-do list, a beautiful weather app, two games: Flappy Swift and Cube Runner, and finally an ecommerce app to top everything off.By the end of the book, you'll be able to build well-designed apps, effectively use AutoLayout, develop videogames, and build server apps.Style and approach These easy-to-follow tutorials show you how to build real-world apps. The difficulty and complexity level increases chapter by chapter. Each chapter is dedicated to build a new app, beginning from a basic and unstyled app through to a full 3D game. The last two chapters show you how to build a complete

client-server ecommerce app right from scratch.
Apple Watch For Dummies - Marc Saltzman
2021-11-25
Make your Apple Watch your new best friend!
From accessing messages to getting quick
directions, the latest smart watches do a whole
lot more than just tell time. And the latest
version of the Apple Watch is one of the most
powerful iterations of these handy devices you
can own. In Apple Watch For Dummies, you'll
get step-by-step guidance on how to use all the
best features of the Apple Watch. You'll learn
how to make payments with a flick of your wrist
using Apple Pay, keep track of your activity and
sleep, monitor your heart health in real time,
and even turn your watch into a digital walkie-
talkie. This easy-to-read guide will also show you
how to: Stay in touch by sending and receiving
text messages and emails with your Apple Watch
Track your fitness and sleep with Apple Watch,
and have it monitor your health and even detect
a sudden fall Learn how to stream Apple Music

playlists and podcasts to wireless headphones
Customize your watch face to look exactly the
way you want it to look, from retro-chic to
futuristic fun Apple Watch For Dummies is a
must-read resource for Apple enthusiasts
everywhere. Whether you're an Apple Watch
newbie or you've been using one since they first
came out and just need a refresher, this book
has everything you need to get the most out of
one of the coolest pieces of wearable tech on the
market today.
Buttonless Ryan Rigney 2016-04-19
This book presents some of the most interesting
iPhone and iPad games, along with stories of the
people behind these games. It describes
hundreds of titles, including well-known games
and hidden games, and provides insight into the
development of games for the iOS platform.
Code as Creative Medium - Golan Levin
2021-02-02
An essential guide for teaching and learning
computational art and design: exercises,

assignments, interviews, and more than 170 illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

The Smart phone - Elizabeth Woyke 2014 We think we know everything about smartphones. We use them constantly. We depend on them for every conceivable purpose. We are familiar with every inch of their compact frames. But there is more to the smartphone than meets the eye. How are smartphones made? How have they shaped the way we socialise? And who tracks the movements they record? These are just some of the questions that journalist Elizabeth Woyke answers in an illuminating look at this feature of our day-to-day lives. Features interviews with key figures in industry.

Swift by Example - Giordano Scalzo 2015-06-19 When Apple announced Swift at the WWDC, the iOS developer community became excited about the opportunities to improve the way in which they build iOS apps. Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and flexible, and it introduces new ways to solve old problems. Swift by Example is a fast-paced, practical guide that shows you how to develop iOS apps using Swift. Through the development of six different apps, you'll learn

how to use either the right feature of the language or the right tool to solve a given problem. By the end of the book you will be able to build well-designed apps, effectively use AutoLayout, and develop a video game.

YouTube Famous - Rosie Matheson 2015-05-06 YouTube has changed the viewing habits of millions around the world and it was pioneering vloggers such as Zoella Sugg, Jack and Finn Harries, Caspar Lee, Marcus Butler and many others who built their channels up from scratch, that broke the mould and put their lives online for all to see. They used to be called 'the most famous stars you've never heard of', but since then they've gone on to win worldwide fame (by popular demand, Zoella and Alfie Deynes even have their own waxworks in Madame Tussauds). Complete with tips to help you produce your own content, this is their story.

App Empire - Chad Mureta 2012-03-27 A guide to building wealth by designing, creating, and marketing a successful app across any platform Chad Mureta has made millions starting and running his own successful app business, and now he explains how you can do it, too, in this non-technical, easy-to-follow guide. App Empire provides the confidence and the tools necessary for taking the next step towards financial success and freedom. The book caters to many platforms including iPhone, iPad, Android, and BlackBerry. This book includes real-world examples to inspire those who are looking to cash in on the App gold rush. Learn how to set up your business so that it works while you don't, and turn a simple idea into a passive revenue stream. Discover marketing strategies that few developers know and/or use Learn the success formula for getting thousands of downloads a day for one App Learn the secret to why some Apps get visibility while others don't Get insights to help you understand the App store market App Empire delivers advice on the most essential things you must do in order to achieve success with an app. Turn your simple

app idea into cash flow today!

The Pyramid of Game Design Nicholas Lovell 2018-12-07
Game design is changing. The emergence of service games on PC, mobile and console has created new expectations amongst consumers and requires new techniques from game makers. In The Pyramid of Game Design, Nicholas Lovell identifies and explains the frameworks and techniques you need to deliver fun, profitable games. Using examples of games ranging from modern free-to-play titles to the earliest arcade games, via PC strategy and traditional boxed titles, Lovell shows how game development has evolved, and provides game makers with the tools to evolve with it. Harness the Base, Retention and Superfan Layers to create a powerful Core Loop. Design the player Session to keep players playing while being respectful of their time. Accept that there are few fixed rules: just trade-offs with consequences. Adopt Agile and Lean techniques to "learn what you need you learn" quickly Use analytics, paired with design skills and player feedback, to improve the fun, engagement and profitability of your games. Adapt your marketing techniques to the reality of the service game era Consider the ethics of game design in a rapidly changing world. Lovell shows how service games require all the skills of product game development, and more. He provides a toolset for game makers of all varieties to create fun, profitable games. Filled with practical advice, memorable anecdotes and a wealth of game knowledge, the Pyramid of Game Design is a must-read for all game developers.

Reimagining Innovation; the Future of Exponential Leadership Aaron Bare 2020-08-20
Bill Gates, Windows, and Microsoft changed the world . . . but they were just the beginning. With the rise of digital technology, business moves at unprecedented speeds and now moves at an exponential pace. This pace is wreaking havoc to the business landscape as we know it. Disruption

has brought "too big to fail" companies to their knees in a matter of months and it has made some industries obsolete. Any company or leader that doesn't move at an exponential pace will be crushed by the new, massively transformative exponential organizations. These organizations are quickly expanding their purpose and invading new industries every day. Guides like Bill Gates, Jeff Bezos, Elon Musk, and more continue to provide us a roadmap for how to navigate the exponential horizon. Through a collection of nine keys of exponential leadership, we have created a formula to navigate the disruption. Exponential leadership—combined with emerging technologies, change, and disruption—will not only disrupt the world but will save it. It is time for a new generation of leadership. A leader that is purposeful, conscious, digital, and above all, exponential. Join us for a journey to reimagine innovation.
Build Mobile Apps with Ionic 4 and Firebase Fu Cheng 2018-11-02

Leverage your existing web development skills to learn the whole cycle of hybrid mobile app development. This edition is fully updated with the changes in Ionic 4, including Stencil, a new framework based on the web components standard. It explains Ionic and Firebase in detail, including how to create hybrid mobile apps using using React and Vue, and run those apps in an internal browser using a wrapper created by Apache Cordova. Build Mobile Apps with Ionic 4 and Firebase shows you how to focus on developing front-end code, without needing to manage any back-end code or servers. You'll learn in the context of building a Hacker News client app, which can view top stories in Hacker News, view comments of a story, and add stories to favorites. Explore how Ionic 4 uses Angular as the JavaScript framework to easily develop apps using an interface similar to native apps, and how to access Firebase, a real-time database, in web apps using JavaScript. What You'll Learn Create content-based Ionic mobile apps Work

with new Ionic 4 compnents like gesture, text, and keyboard controller Manage your apps with RxJS & Redux Who This Book Is For Front-end developers and mobile app developers

Smartphone and App Implementations that Improve Productivity - Tahir M. Nisar 2019-05-20
The introduction of digital applications into businesses has revolutionized the way employees and managers carry out their jobs while also benefiting them socially. Smartphone and App Implementations that Improve Productivity looks at the benefits of apps in the workplace and introduces academic perspectives that link prospective advantages with practical commercial examples. The analysis is structured into chapters that include real world application while at the same time critically assess implied benefits of the new app technology and draw out the main findings and conclusions. Tahir M. Nisar brings into focus the emerging role of digital applications and big data in enterprise decision making. Readers will learn how companies can achieve more efficiency and effectiveness in their business operations through new types of organizational design strategies and mechanisms of employee mobility and work-life balance that draw on digital apps.

The Cult of Mac - Leander Kahney 2004-11-01
There is no product on the planet that enjoys the devotion of a Macintosh computer. Famously dedicated to their machines, many Mac fans eat, sleep, and breathe Macintosh. The Cult of Mac is the first book about Macintosh culture, arguably the largest distinct subculture in computing. Written by Wired News managing editor Leander Kahney, The Cult of Mac is an in-depth look at Mac users and their unique, creative, and often very funny culture. Like fans of a football team or a rock group, Macintosh fans have their own customs, with clearly defined obsessions, rites and passages. From people who get Mac tattoos and haircuts, to those who furnish their apartments with empty Mac boxes, this book

details Mac fandom in all of its forms. The paperback edition includes an all-new chapter about the iPod, updates throughout, and new photos that reflect current Apple technology.

Apple Game Frameworks and Technologies - Tammy Coron 2021-05-11

Design and develop sophisticated 2D games that are as much fun to make as they are to play. From particle effects and pathfinding to social integration and monetization, this complete tour of Apple's powerful suite of game technologies covers it all. Familiar with Swift but new to game development? No problem. Start with the basics and then layer in the complexity as you work your way through three exciting - and fully playable - games. In the end, you'll know everything you need to go off and create your own video game masterpiece for any Apple platform. Discover the power of Apple Game Frameworks, Xcode, and Swift by building three exciting games: Gloop Drop - a new twist on a classic arcade game, Val's Revenge - a roguelike dungeon crawler, and Hog - a social player vs. player mobile dice game. With Apple Game Frameworks, you can create high-performance, power-efficient games that work across all Apple platforms, including iOS, macOS, tvOS, and watchOS. In this book, you'll discover how to... Design and develop rich 2D gaming experiences using Apple's built-in game frameworks. Harness the power of SpriteKit using Xcode and Swift to create engaging player experiences. Use the visual Scene Editor to build complete scenes. Unleash the power of the Particle Editor to create amazing effects. Use GameplayKit to add advanced features to your games like pathfinding, artificial intelligence, and complex rule systems. Build larger, more complex worlds with tile maps and Xcode's visual Tile Map editor. Bring people together using GameKit and Game Center, Apple's social gaming network. Increase revenue with third-party banner ads and rewarded ads using Google AdMob (tm). Monetize your games with StoreKit and in-app

purchases. So, grab your gear and get your game on - it's time to level up your skills. What You Need: macOS Mojave 10.14.6 or newer Xcode 11.3 or newer Basic knowledge of Swift 5.1.4 or newer

Libgdx Cross-platform Game Development Cookbook - David Saltares Márquez 2014-10-29 If you want to make cross-platform games without the hassle and dangers of writing platform-specific code, or If you are a game programmer who may have some experience with Java and you want to learn everything you need to know about Libgdx to produce awesome work, this is the book for you. To take full advantage of the recipes in this book, you are expected to be familiar with java with good game programming knowledge.

Never Mind the Inspectors - Tait Coles 2014-03-27 So what is Punk Learning? It details the importance of why all students should be allowed complete control of their learning. In Never Mind the Inspectors Tait justifies why we need Punk Learning, explains the philosophy behind the box ticking lessons that teachers are advised to deliver to appease Ofsted and how we should not be doing anything because the 'inspectors will like it', but because it's the right thing to do in a 21st century classroom to get the best out of all our students. Tait helps you discover how to create Punk Learning, offers ideas on how teachers can creatively inspire students to become self-regulating Punk Learners that take complete control of their learning, making it relative and memorable, so that it matters to them. For anybody with an interest in learning, teaching and doing things differently!

Gaming Culture(s) in India - Aditya Deshbandhu 2020-06-19 This volume critically analyses the multiple lives of the 'gamer' in India. It explores the 'everyday' of the gaming life from the player's perspective, to not just understand how the games are

consumed but also analyses how the gamer influences the products' many (virtual) lives. Using an intensive ethnographic approach and in-depth interviews, this volume, Situates the practice of gaming under a broader umbrella of digital leisure activities and foregrounds the proliferation of gaming as a new media form and cultural artifact; Critically questions the term 'gamer', and the many debates surrounding the gamer tag, to expand on how the gaming identity is constructed and expressed; Details participants' gaming habits, practices and contexts from a cultural perspective and analyses the participants' responses to emerging industry trends, reflections on playing practices and their relationships to friends, communities and networks in gaming-spaces; Examines the offline and online spaces of gaming as sites of contestation between developers of games and the players. A holistic study, covering one of the largest video game bases in the world, this volume will be of great interest to scholars and researchers of cultural studies, media and communication studies, science and technology studies, as well as be of great appeal to the general reader.

Game Development with Swift - Stephen Haney 2015-07-23
Apple's new programming language, Swift, is fast, safe, accessible—the perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be

able to create your own iOS games using Swift and SpriteKit.

The Business of iOS App Development Dave Wooldridge 2014-10-29
Updated and expanded for the new Apple iOS8, The Business of iOS App Development, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a "gold rush" for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!