

Ios And Macos Performance Tuning Cocoa Cocoa Touch

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Cocoa Cocoa Touch*

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CLARENCE MCINTYRE

Advanced Techniques Apress

If you want to develop efficient, smooth-running applications, controlling concurrency and memory are vital. Automatic Reference Counting is Apple's game-changing memory management system, new to Xcode 4.2. Pro Multithreading and Memory Management for iOS and OS X shows you how ARC works and how best to incorporate it into your applications. Grand Central Dispatch (GCD) and blocks are key to developing great apps, allowing you to control threads for maximum performance. If for you, multithreading is an unsolved mystery and ARC is unexplored territory, then this is the book you'll need to make these concepts clear and send you on your way to becoming a master iOS and OS X developer. What are blocks? How are they used with GCD? Multithreading with GCD Managing objects with ARC

Effective Objective-C 2.0 Apress

Use Xcode 6 to Craft Outstanding iOS and OS X Apps! Xcode 6 Start to Finish will help you use Apple's Xcode 6 tools to improve productivity, write great code, and leverage the newest iOS 8 and OS X Yosemite features, including Apple's new Swift programming language. Drawing on more than thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson presents a complete best-practice workflow that reflects Xcode's latest innovations. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. This is the only Xcode 6 book focused on deep mastery of the tools you'll be living with every day. Anderson reveals better ways to storyboard, instrument, build, and compile code, and helps you apply new features, ranging from Interface Builder Live Rendering to View Debugging and XCTest Performance Testing. By the time you're finished, you'll have all the Xcode 6 skills you need in order to develop truly exceptional software. Coverage includes Working with iOS-side dynamic frameworks and iOS/OS X extension modules Optimizing performance with profile-guided optimization and other new techniques Streamlining Model, View, and Controller development with Swift Rewriting Objective-C functions in Swift Efficiently managing layouts and view hierarchies with size classes Inspecting and fixing interface issues with the new View Debugger Displaying and configuring custom views within Interface Builder via Live Rendering Benchmarking performance within the Xcode 6 unit test framework Analyzing asynchronous I/O or UI-triggered code to automate app-level testing Migrating layouts to Storyboard from XIB Leveraging Xcode 6 automated tools to simplify localization Using new extensions to inject services and UI into other applications Understanding and applying Xcode 6's many new instruments Mastering new Swift debugging techniques

Pro Multithreading and Memory Management for iOS and OS X Apress

Over 80 recipes to help you tune SQL Server 2012 and achieve optimal performance.

Exploring the iOS SDK Addison-Wesley Professional

This practical book offers the knowledge and code you need to create cutting-edge mobile applications and games for the iPhone and iPod Touch, using Apple's iPhone SDK. iPhone SDK Application Development introduces you to this development paradigm and the Objective-C language it uses with numerous examples, and also walks you through the many SDK frameworks necessary for designing full-featured applications. This book will help you: Design user interface elements with Interface Builder and the UI Kit framework Create application controls, such as windows and navigation bars Build and manage layers and transformations using Core Graphics and Quartz Core Mix and play sound files using AVFoundation, and record and play back digital sound streams using Audio Toolbox Handle network programming with the CFNetwork framework Use the Core Location framework to interact with the iPhone's GPS Add movie players to your application iPhone SDK Application Development will benefit experienced developers and those just starting out on the iPhone. Important development concepts are explained thoroughly, and enough advanced examples are provided to make this book a great reference once you become an expert.

iOS 11 Programming Fundamentals with Swift Addison-Wesley Professional

Today's iPhone and iPad apps developers are often running into the need to refine, improve and optimize their apps performances. As more complex apps can be created, it is even more important for developers to deal with this critical issue. Pro iOS Apps Performance Tuning and Optimization covers many common but difficult problems when tuning and optimizing performance for iPhone and iPad apps and how to resolve these problems efficiently. This book gives you the following: Basic knowledge on common problems in iPhone apps Advanced knowledge over data structure, algorithms, multithreading, and network data in iPhone apps Comparison with problems and solutions for Android and Windows Phone apps After reading this must-have book, you'll be ready to make the most of the processing power of the iPhone with your apps performance optimization know-how.

Exploring the iOS SDK "O'Reilly Media, Inc."

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Foundations of Mac, iPhone, and iPad Programming Apress

This IBM® Redbooks® publication addresses performance tuning topics to help leverage the virtualization strengths of the POWER® platform to solve clients' system resource utilization challenges, and maximize system throughput and capacity. We examine the performance monitoring tools, utilities, documentation, and other resources available to help technical teams provide optimized business solutions and support for applications running on IBM POWER systems' virtualized environments. The book offers application performance examples deployed on IBM Power Systems™ utilizing performance

monitoring tools to leverage the comprehensive set of POWER virtualization features: Logical Partitions (LPARs), micro-partitioning, active memory sharing, workload partitions, and more. We provide a well-defined and documented performance tuning model in a POWER system virtualized environment to help you plan a foundation for scaling, capacity, and optimization. This book targets technical professionals (technical consultants, technical support staff, IT Architects, and IT Specialists) responsible for providing solutions and support on IBM POWER systems, including performance tuning.

Building Apps for macOS, iOS, and Beyond "O'Reilly Media, Inc."

Optimize the performance of your mobile websites and webapps to the extreme. With this hands-on book, veteran mobile and web developer Maximiliano Firtman demonstrates which aspects of your site or app slow down the user's experience, and what you can do to achieve lightning-fast performance. There's much at stake: if you want to boost your app's conversion rate, then tackling performance issues is the best way to start. Learn tools and techniques for working with responsive web design, images, the network layer, and many other ingredients—plus the metrics to check your progress. Ideal for web developers and web designers with HTML, CSS, JavaScript, and HTTP experience, this is your guide to superior mobile web performance. You'll dive into: Emulators, simulators, and other tools for measuring performance Basic web performance concepts, including metrics, charts, and goals How to get real data from mobile browsers on your real networks APIs and specs for measuring, tracking and improving web performance Insights and tricks for optimizing the first view experience Ways to optimize post-loading experiences and future visits Responsive web design and its performance challenges Tips for extreme performance to achieve best conversion rates How to work with web views inside native apps *Concurrency by Tutorials (Second Edition)* Addison-Wesley Professional

The team that brought you the bestselling *Beginning iPhone 4 Development* is back again for *Beginning iOS 5 Development*, bringing this definitive guide up-to-date with Apple's latest and greatest iOS SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 5 Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and

swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Pro iOS Persistence Apress

With contributions from some of the most notable experts in the field, *Performance Tuning of Scientific Applications* presents current research in performance analysis. The book focuses on the following areas. Performance monitoring: Describes the state of the art in hardware and software tools that are commonly used for monitoring and measuring performance and managing large quantities of data Performance analysis: Discusses modern approaches to computer performance benchmarking and presents results that offer valuable insight into these studies Performance modeling: Explains how researchers deduce accurate performance models from raw performance data or from other high-level characteristics of a scientific computation Automatic performance tuning: Explores ongoing research into automatic and semi-automatic techniques for optimizing computer programs to achieve superior performance on any computer platform Application tuning: Provides examples that show how the appropriate analysis of performance and some deft changes have resulted in extremely high performance Performance analysis has grown into a full-fledged, sophisticated field of empirical science. Describing useful research in modern performance science and engineering, this book helps real-world users of parallel computer systems to better understand both the performance vagaries arising in scientific applications and the practical means for improving performance. Read about the book on HPCwire and insideHPC

Exploring the iOS SDK Apress

Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. *Cocoa and Objective-C: Up and Running* offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform. Get a quick hands-on tour of basic programming skills with the C language Learn how to use Interface Builder to quickly design and prototype your application's user interface Start using Objective-C by creating objects and learning memory management Learn about the Model-View-Controller (MVC) method of sharing data between objects Understand the Foundation value classes, Cocoa's robust API for storing common data types Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

High Performance Mobile Web "O'Reilly Media, Inc."

In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact

with users, work with data sources and table views. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include *Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go*; and *FileMaker 12 in Depth*. Learn how to...

- Start writing database apps fast, with Xcode 4's powerful tools and templates
- Master the Objective-C features and patterns Core Data relies upon
- Understand Core Data's goals, components, and behavior
- Model data graphically with Xcode 4's Data Model Editor
- Leverage the full power of Managed Objects
- Use controllers to integrate your data model with your code
- Fetch, use, and store data from any source
- Develop interfaces and features more quickly with Interface Builder
- Add navigation and control features that integrate seamlessly with Core Data
- Interact with users via popovers, segmented controls, action sheets, and tab bars
- Create table views that users can edit
- Let Xcode 4 and Core Data validate your data for you
- Use predicates to precisely select the right data
- Get ready for iCloud features to sync and move data among your iCloud-enabled devices

Category: iOS/Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate

SQL Server Query Performance Tuning Packt Publishing Ltd

Build your own low-level game engine in Metal! This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. Who This Book Is For This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. Topics Covered in Metal by Tutorials The Rendering Pipeline: Take a deep dive through the graphics pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces: Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Textures & Materials: Design textures and surfaces for micro detail. Character Animation: Bring your 3D models to life with joints and animation. Tessellation: Discover how to use tessellation to add a greater level of detail using fewer resources. Environment: Add a sky to your scenes and use the sky image for lighting. Instancing & Procedural Generation: Save resources with instancing, and generate scenes algorithmically. Multipass & Deferred Rendering: Add shadows with advanced lighting effects. And more! After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

[Exploring the iOS SDK](#) "O'Reilly Media, Inc."

This is the updated and corrected edition of *The iOS 5 Developer's Cookbook*. The *iOS 5 Developer's Cookbook*, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on

powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The *iOS 5 Developer's Cookbook*, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

[The Big Nerd Ranch Guide](#) Sams Publishing

This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2. There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 9 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn: Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is, and why it's important Get started with building cool, crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For: [Multithreading in Swift with GCD and Operations](#) "O'Reilly Media, Inc."

The team that brought you the bestselling *Beginning iPhone Development* is back again for *Beginning iOS 6 Development*, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 6 Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Beginning iPhone Development with Swift 2 "O'Reilly Media, Inc." Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, *Beginning iPhone Development with Swift 3* offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start

developing for iPhone and iPad.

Exploring the iOS SDK IBM Redbooks

Queries not running fast enough? Wondering about the in-memory database features in 2014? Tired of phone calls from frustrated users? Grant Fritchey's book *SQL Server Query Performance Tuning* is the answer to your SQL Server query performance problems. The book is revised to cover the very latest in performance optimization features and techniques, especially including the newly-added, in-memory database features formerly known under the code name Project Hekaton. This book provides the tools you need to approach your queries with performance in mind. *SQL Server Query Performance Tuning* leads you through understanding the causes of poor performance, how to identify them, and how to fix them. You'll learn to be proactive in establishing performance baselines using tools like Performance Monitor and Extended Events. You'll learn to recognize bottlenecks and defuse them before the phone rings. You'll learn some quick solutions too, but emphasis is on designing for performance and getting it right, and upon heading off trouble before it occurs. Delight your users. Silence that ringing phone. Put the principles and lessons from *SQL Server Query Performance Tuning* into practice today. Covers the in-memory features from Project Hekaton Helps establish performance baselines and monitor against them Guides in troubleshooting and eliminating of bottlenecks that frustrate users

Swift High Performance CRC Press

Cocoa Programming is a comprehensive work that starts as a fast-paced introduction to the OS architecture and the Cocoa language for those programmers new to the environment. The more advanced sections of the book will show the reader how to create Cocoa applications using Objective-C, to modify the views, integrate multimedia, and access networks. The final sections of the book explain how to extend system applications and development tools in order to create your own frameworks.

Beginning iPhone Development Pearson Education

In *iOS and macOS(TM) Performance Tuning*, Marcel Weiher drills down to the code level to help you systematically optimize CPU, memory, I/O, graphics, and program responsiveness in any Objective-C, Cocoa, or CocoaTouch program. This up-to-date guide focuses entirely on performance optimization for macOS and iOS. Drawing on more than 25 years of experience optimizing Apple device software, Weiher identifies concrete performance problems that can be discovered empirically via measurement. Then, based on a deep understanding of fundamental principles, he presents specific techniques for solving them. Weiher presents insights you won't find anywhere else, most of them applying to both macOS and iOS development. Throughout, he reveals common pitfalls and misconceptions about Apple device performance, explains the realities, and helps you reflect those realities in code that performs beautifully. Understand optimization principles, measurement, tools, pitfalls, and techniques Recognize when to carefully optimize, and when it isn't worth your time Balance performance and encapsulation to create efficient object representations, communication, data access, and computation Avoid mistakes that slow down Objective-C programs and hinder later optimization Fix leaks and other problems with memory and resource management Address I/O issues associated with drives, networking, serialization, and SQLite Code graphics and UIs that don't overwhelm limited iOS device resources Learn what all developers need to know about Swift performance This book's source code can be downloaded at github.com/mpw/iOS-macOS-performance. Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available. Normal 0

false false false EN-US X-NONE X-NONE