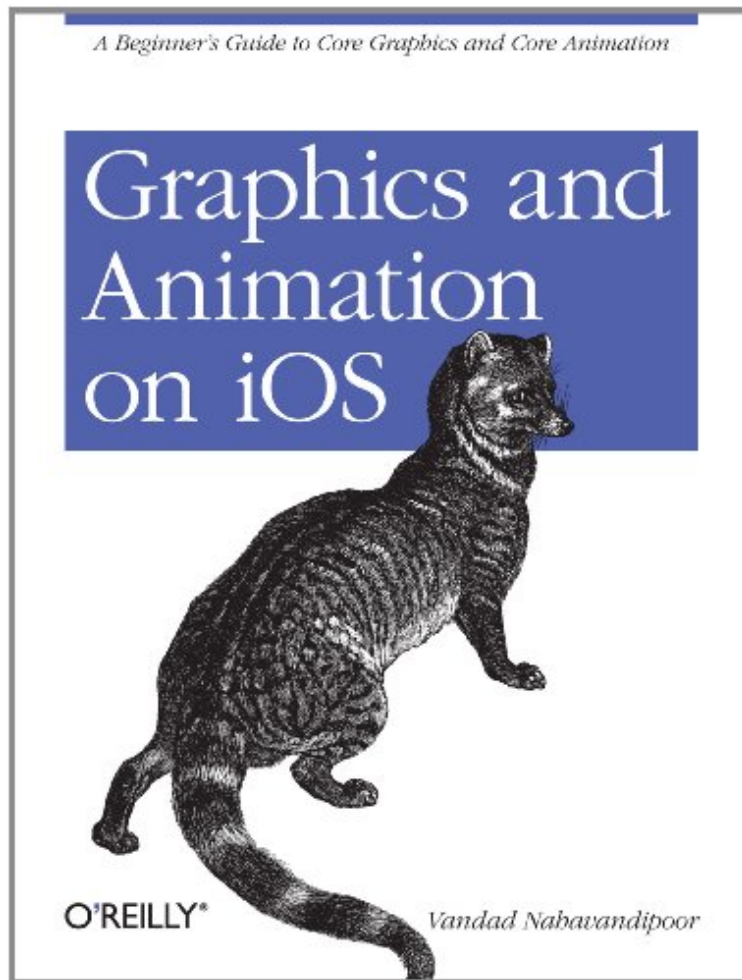


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Graphics and Animation on iOS: A Beginner's Guide to Core Graphics and Core Animation

Von Vanda Nahavandipoor
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Von Vanda Nahavandipoor : Graphics and Animation on iOS: A Beginner's Guide to Core Graphics and Core Animation before purchasing it in order to gage whether or not it would be worth my time, and all praised Graphics and Animation on iOS: A Beginner's Guide to Core Graphics and Core Animation:

KundenrezensionenHilfreichste Kundenrezensionen1 von 2 Kunden fanden die folgende Rezension hilfreich. Graphics and Animation on iOSVon mkoGraphics and Animation on iOS is another book devoted to iOS written by Vanda Nahavandipoor. He has also written iOS 4 Programming Cookbook. Graphics and Animation on iOS seems to be a supplement for iOS 4 Programming Cookbook. You can find here topics that are not covered in previous book. These topics touch the issues related to graphics manipulation within iPhone applications. Even though the book is not a

typical Cookbook, it has similar style. Book itself is rather thin. It covers just few topics. You will find here basics that most of programmers face sooner or later and it is addressed to people who start their experience with iOS development. That means, issues explained within the book are not very sophisticated. You will find here answers to commonly asked questions like: how do I draw something on the screen, how do I draw a text, how can I scale the image (shape), how can I rotate the image (shape), etc. Graphics and Animation on iOS is a typical 'learn by example' tutorial. Examples are very simple and supporting code makes running them as simple as copy-paste. One remark here. Copying examples from book into XCode doesn't preserve formatting which means you have to manually reformat code within IDE. In fact, you mostly work with `_single_` UIView method 'drawRect' throughout the book. Everything happens inside it. This is really nice. Book has two drawbacks. First of all, title implies that both graphics and animation will be covered in, let's say, equal proportion. This is not quite true. Animation related topics are like 10% of the whole book. Another issue is that I miss clipping related section 'this is usually an issue when it comes to graphics related development. In overall I think this book is really devoted to iOS beginners. On the other hand you can always use it as a handy snippets base with detailed explanation. What is really nice here is that code examples are really small and functional.

Kurzbeschreibung Jazz up your iPhone and iPad apps with some slick graphics and animation and keep users from looking elsewhere. This short and concise book shows developers with even little Cocoa programming experience how to create impressive graphics and animation effects with relatively easy coding. Learn how to incorporate smooth animations and draw images in your apps to achieve the classy look you want. The recipes in this book include step-by-step instructions and simple code solutions that you can put to work right away. Learn basic concepts for adapting to different screen sizes Construct, set, and use colors Draw text, images, lines, and rectangles Add shadows to shapes Create and draw gradients Learn how to animate and scale, rotate, or move views