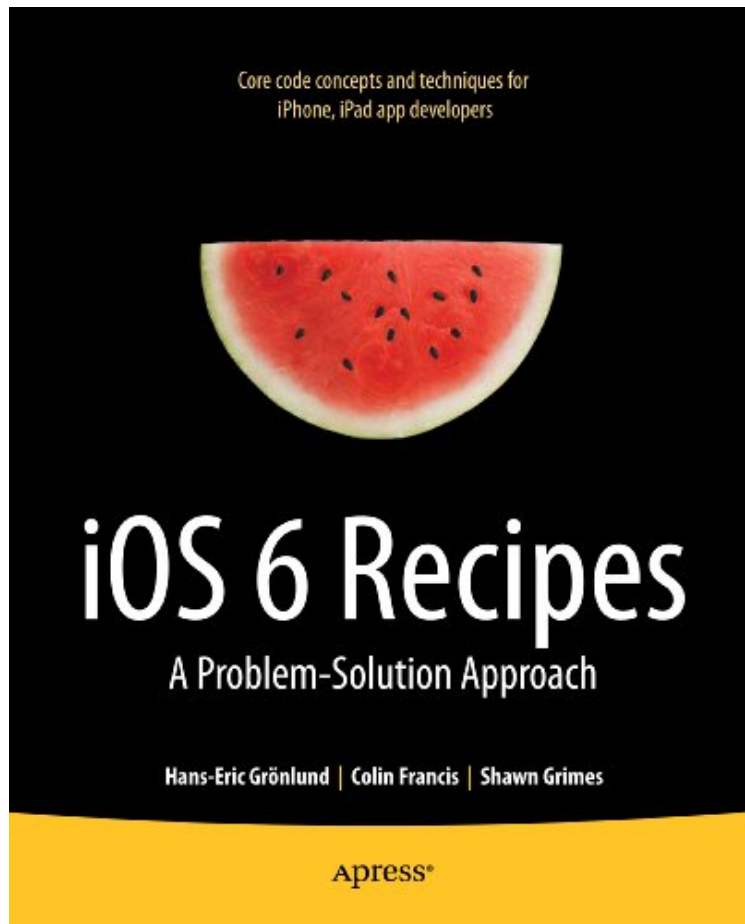


(Download) iOS 6 Recipes: A Problem-Solution Approach

## iOS 6 Recipes: A Problem-Solution Approach

*Von Hans-Eric Grnlund, Colin Francis, Shawn Grimes  
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discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope, and have been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and will be presented with cutting-edge solutions that bring forth the best that the iOS6 SDK has to offer. The recipes include: Working with Autolayout to build flexible user interfaces that adapts to different screen sizes Building applications that incorporate multimedia Building location-aware apps Understanding best practices for application design and development You'll find iOS6 Recipes: A Problem-Solution Approach to be an indispensable reference for all of your iOS development. What you'll learn How to make your apps truly stand out with multimedia How to integrate social network services like Twitter and Facebook into your apps How to enhance your game apps with GameCenter How to develop powerful apps with the latest Xcode How to use Table Views and Collection Views in combination with Core Data to build powerful data-driven apps How to build beautiful location-based apps with the new map engine Who this book is for This book is intended for developers familiar with the Objective-C programming language and with an interest in developing apps for the iPhone and iPad. While a basic knowledge of Objective-C is expected, developers at all levels of app development will benefit from this book.

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**ber den Autor und weitere Mitwirkende** A bio is not available for this author.