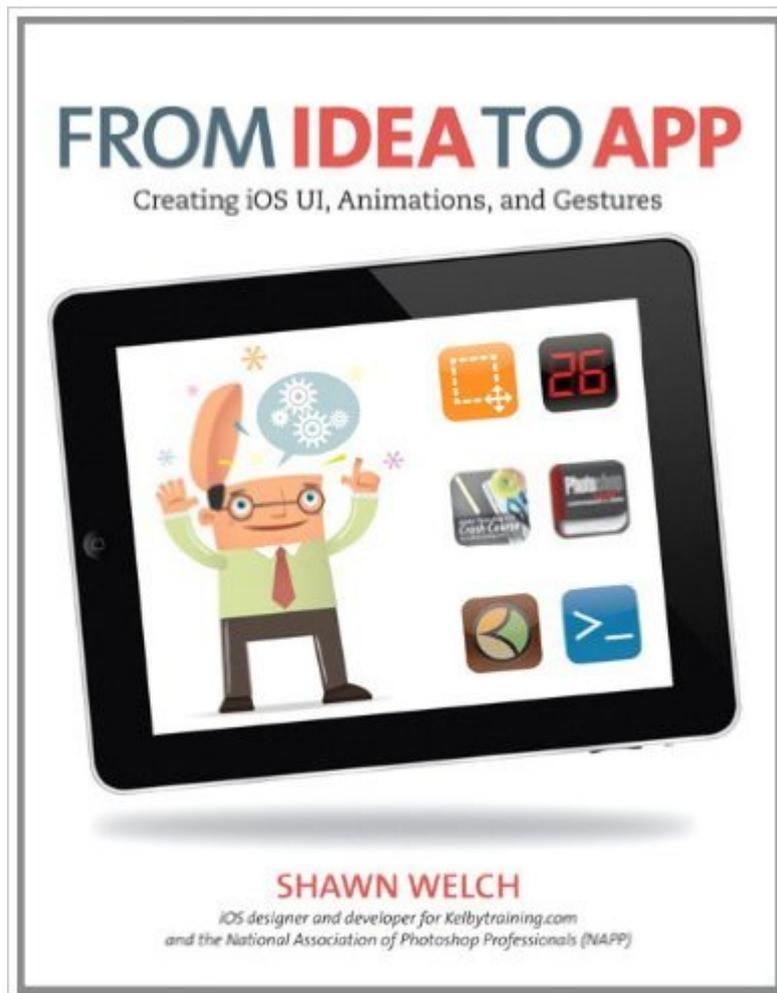# From Idea To App: Creating IOS UI, Animations, And Gestures (Voices That Matter)

Synopsis

There may be â œan app for that,â • but every app starts as an idea. Ideas can come from anyoneâ ”designers or developers, marketing managers or CEOsâ ”and this book is about bringing those ideas to life. iOS is a remarkable platform, both from a technology standpoint and as a pure business opportunity. With over 10 billion apps downloaded through the iTunes App Store, and over 50 million new iOS devices expected to ship in 2011, no other platform puts big business and individual developers on a level playing field like iOS does. Needless to say, if you have an idea for an app, now is the time to make it happen. Whether youâ ™re a designer or a developer, this book will help you: Create basic user interface elements Understand navigation metaphors and practices Design for multiple devices Customize system UI elements Incorporate system-provided and custom animations Use touch- and motion-based gestures Create UIViews and UIViewControllers using Core Graphics Avoid rejection by the iTunes App Store Â

Book Information

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Customer Reviews

This review is coming from a developer's point of view so it won't necessarily apply to a designer. This book is a good overview of the things you can do with an app. It covers the very basics of MVC, custom views, and animations. Think of this book as a more readable version of Apple's Human Interface Guidelines.What I was hoping to see were code samples demonstrating specific techniques. For example, animations and gestures are explained but there isn't a project to

demonstrate their use beyond very simplistic examples. There are a few 1 or 2 page code samples that illustrate a point but if you've done iOS development before you know that means it's a very simple proof of concept style sample. Like the kind you'd get off of stackoverview.The book has potential but what it is lacking is implementation detail. Now, that may be what the author is looking for: idea generation instead of code recipes. It gives you some ideas. I think for it to go to the next level it needs to string some of the ideas together into a comprehensive project.If you're an iOS developer who is already familiar with the basic controls, views, tables, and what animations and gestures are available then this book isn't for you. If you're just getting started or are not a developer and want to be familiar with what's available then this book may be perfect. If I was just starting out this book would have been helpful. 6 months in.... not so much.

Apple provides tons of documentation on iOS API's and Xcode SDK. Having downloaded that for free, what I really needed was something to help me organize my efforts in the right direction. In this book, Welch mentors you through creating YOUR own app. His use of "Developer Notes" are particularly helpful as they relate Welch's real world experience as a published iOS developer. Tons of examples with color coded syntax and full color screen shots. This book is Awesome! Just what I was looking for.

I've been a developer for quite a while, and I've suffered through a LOT of technical books over the years. This book is a pleasure to read. BUY THIS BOOK. It does a great job of bringing technical together with practical which I've found absent in a lot of iOS books. If you're interested in developing apps that are visually pleasing, functional and well thought out buy this book. I'm giving all of my apps a facelift with the knowledge gained from this book.

Great book to get going with design and development of iOS applications. Apple has created such a great framework for creative content creation that most are naturally somewhat overwhelmed by the first step of creating applications: understanding the platform do's, dont's, and inner workings.With this app you *will*:*Create your first iOS application, if you have never had the opportunity to have done so before.*Learn techniques to bring your vision to light; if you are serious about creating your dream on this platform, you need to understate how to communicate your ideas to not only yourself, but the computer if you will be engaging all coding activities. Beyond this, if you are looking to hire a iOS developer, this book is invaluable in that it will enable you to communicate your vision to those you pay. This will cut down on time and money. Don't be fooled, you need to have a clear and

concise understanding of what you want in order to make it happen.Best holiday wishes. This book would make a great gift under the tree if you have someone who is passionate about development. It is what got me going, and I have a long way to go. I have been designing screens for my dream iPad app for a while now, and this book is what has gotten me to get a proficient enough level to start looking outside of the book and learning from online materials. Without the framework I received from Welch, I would not be able to understand what youtube videos or other online based tutorials communicate.

Agree with Michael Scott! I'm new to iOS/Mac development and have been looking for this book for quite time! Both the technical and usage overviews/downloadable examples are really great as I'm working to get into iOS business analysis/development as an extension to my MicroSoft consulting career! iPhone/iPad business-oriented/company-specific apps are beginning to merge successfully with the MS world to provide a much better end-user field experience. Thank you, Shawn!

This is truly a great book to get a head start in iPhone/iPad app developing. I'm a newbie developer myself and recently purchased several textbooks on the subject, and I would rate this one the highest which has been a great guide for releasing my first apps. The explanations and examples are clear, and there are many illustrations and graphical support, plus a reference website with additional material. Congratulations to the author and looking forward for subsequent works!!

I like animation and I found lots of useful tips and tricks to do animation with simple UiView property from this book.The content of this book is very easy to understand and well informed. Nice Job !

From Idea to App by Shawn Welch is an amazing way to understand iOS programming. He takes you through everything from methods to objects to classes. He does a great job in making you understand your existing programming experience and put it towards Cocoa Touch. I have read several books in the past. This is the first book that assumes the reader wants to understand the code without making you do examples that are already in Apple's Developer Connection documentation.I asked a friend who told me they wanted to learn to program Apps and asked for a recommendation for a book: "What is it you want the app to do?" and then I said, "Great! Find a book that lets you accomplish the basics of your app and that'll be a great book to do that for you."I learned later that afternoon that I was stuck learning the same things. This book goes through the exact idea. How to subclass, how to extend your subclass. It's a great read and very simple for

someone new to programming as well. Definitely pick up the E-book along with this through the PeachPit site, or snag the book for old worldly reading. The author has done a great job writing this book for the designer. I hope that at the end of it, I can do both, design and code.

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