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third edition of his popular guide to Mac automation, Joe Kissell shows how anyone, at any level of experience, can save time and effort, and avoid unnecessary errors, by using automation techniques that range from the simplest keyboard shortcut to the most complicated script. In this book, Joe teaches you how to automate routine tasks in a wide variety of ways. You can begin by making the most of productivity features such as Siri, Spotlight (for launching apps), and text replacement-and then move on to the more sophisticated automation tools built into macOS, such as Automator, AppleScript, services, and shell scripts. In addition, Joe gives extensive information about third-party automation apps that can make a huge difference to your work efficiency, such as Keyboard Maestro, TextExpander, OmniGraffle, and many more. As an extra bonus, the book includes coupons for discounts on 10 automation apps, adding up to more than \$100 in savings! Whether you're new to automation, you just need a refresher, or you're experienced with automation but want to go deeper, this book can teach you the skills you need to automate with ease. Take back your time, work more efficiently, and have more fun with your Mac, with *Take Control of Automating Your Mac, Third Edition* ! With this book, you'll learn how to: Get started with the built-in macOS automation tools, including Automator, AppleScript, and shell scripts Take full advantage of input devices to save clicks Customize toolbars and your Touch Bar to put hard-to-find controls at your fingertips Use your voice to control your Mac with Siri, dictation, and Voice Control/Dictation Commands Automate text expansion for faster, more consistent typing Control the Finder with a launcher and by organizing files with Hazel Supercharge your clipboard to remember and reformat previous copies Write macros in Microsoft Office and Nisus Writer Pro Create rules to file email automatically in Apple Mail and Outlook Log in to websites faster with a password manager Automate cloud services with IFTTT and Zapier Set up automatic backup and syncing Use Omni Automation for JavaScript-

based automation tasks Control nearly anything on your Mac with Keyboard Maestro. Previous editions written by Brad Miser. Explore everything your Apple Watch can do in watchOS 9! Version 3.1, updated January 15, 2023 This book helps you pick out an Apple Watch, discusses what the watch is good for, covers the controls and navigation, and describes how to use the core apps. The Apple Watch has become the world's best-selling watch, as well as the most popular wearable digital device. Since the device's introduction in 2015, Apple has developed numerous new watch product lines, vastly expanded the device's capabilities, and enabled developers to create entirely new apps and tools. The Apple Watch hides an enormous amount of technical complexity behind that unassuming touch screen, and with help from author Jeff Carlson, you'll unlock every last bit of its power. Take Control of Apple Watch covers all Apple Watch models through Series 8, the Apple Watch SE (2022), and Apple Watch Ultra, as well as all the new features introduced in watchOS 9. Jeff walks you through getting to know the Apple Watch (including how to pick one out if you haven't already), along with topics that teach you how to navigate among the watch's screens with the physical controls, taps on the screen, and Siri. You'll also find advice on customizing watch faces and sharing them with others; taking advantage of the electrocardiogram (ECG) capability and blood oxygen sensor, plus the temperature sensors introduced in the Series 8 and Ultra; getting the notifications you want; handling text and voice communications; using Apple's core apps; and monitoring your heart rate, hearing, and monthly cycle to improve your overall health. A final chapter discusses taking care of your Apple Watch, including recharging, restarting, resetting, and restoring. Among the many topics covered in the book are:

- Picking out and setting up your own Apple Watch—covers models up through Series 8, Apple Watch SE (2022), and Apple Watch Ultra
- Making watch face complications work for you
- Using the Control Center and Dock

Understanding how the watch interacts with your iPhone (including how to control your watch with your iPhone) • Staying connected using a cellular-enabled Apple Watch model • Using Siri on your watch for a wide variety of tasks • Tracking your exercise, even when you leave your iPhone at home • Using your watch to monitor sleep data • Placing and receiving phone calls on the watch • Getting navigation directions (and using the redesigned Compass app, including waypoints and the Backtrack feature introduced in watchOS 9) • Using the Walkie-Talkie feature to chat with other Apple Watch owners • Sending default (and customized) text messages—and even sending money via Messages • Seeing email from only certain people • Adding calendar events and reminders • Loading your watch with photos and using them to create new watch faces • Doing workouts with Apple Fitness+ • Finding people, devices, and items • Controlling your home with HomeKit-compatible devices • Triggering the iPhone’s camera remotely using the watch • Paying at contactless terminals using Apple Pay • Putting tickets on your watch • Using health-related features such as the blood oxygen sensor and medication reminders, plus the ECG, Cycle Tracking, and Noise apps • Detecting falls and (with newer watch models) car crashes, and automatically calling for help • Controlling an Apple TV, or Music on a Mac with the Remote app • Unlocking a Mac (and authenticating certain actions) with your watch • Adding apps to the watch via your iPhone or the watch's built-in App Store • Resetting a messed-up Apple Watch and force-quitting an app

A visual guide to the world's most popular mobile device Teach Yourself VISUALLY iPhone is your practical and accessible guide to mastering the powerful features and functionality of Apple's iPhone. For new iPhone users and long-time customers alike, this excellent resource features visually rich tutorials and step-by-step instructions that will help you understand all of your iPhone's capabilities - from the most basic to the most advanced. Most consumers gravitate toward the

iPhone and Apple products in general because they just work. But you may not have been getting the most out of your iPhone, until now. With Teach Yourself VISUALLY iPhone, you'll learn how to access and download books, apps, music, and video content as well as send photos and e-mails, edit movies, sync with Apple devices and services, and effectively use the current OS. All the new features and capabilities of the latest, cutting-edge iPhone are covered. This practical guide will help you: Learn the features of iOS visually with 500 full-color screen shots Master the basic functions of your iPhone and customize your settings Ensure you are getting optimal performance from your smartphone Understand how to find the best apps and services to fit your personal and business needs Written for visual learners and anyone who is interested in either starting out with a brand new iPhone or learning about the latest features of the most recent revolutionary device from Apple, Teach Yourself VISUALLY iPhone is the ultimate visual guide to the world's favorite smartphone.

Learn How to Make 3D iOS Games! Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: Scene Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Breakout, Marble Madness, and Crossy Road! Topics Covered in 3D iOS Games by Tutorials: Scene Kit: Get to know the basics with your first Scene Kit game project. Nodes: Use nodes with geometry and cameras to construct a 3D scene. Physics: Unleash the power of the built-in physics engine. Render Loop: Learn how you can leverage the Render Loop for updates. Particle Systems: Create massive explosions with the built-in 3D Particle Engine. Scene Editor: Create stunning 3D scenes with the built-in Scene Kit Editor. Cameras: Learn how to move the viewpoint around your game. Lights: Learn how to illuminate your games with different types of lights.

Primitives: Construct an entire game with just primitive shapes. Collision Detection: Learn how to detect when your game objects collide. Materials: Unleash reality, and learn about all the various types of textures. Reference Nodes: Leverage the power of reference nodes to built massive scenes. Transitions: Learn how to transition from one scene to another. Actions: Add animation with the built-in Action Editor. And much more, including: Shadows, Motion Control, Advanced Collision Detection Techniques and Audio. Learn Metal for iOS 3D Game Development guides you through learning Apple's new GPU programming framework. In this book, you get the skills necessary for creating iOS 3D game and graphics apps from the ground up. You'll learn how Metal enables programmers to extract maximum performance from graphics-based apps, and you'll be on the leading edge of a new era of game performance and complexity on iOS devices. You'll see how Metal works under the hood to improve performance over OpenGL ES, and you'll learn to create more complex and immersive experiences. You'll also see real world, practical examples of how Metal can be used to solve problems that all iOS programmers face. Along the way you'll learn Apple's new Swift language as it relates to Metal. So, you'll get a handle on the Metal framework, the shading language it uses, and how to integrate it all with Cocoa Touch. All you need to get started creating the new wave of amazing graphics-driven apps. What you'll learn

- The benefits of using Metal for GPU computing
- The Metal shading language
- How to interact with the graphics pipeline
- How to architect your apps to take full advantage of Metal
- How to create complex programs while integrating with Cocoa Touch
- How to use Xcode's tools to debug, profile, and visualize your graphics processing pipeline

Who this book is for This book is for those Apple iPhone/iOS app developers new to the new Metal framework. This book is also for game developers/programmers who have some experience with iOS. Learn the fundamental elements of the new Swift 3 programming language as

applied to game development for new iOS 10. In Part 1 of this book, you'll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you add new functionality to the game. By the end of the book, you'll have experience with all the important SpriteKit topics and have a fully functional game as a result. In Part 2, you'll learn 3D game development using Apple's SceneKit framework and the Swift programming language, following the same pattern used for Part 1. Game apps are one of the most popular categories in the Apple iTunes App Store. In response, James Goodwill and Wesley Matlock bring you *Beginning Swift Games Development for iOS, Third Edition* an update to their best-selling work. After reading and using this book, you'll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS-enabled device. What you'll learn Discover what's in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers new to Swift or for those thinking of trying iOS game app development for the very first time. Covers iOS5 Sams Teach Yourself iPad™ 2 in 10 Minutes, Third Edition offers straightforward, practical answers when you need fast results. By working through 10-minute lessons, you'll learn everything you need to use your iPad 2 to get online, get apps, use the Web, manage email, books, photos, music, video—anything! Each compact lesson zeroes in on essential techniques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Use FaceTime for personal video phone calls and conferences Take photos and make video clips with the front-facing and rear-facing cameras Manage settings for the iPad 2 and customize it to suit your needs Hook up to external devices such as a camera, a presentation

screen, TV, or HDTV Use Safari to access the Web, including your bookmarked and favorite sites Use the Mail app to read, send, and manage your email Manage personal information with the Calendar, Contacts, and Notes apps Subscribe to and read digital versions of magazines and newspapers Watch videos, TV shows, and movies on your iPad 2 Use iBooks and the iBooks Store to browse, buy, download, and read digital books Get and play music on the iPad 2 from iTunes and other sources Use Messages to have real-time text discussions with friends and family Learn about new features to iOS 5, including iCloud, Photo Booth, and more Category: iPad Covers: Apple Digital Media User Level: Beginning Step-by-step lessons that visually show you how to get the most from your iMac Apple's newest generation of iMacs boasts the critically acclaimed Thunderbolt ports as well as the new OS X Lion operating system. With this full-color, step-by-step guide, experienced author Guy Hart-Davis guides you through everything you need to know about the capabilities and features of the iMac. Rich screenshots and illustrations walk you through the multi-media features offered by the iMac line, including how to surf the web with Safari, using iCal to track appointments, and sync and control your iOS devices. Plus, straightforward instructions and easy-to-follow guidance help remove any trepidation you may have of learning all about this amazing machine! Walks you through the basics including getting up and running with a customized desktop, working with the OS, using e-mail, and more Demonstrates troubleshooting and maintenance tricks that will extend the life of your iMac Shows you how to edit photos in iPhoto, create impressive home movies with iMovie, and connect iOS devices such as iPhones and iPads Whether you're new to the iMac or looking to sharpen your skills and savviness, Teach Yourself VISUALLY iMac, Second Edition will help you master the features that make the iMac so unique. America is the richest nation in history, but ask young American students from whom their country won its independence, and the answers

include Japan, China, and Canada. For decades our education standards have paled in comparison with those of other industrial and even Third World countries, while education costs have risen inexorably. The fact that our schools are in shambles has been the subject of endless debate, and the explanations have run the gamut: teachers are underpaid; students are undisciplined; teaching methods are wrong. But until now, no one has persuasively identified the root problem: the teacher unions. It is no coincidence that the thirty-year decline in U.S. K-12 education, and the simultaneous surge in education spending, began at the same time that the modern teacher unions were created. Today, the biggest union in the country is the National Education Association, which has nearly 3 million members. Its agenda is not to provide better teaching in schools; it is to provide more money and benefits for teachers -- and, above all, for itself. It accomplishes this through collective bargaining muscle and by buying political influence. Even worse, the unions want to turn curriculum, textbooks, and grading standards into bargaining chips in labor negotiations. In this devastating critique, Peter Brimelow exposes the teacher unions for what they are: a political and economic monopoly that is choking the education system, like the "trusts" that put a stranglehold on American business a hundred years ago. Until the unions are held accountable, and public schools opened up to market forces, no education reform, no matter how worthy, will succeed. It is time, Brimelow convincingly argues, to bust the Teacher Trust. *The Worm in the Apple* paints an alarming picture of the bureaucratic parasite that has taken hold of our schools. It issues a clarion call to rescue students, parents, taxpayers and, not least, teachers -- from its grip. AppleScript is an English-like, easy-to-understand scripting language built into every Mac. AppleScript can automate hundreds of AppleScript-able applications, performing tasks both large and small, complex and simple. Learn AppleScript: The Comprehensive Guide to Scripting and Automation on Mac OS X,

Third Edition has been completely updated for Mac OS X Snow Leopard. It's all here, with an emphasis on practical information that will help you solve any automation problem—from the most mundane repetitive tasks to highly integrated workflows of complex systems. Friendly enough for beginners, detailed enough for advanced AppleScripters Includes major contributions from expert AppleScripters: Emmanuel Levy, Harald Monihart, Ian Piper, Shane Stanley, Barry Wainwright, Craig Williams, and foreword by AppleScript inventor, William Cook A concise, image-rich guide to getting the most out of an iPad or iPad mini provides step-by-step instructions for everything from initial setups and working with key features through troubleshooting and improving performance. Original. Pretty Paper Crafts include apple art to frame, lavish card toppers to send or frame, 3D apple decorations, festive bunting and a stocking for heirloom keepsakes to display year after year. Know your new iPhone 12, 12 Pro, and 12 Pro Max from the inside-out with 900 color screen shots! Teach Yourself VISUALLY iPhone is your ultimate guide to getting the most out of your iPhone! Apple's graphics-driven iOS is perfect for visual learners, so this book uses a visual approach to show you everything you need to know to get up and running—and much more. Full-color screen shots walk you step-by-step through setup, customization, and everything your iPhone can do. Whether you are new to the iPhone or have just upgraded to the 12, 12 Pro, or 12 Pro Max, this book helps you discover your phone's full functionality and newest capabilities. Stay in touch by phone, text, email, FaceTime Audio or Video calls, and social media; download and enjoy books, music, movies, and more; take, edit, and manage photos; track your health, fitness, and habits; organize your schedule, your contacts, and your commitments; and much more! The iPhone is designed to be user-friendly, attractive, and functional. But it is capable of so much more than you think—don't you want to explore the possibilities? This book walks you through iOS 14 visually to help you stay in

touch, get things done, and have some fun while you're at it! Get to know the iPhone 12, 12 Pro, and 12 Pro Max with 900 full-color screen shots Master the iPhone's basic functions and learn the latest features Customize your iPhone to suit your needs and get optimal performance Find the apps and services that can make your life easier The iPhone you hold in your hand represents the pinnacle of mobile technology and is a masterpiece of industrial design. Once you get to know it, you'll never be without it. Teach Yourself VISUALLY iPhone is your personal map for exploring your new tech companion. AppleScript is an English-like, easy-to-understand scripting language built into every Mac. AppleScript can automate hundreds of AppleScript-able applications, performing tasks both large and small, complex and simple. Learn AppleScript: The Comprehensive Guide to Scripting and Automation on Mac OS X, Third Edition has been completely updated for Mac OS X Snow Leopard. It's all here, with an emphasis on practical information that will help you solve any automation problem—from the most mundane repetitive tasks to highly integrated workflows of complex systems. Friendly enough for beginners, detailed enough for advanced AppleScripters Includes major contributions from expert AppleScripters: Emmanuel Levy, Harald Monihart, Ian Piper, Shane Stanley, Barry Wainwright, Craig Williams, and foreword by AppleScript inventor, William Cook Tips and techniques for forward-thinking MacBook Pro users Now that you have a MacBook Pro, you need just one more accessory, your very own copy of MacBook Pro Portable Genius, Third Edition. This handy, compact book lets you in on a wealth of tips and tricks, so you get the very most out of Apple's very popular notebook. Discover the latest on the most recent release of iLife, get the skinny on the new Intel Core i7 and i5 processors in the Pro, see how to go wireless in a smart way, and much more. The book is easy to navigate, doesn't skimp on the essentials, and helps you save time and avoid hassle. Includes savvy advice and plenty of no-nonsense content in a clear layout that is

easy to access Covers key tools, topics, and shortcuts on things like running Windows applications, desktop sharing, the latest operating system Mac OS X Lion and the latest iLife '11 release Features Genius icons throughout the book that provide smart and innovative ways to handle tasks and save yourself time Get better acquainted with your MacBook Pro with MacBook Pro Portable Genius, 3rd Edition. "Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: SceneKit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Marble Madness, and Crossy Road!"--Back cover, Know your new iPhone 11, 11 Pro, and 11 Pro Max from the inside-out with 900 color screen shots! Teach Yourself VISUALLY iPhone is your ultimate guide to getting the most out of your iPhone! Apple's graphics-driven iOS is perfect for visual learners, so this book uses a visual approach to show you everything you need to know to get up and running—and much more. Full-color screen shots walk you step-by-step through setup, customization, and everything your iPhone can do. Whether you are new to the iPhone or have just upgraded to the 11, 11 Pro, or 11 Pro Max, this book helps you discover your phone's full functionality and newest capabilities. Stay in touch by phone, text, email, FaceTime Audio or FaceTime Video calls, or social media; download and enjoy books, music, movies, and more; take, edit, and manage photos; track your health, fitness, and habits; organize your schedule, your contacts, and your commitments; and much more! The iPhone is designed to be user-friendly, attractive, and functional. But it is capable of so much more than you think—don't you want to explore the possibilities? This book walks you through iOS 13 visually to help you stay in touch, get things done, and have some fun while you're at it! Get to know iOS 13 with 900 full-color screen shots Master the iPhone's basic functions and learn the latest

features Customize your iPhone to suit your needs and get optimal performance Find the apps and services that can make your life easier The iPhone you hold in your hand represents the pinnacle of mobile technology and is a masterpiece of industrial design. Once you get to know it, you'll never be without it. Teach Yourself VISUALLY iPhone is your personal map for exploring your new tech companion. Features information on the features and functions of the operating system, covering such topics as customization, using iWork, networking, iPhoto, GarageBand, Apple Mail, Face Time, hardware, and AppleScript. If you prefer instructions that show you how to do something and skip the long-winded explanations, then this book is for you. You'll find clear, step-by-step screen shots that show you how to tackle more than 160 MacBook tasks. Each task-based spread includes easy, visual directions for performing necessary operations, including using the Dock and Dashboard, managing Exposé and Spaces, video chatting with iChat, and creating albums and photos in iPhoto. Full-color screen shots demonstrate each task so that you can get started using your MacBook today. Know your new iPhone from the inside-out with 900 color screen shots! Teach Yourself VISUALLY iPhone is your ultimate guide to getting the most out of your iPhone! Apple's graphics-driven iOS is perfect for visual learners, so this book uses a visual approach to show you everything you need to know to get up and running—and much more. Full-color screen shots walk you step-by-step through setup, customization, and everything your iPhone can do. Whether you are new to the iPhone or have just upgraded to the 7s, 7s Plus, or 8, this book helps you discover your phone's full functionality and newest capabilities. Stay in touch by phone, text, email, FaceTime Audio or FaceTime Video calls, or social media; download and enjoy books, music, movies, and more; take, edit, and manage photos; track your health, fitness, and habits; organize your schedule, your contacts, and your commitments; and much more! The iPhone is designed to be user-friendly,

attractive, and functional. But it is capable of so much more than you think—don't you want to explore the possibilities? This book walks you through iOS visually to help you stay in touch, get things done, and have some fun while you're at it! Get to know iOS with 900 full-color screen shots Master the iPhone's basic functions and learn the latest features Customize your iPhone to suit your needs and get optimal performance Find the apps and services that can make your life easier The iPhone you hold in your hand represents the pinnacle of mobile technology, and is a masterpiece of industrial design. Once you get to know it, you'll never be without it. Teach Yourself VISUALLY iPhone is your personal map for exploring your new tech companion. A visual guide to the iPhone—now fully updated If you are a visual learner, Teach Yourself VISUALLY iPhone, 3rd Edition is the book for you with 500 full-color screenshots that clearly illustrate all the features your iPhone has to offer. Get the most from your iPhone, whether you're a beginner or an iPhone enthusiast who's learning the latest features, this easily accessible guide provides visually rich tutorials and step-by-step instructions that will help you unlock all your device has to offer. Learn the latest features of iOS Master the basic functions of your iPhone and customize your settings Ensure you're getting optimal performance from your iPhone Find the best apps and services to fit your personal and business needs If you're a visual learner who prefers instructions that show you how to do something, then this book is for you. Its clear, step-by-step screen shots show you how to tackle more than 160 tasks with your MacBook Air. You'll learn to work with the multitouch trackpad; use the Dock, Exposé, and Spaces; get online via AirPort or Wi-Fi; sync your iPhone to your MacBook Air; manage contacts and calendars; connect to other devices; use e-mail and iChat, surf the Web; and much more. Full-color screen shots demonstrate each task. The visual guide to getting up and running with your new Mac Macs are enjoying robust sales, and visual learners are drawn to their

intuitive interface. This colorful, step-by-step guide quickly gets you up to speed on your new Mac, and if you're moving to a Mac from Windows, it smoothes the transition. Full-color screen shots and numbered, step-by-step instructions show you how to navigate the interface and explain how to attach hardware, sync mobile devices, browse the web with Safari, manage photos with iPhoto, shop at the iTunes store, and much more. There are even productivity, maintenance, and troubleshooting tips. New Mac users, those switching from Windows, and Mac veterans upgrading to the newest version of OS X will get up and running quickly and easily with this full-color, step-by-step guide

Covers basic set-up, hardware add-ons, syncing iPhones and iPods to the Mac, using popular apps, browsing the Internet with Safari, and setting up e-mail Shows how to manage your photos with iPhoto and create professional-looking home movies with iMovie Includes a variety of productivity, maintenance, and troubleshooting tasks as well as important details on the capabilities of Mac OS X Lion Numbered steps and colorful screen shots demonstrate each task Teach Yourself VISUALLY

Macs, 3rd Edition is just what visual learners need to start making the most of the Mac. If you're a visual learner who's eager to get up and running on all the MacBook has to offer, this fully illustrated, easy-to-follow guide provides you with the most up-to-date information on performing everyday tasks quickly and easily. -- Learn how to drive the coolest laptop on the planet You took the plunge, paid extra, and—even though it looks and feels like perfection—have that fleeting doubt: is my MacBook really worth the investment? You'll be pleased to know that the answer is totally yes, and MacBook For Dummies is the ultimate way to learn the thousand and one reasons why the MacBook Pro or Air you now own is a modern masterpiece—as well as the ten thousand and one (and counting) things you can do with it. With its super-smooth performance, top-shelf LED screen, rugged reliability, and powerful, trouble-free operating system, you're going to have a lot of fun.

Keeping jargon to a minimum, Mark L. Chambers—prolific tech author and all-round Mac whiz—gives you a friendly, step-by-step welcome to everything MacBook, from reviewing the hardware and powering up for the first time to getting familiar with files, security settings, launching apps, and entering the digital netherworld of iCloud. Then, with the basics reassuringly in place, you can begin your journey to power-user mastery in whatever areas of MacBook-ing you're most interested in, from doing the accounts in Numbers to perfecting that soon-to-be-released cinematic classic (with original score) using iMovie and GarageBand. Get familiar with the latest macOS, Big Sur Communicate with Messages and FaceTime Stream music, movies, and TV shows Manage and edit photos and video clips Whether you're a PC convert, Mac veteran, or completely new to the astonishing potential of the MacBook world, you'll find everything you need to get the most out of the technical marvel that's now at your command. Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More! In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each 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 iOS development tasks. Quizzes and Exercises help you test your knowledge. Notes present interesting information related to the discussion. Tips show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode 7.x • Learn to navigate the Xcode 7.x development environment and install apps on your iDevice • Get started quickly with Apple's

Open Source language: Swift 2.0 • Test code and application logic using the iOS Playground • Understand the Model-View-Controller (MVC) development pattern • Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library • Use Auto Layout and Size Classes to adapt to different screen sizes and orientations • Build advanced UIs with Tables, Split Views, Navigation Controllers, and more • Read and write preferences and data, and create System Settings plug-ins • Use iOS media playback and recording capabilities • Take photos and manipulate graphics with Core Image • Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS • Use 3D touch to add Peek, Pop, and Quick Actions to your apps • Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps • Create universal applications that run on both the iPhone and iPad • Write background-aware multitasking applications • Trace, debug, and monitor applications as they run • Additional files and updates available online Don't miss out on important features Teach Yourself VISUALLY iPad, 5th Edition is your ultimate guide to navigating the latest iPad and all the features that come with iOS 10. Whether this is your first iPad or just your newest upgrade, this book will quickly get you acquainted with your new favorite companion. No long-winded explanation, no technical jargon no complicated operations—just step-by-step instructions that walk you through everything from initial setup to key features Plus troubleshooting advice will help you fix minor problems without a trip to the Apple Genius Bar. Sidebars highlight expert tips and tricks, while full-color screenshots make it easy to follow along. Connect to WiFi and Bluetooth; download the best apps; sync your media, email, calendar, and more! Your iPad is more than just the world's greatest entertainment device—it's an extension of your desktop or laptop computer, allowing work and play to flow seamlessly from one to the other. From customizing your settings to locking security down tight, this

book shows you everything you need to know to get the most out of your iPad. Whether you have an iPad Air, iPad Pro, or iPad mini, this guide has you covered. Updated to cover devices running iOS 10, this fifth edition shows you all the latest features that make the iPad the bestselling tablet around the globe. Get connected and explore the App Store, iTunes, and the Web Organize email, files, contacts, photos, videos, and more Set reminders, alarms, notifications, and other preferences Access your social media, music, movies, and more Exploring on your own may mean missing out on some of the hidden features that make the iPad great—swipe secrets and tap techniques reveal shortcuts that streamline almost everything you can do. If you're ready to dive in and get started, Teach Yourself VISUALLY iPad is the ideal resource. The iPod touch is a unique device in many ways. The most significant example of this is its Multi-touch interface that enables users to easily control the device and type with their fingers. It also includes sensors that automatically re-orient the screen display to match the orientation of the iPod touch, such as switching to landscape view when the user rotates the phone 90 degrees when watching video. All iPod touch models include the applications Music, Videos, Photos, iTunes (providing access to the Wi-Fi Music Store), Safari, YouTube, Calendar, Contacts, Clock, Calculator, and Settings. Later models added Mail, Maps, Stocks, Notes, and Weather, which could also be added to the earlier models with the purchase of the iPhone 2.0 software upgrade for the iPod touch. My iPod touch, 3/e will include necessary coverage of iTunes to enable readers to manage the content on their iPod as well as purchase applications and customizing settings. In addition, readers will learn how to use every feature of their iPod touch and receive expert advice on topics like customizing, peer to peer connectivity, running apps, using peripheral devices and more. This book will be fully updated for the latest iPod touch release. Step-by-step instructions with callouts to iPhone images that show you exactly what to

do. Help when you run into iPhone problems or limitations. Tips and Notes to help you get the most from your iPhone. Full-color, step-by-step tasks walk you through getting and keeping your iPhone working just the way you want. The tasks include how to:

- Connect to the Internet, Bluetooth devices, Wi-Fi networks, and other iPhones, iPods, and iPads
- Use Siri to get information, write texts and emails, set reminders/appointments, and more just by speaking to your iPhone 4S and newer
- Customize your iPhone with folders, wallpaper, ringtones, and much more
- Configure and sync your information, and efficiently manage contacts, reminders, and calendars
- Communicate via FaceTime videoconferences, conference calls, text, email, and more
- Make the most of Safari to browse the Web and Mail to manage all of your email from one inbox
- Listen to music, subscribe to podcasts, and watch video—including movies and TV shows
- Capture and edit photos and video

Use your photos in slideshows, for wallpaper, and your contacts or share them via email, Cloud, and texts ; use PhotoStream to automatically save and share your photos

- Find, download, install, and use awesome iPhone apps
- Take advantage of iCloud to keep your content and information in sync on all your devices

BONUS MATERIAL: Download a bonus chapter titled, "Using Cool iPhone Apps," as well as additional tasks and other helpful information on this book's website at quepublishing.com/myiphone5.

CATEGORY: Apple Digital Media **COVERS:** Apple iPhone **USER LEVEL:** Beginning-Intermediate

Learn how to unleash your inner Unix geek! Version 3.2.1, updated December 23, 2022 This book introduces you to the Mac's command line environment, teaching you how to use the Terminal utility to accomplish useful, interesting tasks that are either difficult or impossible to do in the graphical interface.

If you've ever thought you should learn to use the Unix command line that underlies macOS, or felt at sea when typing commands into Terminal, Joe Kissell is here to help! With this 228-page book, you'll become comfortable working on the Mac's command

line, starting with the fundamentals and adding more advanced topics as your knowledge increases. Now includes complete coverage of Monterey, Big Sur, Catalina, and zsh! Joe includes 66 real-life "recipes" for tasks that are best done from the command line, as well as directions for working with permissions, carrying out grep-based searches, creating shell scripts, and installing Unix software. The book begins by teaching you these core concepts:

- The differences among Unix, a command line, a shell, and Terminal
- Exactly how commands, arguments, and flags work
- The basics of Terminal's interface and how to customize it

Next, it's on to the command line, where you'll learn:

- How to navigate your Mac's directory structure
- Basic file management: creating, copying, moving, renaming, opening, viewing, and deleting files
- Creating symbolic links
- The types of command-line programs
- How to start and stop a command-line program
- How to edit a text file in nano
- How to customize your prompt and other shell defaults
- The importance of your PATH and how to change it, if you need to
- How to get help (Joe goes way beyond telling you to read the man pages)

You'll extend your skills as you discover how to:

- Create basic shell scripts to automate repetitive tasks.
- Make shell scripts that have variables, user input, conditional statements, loops, and math.
- See which programs are running and what system resources they're consuming.
- Quit programs that refuse to quit normally.
- Enable the command line to interact with the Finder.
- Control another Mac via its command line with ssh.
- Understand and change an item's permissions, owner, and group.
- Run commands as the root user using sudo.
- Handle output with pipe (|) or redirect (> or <).
- Use grep to search for text patterns in files and filter output.
- Install new command-line software from scratch or with a package manager.
- Use handy shortcuts in the Terminal app itself and in zsh.

Questions answered include:

- What changed on the command line in macOS 12 Monterey and macOS 11 Big Sur? (Not much, unless you have an M-series Mac!)
- What changed on

the command line in macOS 10.15 Catalina? (A lot!) • What are the differences between the zsh shell and the bash shell? • Which shell am I using, and how can I change my default shell? • How do I quickly figure out the path to an item on my Mac? • How can I customize my Terminal window so I can see man pages behind it? • How can I make a shortcut to avoid retyping the same long command? • Is there a trick for entering a long path quickly? • What should I say when someone asks if I know how to use vi? • How do I change my prompt to suit my mood or needs? • What is Command Line Tools for Xcode? • When it comes to package managers, which one should I use? Finally, to help you put it all together, the book showcases 66 real-world "recipes" that combine commands to perform useful tasks, such as listing users who've logged in recently, manipulating graphics, using a separate FileVault password, creating and editing user accounts, figuring out why a disk won't eject, copying the source code of a webpage, determining which apps have open connections to the internet, flushing the DNS cache, finding out why a Mac won't sleep, sending an SMS message, and deleting stubborn items from the Trash. Presents lessons covering such topics as desktop tools, applications, networking, printers, user accounts, security, and troubleshooting. Clear instructions to help visual learners get started with their MacBook Pro

Covering all the essential information you need to get up to speed with your MacBook Pro, this new edition provides you with the most up-to-date information on performing everyday tasks quickly and easily. From basics such as powering on or shutting down the MacBook Pro to more advanced tasks such as running Windows applications, this visual guide provides the help and support you need to confidently use your MacBook Pro to its full potential. Empowers you to perform everyday tasks quickly and easily

Covers new hardware updates, the latest version of OS X, troubleshooting, iCloud, FaceTime, and more

Walks you through working on the Mac desktop with Mission Control and Launchpad

Explains how

to download applications from the Mac App Store Teach Yourself VISUALLY MacBook Pro, Second Edition is an ideal, fully illustrated guide for learning how to make the most of all your MacBook Pro has to offer. Learn the basics and beyond with this visual guide to the iPad, iPad Air, and iPad mini Teach Yourself VISUALLY iPad, 3rd Edition is a clear, concise, image-rich guide to getting the most out of your iPad or iPad mini. Designed to quickly get you the answers you need, this book cuts to the chase by skipping the long-winded explanations and breaks each task down into bite-sized pieces. You'll find step-by-step instruction for everything from the initial setup to working with key features, plus troubleshooting advice that can help you avoid a trip to the Apple Genius Bar. Helpful sidebars highlight tips and tricks that get things done faster, and plenty of full-color screenshots help you visualize the lesson at hand. New users will learn how to take advantage of all the iPad has to offer, and experienced users may discover techniques to streamline everyday tasks. Now that you have this coveted device in your hands, you want to use every feature and maximize every capability. Teach Yourself VISUALLY iPad helps you do just that, walking you through each step in the iPad experience. You'll learn to: Get the most from any model of the iPad, iPad Air, or iPad mini Customize your iPad and connect with WiFi and Bluetooth Access music, videos, games, photos, books, and apps Set up your e-mail, browse the Web, and manage social media Troubleshoot and fix minor issues that arise Tooling around on your own is fun, but you'll miss some of the lesser-known features that help make the iPad the superior device it is. This guide provides a visual tour, complete with expert instruction. If you're looking to get more out of your iPad, Teach Yourself VISUALLY iPad, 3rd Edition is essential reading. Step-by-step instructions with callouts to iPhone images that show you exactly what to do. Help when you run into iPhone problems or limitations. Tips and Notes to help you get the most from your iPhone. Full-color, step-by-step tasks walk you through getting

and keeping your iPhone working just the way you want. The tasks include how to: Connect to the Internet, Bluetooth devices, Wi-Fi networks, other iPhones, iPods, and iPads Manage your apps with the iPhone's new multitasking capabilities Customize your iPhone with folders, wallpaper, ringtones, and much more Configure and sync your information, and efficiently manage contacts and calendars Communicate via FaceTime videoconferences, conference calls, text, email, and more Make the most of Safari to browse the Web and Mail to manage all of your email from one inbox Listen to music, subscribe to podcasts, and watch video—including movies and TV shows Capture photos and HD video Use your photos in slideshows, for wallpaper, and your contacts or share them via email, MobileMe, and texts Find, download, install, and use iPhone apps, including the amazing iBooks to read ebooks BONUS MATERIAL: Find additional tasks and other helpful information on this book's website at quepublishing.com/title/9780789747143 CATEGORY: Apple Digital Media COVERS: Apple iPhone USER LEVEL: Beginning-Intermediate In this book you'll find clear, step-by-step screen shots that show you how to tackle more than 140 iPhone tasks. Each task-based spread covers a single technique, sure to help you get up and running on the iPhone in no time The Best Resource on the Market for Learning AutoCAD for Mac software! This comprehensive Autodesk Official Training Guide has everything you need to quickly become proficient with every aspect of Autodesk's new AutoCAD for Mac software. Award-winning author George Omura, whom most CAD designers know and respect from his all-time bestselling Mastering AutoCAD books, now applies his legendary AutoCAD expertise, approachable style, and thorough Mastering coverage to Mastering AutoCAD for Mac. You'll quickly and efficiently build skills, whether you're just beginning or are already a seasoned AutoCAD user. Teaches you to design and draft using AutoCAD for Mac Helps you quickly master basic, intermediate, and advanced skills Covers using hatches, fields, and tables effectively;

manipulating dynamic blocks and attributes; rendering 3D views with lighting and materials; exploring parametric modeling; transforming 2D drawings into 3D renderings; and more Provides step-by-step instruction and exercises, as well as real-world examples and case studies Functions as both a detailed tutorial and also a one-stop, stand-alone reference Mastering AutoCAD for Mac is also an Autodesk Official Training Guide The world's best AutoCAD resources—George Omura and the Mastering AutoCAD series from Sybex—are now available to help you master AutoCAD for Mac. A visual guide to the latest iPhone technology Teach Yourself VISUALLY iPhone is the visual guide to mastering the powerful features and functionality of Apple's latest smartphone. Whether you're a newbie or upgrading to the latest model, this easy to navigate guide features visually rich tutorials and plenty of step-by-step instructions to help you make sense of all your iPhone's capabilities—from the most basic to the most advanced. Covering all the exciting features of the latest cutting-edge models, this visual guide helps you learn how to access and download apps, books, music, and video content; send photos and emails; edit movies; synch with Apple devices and services; effectively use the current OS; and much more. Learn the features of iOS with 500 full-color screen shots Master the basic functions of your iPhone and customize its settings to work the way you prefer Ensure you're getting optimal performance from your iPhone Discover how to find the best apps and services to fit your personal and business needs If you learn faster by seeing and doing, this visual guide will quickly help you unlock the many capabilities of the world's favorite smartphone.

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