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Beginning IOS Storyboarding: Using Xcode

By Rory Lewis

Apress. Paperback. Book Condition: New. Paperback. 644 pages. Dimensions: 9.2in. x 7.5in. x 1.6in. For the beginner who has never programmed, Beginning iOS Storyboarding shows how to extract those cool and innovative app ideas you have in your head into a working app ready for sale on the iTunes store by using Apples new Storyboarding technology. Storyboarding allows you to skip chunks of code by just dragging scenes and segues onto your Storyboard canvas. A time saver for sure, but its new! Dr. Rory Lewis, Yulia McCarthy and Stephen Moraco a best selling Apress author, a former Apple iOS engineering group intern and a successful app developer have teamed up to bring you this book, Beginning iOS Storyboarding. The three authors have found a beautiful way to lead the beginner into Storyboarding and at the same time show old school coders of Objective-C the new and exquisite methodology of this incredible tool. Even if you're an intermediate or pro-level Objective-C developer, you can still learn the ins and outs of Xcodes new Storyboarding feature, and find new ways of building and debugging your new Storyboarding app. Yup: This book is also for you, too. In this book, you get the following, beyond learning...



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