A Beginners Guide To Ios 9 And Iphone 6s 6s Plus For Iphone 4s Iphone 5 Iphone 5s And Iphone 5c Iphone 6 Iphone 6 Iphone 6s And Iphone 6s Plus

BEGINNER'S GUIDE TO IPHONE 11 PRO MAXBeta TestMastering Your IPhone XRIOS 14 and IPadOS 14 For SeniorsBeginners Guide to Programming IOS 14 Using SwiftUI and XcodeA Beginners Guide to Iphone 8 / 8 PlusA Seniors Guide To IPhone SE (Second Generation) For IOS 14: A Beginners Guide To IPhone SEBeginner's Guide to TarotIPhone: The Missing ManualThe Complete Beginners Guide to Pages for the iPhone and iPadA Beginners Guide to Ios 10 and Iphone 7 / 7 PlusCoding iPhone Apps for KidsiPhone For DummiesiOS SDK Programming A Beginners GuideA Beginner's Guide To MathematicaA Concise Beginners Guide to IPhone 12My IPhone for SeniorsiOS 13 Programming for BeginnersiPhone ProgrammingiOS 12 Programming for BeginnersBeginners Guide to Programming IOS 14 Using SWIFTUI [Large Print Edition]Swift 4 for Absolute BeginnersBeginner's Guide to IOS 13 App Development Using Swift 5. 1Unity Ios Game Development Beginners GuideA Beginners Guide to iOS 9 and iPhone 6s / 6s PlusIPhone X Manual for BeginnersA-Z BEGINNERS GUIDE TO IPHONE 12PhoneGap: Beginner's GuideIPhone Manual for BeginnersBeginner's Guide to IOS 12 App Development Using Swift 4IOS Programming for BeginnersThe Ridiculously Simple Guide to IOS 12Help Me! Guide to the IPhone 6s for SeniorsiPhone For Seniors For DummiesIPhone SE 2020 User GuideSwift for BeginnersIOS 12 Programming for Beginners -Third EditionBeginning IOS Programming For DummiesIPhone 12 GuideSwift 5 for Absolute Beginners

BEGINNER'S GUIDE TO IPHONE 11 PRO MAX

Complete Guide to Master the New iPhone SE (2020) The new iPhone SE (2020) has the same processor as the iPhone 11, the A13 Bionic. It has a haptic touch; it offers vibration to the touch to simulate physical buttons. Its portrait mode has six effects: natural, studio, contour, stage, black-and-white stage, and finally high-contrast black-and-white. Its resistance to water and dust is also interesting; it is certified as an IP67 standard. This guide will teach you in details everything you need to know about the iPhone SE (2020) with pictures, clear illustrations and step by step instructions to help you navigate the iPhone SE interface like a Pro. This guide has been arranged to suit both beginners and current users of Apple's operating system. So, if you want to optimize the performance of your iPhone SE (2020) and boost productivity and efficiency, then this is the ideal guide for you. What you'll learn from this guide include: Features of iPhone SE 2020 How to Set Up iPhone SE (2020) How to Set up Touch ID Restore from iCloud Backup How to Create a New Apple ID Set Up Apple Pay Show Previews on the Lock Screen How to Use a Wireless or USB Mouse Set Your Notification Preferences Set Messages to Share Your Personalized Contact Data Turn on Text, Call, and FaceTime forwarding Filter Unknown Calls and Messages How to Activate Siri Change iPhone's Language How to Scan Documents in the Files App How to Use iMessage Search Share Photos Without Location Information Remove App Size Limitations on Cellular Data How to Take Long Screenshots of Websites

Customize Notification Centre How to Switch Apps Display Multitasking Quick App Switcher Force Quit Apps How to Access Reachability Mode How to Access Control Center Set Up Monthly Cycle Data Set Up Fertility Predictions and Notifications Disable True Tone Display Set Up Haptic Touch How to Use Sign In with Apple Feature Share Your Location Using the Apple Map How to Use Memoji Feature How to Create Memoji How to Use Siri Shortcuts How to Set Screen Time How to Change Wallpaper How to Control Offload Unused Apps Create a Folder on the Home Screen How to Create a New Reminder Enable/Disable Swipe Typing Set a Custom Name and Profile Picture via iMessage Pair a DualShock 4 Controller with Your iPhone Pair Xbox One Controller With iPhone Unpair DualShock 4/Xbox One S controller How to Customize VoiceOver Scan Documents from the Files App Save and Share Webpage as a PDF Enable Content Blockers in Safari Temporarily Disable Content Blockers in Safari Enable/Disable Limit Ad Tracking How to Block Email Senders How to Unblock a Number on iPhone How to Merge Duplicate iPhone Contacts Set Up Emergency Medical ID Scroll up and click the Buy Now to get this guide today.

Beta Test

★★★ Two books bundled together ★★★ Together iPhone and iPad can help you be more productive than everif you know how to use them! The iPad and iPhone have both been around for several years, but that doesn't make it any easier to use. It doesn't help that every year there are changes and features added to it. This book walks you through what you need to know step-by-step--including how navigation works now that the Home button is gone on some of the iPhones and iPads. It covers only what you need to know--so you don't have to comb through hundreds of pages of tech-speak just to find out how to do a common feature. Are you ready to start enjoying your new Apple Device? Then let's get started! Note: This guide is a bundle of two books previously published.

Mastering Your IPhone XR

This book contains all the key settings, functions, tips and tricks that you need to know with Screenshots to Guide you in Operating your iPhone 11 Pro Max Like a Pro with the New iOS 13 The iPhone 11 Pro Max was launched alongside the iPhone 11 and Pro , three great devices launched by the Apple company. The iPhone 11 was designed as a replacement for the iPhone XS Max that was lunched last year along with the iPhone XS and XR. The iOS 13 comes with lots of new features that can look a little overwhelming when using it for the first time. This book would help you explore all the features of your phone by showing you steps on how to enable and use the features to get you started on your device in no time. Some of the things you would learn in this book include: How to set up your device How to backup your data How to Use Cycle Tracking in Health How to use the Silence Unknown Callers feature How to Use the Find My App List of Shortcuts in Safari How to Edit Photos and Rotate Videos How to Use Sign-IN-With-Apple How to Enable Dark Mode How to Use Favorites in the

Apple Maps How to Use Look Around feature in Apple Maps How to Customize Your Memoji and Animoji How to Share Music Over AirPods How to Play Live Radio Through Siri How to Add Siri Shortcuts How to Use Screen Time How to Set App Limits How to Use the New Reminders app How to Use Swipe Typing How to Edit voice memo How to Apply filter to a video How to Disable/ Enable Haptic Touch and 3D in iOS 13 How to Remove Location Details from your Photos in iOS 13 How to Set a Profile picture and Name in iMessages How to Set Optimized Battery Charging How to Pair your iPhone with a DualShock 4 and Xbox one S How to Use the New Gestures for Copy, Cut, Paste, Redo and Undo How to Connect to Paired Bluetooth Devices or Wi-fi from Control Center How to Download Large Apps over Cellular Network How to Scan Documents and Save screenshots Straight to Files App How to enable and disable Content blocker Operating the Safari Browser And lots more! Value Add for this book A detailed Table of content that you can easily reference when needed. Step by step instructions on how to operate your device in the simplest terms, easy for all to understand. Latest tips and tricks to help you enjoy your device to the fullest. Click on Buy Now to get this book and begin to do more productive activities with your iPhone 11.

IOS 14 and IPadOS 14 For Seniors

Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school, and it is now updated for Swift 4. Many people have a difficult time believing they can learn to write iOS apps. Swift 4 for Absolute Beginners will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. Gary Bennett and Brad Lees are full-time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 14 years of writing apps, teaching online iOS courses, the experience from their first three iOS books, along with their online instruction and free online forum at XcelMe.com to create an excellent training book. And the material in this book is supplemented by with the free, live online training sessions. What You'll Learn Work with Swift classes, properties, and functions Examine proper user interface and user experience design Understand Swift data types: integers, floats, strings, and Booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, and iPad, and Watch using the Swift programming language. No previous programming experience is necessary.

Beginners Guide to Programming IOS 14 Using SwiftUI and Xcode

If you believe some news stories, the latest iPhone update (iOS 9) is radically different and you should beware of updating! They're wrong! This book is for both new users of iPhone and those upgrading to the latest update. I'll walk you through the

changes and show you why updating is nothing to be afraid of. The iPhone doesn't come with a handbook / user guide; this doesn't mean that you have to buy someone else's handbook! iPhone does have a handbook! There are three ways to get it: 1. Download it from the Apple iBookstore (it's free) 2. Get it online by going to manuals.info.apple.com 3. Get it on your phone; if you go to your bookmarked pages on Safari, the last bookmark is for the 'iPhone User Guide'. So why do you need this book? This book was written for my parents; people who needed to know as much as possible, as quickly as possible. There are people who want to know every single little detail about the iPhone, and you will find that in Apple's comprehensive manual. If you are like my parents though, new to the iPhone and just want to learn all the basics in about 30 to 60 minutes or an hour that is, then this guide will help you. People who just want to know how to add their contacts, how to take photos, and how to email. It's not for advanced users, though if you are upgrading from the previous Apple iOS (iOS 8) then you will most probably find it useful. If you are ready to learn read on!

A Beginners Guide to Iphone 8 / 8 Plus

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

A Seniors Guide To IPhone SE (Second Generation) For IOS 14: A Beginners Guide To IPhone SE

iOS 11 for the iPhone includes a host of exciting new features, including a revamped Control Center and all-new powers for some of your favorite apps—Siri, AirPlay 2, Maps, Photos, and Maps. You can even send payment via iMessages and type with one hand! And the best way to learn all of these features is with iPhone: The Missing Manual—a funny, gorgeously illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone master. This easy-to-use book

will help you accomplish everything from web browsing to watching videos so you can get the most out of your iPhone. Written by Missing Manual series creator and former New York Times columnist David Pogue, this updated guide shows you everything you need to know about the new features and user interface of iOS 11 for the iPhone.

Beginner's Guide to Tarot

An original, complete book and card set designed to introduce the beginner into the intricacies of the Tarot The tarot is an ancient art, dating back at least to the mid-fifteenth century, and reading the tarot is a skill that can be learned and ultimately mastered. While there are many books and decks for the advanced tarot enthusiast, there is very little for the less advanced. Now there is The Beginner's Guide to the Tarot, a book and card set designed specifically for the novice. In the fully illustrated, 192 page book, noted tarot expert Juliet Sharman-Burke leads the reader through the cards and suits, the Minor and Major Arcana, and the major layouts for the compete 78 card deck. The book is packed with a newly designed and illustrated deck which draws upon both traditional and modern tarot iconography and is rendered in a clear, distinctive style.

IPhone: The Missing Manual

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development Understand how to prototype an app

using storyboards Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app Implement the latest iOS features such as Dark Mode and Sign In with Apple Understand how to convert an existing iPad app into a Mac app Design, deploy, and test your iOS applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

The Complete Beginners Guide to Pages for the iPhone and iPad

The Comprehensive User Guide for optimizing the 12 iPhone Series A stunning new platform filled with revolutionary technologies, including A14 Bionic, an integrated dual-camera setup and a Ceramic Shield front cover Super Retina XDR show, is launched in the iPhone 12 Series. Apple introduced 5G technologies with the iPhone 12 model, ushering in a new age for the best smartphone in the world. For a brighter, more realistic viewing experience, the newly built iPhone 12 models sport spacious edge-to - edge retina display screens and a new Ceramic Shield front cover, offering the greatest improvement in longevity ever on the iPhone. The Apple-designed A14 Bionic, the quickest smartphone chip, drives every iPhone 12 experience, which, combined with an integrated dual-camera setup, offers major new advanced imaging capabilities and smartphone video of the highest quality. This book is intended to lead you through the process of getting a thorough understanding of the 12th century devices from Apple. To enhance your realistic knowledge, this book includes a lot of material, and this book consists of a common understanding of gadgets from Gen 12 and IOS 14, skills to develop them, and so on. If you purchased an iPhone 12 for yourself, then you need this book to explore your new iphone 12 value. Other things available in this book include - About your iphone12 - What's special with iphone12 - Power up and set up your iPhone12 - Prepare for activation of your iphone12 - Switch on your iPhone12 and set it up - Migrating to iphone12 from an Android device - Linking your iPhone 12 to the Internet - Connect to a private Hotspot - Using your Apple ID to sign in - To Change your Apple ID settings - Modify the settings for iCloud - Bookmark or download iPhone 12 User Guide - Install an Apple Books user guide - Unlock and Wake up an iPhone 12 - Unlock your iphone 12 - Adjust volume on iphone 12 - Adjust the volume in Control Center - Adjust the volume of the headset - Change or switching off your iphone 12 sounds - Set options for soun - To Silence your iPhone 12 - Find the iPhone 12 settings - Adjusting the brightness and colour of your iPhone 12 screen - Switch Dim mode on or off - Manually adjust the screen brightness - Switch "night shift" on or off - Modifying the name of your iPhone 12 - Setting the date and time to your iPhone 12 - Set the iPhone 12 to the language and region - Set up mail, calendar and contact profiles - To Set up your calendar profile - Checking features from the iPhone screen - Access notifications and applications on the Lock Screen - How to display preview updates on your Lock Screen - Open the iPhone 12 applications - Explore the applications library - Hide and view your home screen pages - Take a screenshot or screen recording on iPhone12 - Build the recording of the screen - Change wallpaper on your iphone12 - Using the Application Switcher - Multitask with Photo on iPhone12 - Shift and arrange iPhone12 applications - Build folders and set

up your applications - Find the applications in the App Library - Leave and re-open the iphone12 application - Delete the iPhone12 applications - Using the iPhone12 to search - Choose the applications you want to include in the Search - Switch the Suggestions off in Search - Using AirDrop on you

A Beginners Guide to Ios 10 and Iphone 7 / 7 Plus

The iPhone X Manual for Beginners is the complete guide to using the iPhone X. This book was made with the beginner in mind, and is great for seniors and first-time iPhone users.The book is suitable for the iPhone X only.

Coding iPhone Apps for Kids

Begin your iOS 12 app development journey with this practical guide Key Features Kick-start your iOS programming career and have fun building iOS apps of your choice Get to grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more Book Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in Sirikit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learn Explore the distinctive design principles that define the iOS user experience Navigate panels within an Xcode project Use the latest Xcode asset catalogue of Xcode 10 Create a playgrounds project within your projects and understand how Ranges and Control flow work Study operations with integers and work your way through if statements Build a responsive UI and add privacy to your custom-rich notifications Set up Sirikit to add voice for Siri shortcuts Collect valuable feedback with TestFlight before releasing your apps on the App Store Who this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

iPhone For Dummies

The iPhone Manual for Beginners is the complete guide to using the iPhone. This book was made with the beginner in mind, and is great for seniors and first-time iPhone users.The book is suitable for the following iPhone models: 7, 7 Plus, 6s, 6s Plus, 6, 6 Plus, 5s, 5c, and SE.

iOS SDK Programming A Beginners Guide

Begin your iOS 12 app development journey with this practical guide Key Features Kick-start your iOS programming career and have fun building iOS apps of your choice Get to grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more Book Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in Sirikit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learn Explore the distinctive design principles that define the iOS user experience Navigate panels within an Xcode project Use the latest Xcode asset catalogue of Xcode 10 Create a playgrounds project within your projects and understand how Ranges and Control flow work Study operations with integers and work your way through if statements Build a responsive UI and add privacy to your custom-rich notifications Set up Sirikit to add voice for Siri shortcuts Collect valuable feedback with TestFlight before releasing your apps on the App Store Who this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

A Beginner's Guide To Mathematica

Do you desire to code iOS 14 apps just like a Pro? The book gives a thorough analysis of the understanding of the Swift 5.3 programming language, and how to code iOS 14 based applications with Swift. The book teaches the basic of the Swift programming language for the beginners, while experts who already have an understanding of the Swift basics can delve straight into subsequent chapters about Xcode and building apps. The new Xcode 12 has been used in this guide for up to date information.For developers who code iOS, watchOS, tvOS and other Apple OS applications, this guide has become a go-

to guide to help you traverse the world of Swift and coding with Swift. Please scroll up and click on the BUY NOW WITH 1-CLICK to get started

A Concise Beginners Guide to IPhone 12

A full-color guide to the iPhone, including the new iPhone 3G S With its new 3G S model, the iPhone is definitely the must-have mobile device. This fully updated guide covers all the cool features of the fastest iPhone ever, including the Spotlight search feature, voice control, and video camera capability. iPhone For Dummies, 3rd Edition also covers the basics of using the multitouch interface, setting up iTunes, browsing the Internet, sending and receiving e-mail, and more. The iPhone 3G S is the fastest and most powerful iPhone yet, with a host of new features Learn to use landscape mode for e-mail, texting, and shooting widescreen video See how to copy or cut and paste text, video, photos, and Web content from one app to another Find out how to make calls, play music, or create new playlists using voice control Locate anything on your iPhone with Spotlight, whether in your calendar, contacts, e-mail, iPod, apps, or even saved Web clips Discover how to create and send messages that include text, video, voice memos, map locations, and more Covering all the features of the much-anticipated iPhone 3G S, iPhone For Dummies, 3rd Edition helps you get every bit of functionality your iPhone offers.

My IPhone for Seniors

The iPhone has never been more indispensable than it is now. It's a device that enables us to stay in touch with loved ones wherever they are around the world. It lets us capture important moments and relive treasured memories, and it keeps us informed and entertained. The iPhone 12 takes one of the most significant steps forward, in both design and technology. It includes support for 5G, improved wireless charging, a beautiful new design, and it comes in four different sizes. This book is the ultimate step-by-step guide to the iPhone 12, iPhone 12 mini, and iPhone 12 Pro. Brought to you by the expert team at Leaf Publishing, and written by best-selling technology author Tom Rudderham, iPhone 12 Guide is packed with top tips and in-depth tutorials. You'll uncover the basics of activating and using your iPhone, learn how to take incredible photos, discover how to use iOS 14 and its built-in apps, plus much more. By the time you've finished reading iPhone 12 Guide, you'll be a pro in nearly everything iPhone and iOS related. Inside you'll discover: - All the basics covered, including buttons, gestures, and typing - How to find and install apps - Step-by-step tutorials for browsing the internet - Instructions for setting up accounts and checking emails - How to make video calls to loved ones - The secrets of mastering iPhone photography - How to configure Settings & much more!

iOS 13 Programming for Beginners

Provides step-by-step instructions for seniors on using the iPhone, covering such topics as how to make and receive calls, send text messages, use email, browse the Web, download and manage applications, and work with photos, videos, and music.

iPhone Programming

Word processing used to be synonymous with Microsoft Word; times have changed a lot over the years, and today there are plenty of options. On Apple products there is notably Pages—a simple, yet powerful word processing software that creates beautiful documents: from reports and newsletters to posters and fliers. If you are already familiar with Microsoft Word, then you'll have no problem getting started because it shares many of the same features. But there's still a lot of features to get to know if you want to get the most from the software. If you want to create professional documents from your iPad then this book will show you how. It also includes short exercises so you aren't just learning about the features, you are getting hands-on with them. While screenshots come from the iPad, Pages works almost exactly the same for iPhone, so you'll have no problem using Pages on any device that Pages is installed on.

iOS 12 Programming for Beginners

If you are new to iOS 12 (the operating system on iPhone and iPad) then this book will teach you all you need to get started as quick as possible. This book is a bundle of the two bestselling books "The Ridiculously Simple Guide to iPhone X, XS, and XR" and "The Ridiculously Simple Guide to the Next Generation iPad Pro"; you can buy them separately or buy them together to save.

Beginners Guide to Programming IOS 14 Using SWIFTUI [Large Print Edition]

With the iPhone XR, Apple brought back the LCD Display in an amazing and beautiful way. The iPhone XR can be considered the most beautiful device with the six colors it is designed in: white, black, blue, coral, yellow, and red.Mastering your iPhone XR is a complete guide to operating the iPhone XR. This book would benefit beginners, first time iPhone users, seniors as well as users changing devices. In this book, you would find information you need to know about the iPhone XR starting from the physical features, to explaining buttons and terms that you need to know to better enjoy your device. It then goes into step by step teachings and guides on how to use the device starting from the basics. This include: -How to set up the device -Set up email-Create contact list-Set up face ID-Register for apple id -Navigate apple pay features -Make and answer calls-Text messages, download apps-Charge your phone wirelessly-Unlock your device-Activate Haptic Touch-Turn Siri to a translator -Restart, reset and restore -Make use of "find my iPhone" when lost-Amazing tips and tricks and so

much more details you should know. Value Add for this book-Step by step instructions on how to operate your device in the simplest terms, easy for all to understand. -Latest tips and tricks to help you enjoy your device to the fullest.-A detailed Table of content for easy referencing when needed. If you want to have vast knowledge on how to get the best from your Phone XR, then this book is for you.

Swift 4 for Absolute Beginners

The full-color guide to making the most of your iPhone The iPhone is a hugely popular smartphone that offers many convenient features, including a camera, turn-by-turn driving directions, a calendar, and more. But if you're just adopting one for the first time, chances are you could use a friendly companion to help you make sense of its features. The easy-to-follow steps in this book will help you manage, personalize, and communicate using your new iPhone. With iPhone For Seniors For Dummies, you will discover how to do everything from shop online and organize appointments using iCal, to taking and sharing pictures and downloading and listening to your favorite music. Stay in touch with FaceTime and email Use iCal and Reminders to stay organized Share photos, play games, and read e-books Download and use apps There's no better resource around for first-time, over-50 iPhone users!

Beginner's Guide to IOS 13 App Development Using Swift 5. 1

Apple introduced its new iPhone 12 series, which has three other devices. The long-anticipated flagship Smartphone incorporates 5G, a ceramic-shielded glass body, an edge-to-edge Super Retina XDR display, and an improved dual-camera system. It features Apple's A14 Bionic processor (the fastest chip in a smartphone). It runs an upgradeable iOS 14 and has a MagSafe feature that allows the device to connect to other mobile accessories magnetically. In this user guide, you will learn how to use all the essential features of the iPhone 12. This guide is best for both beginners and experts because it explains the iPhone's essential elements and then further interrogates the more advanced ones. It contains practical illustrations for quick mastery of your iPhone 12. Here is a preview of what users will learn in this guide: Specifications of iPhone 12 How to set up your iPhone 12 The A14 Bionic Processor iPhone 12 Design The RAM and Storage capacity of iPhone 12 Software and Performance The iOS 14 5G Connectivity Display of iPhone 12 The True Tone, Raise To Wake, and Haptic Touch features How to set face ID in your iPhone 12 Water and dust resistance Camera Capabilities of iPhone 12 The dual-camera system of iPhone 12 The front-facing Camera Recording Dolby Vision HDR video iPhone 12 Night mode images Battery Capacity of iPhone 12 QI Magnetic Wireless charging Fast charging ability of iPhone 12 MagSafe Technology How to charge your iPhone 12 using the MagSafe Wireless charger Other useful MagSafe Accessories Selfies with iPhone 12 How to use different Framing Modes in taking selfies Smart HDR 3 and Deep Fusion Portrait Lighting in iPhone 12 Everything about Siri in iOS 14 What is Siri "Knowledge," and how to use the features? Games compatibility in iPhone 12 How to use a PS4

controller to play games on iPhone 12 How to pair an Xbox controller with your iPhone 12 How to use the App Library iPhone 12 Control Center How to Access Notification Center and set your notification preferences How to use Quick Take How to Screen record and screenshot using iPhone 12 How to create an Apple ID What is Apple Pay? And how to utilize this feature How to request payment from Apple Pay How to set up Apple Pay Cash How to apply for an Apple card List of iPhone 12 Built-in apps Free additional apps from Apple How to buy applications from the App Store or iTunes Store How to edit a smart stack widget How to share your location via Find My App How to reset icon layout on the Home screen How to use picture in picture mode How to use FaceTime to make calls How to make a Group FaceTime call How to answer and reject calls on FaceTime How to transfer data from your previous device to iPhone 12 How to Factory Reset your iPhone How to check battery usage and Health in your iPhone How to Reset your device Network Settings How to take Night photos How to customize VoiceOver How to use Ultra-wide Camera How to set up screen time How to set up Live Photo as lock screen Wallpaper How to set up family sharing How to view the weather in Maps And many more.. You Can Download FREE with Kindle Unlimited and Configure Various Setting on Your Device. So what are you waiting for? Scroll up and Click the Orange - BUY NOW WITH 1-CLICK BUTTON- on the top right corner and Download Now!!! You won't regret you did See you inside!!!

Unity Ios Game Development Beginners Guide

Do you wish to build iOS 14 Apps using SwiftUI 5.3 and above? Then keep readingThis guide provides the necessary basic knowledge to beginners on how to operate the latest Swift programming language. Most importantly, readers are introduced to several updates in swift 5.3, their distinct features and what benefits can be derived from this updated version.The step-by-step approach used by the author makes it easier for beginners to grasp and learn Swift codes easily. The book also provides a useful analysis of the latest Xcode 12 for Apple developers. Lastly, the book provides exquisite knowledge on how you can upload and monetize your iOS apps to the App store.Scroll up and click on the BUY NOW WITH 1-CLICK button to get started

A Beginners Guide to iOS 9 and iPhone 6s / 6s Plus

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming

adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score systemWhy should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

IPhone X Manual for Beginners

Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical resource. iOS SDK Programming: A Beginner's Guide shows you how to use Objective-C and Apple's new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. You'll learn how to take advantage of the iPad's larger display and the new features of iOS 4.2. By the end of this book, you'll be ready to create the next bit hit in the iTunes App Store! Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

A-Z BEGINNERS GUIDE TO IPHONE 12

Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.

PhoneGap: Beginner's Guide

If you believe some news stories, the latest iPhone update (iOS 10) is radically different and you should beware of updating! They're wrong! This book is for both new users of iPhone and those upgrading to the latest update. I'll walk you through the changes and show you why updating is nothing to be afraid of. So why do you need this book? This book was written for my parents; people who needed to know as much as possible, as quickly as possible. There are people who want to know every single little detail about the iPhone, and you will find that in Apple's comprehensive manual. If you are like my parents though, new to the iPhone and just want to learn all the basics in about 30 to 60 minutes or an hour that is, then this guide will help you. People who just want to know how to add their contacts, how to take photos, and how to email. It's not for advanced users, though if you are upgrading from the previous Apple iOS (iOS 9) then you will most probably find it useful. If you are ready to learn read on!

IPhone Manual for Beginners

★★★ Are you ready to master iPhone SE? ★★★ The iPhone SE (Second Generation) is a phone that proves power and quality don't have to be expensive. Packed into its thin body is a brilliant HD display, a rocket fast processing chip, and a camera that will take photos that will blow your friends and family away. That's all great, but if you are new to iPhone (or still trying to master it), then knowing how to do everything might feel a little daunting. This beginners guide will help. It covers things like taking photos. And how to Use Facetime with grandkids, and also walks you through what you need to know step-by-step, and also helps you understand how it's different from other iPhones.. It covers only what most people want to know--so you don't have to comb through hundreds of pages of tech-speak just to find out how to do a common feature. Some of the covered topics include: What's new to iOS 14 How to use Picture in Picture for movies and TV shows How to add widgets to your Home screen Organizing apps with the App Library Buying, removing, rearranging, updating apps Taking, editing, organizing and sharing photos Apple Services (Apple Music, Apple TV+, Apple Card, iCloud, and Fitness+) Using Siri Using pre-installed apps like Notes, Calendar, Reminders, and more Making phone calls and sending messages Must have apps AirPods And much, much more! This book is based on the book " iPhone SE (2020 Edition) For iOS 14" but includes an expanded section on accessibility (like how to make text easier to see). Are you ready to start enjoying your new iPhone? Then let's get started! Note: This book is not endorsed by Apple, Inc. and should be considered unofficial.

Beginner's Guide to IOS 12 App Development Using Swift 4

PUBLISHERS WEEKLY: "An unusually lighthearted apocalyptic tale." Sam Terra is having a bad week. He lost Molly, the woman he secretly loves, when she vanished before his eyes at the exact same time that ten percent of the inhabitants of Earth disappeared. Naturally upset, Sam follows clues about the global vanishing with questionable help from his friends

including a misanthropic co-worker and a childhood pal. When Molly reappears in the body of a man during a night of monster-laden devastation, Sam finally learns the truth. Not just about her, but about the planet Earth and the entire cosmos surrounding it. What we consider mundane reality, others consider a game . . . and not a very good one. The whole thing is about to be shut down.

IOS Programming for Beginners

Because of its large command structure and intricate syntax, Mathematica can be difficult to learn. Wolfram's Mathematica manual, while certainly comprehensive, is so large and complex that when trying to learn the software from scratch -- or find answers to specific questions -- one can be quickly overwhelmed. A Beginner's Guide to Mathemat

The Ridiculously Simple Guide to IOS 12

Need help with the iPhone 6S? Are you new to the iPhone? The Guide to iPhone 6S for Seniors is a book written specifically for those who have difficulty using electronics, such as phones, personal computers, and tablet computers. iPhone 6S is the newest smartphone from Apple as of September 25th, 2015. iPhone 6S introduced many new features, which redefined the iPhone. There is a wealth of knowledge about the iPhone 6S in this book, which can be easily accessed and navigated for quick reference. Whether you are puzzled about managing your electronic address book, or how to take and send a picture to a friend, you will find the information in this guide. The internet is riddled with advanced tips and tricks, but the goal of this book is to sort through the extra information to simplify your first experience with using an iPhone. Help is here! Here are some examples of the topics discussed in this guide: - Charging the Device - Finding the iPhone and iPad Buttons - Calling a Contact - Using the Speakerphone During a Voice Call - Adding a New Contact - Composing a New Text Message - Adding an Attachment to a Text Message - Taking a Picture - Capturing a Video - Navigating to a Web Page - Setting Up Email - Setting Up an iTunes Account - Buying an Application PLUS, what to do when the phone - Does not turn on - Can't make a call - Touchscreen does not respond as expected and much more!

Help Me! Guide to the IPhone 6s for Seniors

This step-by-step book guides you through the process of using Unity to create monetized iOS games. It will get you through all the major learning points in a smooth, logical order. Youwill also learn how to avoid some common pitfalls. This book is for developers and designers who want to learn the process of building commercial game applications using Unity. It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity. This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7. With

each chapter, you add new features and content until your social network is ready to be released to the Internet where it can grow. By the end of this book, you will have a powerful social network which you can either choose to model on the case-study, or create to your own unique design. This book is aimed at anyone looking to create their own social networking website, including: Businesses – building a social network around a product or service can improve your company profile and increase customer loyalty, while an internal social network gives you employees a place to keep resources, discuss ideas, raise concerns, and keep up to date on company policies. Hobbyists – create a community around your hobbies and interests; create a local or distributed user group. Organizations and charities – raise your profile, promote your events, services, and fundraisers, and get help from the community in organizing them. Families – for large families based across the country or across the globe, keep up to date with everyone, and let everyone know what you are up to. You don't need any experience of Drupal or PHP to use this book. If you are a Drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website.

iPhone For Seniors For Dummies

If you believe some news stories, the latest iPhone update (iOS 11) is radically different and you should beware of updating! They're wrong! This book is for both new users of iPhone and those upgrading to the latest update. I'll walk you through the changes and show you why updating is nothing to be afraid of. Why do you need this book? This book was written for my parents; people who needed to know as much as possible, as quickly as possible. There are people who want to know every single little detail about the iPhone, and you will find that in Apple's comprehensive manual. If you are like my parents though, new to the iPhone and just want to learn all the basics in about 30 to 60 minutes or an hour that is, then this guide will help you. People who just want to know how to add their contacts, how to take photos, and how to email. It's not for advanced users, though if you are upgrading from the previous Apple iOS (iOS 10) then you will most probably find it useful. If you are ready to learn read on!

IPhone SE 2020 User Guide

This book covers iOS 12 app design fundamentals using the latest Swift 4.2 programming language, Xcode 10 and iOS 12 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Swift 4.2 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 real world apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the

app in simulators and real devices. Sample apps developed in this book are as follows: 1. Disco lights app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. 4. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. 5. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. 6. SOS sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. 7. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete ball bouncing game. This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be viewed and downloaded from the the book's website: www.yamaclis.com/ios12.

Swift for Beginners

IOS 12 Programming for Beginners -Third Edition

IOS programming is a really fun hobby, and can also be a very profitable venture if you create the right app! This book is aimed at beginners, and regardless of your IOS goals, it will get you started with app development fast. You will discover how to create apps fast, and test them on your computer. If you wish to publish your app on the iTunes store, this book will also take you through the process. Get your copy today and begin developing your own iPhone applications fast! Here Is What You'll Learn AboutThings You NeedXCode 6 PlatformSWIFT CodeAnatomy Of An AppDeveloping A Basic AppEssential Swift ConceptsHow To Upload Your App To The iTunes StoreMuch, Much More!

Beginning IOS Programming For Dummies

This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language, Xcode 11 and iOS 13.1 SDK.The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 5 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in separate chapters. As the reader follows the development of the example apps, he/she will learn designing

user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices.Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app.Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices.Chapter 3. Test drive - the Hello World: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device.Chapter 4. Swift programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 5. Each concept is clearly explained step by step with code examples and screenshots.Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code.Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen.Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code.Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls.Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map.Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS.Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game.This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the book's companion website: www.yamaclis.com/ios13swift5

IPhone 12 Guide

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this handson guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

Swift 5 for Absolute Beginners

Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS device capabilities.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION