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Ray Wenderlich is the author of iOS Games by Tutorials (4.63 avg rating, 19 ratings, 1 review, published 2013), 2D IOS & Tvos Games by Tutorials (4.50 av...

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.

The ABCs of Successful Leadership: Wenderlich, Raymond L ...

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Living by the Code brings the experiences and insights of over 40 of today ' s top developers, leaders and innovators in tech together in one single book, to help you grow your career in today ' s ever-changing technical landscape. It ' s like having dozens of tech ' s best mentors — right at your fingertips.

Living by the Code | raywenderlich.com

iOS Games by Tutorials Paperback — January 1, 2013. by Ray Wenderlich (Author), Mike Berg (Author), Tom Bradley (Author), Mike Daley (Author), Jake Gundersen (Author), Kauserali Hafizji (Author), Matthijs Hollemans (Author), Christopher LaPollo (Author), Rod Strougo (Author) › Visit Amazon's Rod Strougo Page. Find all the books, read about the author, and more.

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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.

Authors - Book Series in Order

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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.

TurnToTech graduate co-authors book with RayWenderlich.com

The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad.

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Clear rating. 1 of 5 stars 2 of 5 stars 3 of 5 stars 4 of 5 stars 5 of 5 stars. Jacob Blade: Vigilante: Vengeance Is Mine: From Mountain Men To Gunfighter of the West: A Classic Western Revenge Novel (The Jacob Blade: Vigilante Western Adventure Series Book 2) by. Charles Ray (Goodreads Author),

Build the Next Great iOS Game with Cocos2D! Cocos2D is the powerhouse framework behind some of the most popular games in the App Store. If you've played Tiny Wings, Angry Birds, Mega Jump, Trainyard, or even Super Turbo Action Pig, then you've played a game that uses Cocos2D or Box2D physics. The beauty of Cocos2D is its simplicity. It's easy to become overwhelmed when you start developing an iOS game, especially if you look at things like OpenGL ES, OpenAL, and other lower level APIs. Writing a game for the iPhone and iPad does not have to be that difficult, and Cocos2D makes game development fun and easy. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. Download the free version of Space Viking from the App Store today! Help Ole find his way home while learning how to build the game. As you build Space Viking, you'll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion—Cocos2D's sound engine Add gravity, realistic collisions, and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games along with tips and tricks

Build for iOS & Android With Flutter!Flutter is an exciting development toolkit that lets you build apps for iOS, Android and even web and desktop, all from a single codebase.It uses a declarative approach to UI development. You can "hot reload" code while developing, and apps will perform at native speed thanks to its custom rendering engine.With Flutter and Flutter Apprentice, you can achieve the dream of building fast applications, faster.Who This Book Is ForThis book is for developers who are new to Flutter, and also developers that already have some experience with building apps for the iOS and Android platforms, or web apps.Topics Covered in Flutter ApprenticeWidgets: Use Flutter widgets to 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.

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 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 books 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 asynchronous event sequences via two key concepts in Rx - Observables and

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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!

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 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 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 iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Five tutorials, five apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.

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 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 troubleshoot bugs in your apps. Communication: Design separate Activities and communicate and send data between them using Intents. Scrolling Layouts: Learn how to use Recycler 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 to the Google Play Store! About the Tutorial Team The Tutorial Team is a group of app developers and authors who write tutorials at the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. If you've enjoyed the tutorials we've written in the past, you're in for a treat. The tutorials we've written for this book are some of our best yet - and this book contains detailed technical knowledge you simply won't be able to find anywhere else.

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 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. View Controller Containment: Learn how to contain view controllers inside others - the right way. Working with JSON in iOS 5: Learn how to use the new built-in JSON parsing and writing support. UIKit Particle Systems: Learn how to make neat particle effects in UIKit. Using the iOS Dictionary: Learn how to integrate the iOS 5 dictionary directly in your apps. New AddressBook APIs: Learn about the new social profile, vCards, and more. New Location APIs: Learn how forward and reverse geocoding just got a lot easier. New Game Center APIs: Learn about the new notification banner, player photos, and more. New Calendar APIs: Learn about the new calendar chooser and custom calendars. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well 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!

Dive into Combine! Writing asynchronous code can be challenging, with a variety of possible interfaces to represent, perform, and consume asynchronous work - delegates, notification center, KVO, closures, etc. Juggling all of these different mechanisms can be somewhat overwhelming. Does it have to be this hard? Not anymore! In this book, you'll learn about Combine - Apple's framework to work with asynchronous events in a unified and reactive way that ensures your app is always up to date based on the latest state of its data. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but are interested in learning declarative/reactive programming and take their app and state management to the next level. You'll also find this book interesting if you're interested in SwiftUI - as many of the reactive capabilities keeping your SwiftUI views up-to-date are built on top of Combine. Topics Covered in Combine: Asynchronous Programming with Swift What & Why: Learn what is Combine and reactive

programming and the problems they solve, and how you can unify all of your asynchronous piece of work. Operators: Learn how to compose, transform, filter and otherwise manipulate different pieces of asynchronous work using operators. In Practice: You'll gain knowledge on various topics and techniques you'll leverage when writing your own real-life apps, as well as practice these techniques with actual hands-on apps and projects. SwiftUI: You'll learn about how Combine is deeply rooted within SwiftUI and provides it with the ability to reactively update its views based on the state of your app. Advanced Combine: Once you've got a handle on the basics, you'll dive into advanced Combine topics such as Error Handling, Schedulers, and Custom Publishers. By the end of this book, you'll be a pro in building full-fledged applications using Combine's various abilities.

Learn & Master SwiftUI! Every developer wants to build the 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 simple, yet powerful course. **Controls & User Input:** Learn about controls such as TextField, Button, Toggle, Slider, Stepper, pickers and many more. **State & Data Flow:** Learn how to bind data to the UI, about reactive updates to the UI through state management, and in-depth usage of the attributes related to SwiftUI. **Accessibility:** Learn how to navigate your app with VoiceOver on an iOS device and use the SwiftUI Accessibility API attributes to improve your app's accessible UI. **Drawing Custom Graphics & Animations:** Create drawings, graphics, animations and even view transitions in SwiftUI. **macOS:** Learn how to create a document-based Mac app and later start with an existing iOS app and learn how to re-use code, views and assets for creating a macOS app. **One thing you can count on:** After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

Learn iOS Development Using SwiftUI You've heard about Apple's hot new declarative user interface SDK - SwiftUI - and are ready to try your hand at iOS development. But, you have no idea where to begin. **SwiftUI Apprentice to the rescue!** This book will guide you through the first steps of your journey as you learn to build beautiful iOS apps. **Who This Book is For** This book for developers who are new to iOS and SwiftUI who are looking for a step-by-step path to learning. **Topics Covered in SwiftUI Apprentice**
Using Xcode: Learn how to use Xcode - Apple's integrated development environment - to code, build and debug your iOS apps. **Planning and Prototyping:** Learn how to plan and prototype apps using SwiftUI. Once you're happy with the prototype, you'll fill out the implementation into a full-featured app with a beautiful, professionally-designed user interface. **Managing Assets:** Discover how to manage app assets, such as colors and images, so your app looks good on all iOS devices from the smallest iPod Touch to the largest iPad. **SwiftUI Data Flow:** See how to manage data within a SwiftUI app so the user interface updates automatically as that data changes. **Data Persistence:** Explore multiple strategies for persisting an app's data. Understand the pros and cons of several approaches so you can decide the best solution for your own apps. **Networking:** Learn to access REST APIs so your app can use internet resources to enhance your app's user experience. **One thing you can count on:** After reading this book, you'll be prepared to create your own iOS apps using SwiftUI.

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