



Learning iPad Programming: A Hands-On Guide to Building iPad Apps (2nd Edition)

Kirby Turner, Tom Harrington

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“Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn’t do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further.”

—Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of *Advanced Mac OS X Programming: The Big Nerd Ranch Guide*

***Learning iPad Programming, Second Edition*, will help you master all facets of iPad programming with Apple’s newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple’s review, and deployment.**

Extensively updated for Apple’s newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building *PhotoWheel*, a powerful personal photo library app. As you build *PhotoWheel*, you’ll gain experience and real-world insights that will help you succeed with any iPad development project.

Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You’ll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You’ll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud syncing techniques.

Learn how to

- Build a fully functional app that uses Core Data and iCloud syncing
- Use Storyboarding to quickly prototype a functional UI and then extend it with code
- Create powerful visual effects with Core Animation and Core Image
- Support AirPrint printing and AirPlay slideshows
- Build collection views and custom views, and use custom segues to perform custom view transitions

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