

The Ipad Project Book

Provides information on using an iPad in a professional environment, covering such topics as iCloud, email, video conferencing, remote access, PDFs, iBooks, notes and meetings, presentations, task management, business graphics, and billing and finance.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Take your video projects to the next level with the power of green screen! This easy-to-follow guide clearly explains green screen technology and shows, step-by-step, how to dream up and create professional-grade video effects. Written by a teacher-maker-librarian, The Green Screen Makerspace Project Book features 25 low-cost DIY projects that include materials lists, start-to-finish instructions, and detailed photos. You will get coverage of software that readers at any skill level, in any makerspace?from a library to a living room?can use to produce videos with high-quality green screen effects. •Learn about the history and evolution of green screen •Explore the underlying science and technology •Build your own inexpensive—or free!—green screen •Choose a suitable lighting kit or find the best natural light •Put it all together and create visually interesting presentations •Edit your videos using PC, Mac, and Chromebook programs

In this ebook, you learn how to use the OverDrive Media Console app to open and read a library book that you download with your computer. You also learn how to use a different ebook reading app, Bluefire, that can also open ebooks provided by the OverDrive service and that offers a more flexible and convenient reading experience. (It can even

“return” checked-out ebooks before the expiration date, if you want.) If you have access to a public library that provides the OverDrive service and a yearning for some ebook learning, this project’s for you.

Imagine if a student spent as much time managing information as celebrities doted on dieting? While eating too much food may be the basis of a moral panic about obesity, excessive information is rarely discussed as a crisis of a similar scale. Obviously, plentiful and high quality food is not a problem if eating is balanced with exercise. But without the skills of media and information literacy, students and citizens wade through low quality online information that fills their day yet does not enable intellectual challenge, imagination and questioning. *Digital Dieting: From Information Obesity to Intellectual Fitness* probes the social, political and academic difficulties in managing large quantities of low quality information. But this book does not diagnose a crisis. Instead, *Digital Dieting* provides strategies to develop intellectual fitness that sorts the important from the irrelevant and the remarkable from the banal. In April 2010, and for the first time, Facebook received more independent visitors than Google. Increasingly there is a desire to share rather than search. But what is the impact of such a change on higher education? If students complain that the reading is ‘too hard’, then one response is to make it easier. If students complain that assignments are too difficult, then one way to manage this challenge is to make the assignments simpler. Both are passive responses that damage the calibre of education and universities in the long term. *Digital Dieting: From Information Obesity to Intellectual Fitness* provides active, conscious, careful and applicable strategies to move students and citizens from searching to researching, sharing to thinking, and shopping to reading.

Taking Your iPad to the Max, iOS 5 Edition is written so that

anyone can quickly get up to speed on Apple's latest hit. As bloggers at The Unofficial Apple Weblog (TUAW.com), the authors have the happy privilege of working with Apple products every day, and they'll guide you through all of the perks of being an iPad owner with access to all the new and amazing features in iOS 5. This book takes you from selecting and buying an iPad, to connecting it to the Internet, to using the incredible power of the iPad and all its apps to enhance your life. Whether you're using your iPad to surf the Internet, admire or edit family photos, listen to music, watch movies, create or edit movies, or read a book, this book will help guide you. Discover how your iPad can be a virtual shopping mall, opening the door to purchases of music, books, videos, and movies. This book will help you organize your daily life through the use of Calendar, Notes, and Contacts, communicate with friends and colleagues with Mail, and find your way with Maps. You'll also learn how get the most out of your iPad's two cameras, and you'll learn how iCloud keeps all of your documents and photos in sync across all your Apple devices. You'll also learn about great new iOS 5 features like Reminders, Notification Center, iMessage, Newsstand, and PC-Free updates. Taking Your iPad to the Max, iOS 5 Edition introduces the essentials of using your iPad for recreation, travel, and work—and includes the basics of Apple's iWork suite for iPad. Learn to create business or personal documents with Pages, make professional presentations with Keynote, and keep data and finances under control with Numbers. You'll also learn how to use iLife's suite of apps, including iPhoto, iMovie, and GarageBand on the iPad. No matter how you use your iPad, Taking Your iPad to the Max, iOS 5 Edition will show you how to make the most of it.

The iPad Project Book Peachpit Press

An alphabet book all about geekdom. On board pages.

Suggested level: junior.

What really wows iPad fans is when their touchscreen does what's impossible on other gadgets: the finger-painting app that turns a cross-country flight into a moving art class, the mini music studio (two-dozen instruments strong, each with motion-induced warble effects), and the portable fireworks display that you sculpt by swiping. Problem is, with tens of thousands of apps available for your iPad, who knows what to download? You can try to sort through a gazillion customer reviews with a mix of 5- and 1-star ratings, but that's a head-hurting time-waster. The stakes are getting higher, too: instead of freebies and 99-cent trinkets, the price of iPad apps is steadily creeping up and beyond their iPhone predecessors. Best iPad Apps guides you to the hidden treasures in the App Store's crowded aisles. Author Peter Meyers stress-tested thousands of options to put together this irresistible, page-turner of a catalog. Inside these pages, you'll find apps as magical as the iPad itself. Flip through the book for app suggestions, or head directly to one of several categories we've loaded up with "best of" selections to help you: Get work done Manipulate photos Make movies Create comics Browse the Web better Take notes Outline ideas Track your health Explore the world No matter how you use your iPad, Best iPad Apps will help you find the real gems among the rubble -- so you make the most of your glossy gadget.

Why simply play music or go online when you can use your iPhone or iPad for some really fun projects, such as building a metal detector, hacking a radio control truck, or tracking a model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware

such as Arduino and a Bluetooth Low Energy (LE) Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles Control a candy machine with an iOS device, a micro servo, and a WiFi connection

The iPad Has Earned a Place in Your Camera Bag! Apple's popular iPad tablet is an incredibly useful tool for photographers on the go. Instead of hauling a laptop on the road or to a photo shoot, you can tuck the lightweight iPad in your camera bag and take advantage of its large screen, third-party apps, and online access to effectively complete and share your work. Novice to pro shooters will discover everything that the iPad has to offer with simple step-by-step instructions and real-world advice for: Importing and copying photos from memory cards using the iPad Camera Connection Kit, then uploading and backing up to iCloud Photo Stream or

Dropbox. Organizing and rating images and assigning tags in the field, and integrating them later with Adobe Photoshop Lightroom on your computer. Editing photos with Photogene, Snapseed, and other image adjustment tools. Editing video clips in iMovie, creating slideshows, rough cuts, and more. Using portfolio software to create and deliver impressive iPad presentations for prospective clients. Photographers will learn other clever uses for iPads including triggering the camera shutter remotely, using the screen as a fill flash, calculating depth of field, tracking outdoor light conditions, storing camera manuals as PDFs for quick reference, and other handy at-your-fingertip resources to complement your particular shooting style. A bonus online chapter with additional coverage for the new iPad—including iPhoto and Photoshop Touch apps—is included with purchase. The iPad is a powerful photography tool and this guide will help every photographer take advantages of its full capabilities! Using your iPad is not a passive activity. With its stunning touchscreen, front and back cameras, and sweeping collection of apps, the iPad 2 is perfect for doing stuff--for building, creating, and organizing. Want to plan an event? Manage your mail and calendars? Capture and edit a video? Even build a wiki? You can do all that and more with your iPad. In this practical hands-on guide, you'll learn how to:

Build a recipe scrapbook: Write up recipes in Pages

(or find recipes using one of the useful recipe apps) and import pictures of the dish to go with the recipe in your scrapbook. Even learn iPad kitchen tips! Plan a vacation: Buy tickets, find destination activities, and map out directions. Master your media: Stream videos with AirPlay, buy or rent videos from the iTunes Store, compose and record a song, and edit your own movie. Get smarter: Learn another language by using Google's Translate page and building an illustrated deck of flash cards with common words and phrases. Plus many more useful projects--both big and small--to help you do stuff with your iPad.

It's in magazines and newspapers, it's on television and radio, it's on buses and billboards and pretty much everywhere you look. The iPad is the touchscreen tablet from Apple, representing the next generation of mobile computing. Packed with dozens of new features, the iOS 3.2 SDK enables you to build sophisticated, desktop-quality apps for this exciting new platform. Every iPhone and iPod touch app developer looking to take the next step and move into the iPad arena will want to read this book from cover to cover. *Beginning iPad Development for iPhone Developers: Mastering the iPad SDK* has all the answers, and you'll find them presented with the same easy-to-follow style and thorough coverage you've come to expect from titles like *Beginning iPhone 3 Development*—everything an aspiring iPad

developer needs to know to create great apps. Best-selling authors Jack Nutting, Dave Wooldridge, and Dave Mark show iPhone developers how to master all of the iPad-exclusive frameworks and features, which are explained, demonstrated in action, and put through their paces in this comprehensive programming guide. You'll get a detailed understanding of the new feature set and gain every possible advantage in the iTunes App Store.

Thirty years of spirited school reforms have failed to improve our schools and instead have left our public school systems in disarray. Meanwhile, employment prospects for high school and college graduates are fading, and the public is losing faith in its schools.

The education paradigm inherited from the Industrial Era is in crisis. In the last decade, however, the Internet and new Web 2.0 technologies have placed the entirety of human knowledge in the hands of everyone. What will our educational institutions make of this unprecedented flood of Web-based learning resources? How can schools be transformed to accommodate the new possibilities for personal and social learning? Leonard Waks gathers all the pieces of our current educational puzzle together in this groundbreaking book.

Drawing on new organizational models grounded in complexity theory, Waks maps out an inspiring new paradigm for education in the Internet age, and connects all the dots in constructing detailed models

for new schools—now transformed into "open learning centers." Finally, Waks details action steps readers can take to speed this transformative process along in their own locations.

Everyone is developing iPhone applications, and it's clear why. The iPhone is the coolest mobile device available, and the App Store makes it simple to get an application out into the unstoppable iPhone app market. With hundreds of thousands of app developers entering the game, it's crucial to learn from those who have actually succeeded. This book shows you how some of the most innovative and creative iPhone application developers have developed cool, best-selling apps. Not only does every successful application have a story, but behind every great app is excellent code. In this book, you'll see the code and learn how to use it to make your own cool applications. You'll learn everything from importing 3D art assets into your iPhone game to using Cocos2d for iPhone and iPad. This book shares the secrets of the coolest iPhone apps being built today by the best iPhone developers—invaluable knowledge for anyone who wants to create the app that everyone is talking about.

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.

Consistently praised for its engaging writing style, currency, and visual appeal, MEDIA/IMPACT focuses students on today's digital mass media industries and support businesses as well as the legal, ethical, social, global, and technological issues that these businesses face every day. The totally redesigned eleventh edition gives special emphasis to convergence--how the mass media industries are

intersecting to deliver content and how audiences are adapting to the new mass media marketplace. The author grounds her discussion in the business aspects of all the mass media industries, with concise histories of each industry plus an insider's look at what it's like to work in each business.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book is written by a professional instructor and founder of CartoonSmart.com, a company specializing in new media tutorials for nearly a decade. The book is a start-to-finish guide for anyone looking to begin iOS development using Cocos2d and Xcode and submit their finished app to Apple. Even if you haven't read code before, you can begin with this book. This book is a handy reference guide, with easy to look-up sections of code snippets, pictures and links to video examples.

Features: Code Video examples 5 hours of tutorial videos on Box2d, which can take the reader even further beyond what they learned in the book

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.

Sometimes its the best stuff that gets left out of books on consumer applications. Not with the iMovie Project Book! This book delivers the cool stuff in a fun and engaging format. It jumps over the manual part of what's covered

in most books to get right to tips, projects, and how to be productive. The book starts off with a chapter on the essentials and then gets into the captivating cool stuff. To grab readers' attention and direct them to valuable information the book has many entry points for the reader on each page, such as tips and notes. Fun, engaging, lively, and information-rich, this project book is designed for a new generation of learners who want to move past boring text heavy documentation and build knowledge effortlessly.

Learn SwiftUI by designing and building complex user interfaces for watchOS, iPadOS, and iOS with the help of projects including a financial app, a sports news app, and a POS system

Key Features

- Learn SwiftUI with the help of practical cross-platform development projects
- Understand the design considerations for building apps for different devices such as Apple Watch, iPhone, and iPad using SwiftUI's latest features
- Work with advanced SwiftUI layout features, including SF Symbols, SwiftUI grids, and forms

Book Description

Released by Apple during WWDC 2019, SwiftUI provides an innovative and exceptionally simple way to build user interfaces for all Apple platforms with the power of Swift. This practical guide involves six real-world projects built from scratch, with two projects each for iPhone, iPad, and watchOS, built using Swift programming and Xcode. Starting with the basics of SwiftUI, you'll gradually delve into building these projects. You'll learn the fundamental concepts of SwiftUI by working with views, layouts, and dynamic types. This SwiftUI book will also help you get hands-on with declarative programming for building apps

that can run on multiple platforms. Throughout the book, you'll work on a chart app (watchOS), NBA draft app (watchOS), financial app (iPhone), Tesla form app (iPhone), sports news app (iPad), and shoe point-of-sale system (iPad), which will enable you to understand the core elements of a SwiftUI project. By the end of the book, you'll have built fully functional projects for multiple platforms and gained the knowledge required to become a professional SwiftUI developer. What you will learn

- Understand the basics of SwiftUI by building an app with watchOS
- Work with UI elements such as text, lists, and buttons
- Create a video player in UIKit and import it into SwiftUI
- Discover how to leverage an API and parse JSON in your app using Combine
- Structure your app to use Combine and state-driven features
- Create flexible layouts on iPad

Who this book is for SwiftUI Projects is intended for anyone who is already comfortable with Swift. We do not cover Swift topics in detail, so you need to be familiar with these already. All of the SwiftUI topics are taught as if this is the first time you've learned them and will gradually get more difficult.

Digital devices, such as smart phones and tablet computers, are becoming commonplace in young children's lives for play, entertainment, learning and communication. Recently, there has been a great deal of focus on the educational potential of these devices in both formal and informal educational settings. There is now an abundance of educational 'apps' available to children, parents, and teachers, which claim to enhance children's early literacy and numeracy development, but to date, there has been very little formal investigation of

the educational potential of these devices. This book discusses the impact on children's learning when iPads were introduced in three very different early years settings in Brisbane, Australia. It outlines how researchers worked with pre-school teachers and parents to explore how iPads can assist with letter and word recognition, the development of oral literacy and digital literacies and talk around play. Chapters consider the possibilities for using iPads for creativity and arts education through photography, storytelling, drawing, music creation and audio recording, and critically examine the literacies enabled by educational software available on iPads, and the relationship between digital play and literacy development. iPads in the Early Years provides exciting insights into children's digital culture and learning in the age of the iPad. It will be key reading for researchers, research students and teacher educators focusing on the early years, as well as those with an interest in the role of ICTS, and particularly tablet computers, in education.

These days, photographs live on hard drives and DVDs in the company of several thousand other images, coming to light on a computer screen only for a short moment, if ever. In that respect our computer is a one-image-at-a-time exhibition of our photographic work. But as photographers, we like to print our best images, frame and show them at home or at an exhibition, or present a collection of prints in a portfolio. This book will guide you through the process of creating a printed and bound portfolio of your photographs, or even a bookstore-quality coffee table book. Learn about every step of the

process, from selecting a book publishing service all the way through designing and proofing your photo book. You'll get practical advice on how to work with software provided by services such as Blurb or Viovio, and will learn about relevant concepts of book design, color management, and digital printing. *Create your Own Photo Book* is the perfect guide for the aspiring amateur photographer as well as the seasoned pro.

Bridging the gap between the palm-sized iPod touch and a full-sized computer, Apple's iPad offers enough screen area and horsepower to perform the day-to-day tasks most people want to do. Packed with practical knowledge, this book will walk readers through how to manage their most common projects, from the simple (setting up a calendar event) to the complex (planning a vacation) and everything in between. Readers will learn to use the iPad tools and applications by using them to create practical real-world projects and to master everyday tasks. In this practical hands-on guide, you'll learn how to **Organize a party**: Set up the calendar event, create invitations, invite attendees, and mail out the invites. **Build a recipe scrapbook**: Write up recipes in Pages (or find recipes via one of the useful recipe apps) and import pictures of the finished dish to go with the recipe in the book. **Even learn iPad kitchen tips!** **Plan a vacation**: Buy tickets, find destination activities, and map out directions. **Watch videos**: Stream videos with Air Video, convert high-quality movies from DVDs, and buy or rent videos from the iTunes Store. **Get smart**: Learn another language with one of the many translation apps available, and build an illustrated deck of flash cards with

common words and phrases. Plus many more useful projects—both big and small—to help you do stuff with your iPad.

This book provides an overview and analysis of current and emerging trends of the use and development of the e-book. Readers will learn best practices to guide them in developing library policies and procedures involving the acquisition, purchase, collection development, cataloguing and retention of e-books.

Provides information on the features and functions of the iPad 2 and offers instructions on a variety of projects, including wireless syncing, mail management, vacation planning, and recipe scrapbooking.

This iPad Project single walks you through downloading and configuring calibre, the free ebook conversion and library application for Mac, Windows and Linux. You'll learn how to add ebooks to calibre's library and how to convert books and files you already have to the ePub format used by iBooks on iOS devices like the iPad and iPhone.

This book is a one-stop-shop for secondary teachers looking to use iPads effectively in the classroom.

The author provides a clear and practical overview of how to implement the technology, manage it, and use it successfully. Each chapter is full of tips and engaging classroom activities. Teachers at all levels of experience and comfort with technology will benefit from the ideas and resources in this book.

Special Features: Screen shots and other visuals to help you use the recommended apps and websites
Strategies for managing technology use in the classroom
Lesson plans that effectively teach literacy and content through the use of technology
Connections to the Common Core State Standards
Samples of student work using iPads
Rubrics for a variety of suggested assignments

For anyone who has ever used an iPhone or iPad, you know there is a powerful video camera inside that can shoot phenomenal HD video and is incredibly easy to use . But simply shooting video is only one step to visualizing and digitizing your creative efforts. In iPad and iPhone Video, bestselling author Jeff Carlson shows you how to best harness the powers of these remarkable devices. Jeff explores all the steps to shooting great video in a variety of scenarios, from outdoor sunny arenas to dark concert venues. He'll explain everything you need to know about editing the results in order to tell your story better and to give polish with attention to color, light, audio, and more. Once you're happy with the results, he'll give you the step-by-step details for sharing the video via YouTube and Vimeo and give you best practices for keeping friends, family, and other audiences in the loop. With over 300 million iPads and iPhones sold, consumers around the world already own the most versatile filmmaking tool ever made... they just don't

know it yet! This book will help them understand and unlock the potential packed into every one of these devices.

Fully revised to reflect the latest updates in the most popular creativity apps, this is the original, best-selling guide to using creative apps on your Apple device to produce your very own masterpieces.

Artists like David Hockney have taken to creating art on the iPad, but you don't have to be an artist to achieve great results on your device. This refreshingly accessible book is perfect for skilled artists and creative wannabes alike. Alongside the step-by-step projects that teach the fundamentals of digital painting, there are also some easy and fun artistic tricks that anyone can try. You'll master the most popular art apps, and you will learn new painting and drawing skills along the way. Includes advice on using Procreate, ArtRage, Art Studio for iPad, Adobe Photoshop Sketch, Pen & Ink, Brushes and Tayasui Sketches Pro.

Your full-color iPhone go-to guide Get started enjoying your iPhone's powerful, versatile features quickly and easily! Loaded with crisp, full-color screenshots, this practical, visual guide focuses on the best ways to maximize your iPhone's capabilities. Set up and customize your iPhone, manage contacts, access the web, take great photos, listen to music, find the best apps from iTunes, and so much more. Tips and Now You Know

sidebars offer solutions to potential pitfalls and veteran insight helps you get even more out of this revolutionary device. See how it's done with tons of color screenshots Make calls, browse the web, send/receive email, and find/play games Get productivity, entertainment, and strategy apps from the App Store Snap and share impressive photos Sync your iPhone 5 with other devices Set up iCloud for data storage and recovery

Quickly master all the features and functions of the iPad with this handy well-crafted pocket guide.

Versatile, portable, powerful, ergonomically and functionally designed, the iPad is the perfect companion for digital media. With photos, music, movies, e-mail, and more than 150,000 apps, the iPad will help you organize, explore, and maximize your digital world. And, that's where this book steps in. Handy, inexpensive, and to-the-point, it's a complete companion to all the features and functions of the iPad including: Mail, Safari, Photos and Video, App Store, iBooks, Maps, Notes, Calendar, and Contacts. It will help you get up and running with easy-to-understand instructions, and then show you hidden gems and tips to make you a true iPad expert. Snappy writing, eye-catching graphics, and a clean design walk you through the most common iPad tasks. Teaches the major apps and functions including Calendar, Contacts, Maps, Notes, iPod, and Spotlight Search. Complete coverage of iTunes,

App Store, and iBooks along with tips and tricks for each store.

Bridging the gap between the palm-sized iPod touch and a full-sized computer, Apple's iPad offers enough screen area and horsepower to perform the day-to-day tasks most people want to do. Packed with practical knowledge, this book will walk readers through how to manage their most common projects, from the simple (setting up a calendar event) to the complex (planning a vacation) and everything in between. Readers will learn to use the iPad tools and applications by using them to create practical real-world projects and to master everyday tasks. In this practical hands-on guide, you'll learn how.

The updated, full-color guide to Apple's all-new iPad It's ultra-thin, rich with functionality, packed with stunning graphics, and one of the hottest-selling devices on the planet. And if you want to get the very most from the latest iPad and iOS software, this is the book to have. 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 new iPad, master the multitouch interface, set up iTunes for your iPad, browse the web, find the latest apps in the App Store, synchronize with iCloud, play games, video chat, and yes, accessorize, accessorize, accessorize. Covers the third-generation iPad, iPad 2, and original iPad Gets you up to speed on the basics,

including the multitouch interface, setting up your e-mail account, getting connected, filling your iPad with amazing apps and cool content, and more Shows you how to turn your iPad into the ultimate gaming machine, take advantage of the retina display for a razor-sharp reading experience, watch and record HD movies, shoot and edit high-quality images with the iSight Camera, use FaceTime video calling, and so much more Includes tips on protecting your information, troubleshooting, connecting wirelessly, and using your iPad as a personal hotspot From smart basics to some very savvy stuff, iPad For Dummies, 4th Edition will make you wonder how you ever lived without your iPad.

“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 Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to

build this powerful app.

Hand Lettering on the iPad with Procreate is the ultimate guide to every step of the digital hand lettering process. Using the versatile and intuitive iPad drawing and design app Procreate, author and noted lettering instructor Liz Brown composes a series of fun and easy lettering projects that will build confidence by giving all the necessary tools to create gorgeous compositions from the ground up. Each project comes with its own Procreate brush downloads so users can follow along to create their own unique hand lettered quotes, words, and phrases.

Featuring step-by-step lessons including:

- Finding inspiration with color palettes and letterforms for unique styles
- Using Procreate tools for creating and decorating letters
- Tips and tricks for adding textures, layers, shading, and depth to lettering projects
- Creative ideas for jazzing up space around letters

And much, much more! Whether you're a beginner interested in learning a fun new skill, or an

experienced letterer ready to start creating on your iPad, this book will give you everything you need to take the next step in your iPad hand lettering journey.

Alan knows—and he's telling! All about your iPad. It's an iPod. It's an e-reader. It's an instant classic. And now you can discover all the secrets to this dazzling device, thanks to Alan Hess. You may think you already know your iPad inside and out, until Alan shows you how to write your own books, stream your iTunes, view comic book files, and transfer photos with Eye-Fi. He provides all the tips and techniques you need to get the absolute most out of your iPad. Figure you already get all things iPad? Don't count on it—until you read this book! Browse through the iBooksStore and start speed e-reading Catch all the news from traditional sources and news aggregator apps like Pulse and Flipboard Get all your photos exactly where—and how—you want them to be Create documents, crunch numbers, work on presentations—and iWork from the beach! Access your files on the go with Dropbox and read just about any file with GoodReader Get more out of—and into—your iPad than you ever thought possible With iOS 5, Apple added more than 200 new features to the iPad 2, but there's still no printed guide to using all its amazing capabilities. That's where this full-color Missing Manual comes in. You'll

learn how to stuff your iPad with media, organize your personal life, wirelessly stream content to and from your tablet, stay connected to friends, and much more. The important stuff you need to know: Build your media library. Fill your iPad with music, movies, TV shows, eBooks, eMagazines, photos, and more. Go wireless. Sync content between your computer and iPad—no wires needed. Get online. Connect through WiFi or Wi-Fi + 3G, and surf the Web using the iPad's new tabbed browser.

Consolidate email. Read and send messages from any of your email accounts. Get social. Use built-in apps like iMessage, Twitter, and Ping to stay in touch. Store stuff in iCloud. Stash your content online for free, and sync up all your devices automatically. Interact with your iPad. Learn new finger moves and undocumented tips, tricks, and shortcuts.

This easy-to-use guide covers troubleshooting tips and tricks for Mac hardware and software, written by the well-known Macworld columnist and Macintosh guru Chris Breen. The book contains troubleshooting tips and techniques for both Mac OS 9 and OS X, and additional projects for making a Macintosh more productive-sharing files, making Mac OS X work more like Mac OS 9, and more.

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