Ipad 2 Resolution

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iPad 2 For Dummies Edward C. Baig 2011-11-09 The up-to-date guide to getting the most out of your iPad or iPad 2! With an elegantly thin form, front-and-rear-facing cameras, irresistible multitouch interface, and, now, with the awesome iOS 5 and iCloud, the iPad is one addictive device. This full-color guide helps you get to know your iPad so well you may never want to put it down! Mac experts and veteran For Dummies authors Edward Baig and Bob "Dr. Mac" LeVitus walk you through the basics as you set up and explore the iPad, master the multitouch interface, set up iTunes for your iPad, browse the web, find apps in the App Store, and synchronize it all with iCloud. You'll learn how to turn your iPad into the ultimate gaming machine; curl up with an iBook; immerse yourself in music, videos, movies, and TV shows; and organize, edit, and share photos. Keep in touch with e-mail, social networking apps, iMessage, and FaceTime video calling. Plus, you'll never be late again, with the iPad's built-in address book, calendar, Maps, and Reminders. Covers the iPad 2 and iPad Fully updated for the newest iOS 5 features including Notification Center, iMessage, Newsstand, AirPlay Mirroring, Safari Reader, and more Explains how to record HD video; take

fantastic photos; surf the web; organize your e-mail and calendar; and find your favorite music, movies, games, and apps Includes tips on protecting your information and troubleshooting From the beginner basics to smooth and savvy tips, iPad 2 For Dummies, 3rd Edition will make you wonder how you ever lived without your iPad.

Sams Teach Yourself iPad 2 in 10 Minutes Bud E. Smith 2011-06-02 Sams Teach Yourself iPad™ 2 in 10 Minutes offers straightforward, practical answers when you need fast results. By working through 10-minute lessons, you'll learn everything you need to use your iPad 2 to get online, get apps, use the Web, manage email, use maps, books, photos, music, video–anything! Each compact lesson zeroes in on essential techniques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to… Use FaceTime for personal video phone calls and conferences Take photos and make video clips with the front-facing and rear-facing cameras Manage settings for the iPad 2 Use iTunes to buy and synchronize multimedia—music, videos, movies, documents and more—between the computer and

the iPad 2 Hook up to external devices such as a camera, a presentation screen, TV, or HDTV. Use Safari to access the Web Use email of many kinds, including Gmail, with and without a live connection Manage personal information with the Calendar, Contacts, and Notes Use the Maps app for local searches and navigation Get full-screen iPad apps, as well as iPhone-sized apps from the App Store Use iBooks and the iBooks Store Get and play music on iPad Use the iWork apps for creating presentations and working with numbers Category: iPad Covers: Apple Digital Media User Level: Beginning

iOS 9 Application Development in 24 Hours, Sams Teach Yourself John Ray 2016-02-04 Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More! In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. Notes present interesting information related to the discussion. Tips show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode 7.x • Learn to navigate the Xcode 7.x development environment and install apps on your iDevice • Get started quickly with Apple's Open Source language: Swift 2.0 • Test code and application logic using the iOS Playground • Understand the Model-View-Controller (MVC) development pattern • Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library • Use Auto Layout and Size Classes to adapt to different screen sizes and orientations • Build advanced UIs with Tables, Split Views, Navigation Controllers, and more • Read and write preferences and data, and create System Settings plug-ins • Use iOS media playback and recording capabilities • Take photos and manipulate graphics with Core Image • Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS • Use 3D touch to add Peek, Pop, and Quick Actions to your apps • Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps • Create universal applications that run on both the iPhone and iPad • Write background-aware multitasking applications • Trace, debug, and monitor applications as they run • Additional files and updates available online

iShoogle - Touching and Feeling Fabrics on a Touchscreen Dr Pawel Michal Orzechowski

Responsive Web Design, Vol. 2 Smashing Magazine 2014-02-25 Responsive Web Design has evolved rapidly in the last few years and considering recent growth of mobile, the demands for responsive solutions are growing further. To help you prepare for the challenges of a more diverse device landscape as well as a growing number of mobile device users, Responsive Web Design Vol. 2 provides an overview of valuable hands-on techniques, approaches and best practices to improve your responsive design workflow and skills. This eBook offers tips on creating responsive high-performance websites using server-side components, and explores solutions for navigation and responsive images. Furthermore, the authors share their insightful first-hand experience from a responsive redesign perspective as well as propose possible ways to encounter the rather uneasy question of advertising in a responsive world. TABLE OF CONTENTS - Responsible Considerations For Responsive Web Design - Implementing Off-Canvas Navigation For A Responsive Website - Choosing A Responsive Image Solution - Automate Your Responsive Images With Mobify.js - Adapting To A Responsive

Design (Case Study) - Responsive Web Design With Physical Units - Lightening Your Responsive Website Design With RESS - Improve Mobile Support With Server-Side Enhanced Responsive Design - Responsively Retrofitting An Existing Site With RWD Retrofit - Making Advertising Work In A Responsive World

iOS 8 Application Development in 24 Hours, Sams Teach Yourself John Ray 2015-03-06 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color–figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Smile Design Integrating Esthetics and Function Jonathan B. Levine 2016-01-14 Esthetic dentistry is an area of recognizable growth around the world and it often brings considerable challenges for the clinician. Jonathan B. Levine DMD presents a new volume designed to introduce practitioners to the world of advanced smile design with the goal of safely expanding his or her current scope of aesthetic dental practice. Richly illustrated in full colour throughout, this beautiful volume guides readers through the key issues of Smile Design and includes a detailed discussion of assessment techniques including aesthetic check lists and photography, the use of smile design trial and diagnostic techniques and assessment tools. Procedures include space management, alignment procedures and the use of ceramic veneers. Throughout the book, emphasis is given to assessment of the patient and precision treatment modalities. Whether you are newly qualified or an experienced dental practitioner, this volume will be ideal for skill enhancement and is designed for use throughout the world.

Using iPad 2 (covers iOS 5) Bud E. Smith 2011-11-01 The most complete, powerful iPad learning product! Text, video and audio in one tightly-integrated, hands-on learning experience. Covers both the iPad 2 and the original iPad Also includes coverage of iOS 5! Includes 3+ hours of video and audio tutorials at no extra

cost! The media is available online via Safari.com and on the DVD bundled with the book! More than 300 pages of straighforward, task-driven coverage that will help you get the most from your new iPad! Written in plain English for real people. Skip past the hype and learn exactly what the iPad will do and how to do it! Using the iPad is the world's most complete, useful, media-rich learning experience for Apple's hot new iPad the only product of its kind! It begins with a concise, friendly, straight-to-the-point 300-page iPad guidebook - starting with an easy introduction to the iPad interface, proceeding through the most common activities in the order you are likely to need them, and ending with powerful techniques most iPad users don't know. This easy-to-use text is fully integrated with extensive online learning resources: online video, screencasts, podcasts, and additional web content. It's all designed to run superbly well on the iPad, so you can learn to perform key tasks exactly when you need to know how! Using the iPad covers the iPad 2 as well as the original iPad. It also covers iOS 5, which is the latest version of Apple's iOS operating system. This book covers all this, and more: getting started fast, syncing with computers, web surfing, typing, note taking, email, contacts, appointments, events, maps, photos, videos, music, Apps, books, business productivity, games, customization, and much more. Available in multiple formats, each including an entirely digital version with book text, video, and audio viewable online - on the iPad, the web, and many other devices! The printed book is also bundled with a DVD containing all of the same video available online.

Creating Mobile Apps with jQuery Mobile - Second Edition Andy Matthews 2015-02-27 This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

The New iPad Fully Loaded Alan Hess 2012-05-14

IPad Mini For Dummies Edward C. Baig 2014-02-10 Provides instructions and advice for iPad mini users, including navigating the touch screen, using FaceTime, syncing music, buying and reading ebooks, troubleshooting, and finding accessories.

Make a 2D Arcade Game in a Weekend Jodessiah Sumpter 2015-12-21 Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX to complete your game. By the time you have finished Make a 2D Arcade Game in a Weekend with Unity, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. Takes you through building a classic Atari style brick breaker game Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game

Deploying iPads in the Classroom Guy Hart-Davis 2017-11-07 Master the skills and knowledge to plan and execute a deployment of iPads that will suit your school and your classroom. This book helps you evaluate your various options for deploying iPads—from configuring the tablets manually, through using Apple Configurator for imaging tablets, to subscribing to the heavy-duty Apple School Manager web service—and then shows you how to put your chosen approach into practice. Step-by-step instructions and practical examples walk you through the key questions you need to answer to get the most from your IT investment and then show you how to turn your decisions into

deeds. The iPad is a wonderful device for helping students to study more comfortably and learn more quickly. Apple's popular tablet enables you to put in each student's hands a full-power computer that enables her to access resources both on the school's network and on the Internet; communicate via email, instant messaging, and video chat; and create digital content that she can submit effortlessly to your online marking system. Students love using the iPad—perhaps even more than teachers do! What You'll Learn Plan your iPad deployment and choose the right iPad models, accessories, and apps Image, configure, and deploy iPads in your classroom Review tips, tricks, and techniques for managing iPads and keeping your digital classroom running smoothly Who This Book Is For Teachers and IT administrators at schools or colleges, and administrators and organizers in other bodies that need to deploy iPads en masse to conference attendees or hotel visitors

HTML5 Games Jacob Seidelin 2011-11-30 Discover new opportunities for building 2D and 3D games with HTML5 The newest iteration of HTML, HTML5 can be used with JavaScript, CSS3, and WebGL to create beautiful, unique, engaging games that can be played on the web or mobile devices like the iPad or Android phones. Gone are the days where games were only possible with plugin technologies such as Flash and this cutting-edge book shows you how to utilize the latest open web technologies to create a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets. You'll discover how to build a framework on which you will create your HTML5 game. Then each successive chapter covers a new aspect of the game, including user input, sound, multiplayer functionality, 2D and 3D graphics, and more. Aims directly at a new way to develop games for the web through the use of HTML5 Demonstrates how to make iOS and Android web apps Explains how to capture player input; create 3D graphics; and incorporate textures, lighting, and sound Guides you through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets By the end of this invaluable book, you will have created a fully functional game that can be played in any compatible browser or on any mobile device that supports HTML5.

Your iPad at Work (covers iOS 7 on iPad Air, iPad 3rd and 4th generation, iPad2, and iPad mini) Jason R. Rich 2013-11-18 Supercharge your business effectiveness with any model of iPad–in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you're a manager, entrepreneur, or professional… a consultant, salesperson, or freelancer… this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about all iPad models running iOS 7 (or later), whether the tablet is equipped with Wi-Fi only or Wi-Fi + Cellular Internet connectivity. It's packed with easy, nontechnical business solutions you can use right now–each presented with quick, foolproof, full-color instructions.Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad's latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you! Secure your iPad with passwords and data encryption Connect your iPad to a wireless printer Discover today's most powerful iPad business apps Manage your contacts and relationships with a Contact Relationship Manager (CRM) app Do your word processing, spreadsheet, and database management while on the go Access your email and surf the Web from almost anywhere Make winning sales and business presentations from your iPad Read PC and Mac files, from Microsoft Office to Adobe PDF Use your iPad more efficiently on the road and while traveling Manage your company's social networking presence from your tablet Participate in real-time video calls and virtual meetings using

FaceTime, Skype, or another app Create and distribute iPad content, or have a custom app developed for your business **Introducing Starling** Thibault Imbert 2012-01-12 Starling is an ActionScript 3 2D framework developed on top of the Stage3D APIs (available on desktop in Flash Player 11 and Adobe AIR 3). Starling is mainly designed for game development, but could be used for many other use cases. Starling makes it possible to write fast GPU accelerated applications without having to touch the low-level Stage3D APIs. Most Flash developers want to be able to leverage GPU acceleration (through Stage3D) without the need to write such higher-level frameworks and dig into the low-level Stage3D APIs. Starling is completely designed after the Flash Player APIs and abstracts the complexity of Stage3D (Molehill) and allows easy and intuitive programming for everyone. Obviously Starling is for ActionScript 3 developers, especially those involved in 2D game development; of course you will need to have a basic understanding of ActionScript 3. By its design (lightweight, flexible and simple), Starling can be used also be used for other use cases like UI programming. That said, everything is designed to be as intuitive as possible, so any Java™ or .Net™ developer will get the hang of it quickly as well. **Cocos2d Game Development Blueprints** Jorge Jordán 2015-01-30 Whether you are a passionate gamer, like developing, or are just curious about game development, this book is for you. The book has been written to teach 2D game development to app developers and to teach Objective-C to game developers, as learning Cocos2d is the perfect step for both roles. **iPad and iPhone Digital Photography Tips and Tricks** Jason R. Rich 2014-03-17 iPad and iPhone Digital Photography Tips and Tricks Easily Unlock the Power of Digital Photography on Your iPad or iPhone Discover hundreds of tips and tricks you can use right away to capture, edit, and share amazing photos with your iPad or iPhone! This easy-to-understand guide teaches you all the iOS skills and photographic techniques you need to go far beyond snapshots. Whatever you're shooting–portraits, candids, babies, sports, pets, landscapes, vacations, nature, anything–it will help you get incredible results. Then, you'll master more ways to share your images than ever before: at home, in print, online, in the cloud, everywhere. You'll learn how to squeeze maximum performance out of your iPhone or iPad's built-in cameras and photo apps, and discover low-cost apps and tools for doing even more. Whether you've been taking iPhone/iPad photos for years or you're just starting out, you'll have way more fun and get way better results! Here are just some of what this book's tips, tricks, and strategies will help you do: • Get awesome results with the built-in Camera and Photo apps • Master 10 easy strategies for taking better iPhone/iPad photos • Use the Grid and Rule of Thirds to professionally compose and frame your shots • Choose the best shooting angle and perspective for every image • Capture great photos in low light • Make the most of built-in flash or HDR mode • Take great group shots and baby pictures • Shoot sporting events without blurring • Efficiently view, organize, edit, and share pictures with the Photo app • Transform "just OK" images into great photos with the optional iPhoto app • Discover great low-cost tools, from image editors to lights, lenses, and tripods • Showcase photos on your high-def television • Easily create online galleries and animated digital slideshows • Back up your latest images, and share them with all your Apple devices • Share online iCloud-based Photo Streams with friends, family, and nobody else **Learn Design for iOS Development** Sian Morson 2014-02-28 Learn Design for iOS Development is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. Learn Design for iOS Development guides you through the design processes that you can apply to design your own apps brilliantly.

We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.

Swift Game Programming for Absolute Beginners Arjan Egges 2015-08-03 "Concepts of game programming are explained well, and no prior knowledge of Swift language programming is required. ... The images and audio provided are professional and clean." William Fahle, Computing Review, May 31, 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win! The four games you'll develop while reading this book are: Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and

Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.
Your iPad at Work (Covers iOS 5.1 on iPad, iPad2 and iPad 3rd generation) Jason R. Rich 2012-05-15 Your iPad at Work, Second Edition Supercharge your business effectiveness with any model of iPad–in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you're a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about the new iPad (third generation) and iOS 5.1, but also applies to the original iPad and iPad 2. It's packed with easy, nontechnical business solutions you can use right now–each presented with quick, foolproof, full-color instructions.Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad's latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you! • Secure your iPad with passwords and data encryption • Connect your iPad to a wireless printer • Discover today's most powerful iPad business apps • Manage contacts and relationships using your iPad and the VIPorbit app • Do your word processing, spreadsheet and database management while on the go • Access your email and surf the Web from almost anywhere • Make winning sales and business presentations from your iPad • Read PC and Mac files, from Microsoft Office to Adobe PDF • Manage your next project from your iPad • Use your iPad more efficiently on the road and while traveling • Manage your company's social networking presence from your tablet • Hold iPad-based video conferences and virtual meetings • Use your iPad as an ebook reader, and find the best new business and productivity books

online • Reduce your communications costs with FaceTime and Skype • Create and distribute iPad content, or have a custom app developed for your business • Add hardware and accessories that make your iPad even more useful

IPad: The Missing Manual J.D. Biersdorfer 2013-11-13 Super-fast processors, streamlined Internet access, and free productivity and entertainment apps make Apple's new iPads the hottest tablets around. But to get the most from them, you need an owner's manual up to the task. That's where this bestselling guide comes in. You'll quickly learn how to import, create, and play back media; shop wirelessly; sync content across devices; keep in touch over the Internet; and even take care of business. The important stuff you need to know: Take tap lessons. Become an expert 'Padder with the new iPad Air, the iPad Mini with Retina display, or any earlier iPad. Take your media with you. Enjoy your entire media library—music, photos, movies, TV shows, books, games, and podcasts. Surf like a maniac. Hit the Web with the streamlined Safari browser and the iPad's ultrafast WiFi connection or 4G LTE network. Run the show. Control essential iPad functions instantly by opening the Control Center from any screen. Beam files to friends. Wirelessly share files with other iOS 7 users with AirDrop. Get creative with free iLife apps. Edit photos with iPhoto, videos with iMovie, and make music with GarageBand. Get to work. Use the iPad's free iWork suite, complete with word processor, spreadsheet, and presentation apps.

Unity 2020 Mobile Game Development John P. Doran 2020-08-21 A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset Key FeaturesCreate, deploy, and monetize captivating and immersive games on Android and iOS platformsTake your games into the real world by adding augmented reality features to your mobile projectsKick-start your mobile game development journey with step-by-step instructions and a demo game projectBook Description Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learnDesign responsive user interfaces for your mobile gamesDetect collisions, receive user input, and create player movements for your mobile gamesCreate interesting gameplay elements using inputs from your mobile deviceExplore the mobile notification package in Unity game engine to keep players engagedCreate interactive and visually appealing content for Android and iOS devicesMonetize your game projects using Unity Ads and in-app purchasesWho this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be

beneficial but is not mandatory.

IOS 7 Application Development in 24 Hours John Ray 2014 Offers step-by-step instructions for using iOS to build applications for iPhone and iPad.

iOS 7 Application Development in 24 Hours, Sams Teach Yourself John Ray 2014-01-06 Figures and code appear as they do in Xcode 5.x Covers iOS 7, Xcode 5.x, iPhone, iPad, and More! Additional files and updates available online In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 7 and up Learn to navigate the Xcode 5.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout to adapt to different screen sizes, orientations, and iOS versions Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take

photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications using the latest iOS 7 techniques Trace, debug, and monitor your applications as they run

Getting Started with SpriteKit Jorge Jordan 2016-01-25 Develop fun and exciting games and create amazing animations for your existing apps with SpriteKit, Apple's 2D game development framework About This Book Learn the key concepts of game development in iOS Take advantage of SpriteKit to create your own games and improve your apps Follow the step-by-step chapters to create a complete product ready to submit to the App Store Who This Book Is For Getting Started with SpriteKit is for beginner-level iOS developers who want to add an extra edge to their apps and create amazing games using SpriteKit. It doesn't matter whether you have experience in iOS development or not as this book will show you the swift tricks you can use to create games. What You Will Learn Create and configure a SpriteKit project from scratch Load and manage the basic elements of games such as sprites, labels, and geometrical primitives Handle touch events, detect collisions, and play sound audio files Create complex elements, animate sprites, and run the parallax effect Complete your games with key components such as a main menu, transitions between scenes, a tutorial, and the ability to load and save data Increase the efficiency of your device using the accelerometer or by adding shaders, lights, and shadows Gain complementary techniques such as creating or finding audio resources, applying SpriteKit to apps, or using third-party tools In Detail SpriteKit is Apple's game engine to develop native iOS games. Strongly boosted by the Apple Inc., Cupertino, it has increased in popularity since its first release. This book shows you the solutions provided by SpriteKit to help

you create any 2D game you can imagine and apply them to create animations that will highlight your existing apps. This book will give you the knowledge you need to apply SpriteKit to your existing apps or create your own games from scratch. Throughout the book, you will develop a complete game. The beautiful designs implemented in the game in this book will easily lead you to learn the basis of 2D game development, including creating and moving sprites, and adding them to a game scene. You will also discover how to apply advanced techniques such as collision detection, action execution, playing music, or running animations to give a more professional aspect to the game. You will finish your first game by learning how to add a main menu and a tutorial, as well as saving and loading data from and to the player's device. Finally, you will find out how to apply some mobile games techniques such as accelerometer use or touch detection. Style and approach Written in an informal way with plenty of illustrative screenshots, this easy-to-follow and practical guide will help you get the most from SpriteKit. The main part of the book provides step-by-step instructions to develop of a complete product, while the last chapters give you some complementary techniques than can be used in mobile 2D game development.

BlackBerry PlayBook Companion Matthew Miller 2011-08-04
Sams Teach Yourself IOS 8 Application Development in 24 Hours John Ray 2015-02-20 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and

Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run
Interactive InDesign CC Mira Rubin 2013-10-23 With a growing focus on digital destinations, the publishing landscape is evolving at a dizzying speed and InDesign CC is at the forefront of the digital frontier. Known as the premiere layout application for magazine and print collateral, InDesign is also a powerful

creation tool for both static and interactive PDF, Flash SWF, EPUB, and apps that can be published for sale in various app stores. This tutorial-based guide to InDesign CC provides you with a hands-on experience of the EPUB creation process, InDesign animation, Digital Publishing Suite app creation, creation of interactive PDFs, and a host of techniques that serve equally well in both print and digital production. This extensively detailed book is filled with over 700 screenshots, explicit diagrams, and step-by-step real-world exercises to get you up and running with: *InDesign Animation *Buttons, forms, and other interactive elements *Interactive PDFs *EPUB *App building with DPS *The fundamentals of HTML, CSS, and GREP *A treasure trove of trips and techniques that will forever transform your work with InDesign.

iPad All-in-One For Dummies Nancy C. Muir 2012-12-19 It's all iPad, all the time - at home, at work, and on the go - updated for iOS 6! The iPad was an overnight sensation and now it's simply indispensable. Whether you use it for work, play, or everyday life, the new iPad is packed with even more features and power than ever. In this fun and practical guide, veteran For Dummies author Nancy C. Muir walks you through the latest features and functions, including what the new iOS6 software brings to the table. Go beyond the basics, get serious about using your iPad for all it's worth, and don't miss the ways to have fun with it as well. This book covers it all, and in full color! Covers the third-generation iPad, iPad 2 and original iPad and is fully updated for iOS 6 Packs six minibooks in one full-color guide: iPad Basics, Just for Fun, iPad on the Go, Getting Productive with iWork, Using iPad to Get Organized, and Must-Have iPad Apps Explores the latest iPad and iOS 6 features, including Siri, Passbook, FaceTime video calls over cellular, a brand new Maps app, Facebook integration, and more Walks you through enhanced functions, such as improved e-mail with a VIP inbox and new iCloud browsing tabs Shows you how to use iWork and other

productivity apps to dress up your documents, create stellar spreadsheets, add pizzazz to your presentations, and maintain your schedule on the run Covers the best-of-the-best business, travel, educational, news, weather, and financial apps Your world is just a touch away with iPad and iPad All-in-One For Dummies, 5th Edition.

Learn cocos2d 2 Steffen Itterheim 2012-10-10 Create compelling 2D games with Learn cocos2d 2: Game Development with iOS. This book shows you how to use the powerful new cocos2d, version 2 game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its pre-configured libraries, including cocos3d and Lua. Best of all, this book will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Tap, Move, Shake Todd Moore 2011-12-19 Provides information

on turning an idea into an iPhone or iPad game, covering such topics as Xcode, graphics, game physics, sound, player menus, and the App store.

IPad 2 J.D. Biersdorfer 2011-04-14 Looks at the features and functions of the iPad2, covering such topics as accessing the Internet, setting up an email account, using built-in apps, playing games, using iTunes, watching videos, and syncing with MobileMe.

Learning IOS Programming Alasdair Allan 2013-03-15 Describes how to use Xcode tools, the Objective-C programming language, and the core frameworks to build several sample applications.

iPad 2 Fully Loaded Alan Hess 2011-06-28

ePublishing with InDesign CS6 Pariah S. Burke 2012-11-28

Digital Publishing with Adobe InDesign CS6 Sandee Cohen 2012-09-16 If you're a print designer or other creative professional who needs to create digital documents for multiple devices, you will be thrilled with the powerful new tools in Adobe InDesign CS6. Now you just need to know what to do with them. Digital Publishing with Adobe InDesign CS6 examines not just the How of using the tools, but also the When and Why of choosing among the various digital format options— ePub, tablet app, PDF, HTML, and so on. Clear explanations and plenty of full-color graphics will guide you through the potentially confusing digital publishing landscape. Written by two longtime publishing experts, the book thoroughly covers the theory and best practices for using the revolutionary new layout features in InDesign CS6, including Alternate Layouts, Liquid Layout Rules, and the Adobe® Digital Publishing Suite (DPS), the complete digital publishing solution for tablets. Digital Publishing with Adobe InDesign CS6 will help you: Select the digital format that best fits the needs of your content and your audience Work with the Digital Publishing Suite to package and publish your content as a tablet app Use Liquid Layout Rules to automatically resize and reflow content to fit different-sized devices Employ interactive elements such as hyperlinks, buttons, and forms Configure your ePub files for the best results across various readers

Sams Teach Yourself iOS 5 Application Development in 24 Hours John Ray 2012-01-06 In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 5.0 and up Learn to navigate the Xcode 4.2+ development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Visually design and code interfaces using Xcode Storyboards, Segues, and the iOS Object Library Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Email, Web Views, and Google Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace and debug

your applications as they run Covers iOS 5, Xcode 4.2+, Storyboards, iPhone, iPad, and More! Additional files and updates available online http://teachyourselfios.com

Programming the Mobile Web Maximiliano Firtman 2013-03-15 The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows Marketplace, App World, and other online retailers

iPad in Education For Dummies Sam Gliksman 2012-12-12 It's easy to bring the incredible iPad experience to your classroom today! The iPad is a natural fit for education in the 21st century, and this straightforward, full-color guide shows you just how to deploy it effectively in your educational institution. From understanding how iPads can be used for different learning styles to managing iPad content and classroom use, finding the apps to complement your curriculum, creating interactive lessons, and beyond, author Sam Gliksman, a sought-after consultant on integrating technology in schools, answers all your questions. Helps teachers and administrators see how to use iPads effectively in different grades, classroom settings, and curriculum levels Explains iPad's built-in media features and the importance of multimedia in modern education Explores iPad best practices, tools, and apps for a successful iPad program in your school Shows how the iPad can be used as a valuable tool for research, collaboration, communication, creativity, and discovery Provides tips and guidance on keeping information updated, managing content, and taking advantage of the iPad as a learning tool iPad in Education For Dummies is your guide to using the world's most popular tablet to inspire and educate your students in a whole new way.