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Learning IBeacon

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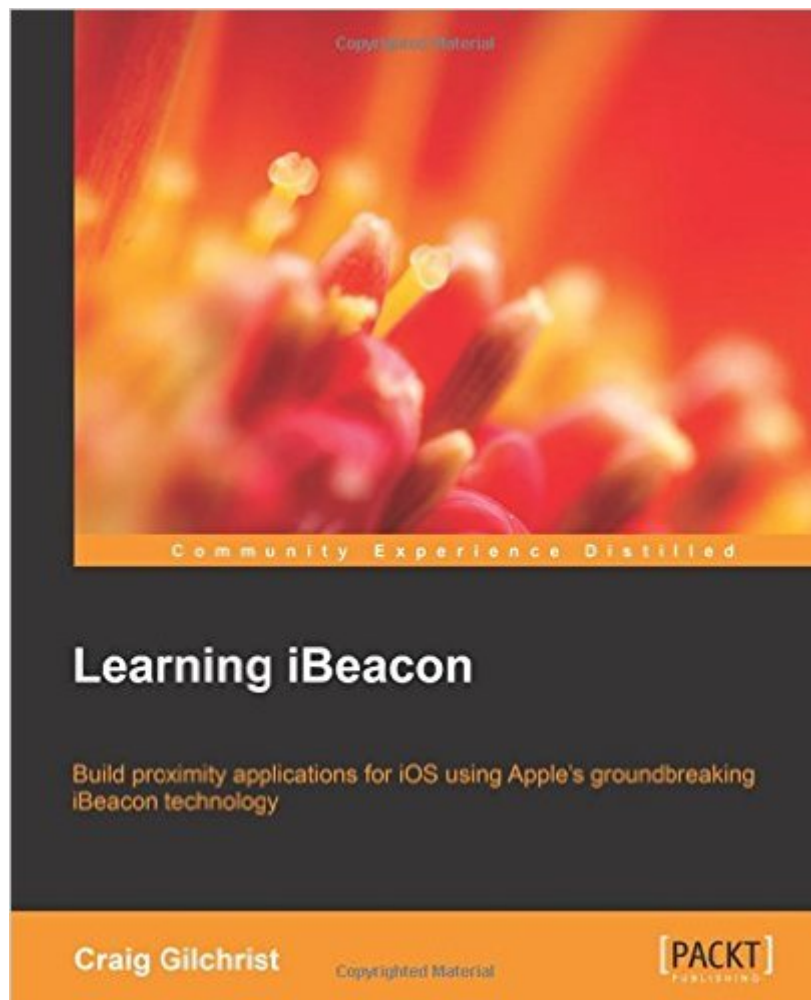Build proximity applications for iOS using Apple's groundbreaking iBeacon technology

Craig Gilchrist

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Synopsis

Build proximity applications for iOS using Apple's groundbreaking iBeacon technologyAbout This BookBuild apps for iPhone and iPad that understand indoor location using iBeaconExplore commercial opportunities and gain insights into the Bluetooth iBeacon products that are currently available in the marketplaceThis is a step-by-step tutorial that will enhance your skillset required to develop iBeacon applicationsWho This Book Is ForThis book is intended for iOS developers who are curious to learn about iBeacon and want to start building applications for iOS. You will gain everything you need to know to master indoor location functionality using Bluetooth beacon technology. No knowledge of iBeacon is assumed.What You Will Learn Detect beacons in range and read the values they broadcast Understand beacon regions and use Core Location framework to determine when you enter or exit a beacon region Use beacon broadcast values to identify the beacon and determine the purpose of it Utilize the CoreBluetooth library to turn your iOS device into an iBeacon Build a functionality that understands the world around it within a few inches by determining beacon distance Notify users that they've entered a region while the app's running in the background and use beacons to show Apple Passbook passes when in range Build a comprehensive museum app that informs the visitor about the exhibits that they're closest to as they walk around the museum Understand Bluetooth low energy and the technology behind iBeacon In DetailStarting with an introduction to iBeacon, you will learn all about simple beacon detection. You will learn how to use Apple's CoreBluetooth, CoreLocation, and PassKit libraries, and how to broadcast different values through the power of transmission power.You will learn how to allow your apps to detect beacons, determine their distance, and even turn your iPhone or iPad into a Bluetooth iBeacon by building a simple treasure-hunting app. We will also be discussing two of the most popular beacons (Estimote and ROXIMITY). Don't worry if you haven't got any beacons; this book includes a companion app that lets your Mac or MacBook act as a beacon to allow you to jump straight into learning this incredible technology.By the end of this book, you will have learned how to build apps that interact with the world around them using Bluetooth beacons.

Book Information

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Customer Reviews

Beacon technology was something I was always curious about (both as user and developer), and finally I discovered this book that helped me to understand what a beacon is and how I can use the beacon technology together with iOS SDK to develop either an advertising or a dating or an indoor location or an IoT app. I'm an iOS developer since 2009 and it was very easy for me to understand the author's beacon technology description and how to interact with it using the iOS SDK. Furthermore, the book describes beacons powered apps security issues (and, most important thing, how to solve/minimize these issues). As an iOS developer I really appreciated the good description of background/foreground beacon related location events handling and the OS X companion software that allows book readers to test book objective-c project without the need of buying an actual beacon device (but the author lists the most known beacon devices on the market, their prices, pros and cons of their sdk in a very good and helpful way). Recommended!

A very clear and comprehensive introduction and explanation to this vital new technology. Presentation is staged and linear, examples are clear and useful, not nonsense placeholder code. I'd quibble over the accessibility to novice iOS developers, however. The technology is too dependent on deep understanding of objective C and iOS frameworks for any novice.A singular book, recommended.

A well-detailed book that allows for a gradual ramp with all dev concepts surrounding iBeacon technology.Hands-on from the first page, with multiple code examples in the book, as well as full files available for download on Packt Publishing website.Key iBeacon concepts are explored and explained, and there is also a specific part on the Estimote SDK.Caution: book only covers iOS and Objective-C, no Android nor Swift.

This book gives you a great walkthrough the ibeacon technology, how to create some apps, important information on security and concerns, if you are a Marketer or a developer its a great option to get into the ibeacon world

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