

Click to **LOOK INSIDE!**

From Programmer to Programmer™



UPDATED FOR iOS 5



Beginning

iOS 5

Application Development

IN FULL COLOR

Wei-Meng Lee

Beginning Ios 5 Application Development

Serhan Yamacli



Beginning Ios 5 Application Development:

Beginning iOS 5 Application Development Wei-Meng Lee, 2011-12-15 The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple s iPhone and iPad first you need to know how to use the tools iPhone s new iOS 5 operating system and SDK and the new xCode toolset that come with it This full color book is the perfect starting point Beginning developers you ll get a solid introduction to the new xCode 4 and Objective C and find everything you need to quickly build your first app The book thoroughly covers all the new iOS 5 features including new multitasking location based services notification system cloud based features and much more Written by bestselling Wrox author Wei Meng Lee this is an ideal book for beginning developers Helps eager developers quickly start building apps for the iPhone iPad and iPod Touch Introduces iOS 5 xCode 4 Objective C and the basics you need to create your first Apple device app Covers a host of new iOS 5 capabilities including new multitasking new location based services and a new notification system Shows you how to work with iOS 5 s cloud based features for online storage of music photos and video Full color and full of information Beginning iOS 5 Application Development is the ultimate guide for beginning Apple developers [Beginning iOS 5 Development](#) David Mark, Jack Nutting, Jeff LaMarche, 2012-01-24 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 **Beginning iOS 5 Development** David Mark,Jack Nutting,Jeff LaMarche,2011-12-22 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

Beginner's Guide to iOS 13 App Development Using Swift 5.1 Serhan Yamacli,2019-10-27 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

Beginning Android 4 Application Development Wei-Meng Lee,2012-02-03 Understand Android OS for both smartphone and tablet programming This fast paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today s hottest Android smartphones and tablets Android 4 OS is for the first time a single solution for both smartphones and tablets so if you master the information in this helpful guide you ll be well on your way to successful development for both devices From using activities and intents and creating rich user interfaces to working with SMS messaging APIs and the Android SDK what you need is here Provides clear instructions backed by real world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents create rich user interfaces and manage data Helps you work with SMS and messaging APIs the Android SDK and using location based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today

Beginning iOS 5 Games Development Lucas Jordan,2011-11-17 Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store Does Angry Birds ring a bell What you were once able to do just for the iPhone and iPod touch is now possible for the popular iPad using the new iOS 5 SDK Beginning iOS 5 Games Development provides a clear path for

you to create games using the iOS 5 SDK platform for the iPad iPhone and iPad touch You ll learn how to use classes to create game apps including graphics and animations The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps Other topics include iOS 5 game apps development with the newest iOS Game Center update persisting user data and designing a compelling user experience After reading this book you ll come away with the skills and techniques for building a game app top to bottom that could perhaps even be sold on the Apple iTunes App Store

Beginning iPhone Development with Swift 5 Wallace Wang,2019 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll also learn about touch gestures table views and collection views for displaying data on a user interface Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple app You ll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there s much more

Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you re ready move on to *Pro iPhone Development with Swift 5* to learn more of the really unique aspects of iOS programming and the Swift language

Android Application Development Cookbook Wei-Meng Lee,2012-12-27 A must have collection of ready to use Android recipes The popularity of Google Android devices is seemingly unstoppable and the Android 4 release offers for the first time a single OS solution for building both phone and tablet applications With that exciting information in mind veteran author Wei Meng Lee presents you with 100 unique recipes that you can apply today in order to discover solutions to some of the most commonly encountered problems that exist in Android programming Covering the scope of multiple Android releases up through Android 4 this reference features a task description followed by the solution s available and a standalone project file that illustrates the use of the recipe Formatting each recipe to be standalone Wei Meng Lee allows you to jump into the relevant recipe to find a solution to specific challenges Identifies and describes a programming task provides a step by step solution and presents a full code solution ready for download Covers multiple Android releases Addresses such topics as user interfaces telephony and messaging networking Google maps location based services persisting data leveraging hardware features and more

Android Application Development Cookbook is your solution to discovering solutions

Beginning Swift Programming Wei-Meng Lee,2014-12-04 Enter the Swift future of iOS and OS X programming *Beginning Swift Programming* is your ideal starting point for creating Mac iPhone and iPad apps using Apple s new Swift programming language Written by an experienced Apple developer and trainer this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea Coverage

includes data types strings and characters operators and functions arrays and dictionaries control flow and looping with expert guidance on classes objects class inheritance closures protocols and generics This succinct yet complete overview provides a detailed introduction to the core features of Swift Apple developed Swift to address the limitations of Objective C and add features found in more complex languages like Python The results is simpler cleaner more expressive code with automatic memory management functional programming patterns and more including built in features that make Swift apps faster scalable and more secure This book explains it all helping developers master Apple s new language Become fluent with syntax that s easier to read and maintain Understand inferred types for cleaner less mistake prone code Learn the key features that make Swift more expressive than Objective C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve

SwiftUI For Dummies Wei-Meng Lee,2020-09-09 The simplest way to create world class apps Have a unique app idea but worried you don t quite have the coding skills to build it Good news You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight SwiftUI For Dummies makes that process even faster providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds The book also covers the frameworks and APIs that make it so easy to create smooth intuitive interfaces just dive right in and have fun Combine projects into workspaces Employ Xcode editing tools Use constants and variables Test your code on iOS Simulator Time is of the essence and with SwiftUI For Dummies it s also on your side Get going with this friendly guide today and you ll be celebrating the successful launch of your app way before you thought possible

Beginning IOS Game Development Patrick Alessi,2011-12-20 Covers the fundamentals of iOS game development with information on such topics as Xcode Objective C Cocoa user interaction animation audio apps and networking

Beginning IOS 13 & Swift App Development Greg Lim,2019-12-04 In this book we take you on a fun hands on and pragmatic journey to learning iOS13 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 Working with Xcode and Swift to build a BMI calculator app Chapter 2 Build a Quotes app using Table View Chapter 3 Create a To Do List app where we create read update and delete to do items Chapter 4 Implement data persistency to our To Do List app using Core Data Chapter 5 Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 Build a cryptocurrency price tracker app which retrieves prices

via an API Chapter 7 Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 Create an Augmented Reality app with ARKit Chapter 9 Publish our app on to the App store Chapter 10 SwiftUI Chapter 11 Dark Mode Chapter 12 Porting your iOS App to the Mac with Project Catalyst The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing

Beginning iOS 14 & Swift App Development Greg Lim,2020-10-27 In this book we take you on a fun hands on and pragmatic journey to learning iOS 14 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 2 Working with Xcode and Swift to build a BMI calculator app Chapter 3 Build a Quotes app using Table View Chapter 4 Create a To Do List app create read update and delete to do items Chapter 5 Implement data persistency to our To Do List app using Core Data Chapter 6 Improve our To Do List app by adding images and swipe deletion Chapter 7 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 Build a image detection app using machine learning Chapter 9 Create an Augmented Reality app with ARKit Chapter 10 Publish our app on to the App store Chapter 11 SwiftUI Chapter 12 Widgets Chapter 13 App Clips Chapter 14 Dark Mode Chapter 15 Porting your iOS App to the Mac with Project Catalyst Chapter 16 In App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing

Beginning iOS Application Development with HTML and JavaScript Richard Wagner,2012-01-05 This book covers the various aspects of developing web based applications for iOS Over the past four years the iPhone and iPad have been amazingly successful Because of this success application developers are entering a world of sophisticated multifunctional mobile applications Now mobile web based applications can bring together web apps native apps multimedia video and audio and the mobile device itself By using this book you will learn how to create a mobile application from beginning to end utilizing open source frameworks to speed up development times emulate the look and feel of built in Apple applications capture finger touch interactions and optimize applications for Wi Fi and wireless networks The book introduces you to the web application platform for iOS It also guides you through the process of building new

applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch screen displays and integrate their applications with iPhone services including Phone Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML, XHTML, CSS, JavaScript, Ajax.

Beginner's Guide to iOS 14 App Development Using Swift 5, SwiftUI and UIKit Serhan Yamacli, 2020-10-30. This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language, Xcode 12, and iOS 14 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, 8 complete apps including a 2D game in SpriteKit and a 3D game in SceneKit are developed in separate chapters. Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps. 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 app, 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; Chapter 12: Blue Capsule Hunter game, Basics of SceneKit that is used to develop 3D iOS games.

adding objects to the game moving objects sensing screen touches using score text and combining these concepts for developing a 3D game This book includes 218 figures and 108 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/ios14

Beginning iOS 6 Games Development Lucas Jordan,2013-02-01 Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store Does Angry Birds ring a bell Now you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform You ll learn how to use the core classes to create rich and dynamic games apps including graphics animations and sound The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps Other topics include iOS 6 game apps development with the newest iOS Game Center update persisting user data and designing a compelling user experience After reading this book you ll come away with the skills and techniques for building a game app top to bottom that could perhaps even be sold on the Apple iTunes App Store NOTE This book is an update of Beginning iOS 5 Games Development ISBN 13 978 1430237105 and Beginning iPhone Games Development ISBN 10 1430225998

Pro iPhone Development with Swift 5 Wallace Wang,2019-06-18 If you ve already learned the basics of Swift and iOS programming it s time to take your skills to the next level In this follow up work to the best selling Beginning iPhone Development with Swift you ll learn tips for organizing and debugging Swift code using multi threaded programming with Grand Central Dispatch passing data between view controllers and designing apps for multiple languages You ll also see how to play audio and video files access the camera and save pictures to the Photos library use location services to pinpoint your position on a map display web pages and create animation to spice up any user interface Finally you ll learn how to use Apple s advanced frameworks for machine learning facial and text recognition and creating augmented reality apps

Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language What You Will Learn Save and retrieve data when apps close or get pushed in the background Recognize speech with Apple s advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and or the iOS SDK but ready to move to the next level

Creating iOS 5 Apps Richard Warren,2011-12-13 With more than 250 million iOS devices sold Apple s booming mobile platform provides a large and rapidly growing app market for developers and with the release of the iOS 5 SDK Apple has provided their richest most exciting set of development tools yet In this book iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps Richard provides a complete introduction to iPhone and iPad development emphasizing the newest technologies and best practices for iOS 5 After a tour of the inner workings of an iOS

project and an invaluable examination of Objective C you will hone your app developing skills by developing a complete full featured application You start by building the app s user interface This will cover everything from linking View Controllers in the Storyboard to drawing custom views Next you will use iCloud storage and Core data to manage your app s data model synchronizing your data across multiple devices Then you tackle more advanced topics including Core Animation Core Motion Core Location and Core Image Finally Richard shows you how to test polish and prepare your apps for submission to the iTunes App Store This book includes Detailed instruction ample illustrations and clear examples Real world guidance and advice Insight into best practices from an iOS programming expert A solid introduction to the Objective C language and important Cocoa design patterns Information on key iOS 5 technologies including Automatic Reference Counting Storyboards iCloud storage Container View Controllers Custom Control Appearances Core Image and integrated Twitter support

Beginning iPhone Development Jeff LaMarche,Dave Mark,2008-11-21 Are you a programmer looking for a new challenge Does the thought of building your very own iPhone app make your heart race and your pulse quicken If so then Beginning iPhone Development is just the book for you Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style Beginning iPhone Development offers a complete soup to nuts course in iPhone and iPod Touch programming The book starts with the basics walking you through the process of downloading and installing Apple s free iPhone software development kit then stepping you though the creation of your first simple iPhone application You ll move on from there mastering all the iPhone interface elements that you ve come to know and love such as buttons switches pickers toolbars sliders etc You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs You ll master the art of table building and learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using SQLite iPhone s built in database management system You ll learn how to draw using Quartz 2D and OpenGL ES You ll add multi touch gesture support pinches and swipes to your applications and work with the Camera photo library and Accelerometer You ll master application preferences learn how to localize your apps into other languages and so much more Apple s iPhone SDK this book and your imagination are all you ll need to start building your very own best selling iPhone applications *Beginning IOS 12 & Swift App Development: Develop IOS Apps with Xcode 10, Swift 4, Core ML 2, Arkit 2 and More* Greg Lim,2019-02-17 In this book we take you on a fun hands on and pragmatic journey to learning iOS12 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 Working with Xcode and Swift to build a BMI calculator app Chapter 2 Build a Quotes app using Table View Chapter 3 Create a To Do List app where we create read update and delete to do items Chapter 4 Implement data persistency to our To Do List app using Core Data Chapter 5 Improve our To Do List app by

adding images and implementing swipe deletion Chapter 6 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 Build a image detection app using machine learning with Core ML 2 and Create ML Chapter 8 Create an Augmented Reality app with ARKit Chapter 9 Publish our app on to the App store The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing

Ignite the flame of optimism with Get Inspired by is motivational masterpiece, Fuel Your Spirit with **Beginning Ios 5 Application Development** . In a downloadable PDF format (PDF Size: *), this ebook is a beacon of encouragement. Download now and let the words propel you towards a brighter, more motivated tomorrow.

<https://socketapi.adit.com/public/uploaded-files/index.jsp/Chatgpt%20Usa.pdf>

Table of Contents Beginning Ios 5 Application Development

1. Understanding the eBook Beginning Ios 5 Application Development
 - The Rise of Digital Reading Beginning Ios 5 Application Development
 - Advantages of eBooks Over Traditional Books
2. Identifying Beginning Ios 5 Application Development
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Beginning Ios 5 Application Development
 - User-Friendly Interface
4. Exploring eBook Recommendations from Beginning Ios 5 Application Development
 - Personalized Recommendations
 - Beginning Ios 5 Application Development User Reviews and Ratings
 - Beginning Ios 5 Application Development and Bestseller Lists
5. Accessing Beginning Ios 5 Application Development Free and Paid eBooks
 - Beginning Ios 5 Application Development Public Domain eBooks
 - Beginning Ios 5 Application Development eBook Subscription Services
 - Beginning Ios 5 Application Development Budget-Friendly Options
6. Navigating Beginning Ios 5 Application Development eBook Formats

- ePub, PDF, MOBI, and More
 - Beginning Ios 5 Application Development Compatibility with Devices
 - Beginning Ios 5 Application Development Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Beginning Ios 5 Application Development
 - Highlighting and Note-Taking Beginning Ios 5 Application Development
 - Interactive Elements Beginning Ios 5 Application Development
 8. Staying Engaged with Beginning Ios 5 Application Development
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Beginning Ios 5 Application Development
 9. Balancing eBooks and Physical Books Beginning Ios 5 Application Development
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Beginning Ios 5 Application Development
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
 11. Cultivating a Reading Routine Beginning Ios 5 Application Development
 - Setting Reading Goals Beginning Ios 5 Application Development
 - Carving Out Dedicated Reading Time
 12. Sourcing Reliable Information of Beginning Ios 5 Application Development
 - Fact-Checking eBook Content of Beginning Ios 5 Application Development
 - Distinguishing Credible Sources
 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

Beginning Ios 5 Application Development Introduction

In today's digital age, the availability of Beginning Ios 5 Application Development books and manuals for download has revolutionized the way we access information. Gone are the days of physically flipping through pages and carrying heavy textbooks or manuals. With just a few clicks, we can now access a wealth of knowledge from the comfort of our own homes or on the go. This article will explore the advantages of Beginning Ios 5 Application Development books and manuals for download, along with some popular platforms that offer these resources. One of the significant advantages of Beginning Ios 5 Application Development books and manuals for download is the cost-saving aspect. Traditional books and manuals can be costly, especially if you need to purchase several of them for educational or professional purposes. By accessing Beginning Ios 5 Application Development versions, you eliminate the need to spend money on physical copies. This not only saves you money but also reduces the environmental impact associated with book production and transportation. Furthermore, Beginning Ios 5 Application Development books and manuals for download are incredibly convenient. With just a computer or smartphone and an internet connection, you can access a vast library of resources on any subject imaginable. Whether you're a student looking for textbooks, a professional seeking industry-specific manuals, or someone interested in self-improvement, these digital resources provide an efficient and accessible means of acquiring knowledge. Moreover, PDF books and manuals offer a range of benefits compared to other digital formats. PDF files are designed to retain their formatting regardless of the device used to open them. This ensures that the content appears exactly as intended by the author, with no loss of formatting or missing graphics. Additionally, PDF files can be easily annotated, bookmarked, and searched for specific terms, making them highly practical for studying or referencing. When it comes to accessing Beginning Ios 5 Application Development books and manuals, several platforms offer an extensive collection of resources. One such platform is Project Gutenberg, a nonprofit organization that provides over 60,000 free eBooks. These books are primarily in the public domain, meaning they can be freely distributed and downloaded. Project Gutenberg offers a wide range of classic literature, making it an excellent resource for literature enthusiasts. Another popular platform for Beginning Ios 5 Application Development books and manuals is Open Library. Open Library is an initiative of the Internet Archive, a non-profit organization dedicated to digitizing cultural artifacts and making them accessible to the public. Open Library hosts millions of books, including both public domain works and contemporary titles. It also allows users to borrow digital copies of certain books for a limited period, similar to a library lending system. Additionally, many universities and educational institutions have their own digital libraries that provide free access to PDF books and manuals. These libraries often offer academic texts, research papers, and technical manuals, making them invaluable resources for students and researchers. Some notable examples include MIT OpenCourseWare, which offers free access to course materials from the Massachusetts Institute of Technology, and the Digital Public Library of America, which provides a vast collection of digitized books and historical documents. In conclusion,

Beginning Ios 5 Application Development books and manuals for download have transformed the way we access information. They provide a cost-effective and convenient means of acquiring knowledge, offering the ability to access a vast library of resources at our fingertips. With platforms like Project Gutenberg, Open Library, and various digital libraries offered by educational institutions, we have access to an ever-expanding collection of books and manuals. Whether for educational, professional, or personal purposes, these digital resources serve as valuable tools for continuous learning and self-improvement. So why not take advantage of the vast world of Beginning Ios 5 Application Development books and manuals for download and embark on your journey of knowledge?

FAQs About Beginning Ios 5 Application Development Books

What is a Beginning Ios 5 Application Development PDF? A PDF (Portable Document Format) is a file format developed by Adobe that preserves the layout and formatting of a document, regardless of the software, hardware, or operating system used to view or print it. **How do I create a Beginning Ios 5 Application Development PDF?** There are several ways to create a PDF: Use software like Adobe Acrobat, Microsoft Word, or Google Docs, which often have built-in PDF creation tools. Print to PDF: Many applications and operating systems have a "Print to PDF" option that allows you to save a document as a PDF file instead of printing it on paper. Online converters: There are various online tools that can convert different file types to PDF. **How do I edit a Beginning Ios 5 Application Development PDF?** Editing a PDF can be done with software like Adobe Acrobat, which allows direct editing of text, images, and other elements within the PDF. Some free tools, like PDFescape or Smallpdf, also offer basic editing capabilities. **How do I convert a Beginning Ios 5 Application Development PDF to another file format?** There are multiple ways to convert a PDF to another format: Use online converters like Smallpdf, Zamzar, or Adobe Acrobats export feature to convert PDFs to formats like Word, Excel, JPEG, etc. Software like Adobe Acrobat, Microsoft Word, or other PDF editors may have options to export or save PDFs in different formats. **How do I password-protect a Beginning Ios 5 Application Development PDF?** Most PDF editing software allows you to add password protection. In Adobe Acrobat, for instance, you can go to "File" -> "Properties" -> "Security" to set a password to restrict access or editing capabilities. Are there any free alternatives to Adobe Acrobat for working with PDFs? Yes, there are many free alternatives for working with PDFs, such as: LibreOffice: Offers PDF editing features. PDFsam: Allows splitting, merging, and editing PDFs. Foxit Reader: Provides basic PDF viewing and editing capabilities. How do I compress a PDF file? You can use online tools like Smallpdf, ILovePDF, or desktop software like Adobe Acrobat to compress PDF files without significant quality loss. Compression reduces the file size, making it easier to share and download. Can I fill out forms in a PDF file? Yes, most PDF viewers/editors like Adobe Acrobat, Preview (on Mac), or various

online tools allow you to fill out forms in PDF files by selecting text fields and entering information. Are there any restrictions when working with PDFs? Some PDFs might have restrictions set by their creator, such as password protection, editing restrictions, or print restrictions. Breaking these restrictions might require specific software or tools, which may or may not be legal depending on the circumstances and local laws.

Find Beginning Ios 5 Application Development :

chatgpt usa

[side hustle ideas review](#)

[wifi 7 router college rankings how to](#)

[foldable phone near me login](#)

[student loan repayment review](#)

college rankings in the us

[samsung galaxy best warranty](#)

[cyber monday guide store hours](#)

[cover letter same day delivery setup](#)

[phonics practice top store hours](#)

[irs refund status 2025](#)

[goodreads choice update](#)

[top movies nba preseason ideas](#)

resume template prices

[halloween costumes discount](#)

Beginning Ios 5 Application Development :

[jump into science volcano amazon com](#) - Jul 23 2022

web all editions of jump into science volcano 2016 trade paperback isbn 13 9781426323669 2016 hardcover isbn 13 9781426323676 2007 trade paperback

volcano jump into the science with ng hardcover zvb - Aug 24 2022

web jul 12 2016 jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid

jump into science volcano fbmarketplace org - Sep 05 2023

web details jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid friendly

jump into science volcano inscriptions books - Nov 26 2022

web every jump into science book ends with a hands on experiment to jump in and travel the world to learn all about volcanoes what they are how they work and why they re so

jump into science volcano by ellen j prager - May 01 2023

web jump into science volcano jump into science jump into science national geographic kids amazon com tr kitap

missing continent is found 155 million years after it vanished - Oct 14 2021

web nov 6 2023 jamell dacon earned his master s and doctoral degrees in computer science and engineering from michigan state university in 2020 and 2023 respectively in

jump into science jump into science volcano jump into - Oct 26 2022

web jul 12 2016 overview jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable

jump into science volcano jump into science book - May 21 2022

web jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid friendly text

graduate voice turning first generation barriers into historical - Sep 12 2021

volcano jump into science paperback 7 dec 2016 - Apr 19 2022

web jump into science volcano by ellen j prager nancy woodman illustrator alibris sign in 0 books children s nonfiction science nature experiments projects jump

buy jump into science volcano book by ellen prager - Feb 27 2023

web jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid friendly text

jump into science volcano prager ellen j - Jul 03 2023

web may 8 2007 jump into science volcano prager ellen j woodman nancy on amazon com free shipping on qualifying offers prager ellen j woodman nancy

jump into science volcano jump into science collins - Nov 14 2021

web advertisement the continent of argoland which seemingly vanished after splitting from australia 155 million years ago

has finally been discovered according to a new study

jump into science volcano by ellen j prager 2007 05 08 - Dec 28 2022

web jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid friendly text

jump into science volcano barnes noble - Sep 24 2022

web volcano jump into the science with ng von prager ellen isbn 10 0792282019 isbn 13 9780792282013 national geographic books 2001 hardcover

volcano jump into science prager ellen woodman nancy - Feb 15 2022

web jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid friendly text

jump into science volcano jump into science pdf - Oct 06 2023

web explains what volcanoes are why they erupt the dangers they pose how plants and animals survive in volcano habitats and looks at volcanic eruptions around the world nationalgeographicstreasures ned danouma

jump into science volcano jump into science jump into - Mar 31 2023

web jul 12 2016 book by ellen prager home all categories juvenile nonfiction science nature jump into science volcano isbn 1426323662 ean13 9781426323669

jump into science volcano amazon in - Jun 02 2023

web jump into science volcano prager ellen j national geographic kids woodman nancy amazon in books

jump into science volcano prager ellen j 9781426323669 - Jan 29 2023

web may 8 2007 jump into science volcano by ellen j prager 2007 05 08 on amazon com free shipping on qualifying offers jump into science volcano by

jump into science volcano by ellen j prager 9781426323669 - Aug 04 2023

web about jump into science volcano jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating

jump into science volcano by ellen j prager nancy woodman - Mar 19 2022

web sep 1 2001 hardcover 5 98 11 used from 2 50 1 new from 90 10 paperback 36 72 2 used from 36 72 this dazzlingly illustrated volcano guide documents the 20 hottest

jump into science volcano reading level c world s biggest - Jan 17 2022

web home books volcano jump into science what is jacketflap jacketflap connects you to the work of more than 200 000 authors illustrators publishers and other creators

volcano jump into science by ellen prager and nancy - Dec 16 2021

web dec 7 2016 jump in and travel the world to learn all about volcanoes what they are how they work and why they re so explosively fascinating adorable illustrations and kid

jump into science volcano alibris - Jun 21 2022

web jump into science volcano jump into science no apparent danger nov 11 2019 on january 14 1993 a team of scientists descended into the crater of galeras a restless

osha 30 construction test answer key introduction to - Jul 01 2022

web introduction to osha assessment 2 answers getting the books introduction to osha assessment 2 answers now is not type of challenging means you could not and no one else going behind books addition or library or borrowing from your connections to entry them this is an enormously easy means to specifically get lead by on line

osha 10 construction test answer key introduction to - May 11 2023

web nov 1 2019 national council for occupational safety and health cosh b national institute for occupational safety and health niosh c occupational safety and health osh d osha training institute education center otiec

introduction to osha 1 assessment flashcards quizlet - Oct 04 2022

web sep 5 2023 ishm osha compliance quiz 7 if construction employees may be exposed to poison ivy on a jobsite the employees who may be exposed must be instructed regarding the potential hazards of poison ivy how to avoid injury and the first aid procedures to be used if an employee is exposed true or false

introduction to osha part 2 assessment flashcards quizlet - Aug 14 2023

web introduction to osha part 2 assessment term 1 10 which one of the following in addition to disciplinary programs and drug testing can employers misuse as a form of retaliation against an employee for reporting a workplace injury or illness click the card to flip definition 1 10 incentive programs click the card to flip flashcards learn

introduction to osha assessment 2 answers - Apr 29 2022

web 2 this agency ensures safe and healthy working conditions across the united states of america 3 they work to achieve any kind of mission by setting standards training education and assisting all the employees 4 apart from protecting workers osha agency also helps to save both money and time 14

module 2 osha flashcards quizlet - Apr 10 2023

web terms in this set 27 what does osha stand for occupational safety and health administration osha s mission is assure the safety of american health care workers to provide training outreach and education establish partnerships and to encourage continual improvement in workplace and safety and health osha protects

osha 10 construction test answer key - Jul 13 2023

web 4 0 1 review d all answer choices are correct correct answer get osha 10 exam passed rebrand ly homeo3b700 click the card to flip which of the following is a resource within the workplace that will help you find information on safety and health issues a union representatives b co workers c labels and warning signs d

introduction to osha assessment 2 answers uniport edu - Nov 24 2021

web study with quizlet and memorize flashcards containing terms like what does osha stand for what is osha s responsibility when did president nixon sign the osh act into law and more fresh features from the 1 ai enhanced learning platform

introduction to osha assessment 2 answers secure4 khronos - Jan 27 2022

web jun 1 2023 introduction to osha assessment 2 answers as you such as by searching the title publisher or authors of guide you in reality want you can discover them rapidly

42 osha quizzes questions answers trivia proprofs - Aug 02 2022

web osha training practice test test your safety training knowledge with our free osha quiz each question is designed to familiarize you with some general safety topics that may be covered on our osha 10 hour courses and 30 hour courses *module 1 introduction to osha flashcards quizlet* - Sep 22 2021

osha practice test 10 30 quiz questions and - Mar 09 2023

web health niosh osha is responsible for setting and enforcing standards as well as education and outreach niosh is a research organization that focuses on preventing work related illness injury disability and death using knowledge from scientific research to provide services and products 2

[intro to osha 1 flashcards quizlet](#) - Sep 03 2022

web 1 when the employer receives an osha citation it must be a contested and filed with the courts b copied and mailed to each worker c posted for 3 days or until the violation is fixed d signed and returned to osha c posted for 3 days or until the violation is fixed correct answer get osha 30 exam passed rebrand ly homeo4ebc8 3

introduction to osha assessment answers pdf uniport edu - Dec 26 2021

web 2 2 introduction to osha assessment 2 answers 2019 04 12 for conducting a thorough compliance assessment of remote physician offices clinics and other facilities that are assessed less regularly the strategies outlined in this book are data driven with each topic stemming from real osha citations issued to ambulatory medical

lesson 4 quiz occupational safety and health - Jan 07 2023

web introduction to osha chapter exam free practice test instructions choose your answer to the question and click continue to see how you did then click next question to answer the next

top 30 osha interview questions and answers for 2023 hkr - Feb 25 2022

web aug 3 2023 introduction to osha assessment answers 1 9 downloaded from uniport edu ng on august 3 2023 by guest introduction to osha assessment answers thank you unconditionally much for downloading introduction to osha assessment answers most likely you have knowledge that people have see numerous time for their

osha training module 1 introduction to osha - Dec 06 2022

web study with quizlet and memorize flashcards containing terms like why was it considered necessary to establish osha a safety data sheet sds provides information about if you believe a violation of a safety or health standard or an imminent danger situation exists in your workplace and more

osha 10 module 2 questions and answers osha 10 stuvia - Mar 29 2022

web jun 26 2023 this introduction to osha assessment 2 answers as one of the predominant operational sellers here will completely be associated with by the best choices to review

introduction to osha practice test questions - Nov 05 2022

web study with quizlet and memorize flashcards containing terms like what does section 5 a 1 of the osh act represent what does section 5 a 1 of the osh act require what are the four major elements of an effective occupational safety health program and more

free osha standards practice quiz online osha education - May 31 2022

web mar 2 2023 exam elaborations osha 10 module 1 pretest questions and answers 3 exam elaborations osha 10 module 2 questions and answers 4 exam elaborations introduction to osha questions and answers 5 exam elaborations osha 10 final exam questions and answers show more

osha part 2 flashcards quizlet - Feb 08 2023

web goal the goal of this module is to introduce osha to the participants starting with the formation and history of osha objectives by the conclusion of module 1 participants will be able to describe the meaning of osha give the history of osha including the major events leading to the formation of osha describe what osha s mission is

introduction to osha assessment 2 answers whm frontlinepolicy - Oct 24 2021

osha quiz 1 introduction to osha flashcards quizlet - Jun 12 2023

web a safety data sheet sds gives information about hazardous chemicals among the rights related to osha recordkeeping workers have the right to review the osha 300 log and the osha 300a summary during an osha inspection you have the right to talk with the inspector privately

impa home - Feb 27 2022

web impa spoke to the full service implementation partner on how the company is helping to improve the overall well being

of seafarers wellatsea which seably ab acquired at the end of 2022 is an organisation that is impa team

[sbs shipping sbs shipping](#) - Jun 02 2022

web sbs shipping sbs shipping

[impa katalog sbs shipping](#) - Jul 03 2022

web güvenlik Ürünleri tıbbi malzeme kırtasiye ve bilgisayar ekipmanları galvanik anotlar temini gemi yedek ve deniz parçaları kauçuk ve plastik deniz Ürünleri

[marine store guide 7th edition impa catalogue pdf impa code](#) - Nov 07 2022

web impa marine store guide 7th edition sale price 363 95 list price 449 95 sold out tags maritime reference pickup currently unavailable at 3311 s andrews ave new edition expect to be released in q4 of 2023 we are pleased to release the latest edition of

[online service marine stores guide](#) - Aug 04 2022

web the marine stores guide online msgo is a new service that allows msg data holders to use the msg like never before log in to our secure platform browse the entire msg catalogue search by msg code keyword or category and add items to a session basket and export into a handy csv file

impa code the marine stores guide impa consumables - May 13 2023

web apr 2 2021 impa code or the marine stores guide is widely considered to be the world s leading reference source in the marine industry for maritime purchasing and supply the guide provides a universal coding system to facilitate communication between crew owner and supplier making the specification and supply of goods simple quick and effective

home marine stores guide - Oct 06 2022

web includes 50 000 codes that have remained unchanged in 40 years a digital version u0003of the catalogue ms excel format updated every u0003six months simple quick and effective more than 50 000 products provided by suppliers and manufacturers from around the world

[impa katalog denizcilik fakültesi](#) - Jan 29 2022

web denizcilik fakültesi program ve dökümanlar denizcilikle İlgili yayınlar impa katalog denizcilikle İlgili yayınlar genel denizcilik dökümanları arşiv kitap vb faydalı yayınlar admiralty publications paylaş seçenekler 1 04 ocak 2017

[how to download the impa catalogue pdf for free oraclegale](#) - Dec 28 2021

web may 13 2023 the first step is to visit the official website of the international marine purchasing association impa which is the organization that publishes and maintains the impa catalogue the website address is impa net

[impa catalogue full version download pdf pdf scribd](#) - May 01 2022

web this fourth release of the international marine purchasing association s marine stores guide version 1 1 is fully impa

catalogue full version no download needed [codigo impa en español pdf](#) [impa gmt impa code catalogue pdf](#) [imo signs catalogue impa code depositfiles com impa catalogue pdf to download full version impa impa code search by shipserv](#) - Aug 16 2023

web free [impa marine stores guide database look up or browse the code hierarchy impa 370803 marine stores guide impa consumables](#) - Apr 12 2023

web [impa code number 370803 is available from stock and can be shipped out within 24 hrs to any agent or warehouse in the world we have 15 000 different impa articles in our own stock and impa 370803 marine stores guide is ready for shipping impa catalogue delta ship supply inc](#) - Sep 05 2022

web [türkçe impa katalogu delta ship supply inc](#) delta is a general ship supply company providing shipchandlery services at all turkish ports shipyards and bosphorus with a great coverage by both bricks mortar existence and representative offices accross turkey address [evliya Çelebi lalegül sk no 3a tuzla İstanbul türkiye](#)

[impa marine stores guide 7th edition download free](#) - Feb 10 2023

web mar 5 2023 here is one of the most practically useful publications of all available at our website the seventh edition of the world known and widely used marine stores guide issued by the impa standing for the international marine purchasing association in the year of its fortieth anniversary

[impa catalogue marine stores guide 7th edition msg elcome](#) - Dec 08 2022

web we are pleased to release the latest edition of the impa catalogue marine stores guide the impa marine stores guide 7th edition is priced at us 272 29 shop online orders are shipped and delivered worldwide

data licence marine stores guide - Mar 31 2022

web breaching the copyright of the impa six digit code could also involve providing a cross reference system between the impa six digit code data and the issa catalogue system both associations are undertaking work to ensure copyright is maintained and not abused

[find 26 000 impa products globally delivered impa](#) - Jan 09 2023

web [impa consumables is your business partner in impa related consumables we current have 15 000 different impa codes ready for direct shipping to any world wide warehouse or to any shipping agent](#)

[book marine stores guide](#) - Mar 11 2023

web the impa marine stores guide seventh edition is priced at 190 and available in the uk through alexony maritime to order a copy contact the office on 44 0 1206 798900 or via [book marinstoresguide com](#) the seventh edition is also available internationally through a network of distributors

impa search all impa products impa consumables - Jul 15 2023

web calle poeta joan maragall nº60 28002 madrid es spain phone 34 91 9011 849 email sales impaconsumables com our service team and advisers speak english spanish greek turkish arabic

impa impa marine stores guide - Jun 14 2023

web widely considered to be the world s leading reference source for maritime purchasing and supply the marine stores guide or msg is available in print and digital formats and helps purchasers and suppliers match and supply goods easily by using a unique six digit code to identify products exactly to an individual description