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Ray Wenderlich (Author of Living by the Code)

Ray's book provides excellent insight on what is important in leading large groups of people and motivating them to peak performance. We use numerous excerpts from Ray's book in our course material. The book is an efficient and effective manual on the "art" of leadership.

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James Patterson is primarily known for his Alex Cross and Women ' s Murder Club series. The NYPD Red series, which he co-authors with Marshall Karp, is quietly becoming one of the most favoured by readers and the latest book hits bookshelves this month. Karp is an excellent writer and is one of the best series. Only 6 books in so a great series to read over the holiday season.

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Juliana Strawn, Jay for short, is 26 and already an accomplished iOS grad of our school, and now author of this amazing, educational book. Jay decided to go into tech almost two years ago. She ' s currently working on a couple for projects for Ray Wenderlich in addition to the book, and applying for jobs.

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build modern mobile user interfaces. Navigation: Navigate between multiple screens within a Flutter app, including using deep links. Networking and Persistence: Fetch data from the network, parse the JSON response and cache data locally in a SQLite database. State Management: Explore the all-important idea of state management in Flutter and learn about various state management techniques and tools. Streams: Learn about Dart streams and how to use them in Flutter apps. Deployment: Learn to prepare and deploy your app to mobile app stores. One thing you can count on: After reading this book, you'll be prepared to create and deploy full-featured mobile apps to both the iOS App Store and the Google Play Store, without having to write two separate apps.

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Learn How to Program with Swift 5.5! Swift is the easiest way to get started developing on Apple's platforms: iOS, iPadOS, macOS, watchOS and tvOS. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in.

Who This Book Is For: This book is for complete beginners to Swift. No prior programming experience is necessary!

Topics Covered in The Swift Apprentice

Playground basics: Learn about the coding environment where you can quickly and easily try out your

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code as you learn. Basic types: Numbers and strings are the basic kinds of data in any app - learn how to use them in Swift. Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection types: Discover the many ways Swift offers to store and organize data into collections. Protocols & protocol-oriented programming: Define protocols to make your code more interface-based and compositional. Advanced topics: Learn how to create custom operators, organize your code, write tests, manage memory, serialize your types, concurrency and so much more. After reading this book and completing your Swift apprenticeship by working through the included exercises

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and challenges, you'll be ready to take on app development on the platform of your choice!

This is Volume 2 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although the book focuses on APIs

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introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 2 covers the following APIs: Twitter Integration: Learn how to use the new built-in Twitter integration support in iOS 5. Newsstand: Learn how to make a magazine-style app that is integrated with the new Newsstand app. UINavigationController: Learn how to make your view controllers transition with page curls. Turn-Based Gaming: Learn how to make turn-based games easily with the new Game Center API. Core Image: Learn how to use the new Core Image framework to apply filters to your app's images.

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written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

Learn Machine Learning! Machine learning is one of those topics that can be daunting at first blush. It's not clear where to start, what path someone should take and what APIs to learn in order to get started teaching machines how to learn. This is where Machine Learning by Tutorials comes in! In this book, we'll hold your hand through a number of

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tutorials, to get you started in the world of machine learning. We'll cover a wide range of popular topics in the field of machine learning, while developing apps that work on iOS devices. Who This Book Is For This book is for the intermediate iOS developer who already knows the basics of iOS and Swift development, but wants to understand how machine learning works. Topics covered in Machine Learning by Tutorials

- CoreML: Learn how to add a machine learning model to your iOS apps, and how to use iOS APIs to access it.
- Create ML: Learn how to create your own model using Apple's Create ML Tool.
- Turi Create and Keras: Learn how to tune parameters to improve your machine learning model using more advanced tools.
- Image Classification: Learn how to apply machine learning models to predict objects in an

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image.Convolutional Networks: Learn advanced machine learning techniques for predicting objects in an image with Convolutional Neural Networks (CNNs).Sequence Classification: Learn how you can use recurrent neural networks (RNNs) to classify motion from an iPhone's motion sensor.Text-to-text Transform: Learn how to use machine learning to convert bodies of text between two languages.By the end of this book, you'll have a firm understanding of what machine learning is, what it can and cannot do, and how you can use machine learning in your next app!

Deep Dive Into Swift!Swift is a rich language with a plethora of features to offer. Reading the official documentation or entry-level books is important, but it's not enough to grasp

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the true power of the language. Expert Swift is here to help, by showing you how to harness the full power of Swift. You'll learn about advanced usages of protocols, generics, functional reactive programming, API design and more. Who This Book is For This book is for intermediate Swift developers who already know the basics of Swift and are looking to deepen their knowledge and understanding of the language. Topics Covered in Expert Swift

Protocols and Generics: Learn how protocols and generics work, and how you can leverage them in your code to produce clean, long-lasting and easy-to-refactor APIs.

Sequences and Collections: Learn how to use Sequences and Collections to write generic algorithms that operate across type families.

Unsafe: Understand the memory layout of types and how to use

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typed and untyped pointers. Functional Reactive Programming: Explore the most important and refined concepts of functional reactive programming and how you can apply these concepts to your apps. Objective-C Interoperability: Learn how to expose Objective-C code to Swift and vice versa. Library and API Design: Enhancing your skill set and intuition for designing great APIs. One thing you can count on: after reading this book, you'll be prepared to use the advanced features of Swift and improve your existing code with the knowledge you'll acquire.

Learn Android programming with Kotlin! Learning Android programming can be challenging. Sure, there is plenty of documentation, but the tools and libraries available today for

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Android are easily overwhelming for newcomers to Android and Kotlin. Android Apprentice takes a different approach. From building a simple first app, all the way to a fully-featured podcast player app, this book walks you step-by-step, building on basic concepts to advanced techniques so you can build amazing apps worthy of the Google Play Store!

Who This Book Is For This book is for anyone interested in writing mobile apps for Android. Though no previous mobile experience is necessary, this book is also a great resource for iPhone developers transitioning from iOS.

Topics Covered in Android Apprentice

- Getting Started:** Learn how to set up Android Studio and the Android Emulator.
- Layouts:** Create layouts that can be used for both Activities and Fragments
- Debugging:** No one's perfect! Learn how to dig down and

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troubleshoot bugs in your apps. Communication: Design separate Activities and communicate and send data between them using Intents. Scrolling Layouts: Learn how to use RecyclerView Views to make efficient, reusable views that scroll fluidly at a touch. Google Places: Integrate location APIs to bring the magic of maps into your Android apps. Networking: Learn how to access resources on the internet and handle networked responses. Material Design: Make sure your apps conform to modern best practices by using Google's standards of Material Design. AndroidX: Learn how to use the AndroidX libraries to support older versions of Android. And much, much more! One thing you can count on: after reading this book, you'll be prepared to write feature-rich apps from scratch and go all the way to submitting them

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Learn Reactive Programming in Swift with RxSwift!The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets

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developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps. This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift.

Topics Covered in RxSwift:-

- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.
- Event Management: Learn how to handle

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asynchronous event sequences via two key concepts in Rx - Observables and Observers.- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.- UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa.- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling.And much, much more!By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

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Learn Core Data With Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps.

Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps.

Topics Covered in Core Data by Tutorials:

- Your First Core Data App: You'll click File /New Project and write a Core Data app from scratch!
- NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject -

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the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various

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Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. Core Data and CloudKit: Learn how to synchronize Core Data across all of a user's devices.

Learn Augmented Reality! Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket. Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands-on experience using Apple frameworks and technologies like Reality Composer, RealityKit, and ARKit Who This Book Is For This book is for beginner to

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intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform. Topics Covered in Apple AR by Tutorials

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Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences.

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RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app.

Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial

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expressions using blend shapes.**ARKit: Get a complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit.****Raycasting & Physics: Learn about raycasting, 2D hit-testing and the SpriteKit physics engine as you add more features and functionality to your game.****ECS & Collaborative Experiences: Build a collaborative AR experience and learn how to create and manage a multipeer connection.**After reading this book, you'll have a deep understanding of the technologies and frameworks used to create powerful, immersive AR experiences for the Apple platform.

Learn & Master SwiftUI! Every developer wants to build the

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most fluid and engaging declarative UI for their apps with as little code as possible. SwiftUI will help you do just that. Learn all the main concepts through an easy-to-follow tutorials where you'll build apps that teach you to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS. Who This Book Is For? This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI. Topics Covered in SwiftUI by Tutorials? SwiftUI Overview: Learn SwiftUI features, as well as the differences between Apple's platforms with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and even Catalyst. Testability: See how to apply UI Testing to your SwiftUI apps in this very

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